KEY PROGRAMME INFORMATION

Originating institution(s)	Faculty responsible for the programme
Bournemouth University	Faculty of Science and Technology

Final award(s), title(s) and credit
BSc (Hons) E-Sports Digital Technologies **- 120 (60 ECTS) Level 4 /120 (60 ECTS) Level 5 / 120 (60 ECTS) Level 6 credits**

Intermediate award(s), title(s) and credits
Cert HE E-Sports Digital Technologies - **120 (60 ECTS) Level 4 credits**
Dip HE E-Sports Digital Technologies - **120 (60 ECTS) Level 4 /120 (60 ECTS) Level 5 credits**

UCAS Programme Code(s) (where applicable and if known)	HECoS (Higher Education Classification of Subjects) Code and balanced or major/minor load.
TBC	101267 – Computer Games
	100078 – Business and Management
	100083 – Event Management
	100443 – Media Production
	101221 – Enterprise and Entrepreneurship
	100075 – Marketing
	100433 – Sport and Exercise Science
	100366 – Computing
	CAH Code:
	Does this programme require ATAS: NO

External reference points

• UK Quality Code for Higher Education;
• Part A: Setting and maintaining academic standards;
  • Chapter A1: UK and European reference points for academic standards (October 2013) - incorporates the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (Qualification Frameworks);

 • **QAA Honours Degree Subject Benchmark Statements:**
Business and Management (2023)
Communication, Media, Film and Cultural Studies (2019)
Computing (including Master's) (2022)
Events, Hospitality, Leisure, Sport and Tourism (2019)

Professional, Statutory and Regulatory Body (PSRB) links
Not Applicable

Places of delivery – Bournemouth University – Talbot Campus

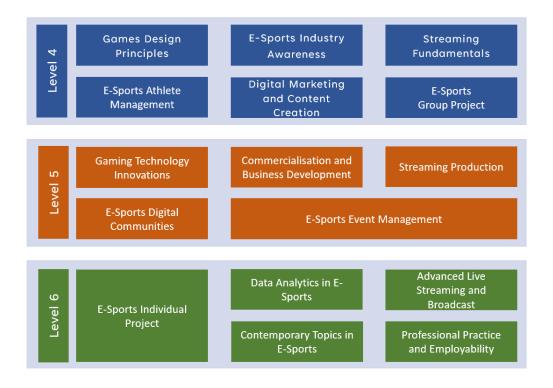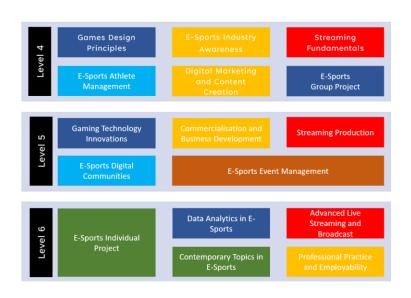| Mode(s) of delivery	Language of delivery
Full Time, Full Time sandwich	English

Typical duration
3 years full-time / 4 years full-time sandwich. Level 4: 1 year, Level 5: 1 year, Level 6: 1 year.

Date of first intake September 2024	**Expected start dates** September only
Maximum student numbers 80	**Placements** Optional 30-week sandwich placement Optional short placement (4 weeks minimum) with no coursework attached
Partner(s) Not Applicable	**Partnership model** Not Applicable
Date of this Programme Specification February 2024	
Version number v1-0.0924	
Approval, review or modification reference numbers E232437	
Authors Andrew Kitchenham and Fred Charles	

PROGRAMME STRUCTURE

Level 4
- Games Design Principles
- E-Sports Industry Awareness
- Streaming Fundamentals
- E-Sports Athlete Management
- Digital Marketing and Content Creation
- E-Sports Group Project

Level 5
- Gaming Technology Innovations
- Commercialisation and Business Development
- Streaming Production
- E-Sports Digital Communities
- E-Sports Event Management

Level 6
- E-Sports Individual Project
- Data Analytics in E-Sports
- Advanced Live Streaming and Broadcast
- Contemporary Topics in E-Sports
- Professional Practice and Employability

Themes and Strands
- Streaming
- E-Sports/Games
- Communities, Responsibilities and Sports Science
- Business, Marketing & Professional Practice
- Event Management
- Research and Project

<table>
<tr><td colspan="10" style="background-color:#d9e1c4">Programme Award and Title:
BSc (Hons) E-Sports Digital Technologies</td></tr>
<tr><td colspan="10">Year 1/Level 4</td></tr>
</table>

Unit Name	Core/ Option	No. of Credits	Assessment Element Weightings			Expected Contact hours per unit	Unit Version No.	HECoS Code (plus balanced or major/ minor load)
			Exam 1	Cwk 1	Cwk 2			
Games Design Principles	Core	20		100%		40	3.2	101268
E-Sports Industry Awareness	Core	20		40%	60%	36	1.0	100078
Streaming Fundamentals	Core	20	40%	60%		36	1.0	100443
E-Sports Athlete Management	Core	20		60%	40%	36	1.0	100433
Digital Marketing and Content Creation	Core	20		100%		36	1.0	100075 100443
E-Sports Group Project	Core	20		100%		36	1.0	100078 100075 100443

