

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	Learners must be aged 14 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 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

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



Contact us

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