National Unit Specification

General information

Unit title: Esports: Game Performance (SCQF level 4)

Unit code: J73W 44

Superclass: CC

Publication date: January 2023

Source: Scottish Qualifications Authority

Version: 01

Unit purpose

The purpose of this unit is to introduce learners to the fundamentals of game performance and the part this plays in the wider esports environment. No previous knowledge of esports is required for completion of this unit. A familiarity with computer games is desirable.

Learners will be introduced to the technical aspects of esports. They will learn about different gaming platforms and their associated setups. They will also become familiar with gaming terminology. Learners will explore gameplay tactics and participate in a team-based esports game.

On completion of this unit, learners will understand the types of hardware and software used within esports, the tactics used in esports games, gain experience of setting up an esports title for competitive gameplay and participate in an esports game.

Learners may wish to progress to Esports: Game Performance at SCQF level 5.

Outcomes

On successful completion of the unit the learner will be able to:

1.   Describe hardware and software used within esports.
2.   Describe tactics for different esports' game genres.
3.   Demonstrate performance in an esports team.

National Unit Specification: General information (continued)

Unit title: Esports: Game Performance (SCQF level 4)

Credit points and level

1 National Unit credit at Scottish Credit and Qualifications Framework (SCQF) level 4:
(6 SCQF credit points at SCQF level 4).

Recommended entry to the unit

Entry is at the discretion of the centre. No previous knowledge or experience is required. Basic literacy skills are assumed.

Core Skills

Opportunities to develop aspects of Core Skills are highlighted in the support notes for this unit specification.

There is no automatic certification of Core Skills or Core Skill components in this unit.

Context for delivery

If this unit is delivered as part of a group award, it is recommended that it should be taught and assessed within the subject area of the group award to which it contributes.

The target cohort is school and college learners with an interest in competitive gaming or the wider esports industry.

The unit may also be of interest to students with an interest in coaching, performance and strategy, team management and computing.

This unit is the first unit in a series of units relating to esports game performance. The unit is also a mandatory component within the National Progression Award in Esports at SCQF level 4.

The Assessment Support Pack (ASP) for this unit provides assessment and marking guidelines that exemplify the national standard for achievement. It is a valid, reliable and practicable assessment. Centres wishing to develop their own assessments should refer to the ASP to ensure a comparable standard. A list of existing ASPs is available to download from SQA's website **(http://www.sqa.org.uk/sqa/46233.2769.html)**.

Equality and inclusion

This unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website **www.sqa.org.uk/assessmentarrangements**.

National Unit Specification: Statement of standards

Unit title: Esports: Game Performance (SCQF level 4)

Acceptable performance in this unit will be the satisfactory achievement of the standards set out in this part of the unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Describe hardware and software used within esports.

Performance criteria

(a)   Define gaming terminology used within esports.
(b)   State measures of speed, time and performance.
(c)   Describe the gaming platforms used for computing gaming in general and esports in particular.
(d)   Describe hardware builds used in esports.
(e)   Identify streaming platforms used within esports.
(f)   Identify streaming software used within esports.
(g)   Identify game settings for competitive gaming.

Outcome 2

Describe tactics for different esports' game genres.

Performance criteria

(a)   Identify game genres in esports.
(b)   Describe the scoring systems used by esports titles.
(c)   Describe the tactics used by players and teams during an esports game.
(d)   Describe the in-game roles within esports team games.
(e)   State the importance of sportspersonship and gaming etiquette in esports.

Outcome 3

Demonstrate performance in an esports team.

Performance criteria

(a)   Agree in-game roles for each player.
(b)   Agree team tactics for the game.
(c)   Demonstrate gameplay in an esports game.
(d)   Demonstrate teamwork in an esports team game consistent with team tactics.
(e)   Demonstrate sportspersonship and gaming etiquette.
(f)   Demonstrate safe gameplay.

National Unit Specification: Statement of standards (continued)

Unit title: Esports: Game Performance (SCQF level 4)

Evidence requirements for this unit

Evidence is required to demonstrate that learners have achieved all outcomes and performance criteria.

Learner must provide **knowledge** and **performance** evidence.

The knowledge evidence relates to outcome 1 and outcome 2. All performance criteria must be evidenced. Minimal evidence may be used to infer competence. However, at least two gaming platforms must be described and at least one build of each type of platform (personal computer (PC) and console) must be described using the correct terminology and units of measurement; at least two different scoring systems must be described. At this level, basic game settings and basic team tactics are acceptable. Knowledge evidence may be produced over the life of the unit, in lightly controlled conditions, with access to reference materials.

Knowledge evidence may be sampled when testing is used. Testing must be carried out in timed, supervised conditions without access to reference materials. The sampling frame must always include questions from both outcomes (but not every performance criterion); specific questions (at least one) relating to terminology, measurements, and game genres must be included.

The performance evidence relates to outcome 3. Learners must be observed performing in a team in at least one competitive esports game. The competition may be informal. The team must comprise at least two learners. Learners must satisfy all performance criteria. There is no requirement that the learner's team wins the game, however each learner must actively participate and adhere to agreed tactics on an individual and team basis. It is unlikely that the performance criteria will be satisfied by any team that performs poorly although it is possible for individual learners to satisfy the criteria without the team doing so.

The performance evidence must be produced in controlled conditions in terms of location, timing and supervision.

Authentication is required when the evidence is produced in lightly controlled conditions.

The SCQF level of this unit provides additional context relating to the quality of evidence.

National Unit Support Notes

Unit title: Esports: Game Performance (SCQF level 4)

Unit support notes are offered as guidance and are not mandatory.

