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1. What is the name of the qualification?

The working title of the qualification is “Esports”.

2. What type of qualification is it?

The qualification is a [National Progression Award](#). The full title is: *National Progression Award in Esports*.

3. What is the level of the qualification?

The qualification will be available to [SCQF](#) Level 4, 5 and 6 (National 4, National 5 and Higher).

4. Is it a new or updated qualification?

The qualification is new.

5. Does it replace an existing qualification?

No.

6. When will it be available?

The qualification will be available to centres from **August 2022**.

7. What is the aim of the qualification?

The aim of the qualification is to provide knowledge and skills relating to esports. The qualification will also deliver a range of academic competencies. It is hoped that the qualification will engage and motivate learners.

8. Who is the qualification aimed at?

The qualification is aimed at learners in schools and colleges.

9. What is the structure of the qualification?

The qualification is made up of three units.

- Esports: The Esports Industry
- Esports: Game Performance
- Esports: Organising & Promoting Events.

The qualification has the same structure at every level. The qualification comprises 3 SQA credits (18 SCQF points).

10. How is it assessed?

Assessment will be a mix of practical and theory (knowledge and skills).

11. Will there be support materials?

Yes. This qualification will be supported by assessments.

12. Will the assessments be available on SOLAR?

Yes.

13. What progress has been made so far?

The QDT has been formed and the development is now underway. The structure has been agreed. Unit writing is in progress. The validation event will take place in July.

14. Can I see the work in progress?

Yes. Draft versions of the Group Award Specification and unit specifications are available on request.

15. Will my centre be able to offer this qualification?

The approval process for centres has still to be decided.

16. What resources do I need to deliver it?

Gaming hardware and software will be required. It is likely that higher level qualifications (Level 6 and possibly Level 5) will require specialist esports equipment such as gaming PCs. The lower level (Level 4) is likely to have minimal hardware and software requirements.

17. Are there any special features of this qualification?

The qualification is the first SQA qualification in this area. The qualification will deliver a range of 21st Century skills. The qualification will motivate and engage learners.

18. How do I find out more?

Check the [SQA Computing blog](#) for more information or [contact Megan](#).