

Pearson BTEC Sample Set Assignment Brief

Single Part Assessment

Unit 8 – Ethical and Current Issues in Esports

For use with:

Pearson BTEC International Level 3 Qualifications in Esports

Diploma / Extended Diploma

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|----------------------|----------|
| Advised hours | 10 hours |
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For completion by the centre

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| Qualification (select as appropriate) | Diploma / Extended Diploma |
| Assessment date | |

Instructions to Teachers/Tutors and/or Invigilators

The Pearson Set Assignment will be assessed internally by the centre using the unit assessment criteria detailed in the qualification specification. The assignment will be sampled by the Standards Verifier as part of the standards verification annual centre visit.

Conditions of supervision

The Pearson Set Assignment should be undertaken in conditions that assure the authenticity of outcome. This may require supervision. We advise that the Pearson Set Assignment be completed in sessions that come to a total of 10 hours. The Pearson Set Assignment should not be shared with learners prior to the start of the assessment period. Teachers/tutors are responsible for security of the Pearson Set Assignment and materials.

Outcomes for submission

Learners must complete this Set Assignment on a computer using word-processing software. Learners must save their work regularly and ensure that all materials can be identified as their work.

Learners must submit their own, independent work as detailed in the Set Assignment. Each learner must complete an authentication sheet.

Instructions to Learners

Read the Set Assignment carefully.

You will be asked to carry out specific activities using the information provided. You will be given a specific time period to complete the assignment.

At all times you must work independently and must not share your work with other learners. You must complete an authentication sheet and submit this along with your work.

Set Assignment Information

You are a journalist working for a news network. Your area of specialism is entertainment, media and esports. Your employers recognise your knowledge, skills and interest in esports and have approached you to write a report on the current gender imbalance in esports participation, the impact of the media and how this affects the industry.

Set Assignment

You must complete ALL activities.

ACTIVITY 1

Your manager has approached you and asked you to write a report. In the first part of the report you must explore ethics in esports and the impact of the media on the industry.

Your report must include:

- a description of how four ethical values and the methods that are used are upheld in esports
- an explanation of the importance of adhering to ethical values when participating in esports
- an assessment of a variety of factors that impact why players, performers, participants, spectators and/or officials may not follow the ethical values
- an analysis of at least two positive and two negative effects of the media on esports and its players, teams and competitions
- a judgement on how the impact of the media may lead to ethical values being upheld
- a conclusion, making judgements about the interrelationship between the impact of the perception of ethical issues and the media, using examples from the points of view of esports:
 - players
 - teams
 - competitions.

This activity covers learning aims A and B.

A.P1, A.P2, A.M1, AB.D1, B.P3, B.P4, B.M2

ACTIVITY 2

Your manager now wants you to add to your report to consider the issues of the gender imbalance affecting the esports industry. Having explained this issue, you must then justify a range of strategies or initiatives to address it.

Your report must include:

- an analysis, making links between how the current issue of gender imbalance in esports impacts the reputation and popularity of, and participation in, esports
- an explanation of why there is a need for initiatives to preserve and develop the reputation, popularity and participation of females in esports
- an analysis, making links, of three strategies or initiatives to promote female participation in esports and how these could help to break down barriers to participation
- use of research to justify the three selected strategies or initiatives, using examples for female participation that:
 - overcome current barriers to female participation in esports
 - preserve and develop the reputation, popularity and participation of females in esports.

This activity covers learning aim C.
C.P5, C.P6, C.M3, C.M4, C.D2