

Course Information	
Awarding Institution	Nottingham Trent University
School/Campus	Confetti Institute of Creative Technologies
Award Title	BSc Esports Production
Award type and level	Bachelor of Science FHEQ Level 6
Mode of Study	Full Time
Duration of Study	3 Years
UCAS Code	I600
Approved From	September 2020
Intakes	One per academic year, in September
PSRB or Accrediting Body	N/A
Course Aims	
<p>This course draws on Confetti’s creative industry and games industry links, with the opportunity to work alongside Esports organisations in the development and production of events. You’ll learn about the Esports industry, including production and broadcast technology; event management and production; games analysis; and entrepreneurship in Esports and other emerging technologies.</p> <p>The key aim of the BSc Esports Production degree is to cultivate high quality, technically adept graduates for the emerging Esports industry through technical innovation, creativity, work-based learning and interdisciplinary working.</p>	
Course Outcomes	
<p><i>Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that are provided.</i></p> <ul style="list-style-type: none"> • Utilise systematic enquiry with the global Esports community to inform your professional practice. • Critically evaluate industry standard production technology and its impact on the Esports event consumer • Critically examine the legal, environmental and ethical requirements necessary for the management of successful live Esports events • Identify entrepreneurial opportunities, reflect on your own performance, and develop a marketable professional industry profile • Research and assess game design principles and their application within Esports • Employ technical innovation in the application of current and emerging Esports broadcast technologies • Select and evidence the use of technology skills within a professional Esports environment • Formulate solutions and problem solve in the execution of a live Esports production • Employ planning logistics to produce a professional Esports event, managing and executing practical activities using industry standard techniques and procedures • Work independently and collaboratively, as both a team member and a leader, recognising and respecting the values of equality and diversity 	
Learning and Teaching	
<p>The three key approaches to learning and teaching for this course are:</p> <ul style="list-style-type: none"> • Active Collaborative Learning • Learning through Research • Blended Learning <p>You will participate in lectures, workshops, lab sessions, online learning and independent research activities designed to help you develop the practical and thinking skills that you will need.</p> <p>At least 25% of the course is delivered using SCALE-UP (Student-Centred Active Learning Environment with Upside-down Pedagogies), a collaborative learning approach used at NTU.</p>	

Assessment

A number of forms of assessments are used:

- Report
- Case Study
- Essay
- Presentation

In some cases a number of pieces of evidence are gathered together in a portfolio of work. This applies, in particular to: your technical skills and outputs; your creative skills and outputs; and your employability experiences.

Formative assessment is what we call the opportunities you have to produce and get feedback on work that will help you to prepare to complete your summative formal assessment. There are specific named activities in your assessment and feedback plan which you will be asked to complete and submit for feedback. Additionally, peer, class and individual feedback on your ongoing work is formative.

Assessment tasks are designed to challenge you over the three years to increasingly demonstrate your own creativity, reflect your own interests and include independent research.

Key Features of the course and areas of study

The course is structured to include significant opportunities for connection with, and preparation for, industry including:

- Industry visits and guest speakers
- Annual employability fayre
- Employability skills sessions
- Reflective journaling and portfolio building
- Industry briefs and case studies
- Professional practice sessions
- Delivery of live Esports events
- Use of all of the facilities and networking opportunities provided within the Confetti Media Group

The course does not include a placement, but the course and employability teams support students to identify and pursue placements and relevant work experiences.

The combination of modules each year includes technical, research and industry strands. You will study a range of topics including production and broadcast technology, event management, consumer trends, and global industry innovation.

Graduate Destinations

Possible future careers may include the following areas of work:

- Esports business management/entrepreneurship
- Broadcast and production management
- Games design
- Event production
- Industry Analyst
- Industry Correspondent
- Partnership Manager
- Consultant

Assessment Regulations

This course is subject to the University's Common Assessment Regulations. There are no dispensations in place for this course.

Additional Information

The course is aligned to the following national standards:

- QAA Undergraduate Subject Benchmark Statement: Events, Hospitality, Leisure Sport and Tourism (2019)
- QAA Undergraduate Subject Benchmark Statement for Engineering (2019)