

12	Topic: Unit 1: Introduction to Esports	Topic: Unit 1: Introduction to Esports	Topic: Unit 1: Introduction to Esports	Topic: Unit 1: Introduction to Esports	Topic: Unit 1: Introduction to Esports	Topic: Unit 1: Introduction to Esports
	Knowledge and skills	Knowledge and skills	Knowledge and skills	Knowledge and skills	Knowledge and skills	Knowledge and skills
	<ul> <li>Organisation and structure of UK Esports</li> <li>Organisation and structure of traditional sports in the UK</li> </ul>	<ul> <li>Classification of esports in different countries</li> <li>Global organisations involved in esports</li> </ul>	<ul><li>Esports teams</li><li>Esports Tournaments</li></ul>	Genres of esports games	Job roles, career pathways and progression routes	Development planning for a career in esports
		<u>Topic:</u> Unit 2: Esports Skills,	Topic: Unit 2: Esports Skills, Strategies and Analysis	Topic: Unit 2: Esports Skills, Strategies and Analysis	Topic: Unit 2: Esports Skills, Strategies and Analysis	Topic: Unit 2: Esports Skills, Strategies and Analysis
	Topic: Unit 2: Esports Skills, Strategies and Analysis	Strategies and Analysis	Knowledge and skills	<ul> <li>Knowledge and skills</li> <li>Different strategies used</li> </ul>	Knowledge and skills	Knowledge and skills
	<ul> <li>Knowledge and skills</li> <li>Skills tactics and training required in different genres</li> <li>In game skills and strategies</li> </ul>	<ul> <li>Characteristics of high performing teams</li> <li>Best practice of high performing teams</li> </ul>	The creation of an esports team	Different methods of analysis	<ul> <li>Planning for individual performance</li> <li>Planning for team performance</li> </ul>	Analysing individual and team performance
13	Topic: Unit 3: Enterprise and Entrepreneurship in the Esports Industry	Topic: Unit 3: Enterprise and Entrepreneurship in the Esports Industry	<b>Topic:</b> Unit 4: Health, Wellbeing and Fitness for Esports Players	Topic: Unit 4: Health, Wellbeing and Fitness for Esports Players	<b>Topic:</b> Unit 4: Health, Wellbeing and Fitness for Esports Players	End of course.
	<ul> <li>Esports enterprise and purpose</li> <li>Esports entrepreneurial skills and behaviours</li> <li>Entrepreneurial motivation, teamwork and creativity skills</li> <li>Esports Entrepreneurial knowledge</li> <li>Risks and concerns</li> <li>Measures of success</li> </ul>	<ul> <li>Knowledge and skills</li> <li>Generating enterprise ideas</li> <li>Market research</li> <li>Research methods</li> <li>Business plans</li> <li>Business pitches</li> </ul>	<ul> <li>Knowledge and skills</li> <li>Types of physical activity</li> <li>Benefits to esports players</li> <li>Types of physical fitness</li> <li>Signs of poor fitness</li> </ul>	<ul> <li>Knowledge and skills</li> <li>Health monitoring</li> <li>Measuring wellbeing</li> <li>Validity and reliability</li> </ul>	<ul> <li>Knowledge and skills</li> <li>Effective communication</li> <li>Health testing</li> <li>Interpreting results</li> <li>Evaluating and feeding back to players</li> </ul>	