

Qualification Factsheet

Qualification overview

Qualification title	NCFE Level 2 Diploma in Esports		
Qualification number (QN)	610/7541/3		
Total qualification time (TQT)	420	Guided learning hours (GLH)	280
Entry requirements	<p>This qualification is designed for learners who have an interest in esports and who wish to pursue a career in media, events, business, coaching, technology, AI and digital support.</p> <p>Learners must be aged 16 or above to undertake this qualification.</p> <p>Registration is at the discretion of the centre in accordance with equality legislation and should be made on the NCFE Portal.</p> <p>Centres are responsible for ensuring that all learners are capable of achieving the units and learning outcomes (LOs) and complying with the relevant literacy, numeracy, and health and safety requirements.</p> <p>Learners registered on this qualification should not undertake another qualification at the same level, or with the same/a similar title, as duplication of learning may affect funding eligibility.</p>		

About this qualification

This qualification is designed for learners seeking to develop knowledge and skills across occupational areas within the esports industry, including media, business, coaching, event management and artificial intelligence (AI). It provides sector-informed understanding and practical competencies, enabling learners to specialise in one or more occupational areas. This structured approach supports learners in gaining the skills and insight required to meet industry expectations and progress into further study, training or employment within the wider esports sector.

Qualification structure

To be awarded this qualification learners are required to successfully achieve **1 unit from the** mandatory units and **6 units from the** optional units

Mandatory units

Unit 01 Introduction to the esports industry (T/652/1895)

Optional units

Unit 02 Foundations of esports business and revenue operations (Y/652/1896)
Unit 03 Entrepreneurship and innovation in esports (A/652/1897)
Unit 04 Esports marketing and branding essentials (D/652/1898)
Unit 05 Introduction to media content creation (F/652/1899)
Unit 06 Visual techniques for content creation (M/652/1900)
Unit 07 Introduction to media broadcasting (R/652/1901)
Unit 08 Introduction to coaching in esports and player care (T/652/1902)
Unit 09 Player psychology and strategy development (Y/652/1903)
Unit 10 Coaching tools and player care techniques (A/652/1904)
Unit 11 Introduction to esports event management (D/652/1905)
Unit 12 Event planning and logistics (F/652/1906)
Unit 13 Shoutcasting and live broadcasting (H/652/1907)
Unit 14 Introduction to AI in esports (J/652/1908)
Unit 15 Data collection and management (K/652/1909)
Unit 16 AI-powered performance analysis (R/652/1910)

Assessment

Internally assessed and externally quality assured portfolio of evidence.

Placement requirements

N/A

Progression opportunities

Learners who achieve this qualification could progress to the following:

- employment
 - production assistant
 - esports event assistant
 - marketing assistant
 - assistant esports coach
 - technical support assistant
- further education:
 - Level 3 Diploma in Esports.



Contact us

NCFE
Q6
Quorum Park
Benton Lane
Newcastle upon Tyne
NE12 8BT

Tel: 0191 239 8000*
Fax: 0191 239 8001
Email: customersupport@ncfe.org.uk
Website: www.ncfe.org.uk

NCFE © Copyright 2026 All rights reserved worldwide.

DRAFT June 2026

Information in this Qualification Factsheet is correct at the time of publishing but may be subject to change.

NCFE is a registered charity (Registered Charity No. 1034808) and a company limited by guarantee (Company No. 2896700).

CACHE; Council for Awards in Care, Health and Education; and NNEB are registered trademarks owned by NCFE.

All the material in this publication is protected by copyright.

**** To continue to improve our levels of customer service, telephone calls may be recorded for training and quality purposes.***