



Level 3 Qualification in Esports Leadership

Tutor Resource

Unit 1 Develop Leadership Skills

Tutor information: how to use this resource

- This tutor resource has been created to support your course delivery. It includes suggested questions, prompts, delivery ideas and practical activities that you are welcome to use as you see fit.
- It has been written as a PowerPoint and you might like to present some or all of the slides to your learners, or you might simply use the information contained within this resource when you are planning and delivering your course.
- You are welcome to customise the slides to best suit your needs.
- You will find tutor notes included for you reference.
- Hyperlinks to the online resources identified throughout, can all be found on slides at the end of the presentation.

Unit 1 – Develop leadership skills

Learning Outcomes

By the end of this unit you will:

1. Understand the skills and behaviours needed for leadership
2. Understand the importance of leadership skills and behaviours in a range of environments
3. Be able to evaluate and develop leadership skills
4. Be able to reflect on the development of own leadership skills

Unit 1 – Develop leadership skills

Learning Outcome 1


By the end of this section you will:

- Understand the skills and behaviours needed for leadership

And to provide evidence of this you must:

- Complete **Task 1.1 –Understanding the skills and behaviours an Esports Leader needs in your LER**

Specification from 1st September 2022



Learner Evidence Record
Level 3 Qualification in Esports (Es3)

Learner name	<input type="text"/>
Centre name	<input type="text"/>
Course number	<input type="text"/>
Tutor name	<input type="text"/>

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Roles and Responsibilities of an Esports Team Manager

- Note down for yourself the key roles and responsibilities of an Esports Team Manager
- What makes a good Esports Team Manager?
- What problems might an Esports Team Manger encounter?

Roles and Responsibilities of an Esports Team Coach

- Note down for yourself the key roles and responsibilities of an Esports Team Coach
- How do the leadership roles of an Esports Team Manger and Esports Coach differ? What are the similarities?

Unit 2 – Understand the ecosystem of Esports

Learning Outcome 1


By the end of this section you will:

- Understand the ecosystem of Esports

And to provide evidence of this you must:

- Complete **Task 2.1 – Mapping the Esports ecosystem** in your LER

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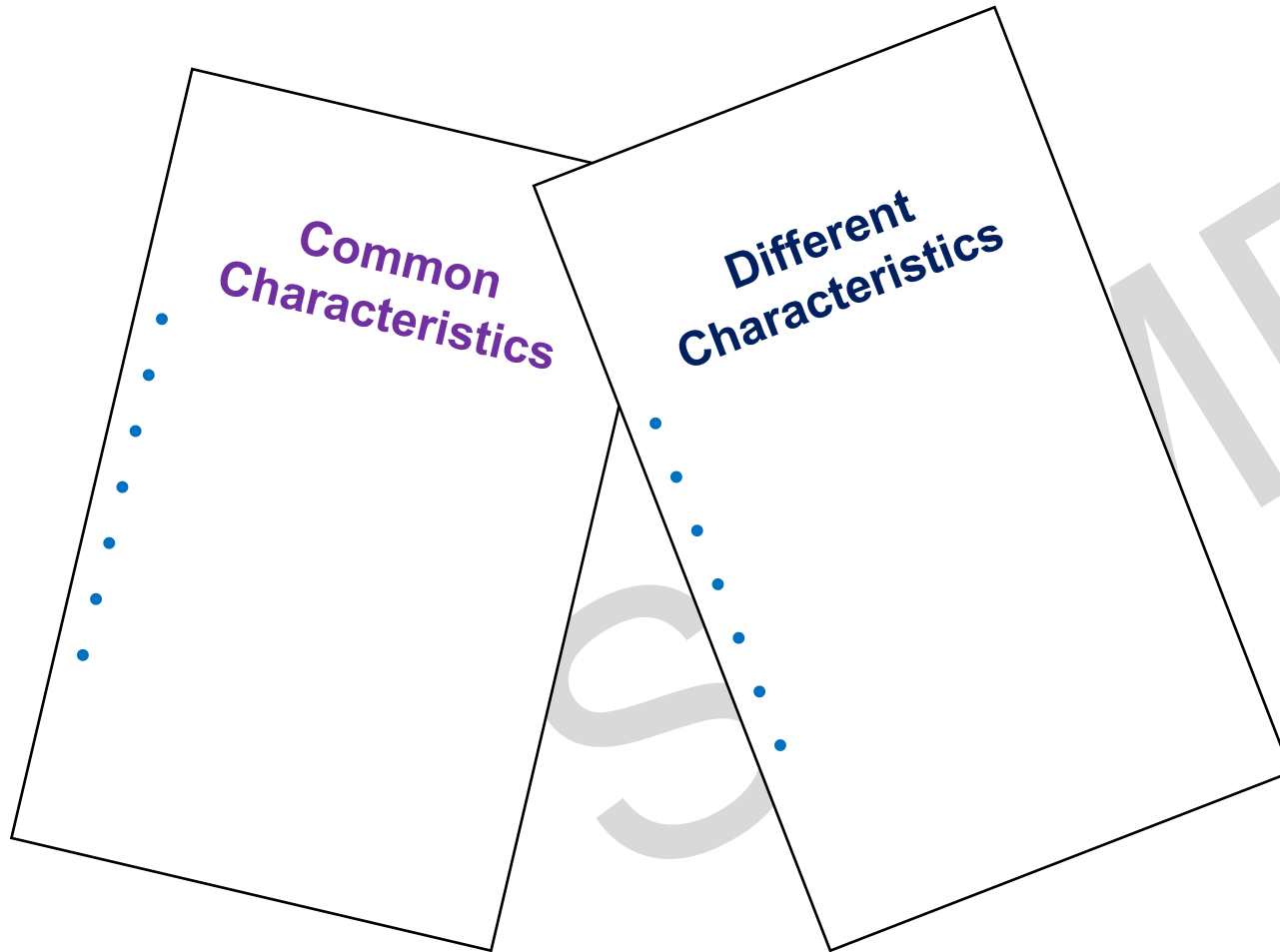


