



UNIVERSITY OF
PORTSMOUTH

COLLABORATIVE COURSE SPECIFICATION

BSc (Hons) Esports Coaching and Performance

Academic Standards, Quality and Partnerships
Department of Student and Academic Administration

July 2021

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COURSE SPECIFICATION

Course Title	<i>BSc (Hons) Esports Coaching and Performance</i>
Final Award	<i>BSc (Hons)</i>
Exit Awards	<i>120 credits CertHE; 240 credits DipHE; 300 credits BSc</i>
Course Code / UCAS code (if applicable)	<i>U3270PYC/U2170PYD</i>
Mode of study	<i>Full time</i>
Mode of delivery	<i>Distance Learning/Campus</i>
Normal length of course	<i>3 years (4 years with sandwich year)</i>
Cohort(s) to which this course specification applies	<i>September 2022 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth and International Federation of Esports Coaches</i>
Faculty	<i>Science and Health</i>
School/Department/Subject Group	<i>School of Sport, Health and Exercise Science</i>
School/Department/Subject Group webpage	<i>http://www.port.ac.uk/department-of-sport-and-exercise-science/</i>
Course webpage including entry criteria	<i>http://www.port.ac.uk/courses/sports-science/bsc-hons-sport-and-exercise-science/</i>
Professional and/or Statutory Regulatory Body accreditations	<i>N/A</i>
Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level	<i>Level 4, 5, 6</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

- *To provide an intellectually stimulating environment that develops critical and reflective knowledge and understanding on the topic of coaching and performance in esports.*
- *To enable students to benefit from a comprehensive curriculum that embodies academic excellence informed by practice and research within esports coaching and performance.*
- *To enable students to evaluate and analyse scientific concepts within coaching and performance in esports with a view to conducting research in these areas.*
- *To encourage students to synthesise new and existing knowledge to generate ideas and develop creative solutions.*
- *To enable students to locate, access and engage with information using current and emerging digital technologies.*
- *To provide a broad education presenting multiple perspectives of both pedagogy and psychology as they relate to coaching and performance in sports and esports.*
- *To enhance students' knowledge and competence in professional, interpersonal and intrapersonal areas relevant to coaching and performance in esports.*
- *To provide students with knowledge and experience of the practical and ethical issues involved in coaching and performance in sports and esports.*
- *To develop skills to become effective team players, able to provide leadership and support whilst communicating clearly and effectively.*
- *To enhance students' career and employment prospects by providing opportunities for career-enhancing activities to strengthen their personal development.*
- *To provide the opportunity to advance students' inter-cultural and academic skills, knowledge and experience, by adding a global dimension to their studies and thus enabling them to develop knowledge and skills essential for roles in the global workforce.*

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Describe in detail key concepts, major theoretical frameworks and principles relevant to the study of coaching and performance in esports.	<ul style="list-style-type: none"> ● Lectures ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
A2	Demonstrate a broad appreciation of various social and structural aspects of the esports industry and their relevance to coaching and performance.	<ul style="list-style-type: none"> ● Lectures ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
A3	Describe, from various organisational perspectives and in different contexts, the functions and responsibilities of existing and	<ul style="list-style-type: none"> ● Lectures ● Practical sessions ● Seminars 	<ul style="list-style-type: none"> ● Reports ● Oral assessments ● Written assignments

	emerging professional roles relating to coaching and performance within esports.	<ul style="list-style-type: none"> • Tutorials 	<ul style="list-style-type: none"> • Dissertation
A4	Demonstrate an understanding of the research methodologies and analytical techniques necessary to identify and critically evaluate scientific evidence in a variety of coaching and performance contexts.	<ul style="list-style-type: none"> • Lectures • Practical sessions • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Written exams • Oral assessments • Written assignments • Dissertation • Portfolios
A5	Demonstrate the conventions and presentation styles used for reporting on academic literature, scientific findings and delivering oral presentations to facilitate effective communication and cogent argumentation.	<ul style="list-style-type: none"> • Lectures • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Written exams • Oral assessments • Written assignments • Dissertation • Portfolios

B. Cognitive (Intellectual or Thinking) skills:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Generate and explore creative ideas and apply multiple perspectives to coaching and performance issues in esports.	<ul style="list-style-type: none"> • Lectures • Practical sessions • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Written exams • Oral assessments • Written assignments • Dissertation • Portfolios
B2	Develop and sustain reasoned arguments using theory and empirical findings, to formulate and appreciate different opinions.	<ul style="list-style-type: none"> • Practical sessions • Seminars 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Oral assessments • Written assignments • Dissertation • Portfolios
B3	Evaluate and reflect on different practical, theoretical and ethical issues involved in relevant research with different methodologies.	<ul style="list-style-type: none"> • Lectures • Practical sessions • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Written exams • Oral assessments • Written assignments • Dissertation • Portfolios
B4	Critically deploy established techniques of analysis and enquiry in coaching and performance.	<ul style="list-style-type: none"> • Practical sessions • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Oral assessments • Written assignments • Dissertation • Portfolios
B5	Critically develop and sustain arguments addressing problems and issues in esports coaching and performance.	<ul style="list-style-type: none"> • Lectures • Practical sessions • Seminars • Tutorials 	<ul style="list-style-type: none"> • Reports • Practical skills assessments • Written exams • Oral assessments • Written assignments • Dissertation • Portfolios

C. Practical (Professional or Subject) skills:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
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C1	Communicate ideas and research findings by written, oral and visual means.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Dissertation
C2	Reason scientifically, critically evaluate existing research evidence, and design and conduct research.	<ul style="list-style-type: none"> ● Lectures ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
C3	Demonstrate awareness of ethical principles, behaviours and practices as they apply to research and practice.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
C4	Assist in the delivery and organisation of appropriate coaching and/or other performance-related competences in esports settings.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
C5	Demonstrate an ability to coordinate, co-operate and facilitate interaction with other esports professionals within research and applied settings.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Oral assessments ● Written assignments ● Dissertation ● Portfolios

D. Transferrable (Graduate and Employability) skills:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Gather, retrieve and synthesise information effectively.	<ul style="list-style-type: none"> ● Lectures ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
D2	Communicate clearly through a range of media, visually, orally and written in a manner appropriate to their audience.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
D3	Demonstrate an ability to use IT effectively, including word-processing, spreadsheets, data analysis software, electronic	<ul style="list-style-type: none"> ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Oral assessments

	bibliographic databases and other online resources relevant to esports research and applied practice.		<ul style="list-style-type: none"> ● Written assignments ● Dissertation ● Portfolios
D4	Demonstrate effective leadership and team-working skills, being sensitive to environmental and interpersonal aspects, able to facilitate, interact and cooperate with a range of esports professionals within research and applied settings.	<ul style="list-style-type: none"> ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios
D5	Take charge of their own learning, reflect and evaluate on their personal strengths and weaknesses and work effectively in independent and group settings.	<ul style="list-style-type: none"> ● Lectures ● Practical sessions ● Seminars ● Tutorials 	<ul style="list-style-type: none"> ● Reports ● Practical skills assessments ● Written exams ● Oral assessments ● Written assignments ● Dissertation ● Portfolios

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

Insert additional reference points or delete as required

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Education Strategy 2016 - 2020](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement](#) for **Events, Hospitality, Leisure, Sport and Tourism**
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: N/A
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course

may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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Document details

Author	<i>Dr Mike Rayner</i>
Date of production and version number	<i>21/07/21 (1)</i>
Date of update and version number	<i>[Date] [Version number]</i>
Minimum student registration numbers	<i>15</i>