

Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Esports Skills: Observing, Coaching and Shoutcasting

Graded Unit Reference Number: GA36SPO01

Ungraded Unit Reference Number: UA36SPO01

Module: Sport and Exercise

Level: Three (3)

Credit Value: Six (6)

Minimum Guided Learning Hours: 60

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Understand gameplay from an observer's point of view	1.1 Create two 5-minute videos from contrasting Esports, showing gameplay from a live game
	1.2 Create a commentary for both videos, explaining the gameplay as it happens in the video
2. Understand Esports strategy and apply this to an Esports team	2.1 Select one character from two contrasting Esports and explain their abilities and interactions with other roles within the game. Detail how each character uses their abilities within their role allocation to influence the outcome of the team
	2.2 Using the videos you have created, describe the strategy in each, demonstrating map and character knowledge (call outs). Explain the individual character abilities of different team roles and synchronisation of partnered abilities, including how they work within a certain strategy or 'play'
	2.3 Design a strategy for an Esports team. Coach the team on your strategy and demonstrate the application of the strategy in a game, supported by video recordings

3. Understand how to analyse gameplay and coach an individual Esports player	3.1 Review the gameplay for 2.3 and analyse the effectiveness of the strategy, explaining whether the strategy had a successful outcome and the reasons for this 3.2 Using your analysis, design a coaching plan for an individual character/ role in an Esport, showing how you would make improvements in future performances and explaining your rationale for your decisions
4. Understand the foundations of shoutcasting and commentating	4.1 Identify the key knowledge a shoutcaster would need to shoutcast at a tournament for a chosen Esport, giving details of the character and map knowledge needed to shoutcast successfully 4.2 Select or create two videos of highlights from two contrasting games. Either record a shoutcast over the videos, commentating on the actions within the video as they happen; or write a script for a shoutcaster or commentary to read over the highlights