

# Pearson BTEC Sample Set Assignment Brief

## Single Part Assessment

### Unit 1 – Introduction to Global Esports

For use with:

## Pearson BTEC International Level 3 Qualifications in Esports

Certificate / Subsidiary Diploma / Foundation Diploma / Diploma / Extended Diploma

<b>Advised hours</b>	15
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#### For completion by the centre

<b>Qualification (select as appropriate)</b>	Certificate / Subsidiary Diploma / Foundation Diploma / Diploma / Extended Diploma
<b>Assessment date</b>	

## 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 Set 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 five 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 should complete this Set Assignment through the development of an ePortfolio using word-processing, presentation and/or other software as appropriate. Learners must save their work regularly and ensure that all evidence can be authenticated as their own 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

The esports industry has seen tremendous growth in recent years, in both revenue and viewership. As the industry grows, more career pathways are being created. There is a wide range of interesting career opportunities within esports. As well as playing and coaching roles, there are opportunities in marketing, creative media, digital production, IT, business development, and team performance and analysis.

To secure a job in the industry you need to understand its structure and how it is organised. You need to understand the different esports games that are played, the teams that compete and the tournaments in which they play. To help frame this, you will also learn about the structure and organisation of the traditional sporting industry, allowing you to highlight the similarities and differences that exist between them.

## Set Assignment

You must complete ALL activities.

### ACTIVITY 1

Your favourite esports organisation has just posted a job advert via its social media networks. The organisation knows this role will generate a huge amount of interest from people and lots of applications for the job, so it has devised a task for people to complete as part of the application process. The task will allow it to judge how much each applicant knows about the esports industry and therefore will help it to decide which individuals it should invite for interview.

You will research both the esports and traditional sports industries on a national and international level. You should record your findings in an electronic portfolio.

You will need to include an evaluation of the similarities and differences between the organisation and structure of esports and traditional sports industries.

To do this, you will need to research the:

- organisation and structure of a selected sport in your home country and internationally
- organisation and structure of a comparable traditional sports industry in your home country and internationally.

Your portfolio will need to be logically structured and have a clear conclusion that is fully justified, well balanced and supported by research.

This activity covers learning aim A.

A.P1, A.P2, A.M1, A.D1

## ACTIVITY 2

You now need to research and evaluate two selected esports, their teams and how these appeal to different demographics of esports players.

You should research:

- different national and international esports teams and organisations
- different national and international esports tournaments
- different genres of esports games
- how different genres and modes of play appeal to different demographics of gamers.

Using this research, prepare an ePortfolio of evidence that includes:

- a description and analysis of the two selected esports, their teams and tournaments nationally and internationally
- an evaluation of how and why different teams, tournaments and genres appeal to different demographics of esports players both nationally and internationally, using research to justify your description and analysis.

Your ePortfolio will need to be logically structured and have a clear conclusion that is fully justified by well-balanced, developed arguments and is supported by good use of research evidence.

This activity covers learning aim B.  
B.P3, B.P4, B.M2, B.D2

## ACTIVITY 3

The careers adviser has asked you to investigate and describe the esports job roles, career pathways and progression routes that are available.

You will have to research and describe the various job roles, career pathways and progression routes that exist in the esports industry. You may find areas of the industry that you did not realise existed or you may not have understood the important role they play. Record all your findings.

You then need to select one of these job roles that interests you. Using an appropriate job description and person specification, record the following requirements of the job and how these link to your current situation:

- experience required
- skills
- education and qualifications
- related work experience
- relevant interests, sports and hobbies.

You need to evaluate this information about yourself and consider it alongside your chosen job description and person specification.

You then need to create a strategic career development action plan for this selected job role that fully addresses your current skill set and how you will develop areas/skills/experience you may not have at the present time. In order to do this, you need to include:

- aims/targets with timescales (short, medium and long term)
- measures of success
- further and higher education
- career pathways and progression routes
- professional development activities, e.g. workshops, training, job shadowing, self-reflection
- strengths and areas for development.

You will then need to include a conclusion justifying why you are appropriate for your selected job role.

This activity covers learning aim C.  
C.P5, C.P6, C.M3, C.D3