While the exact time allocated to this unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this unit

The purpose of this specialist unit is to develop learners' knowledge of gaming hardware and software and improve their game performance. Previous experience of competitive is not essential. The unit may be undertaken using a variety of gaming platforms such as PC, console or hand-held devices.

This unit explores the technical aspects of gaming and develops learners' gaming skills. The technical aspects of the unit examine the impact of hardware components on gameplay (such as framerates). Learners will participate in competitive computer games. Transferable skills will be developed in the unit, such as numeracy, problem solving and digital skills.

The unit will cover the following knowledge and skills.

Knowledge	Skills
- Measures of time, speed and performance. - Gaming terminology. - Gaming consoles. - Gaming platforms. - Streaming platforms. - Streaming software. - Hardware builds for competitive gaming. - Game settings. - Scoring systems. - Team-play and team dynamics. - Roles within a team. - Game tactics. - Game etiquette and sportspersonship.	- Digital skills. - Numeracy skills. - Visual-spatial skills. - Reading skills. - Problem solving skills. - Team-working skills. - Gameplay skills.

National Unit Support Notes (continued)

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Guidance on approaches to delivery of this unit

The following distribution of time is suggested.

Outcome 1: 10 hours.
Outcome 2: 10 hours.
Outcome 3: 20 hours.

A significant part of this unit should be dedicated to improving learners' gameplay (in a team). Tasks should be designed to improve game performance through knowledge and understanding, plus practice and experimentation through application of knowledge.

As an opportunity for teams to perform competitively beyond class it is encouraged to look into the available British based championships that support learner participation in school and college teams.

It is encouraged to use one of the following esports titles for performance tasks but other titles may be used.

Game	Age rating	Team size	Game type
Rocket League	6+	2v2 / 3v3	Vehicular football
League of Legends	12+	5v5	Multiplayer Online Battle Arena (MOBA)
Valorant	16+	5v5	First Person Shooter (FPS)
Apex Legends	14+	2v2 / 3v3	FPS battle royale
Fortnite	13+	2v2 / 3v3	FPS battle royale

In order to download the games to play, a game store may be needed. Steam, Epic and Origin are examples of stores. User accounts will be required for the game store; it would be advisable to work with Information Technology (IT) to create separate esports-specific accounts for staff.

Guidance on approaches to assessment of this unit

The following are suggestions only. There may be other methods that would be more suitable to learners and the type of learner assessment activities will vary depending on the resources available.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

National Unit Support Notes (continued)

Unit title: Esports: Game Performance (SCQF level 4)

A traditional approach to assessment might involve the use of a test for knowledge evidence and a practical assignment for performance evidence. The test could comprise a selected response (multiple-choice) test of learners' knowledge of outcome 1 and outcome 2, with an appropriate pass mark. The test would include, for example, questions relating to terminology, measurements, gaming hardware, streaming, game settings and game genres among other topics. The practical assignment could comprise learners participating in an informal team game with fellow learners. The Evidence Requirements define the standards expected from learners and teams in this scenario. An observation checklist, completed by an assessor, would be required.

A more contemporary approach to assessment might involve learners maintaining a portfolio of evidence. If this approach is adopted, every performance criterion must be evidenced (sampling of knowledge is not appropriate). Further guidance on this approach follows:

♦   Use video recording software to gather video evidence of competitive gameplay that captures the performance criteria being demonstrated in practice.
♦   Mixed evidence of performance clips, presentation of knowledge, analysis of gameplay through slides, word documents, video recordings, vlogs, hand written notes, info graphs, etcetera.
♦   Recording evidence could be presented with the learner speaking over the top of their gameplay, capturing gameplay in real time and allowing time for reflection.

Opportunities for e-assessment

E-assessment may be appropriate for some assessments in this unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the evidence requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at **www.sqa.org.uk/e-assessment**.

Opportunities for developing Core and other essential skills

This unit provides opportunities to develop Core Skills particularly Information and Communication Technology (ICT), Problem Solving and Working with Others at SCQF level 4.

History of changes to unit

Version	Description of change	Date

Unit template: June 2017

General information for learners

Unit title: Esports: Game Performance (SCQF level 4)

This section will help you decide whether this is the unit for you by explaining what the unit is about, what you should know or be able to do before you start, what you will need to do during the unit and opportunities for further learning and employment.

This unit is designed to explore the technical aspects of gaming and will develop your gaming skills. The technical aspects of the unit examine the impact of hardware components on gameplay (such as framerates and latency). Learners will also participate in competitive computer games. An important goal of this unit is to improve your gameplay.

In outcome 1 you will learn about the technical aspects of competitive gaming. In outcome 2 you will learn about the different strategies that are used when playing different genres of games. In outcome 3 you will participate in a competitive computer games such as Rocket League™ or Fortnite™.

The unit covers the following knowledge and skills.

Knowledge	Skills
♦ Measures of time, speed and performance. ♦ Gaming terminology. ♦ Gaming consoles. ♦ Gaming platforms. ♦ Streaming platforms. ♦ Streaming software. ♦ Hardware builds for competitive gaming. ♦ Game settings. ♦ Scoring systems. ♦ Team-play and team dynamics. ♦ Roles within a team. ♦ Game tactics. ♦ Game etiquette and sportspersonship.	♦ Digital skills. ♦ Numeracy skills. ♦ Visual-spatial skills. ♦ Reading skills. ♦ Problem solving skills. ♦ Team-working skills. ♦ Gameplay skills.

You might be assessed through a short test of your knowledge and a demonstration of your gaming and team-working skills by participating in a competitive computer game. Alternatively, in place of the test, you might be asked to maintain a portfolio of notes, video recordings of gameplay and other items.

You may wish to progress to Esports: Game Performance at SCQF level 5.