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1. What is the name of the qualification?

The name of the qualification is *Esports*.

2. What type of qualification is it?

The qualification is a [National Progression Award](#).

3. What is the level of the qualification?

The qualification is available at **three levels**: [SCQF](#) Level 4, 5 and 6. These are equivalent to National 4, National 5 and Higher.

4. What is the full title of the qualification?

The full title of the qualification is: *National Progression Award in Esports at SCQF Level 4/5/6*.

5. Why should learners do it?

The esports industry is growing rapidly with increasing employment opportunities. This suite of qualifications provides a starting point for learners who wish to consider a career in this industry. The qualification will also deliver a range of transferable skills that can be used in a variety of job roles. The qualification will motivate learners and leads to a variety of progression paths.

6. Where can learners progress to?

The main progression path is from one level to another. For example, learners who complete the Level 5 award may wish to progress to Level 6. Higher level qualifications in esports (Level 7 and above) are available in some Scottish universities. Learners who complete one of these qualifications could progress to more mainstream qualifications such as National Qualifications or Higher National Qualifications.

7. What is the award code?

The award codes are:

GV1H 44	NPA Esports at SCQF Level 4
GV1H 45	NPA Esports at SCQF Level 5
GV1H 46	NPA Esports at SCQF Level 6

8. What is the size of the qualification?

Each qualification comprises three, single credit units (3 SQA credits in total), which is equivalent to 18 SCQF points. The qualification will require 120 hours to deliver (for teaching, learning and assessment).

9. What is the structure of the qualification?

The qualification has the same structure at each level. It comprises three units.

1. Esports: The Esports Industry.
2. Esports: Game Performance.
3. Esports: Organising & Promoting Events.

The series of units relating to the esports industry include the history, organisations and careers involved in esports. The series of units relating to game performance include types of competitive games, game tactics and game playing. The series of units relating to events include event planning and event organisation. Each level is differentiated by scope and depth. There is a unit specification available for each unit, which defines its contents and assessment.

10. Who is it aimed at?

The qualification is aimed at a wide range of learners, particularly those with an interest in computer gaming. The qualification will deliver a range of skills including digital skills and team working skills. Learners do not require previous knowledge of esports. Direct entry to any level, including Level 6 (Higher), is possible for suitably motivated learners.

11. Is it a new or updated qualification?

The qualification is **new**.

12. Does it replace an existing qualification?

No.

13. Are there credit transfer arrangements in place?

No. This qualification has no predecessor awards.

14. Is there a subject page?

The subject pages contain vital information about an award such as its structure and assessment. The subject pages are available here:

[NPA Esports at SCQF Level 4](#)

[NPA Esports at SCQF Level 5](#)

[NPA Esports at SCQF Level 6](#)

15. Where can I find the Group Award Specification?

The Group Award Specification (GAS) can be found on the relevant subject page. The GAS contains important information about the qualification such as entry requirements, teaching and learning, assessment, and resource requirements.

16. What are the contents of the qualification?

The contents of the qualification are fully defined in two documents: the Group Award Specification, which defines the structure of the qualification, and the unit specifications, which define the contents of each unit. The qualification covers various topics including: the history of esports, esports organisations, game tactics, competitive team playing, event organisation.

17. Where can I find the unit specifications?

The unit specifications are available on the [SQA website](#). Direct links to each document are provided below.

J73V 44	Esports: The Esports Industry at SCQF Level 4
J73W 44	Esports: Game Performance at SCQF Level 4
J73X 45	Esports: Organising & Promoting Events at SCQF Level 4
J73Y 45	Esports: The Esports Industry at SCQF Level 5
J740 45	Esports: Game Performance at SCQF Level 5
J741 45	Esports: Organising & Promoting Events at SCQF Level 5
J743 46	Esports: The Esports Industry at SCQF Level 6
J744 46	Esports: Game Performance at SCQF Level 6
J745 46	Esports: Organising & Promoting Events at SCQF Level 6

Each unit specification includes information about the purpose of the unit, the outcomes and evidence requirements, and guidance about delivery and assessment.

18. What support materials are available?

This qualification is supported by assessments on [SOLAR](#). Teaching and learning materials are not available.

19. Where can I find Assessment Support Packs?

There are no Assessment Support Packs (ASPs). The assessments are available (only) on SOLAR.

20. Are assessments available on SOLAR?

Yes. There are SOLAR assessments for all units.

21. Does it carry any Core Skills?

The units are currently being checked for Core Skills.

22. Can my centre offer the qualification?

Scottish schools and colleges are automatically approved to offer this qualification. Other centres will require to apply for approval.

23. How does my centre get approved?

Training centres and some other centres must [apply for approval](#). Contact your SQA Regional Manager for guidance.

24. What resources do I need to offer the qualification?

Centres will require gaming hardware and software to offer this qualification. Level 4 can be delivered using consoles, but Level 5 and Level 6 require gaming PCs. The Group Award Specification provides advice about resources.

25. Can I deliver the qualification without gaming PCs?

Yes. Level 4 can be delivered using consoles. The Game Performance units at Levels 5 and 6 require learners to use gaming PCs for the competitive part of these units (the other units do not require specific hardware). A relatively small number of gaming PCs is sufficient to deliver these parts of these units.

26. Who should teach the qualification?

Any suitably qualified and experienced teacher can deliver the qualification.

27. What help is available?

There is a [dedicated Yammer group](#) available to centres that deliver this award. Please [contact the team](#) if you need help with Yammer.

28. Are there any special features of this qualification?

This qualification is the first qualification of its kind offered by SQA. The qualification is designed to engage and motivate learners, and deliver a range of digital and meta-skills. The qualification will develop a wide range of 21st Century knowledge and skills.

29. How do I get started?

A good starting point is to download and read the Group Award Specification. This explains the structure of the qualification, how it is assessed, the resources required, and other important information.

30. How do I find out more?

Contact computing@sqa.org.uk.

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[mailto:computing@sqa.org.uk?subject=NPA Esports](mailto:computing@sqa.org.uk?subject=NPA%20Esports)