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Characteristics of Esports



- Think about the Esports games that you are familiar with.
- What characteristics do they all share? What is it that makes an Esport an Esport?
- Now consider the ways in which these same Esports might be different to each other.

Task 2.1

Reminder - you now need to complete **Task 2.1 – Mapping the Esports ecosystem** in your Learner Evidence Record (LER).

It is important you understand the Esports ecosystem. You will need to complete a short project that includes the information below (tick each one when you have included it). Add it into this Learner Evidence Record so it can be assessed by your Tutor/Assessor.

Items to include in your Esports ecosystem project	Included?								
A brief description of the history and evolution of Esports, including key dates, events, interesting facts and relevant figures.	<input type="checkbox"/>								
An explanation of how the Esports ecosystem works and interconnects, to include: <ul style="list-style-type: none"> Games and their providers Players and teams Sponsors and marketing National and international tournaments and leagues 	<input type="checkbox"/>								
An analysis of the game types listed below, including details of the game type, how it is played, from grassroots gaming to professional. <table border="1" style="margin: 10px auto; width: 80%;"> <tr> <td>Multi-player online battle arena</td> <td>First person tactical shooter</td> <td>Battle royale</td> <td>Real time Strategy</td> </tr> <tr> <td>Fighting</td> <td>Sports based</td> <td colspan="2">Exercgaming</td> </tr> </table>	Multi-player online battle arena	First person tactical shooter	Battle royale	Real time Strategy	Fighting	Sports based	Exercgaming		<input type="checkbox"/>
Multi-player online battle arena	First person tactical shooter	Battle royale	Real time Strategy						
Fighting	Sports based	Exercgaming							
Choose three game types and give a description of: <ul style="list-style-type: none"> The key principles of skills-based match making in Esports related to three different game types The key characteristics of Esports players at different levels of the game, including: <ul style="list-style-type: none"> Grassroots Competitive Professional/elite How game ranking impacts access to Esports for two different game types How the dynamics of Esports are affected by player numbers Compare and contrast strategy considerations for the game types, including: <ul style="list-style-type: none"> Opposition strategies Counter-play Macro play Micro play 	<input type="checkbox"/>								
How your project can be presented	As long as you present all the information above, your project can be in any format that works for you. For example, you could create: <ul style="list-style-type: none"> A thought cloud, spider diagram or similar A presentation A storyboard or timeline of events with sketches and annotations Or any other presentation style you like 								

Unit 3 – Online safety, ethics and current issues in Esports leadership

Learning Outcome 2


By the end of this section you will:

