



National Unit Specification

General information

Unit title: Esports: Game Performance (SCQF level 5)

Unit code: J740 45

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. Previous experience of Personal Computer (PC) gaming is desirable but not essential.

Learners will be introduced to the technical aspects of esports. They will learn about different PC gaming platforms and their associated configurations. They will also become familiar with gaming terminology. Learners will select an esports game and look at gameplay styles by investigating current teams and players. Learners will perform in their selected game and analyse their gameplay.

On completion of this unit, learners will have a firm understanding of PC configuration for esports gaming, the strategic aspect of teamplay in esports, gain experience in setting-up an esports title for competitive play and participate in an esports team game.

Learners may wish to progress to Esports: Game Performance at SCQF level 6.

Outcomes

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

1. Describe the technical aspects of PC configuration for esports gaming.
2. Describe the gameplay tactics used in esports.
3. Analyse performance in an esports team.

Credit points and level

1 National Unit credit at Scottish Credit and Qualifications Framework (SCQF) level 5: (6 SCQF credit points at SCQF level 5).

National Unit Specification: General information (continued)

Unit title: Esports: Game Performance (SCQF level 5)

Recommended entry to the unit

Entry is at the discretion of the centre. Previous experience of PC gaming is assumed but is not essential.

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 learners with an interest in coaching, performance and strategy, team management and computing.

This unit is the second unit in a series of units relating to esports game performance. The unit is a mandatory component within the National Progression Award in Esports at SCQF level 5.

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 5)

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 the technical aspects of PC configuration for esports gaming.

Performance criteria

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

Outcome 2

Describe the gameplay tactics used in esports.

Performance criteria

- (a) Describe game genres in esports.
- (b) Describe the scoring systems used by esports titles.
- (c) Describe the in-game roles within esports teams.
- (d) Describe the qualities and skills of an effective esports team player.
- (e) Describe the tactics used by professional players and professional teams during an esports game.
- (f) Describe sportspersonship and gaming etiquette in esports.

Outcome 3

Analyse performance in an esports team.

Performance criteria

- (a) Agree in-game roles for each player.
- (b) Select team tactics for the game.
- (c) Participate in competitive gameplay in an esports team.
- (d) Implement team strategy in an esports team.
- (e) Demonstrate safe gameplay, sportspersonship and gaming etiquette.
- (f) Analyse personal performance in an esports team game.
- (g) Analyse team performance in an esports team game.

National Unit Specification: Statement of standards (continued)

Unit title: Esports: Game Performance (SCQF level 5)

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 PC gaming builds must be described using the correct terminology and units of measurement; at least two different scoring systems must be investigated. At this level, learners are required to investigate relatively sophisticated team tactics. 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 measurements, gaming hardware, and roles within an esports team must be included.

The performance evidence relates to outcome 3. The performance evidence will comprise: self-evaluation of the learner's performance (performance criterion (f)); learner evaluation of the team's performance (performance criterion (g)); and observation of the team's performance in an esports competition (performance criteria a–e). The competition may be informal. Learners must be observed satisfying performance criteria (c), (d) and (e); performance criteria (a) and (b) will be inferred from this. 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 relevant 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, except for outcome 3, performance criteria (f) and (g), which may be produced in lightly controlled conditions (outwith the competition).

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 5)

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 PC gaming hardware and software, and improve their game performance. Previous experience of PC gaming is desirable but not essential.

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

The unit will cover the following knowledge and skills.

Knowledge	Skills
<ul style="list-style-type: none">◆ Measures of time, speed and performance.◆ Gaming terminology.◆ PC gaming hardware.◆ Hardware for competitive gaming.◆ Respective roles played by Central Processing Unit (CPU) and Graphics Processing Unit (GPU) during gameplay.◆ Operating system configuration for competitive gaming.◆ Streaming hardware and software.◆ Game genres.◆ Scoring systems.◆ Team play and team dynamics.◆ Roles within a team.◆ Game strategies.◆ Gaming etiquette.	<ul style="list-style-type: none">◆ Digital skills.◆ Numeracy skills.◆ Visual-spatial skills.◆ Reading skills.◆ Problem solving skills.◆ Team working skills.◆ Configuring hardware and software.◆ Gameplay skills.◆ Self and team analysis.

National Unit Support Notes (continued)

Unit title: Esports: Game Performance (SCQF level 5)

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.

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 which support student participation of school and college teams. This is completely optional but will give optimal opportunity to gather evidence throughout the year.

It is encouraged to use one of the following esports titles for performance tasks as these all have large esports scenes (also all free to play) but others may apply.

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.

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, PC builds, streaming, game settings and game genres among other topics. The practical assignment could comprise learners participating in a formal 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.

National Unit Support Notes (continued)

Unit title: Esports: Game Performance (SCQF level 5)

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). The following are suggestions for presenting evidence; a mixture of evidence gathering tools could be used.

Using video recording software to gather **video evidence** of competitive gameplay which captures the performance criteria being demonstrated in practice.

Gather evidence of the performance criteria met through a **portfolio**: mixed evidence of performance clips, presentation of knowledge, analysis of gameplay through **slides, word documents, video recordings, vlogs, hand written notes, info graphs**, etcetera.

Evidence of evaluation could be presented as the student speaking over the top of their own gameplay (capturing gameplay in real time and allowing time to analyse and evaluate afterwards) or written notes which relate to video clips of gameplay.

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 5.

History of changes to unit

Version	Description of change	Date

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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 PC gaming, and will develop your gaming skills. The technical aspects of the unit examine the impact of hardware components on gameplay. Learners will participate in competitive computer games and evaluate their performance.

In outcome 1 you will learn about the technical aspects of configuring PCs for gaming purposes.

In outcome 2 you will learn about the different strategies that are used when playing different genres of games in esports.

In outcome 3 you will evaluate your performance as part of a team playing an esports game as well as evaluating the whole team performance.

The unit covers the following knowledge and skills.

Knowledge	Skills
<ul style="list-style-type: none">◆ Measures of time, speed and performance.◆ Gaming terminology.◆ PC gaming hardware.◆ Hardware for competitive gaming.◆ Respective roles played by CPU and GPU during gameplay.◆ Operating system configuration for competitive gaming.◆ Streaming hardware and software.◆ Game genres.◆ Scoring systems.◆ Team play and team dynamics.◆ Roles within a team.◆ Game strategies.◆ Gaming etiquette.	<ul style="list-style-type: none">◆ Digital skills.◆ Numeracy skills.◆ Visual-spatial skills.◆ Reading skills.◆ Problem solving skills.◆ Team working skills.◆ Configuring hardware and software.◆ Gameplay skills.◆ Self and team analysis.

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 6.