

Qualification Factsheet

Qualification overview

Qualification title	NCFE Level 3 Diploma in Esports		
Qualification number (QN)	610/7608/9		
Total qualification time (TQT)	1170	Guided learning hours (GLH)	780
Entry requirements	Learners must be aged 16 or above to undertake this qualification. Registration is at the discretion of the centre in accordance with equality legislation and should be made on the NCFE Portal. 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. 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.		

About this qualification

This qualification is intended for learners aiming to develop an understanding of both theoretical concepts and applied practices across key occupational areas within the esports industry, including media, business, coaching, event management, and artificial intelligence (AI). It provides sector-informed knowledge and technical competencies, enabling learners to develop their skills as they explore one or more occupational areas.

The qualification's structured and developmental approach supports learners in acquiring the analytical, practical, and problem-solving abilities required to meet evolving industry expectations. It also facilitates progression into higher-level study or employment within the broader esports and digital creative sectors.

Qualification structure

To be awarded this qualification learners are required to successfully achieve the **1 mandatory unit** and **12 units from the optional units**.

Mandatory units

Unit 01 Introduction to the esports industry (D/652/2076)

Optional units

Unit 02 Strategic brand activation (F/652/2077)
Unit 03 Analysing and understanding the esports market (H/652/2078)

Unit 04 Esports marketing and branding essentials (J/652/2079)
Unit 05 Building effective esports teams and organisations (M/652/2080)
Unit 06 Digital marketing strategies for esports (R/652/2081)
Unit 07 Financial and risk management in esports (T/652/2082)
Unit 08 Esports media content creation (Y/652/2083)
Unit 09 Visual and audio storytelling in esports (A/652/2084)
Unit 10 Pre- and post-production in media broadcasting (D/652/2085)
Unit 11 Media analytics and audience insights (F/652/2086)
Unit 12 Esports media branding and identity (H/652/2087)
Unit 13 Developing technologies in esports media (J/652/2088)
Unit 14 Coaching principles in esports (K/652/2089)
Unit 15 Psychology for performance (R/652/2090)
Unit 16 Technology integration and player management (T/652/2091)
Unit 17 Player development and long-term performance planning (Y/652/2092)
Unit 18 Mental resilience and emotional control in esports (A/652/2093)
Unit 19 Coaching analytics and decision-making tools (D/652/2094)
Unit 20 Esports event management (F/652/2095)
Unit 21 Strategic events leadership and logistics (H/652/2096)
Unit 22 Broadcasting and live event optimisation (J/652/2097)
Unit 23 Esports event marketing and audience engagement (K/652/2098)
Unit 24 Financial management and sustainability in esports events (L/652/2099)
Unit 25 Legal and ethical considerations in esports event management (A/652/2100)
Unit 26 AI applications in esports (D/652/2101)
Unit 27 Strategic data management and analytics (F/652/2102)
Unit 28 AI-powered innovation in esports performance (H/652/2103)
Unit 29 Ethical and responsible AI use in esports (J/652/2104)
Unit 30 AI-enhanced esports training programmes (K/652/2105)
Unit 31 AI-driven esports business strategy and market analysis (L/652/2106)

Assessment

This qualification is internally assessed and externally quality assured.

The assessment consists of one component:

- an internally assessed portfolio of evidence, which is assessed by centre staff and externally quality assured by NCFE (internal quality assurance must still be completed by the centre as usual).

Placement requirements

Work/industry placement experience is not required.

Progression opportunities

Learners who achieve this qualification could progress to the following:

- employment
 - junior esports coach/assistant coach
 - content creator/streamer (entry level)



- production assistant for esports broadcasts
 - business support assistant.
- further education:
 - level 4 esports.
- higher education:
 - esports related degree.



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