- Understand ethics and fair play in Esports

To provide evidence of this you must:

- Complete **Task 3.2 Ethics and fair play in Esports** in your Learner Evidence Record

Specification from 1st September 2022



Learner Evidence Record
Level 3 Qualification in Esports (Es3)

Learner name	<input type="text"/>
Centre name	<input type="text"/>
Course number	<input type="text"/>
Topic name	<input type="text"/>

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Leading Esports ethically and fairly

Treat people the same online as you would in person

Be a positive influencer- use encouragement and empathy

Emphasis the event referees and organisers are to be respected at all times



Accept that other people may find something offensive even if you don't

Lead by example - be a good winner and be gracious loser

Have a consistent message and vision on what is ethical and fair play

Share clear expectations with players as well as the consequences of not meeting these expectations

Managing risks before, during and after session

Sometimes things happen that create hazards at short notice. You will not always be able to plan for them ahead of time. However, you should be prepared for the unexpected.

What actions can you take before, during and after a session to identify hazards and manage risks?

The image shows three overlapping boxes, each containing a title and a list of bullet points. The boxes are tilted slightly to the right. The first box is green, the second is blue, and the third is purple. A large, light grey watermark reading 'SAMPLE' is overlaid across the center of the boxes.

- Actions to manage hazards and risks BEFORE a session**
 -
 -
 -
 -
- Actions to manage hazards and risks DURING a session**
 -
 -
 -
 -
- Actions to manage hazards and risks AFTER a session**
 -
 -
 -
 -

Unit 4 – Health and wellbeing for Esports players

Learning Outcome 3


By the end of this section you will:

- Be able to promote positive physical, social and mental wellbeing in Esports

And to provide evidence of this you must:

- Complete **Task 4.2 – Create and use a plan to manage own wellbeing** in your LER

Specification from 1st September 2022



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Level 3 Qualification in Esports (Es3)

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Supporting Esports players

As an Esports leader, you'll have the chance to support players' mental, physical and social health before, during and after the activities, sessions and/or events you lead.

Before

- What kind of support might players need before the Esports activity?
- How might you, as an Esports leader, be able to support their mental, physical and social health and wellbeing?



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Task 4.2

Reminder - you now need to complete **Task 4.2 – Create and use a plan to manage own wellbeing** in your Learner Evidence Record (LER).

Your Esports wellbeing development plan

Now, think about the practical steps you can take to manage your own physical, social and mental wellbeing and bring these together in a personal Esports wellbeing plan. Once you have created your plan, add it into this Learner Evidence Record so it can be assessed by your Tutor/Assessor. You then need to work towards it and evaluate it at the time you set in the plan.

Your plan must include the following. Tick each one when you think you have included it in your plan to help you track what you have included and what you still need to do.

Items to include in your personal Esports wellbeing plan	Included?
A summary of <ul style="list-style-type: none"> • Areas of personal wellbeing (physical, social and/or mental) that you want to maintain/improve • Reason(s) for wanting to maintain/improve these aspects 	<input type="checkbox"/>
Steps that can be taken to maintain/improve own wellbeing, to include <ul style="list-style-type: none"> • Two steps for your physical wellbeing • Two steps for your social wellbeing • Two steps for your mental wellbeing These could include outcomes like those you set in the previous table.	<input type="checkbox"/>
Timelines that you will work towards to improving your wellbeing and how you plan to work towards it. This includes a date to evaluate how you are getting on against your plan.	<input type="checkbox"/>
Success measures (how you will know if your plan has worked)	<input type="checkbox"/>
Identify others that can support you and a plan of when, why and how to get their support	<input type="checkbox"/>
An evaluation of the success of your personal Esports wellbeing plan, to include: <ul style="list-style-type: none"> • How successfully the plan enabled you to maintain/improve identified areas • Ways in which maintaining/developing these areas will benefit you as an Esports player and Leader • Ongoing or additional steps that can be taken to continue to support or develop your personal wellbeing 	<input type="checkbox"/>
How your project can be presented <ul style="list-style-type: none"> • As long as you present all the information above, your plan can be in any format that works for you. For example, you could create: <ul style="list-style-type: none"> • A weekly/monthly calendar • A presentation • A storyboard or timeline of events with sketches and annotations • Or any other presentation style you like 	



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