



Title

# Computing – Esports Level 3 Pathway



the organisation of esports and traditional sports industries in the UK and globally

genres of esports games titles played by professional and grassroots esports teams and tournaments

**YEAR 12**



**What is esports ?**

## KS5 Esports Level 3

Development planning for a career in esports

Explore career pathways and associated routes in esports



**Skills and Strategies**

Strategies and training requirements as associated with in-game skills

best practices, skills, techniques and tactics of high performing teams



performance analysis in a game. Recommend improvements for an individual or team

different methods of analysis for selected genres of games



**Year 13**

Explore enterprise and entrepreneurship in the esports industry

Create a business plan and pitch for a start-up enterprise idea in esports



**Enterprise in Esports**

Methods of health and wellbeing assessment for esports players

the importance of physical, social and psychological wellbeing for esports players



**Health & Wellbeing in Esports**

Carrying out a health and wellbeing assessment on a professional esports player

Analysis of wellbeing results and recommendations for improvement