<table>
<tr><td style="background-color:#b8cce4">Progression requirements: Requires 120 credits at Level 4

Exit qualification: Cert HE E-Sports Digital Technologies</td></tr>
</table>

Unit Name	Core/ Option	No. of Credits	Assessment Element Weightings			Expected Contact hours per unit	Unit Version No.	HECoS Code (plus balanced or major/ minor load)
Year 2/Level 5								
			Exam 1	Cwk 1	Cwk 2			
Commercialisation and Business Development	Core	20	50%	50%		36	1.0	100078 101221
Gaming Technology Innovations	Core	20		100%		36	1.0	101267
Streaming Production	Core	20		100%		36	1.0	100443
E-Sports Digital Communities	Core	20		100%		36	1.0	101267 100366 100075
E-Sports Event Management	Core	40		50%	50%	72	1.0	100083 100443 101221

Progression requirements: Requires 120 credits at Level 5

Exit qualification: Dip HE E-Sports Digital Technologies (requires 120 credits at Level 4 and 120 credits at Level 5)

Compulsory/Optional placement year in industry/business:
Optional sandwich placement is taken between levels 5 and 6

Progression requirements: Satisfactory completion of a minimum 30-week placement in industry. Students who do not choose to undertake the optional sandwich placement may progress directly from Level 5 to Level 6

Unit Name	Core/ Option	No. of Credits	Assessment Element Weightings			Expected Contact hours per unit	Unit Version No.	HECoS Code (plus balanced or major/ minor load)
Year 3/Level 6								
			Exam 1	Cwk 1	Cwk 2			
Contemporary Topics in E-Sports	Core	20		100%		36	1.0	101267 100443 100433 101221
Data Analytics in E-Sports	Core	20		100%		36	1.0	101267 100366
Advanced Live Streaming and Broadcast	Core	20		40%	60%	36	1.0	100443 100083
Professional Practice and Employability	Core	20		60%	40%	36	1.0	101278 100443 100083
E-Sports Individual Project	Core	40		100%		25	1.0	101267 100443 100433 101221

Exit qualification: BSc (Hons) E-Sports Digital Technologies

Sandwich UG award: Requires 120 credits at Level 4, 120 credits at Level 5, 120 credits at Level 6 and successful completion of a placement year

Full-time UG award: Requires 120 credits at Level 4, 120 credits at Level 5 and 120 credits at Level 6

AIMS OF THE DOCUMENT

The aims of this document are to:

- define the structure of the programme;
- specify the programme award titles;
- identify programme and level learning outcomes;
- articulate the regulations governing the awards defined within the document.

AIMS OF THE PROGRAMME

The BSc (Hons) E-Sports Digital Technologies degree programme aims to develop creative, critically informed, agile and resourceful graduates who can make an important contribution to shaping the present and future of the multi-faceted e-sports industry. Graduates from this degree programme will be equipped with a wide variety of transferable skills and knowledge that encompass a broad range of digital technologies.

The programme is designed to:

- Equip students with a broad understanding of the e-sports industry and its specialist skillsets;
- Provide students with a critical and analytical understanding of the issues and commercial opportunities within the global phenomenon that is e-sports;
- Develop an awareness of, and competence to use, a wide range of innovative and emerging technologies associated with different parts of the e-sports pipeline;
- Equip students with the intellectual tools and techniques required to deal with issues systematically, creatively, technically, sustainably and ethically;
- Provide students with the opportunity to work collaboratively in a range of different e-sports scenarios to produce professional events, broadcasts and digital outputs;
- Develop highly employable graduates with the capacity to contribute to and compete in the fast-changing commercial e-sports industry as creative, technical and managerial practitioners;
- Provide students with the independent learning skills required for continuing professional development and lifelong learning.

ALIGNMENT WITH THE UNIVERSITY'S STRATEGIC PLAN

The BSc (Hons) E-Sports Digital Technologies programme is informed by and aligned with Bournemouth University's 2025 strategic plan and the fusion of excellent teaching, world-class research and professional practice that is at the heart of the institution's visions and values. Students are supported by academics with a wealth of industry experience, many of whom are actively engaged in projects with a wide range of commercial clients. Academics delivering the programme are actively engaged in cutting edge research, while students are encouraged to participate in a range of co-creation and co-publication projects.

The programme's innovative pedagogic approach offers students the opportunity to learn by engaging in a series of practical, industry focused tasks. These are aimed at equipping students with the full range of skills necessary to succeed in a broad range of roles within the e-sports industry and are informed by the academic team's own industrial experience as well as by a network of industry contacts, who will also contribute directly to the programme by delivering guest lectures.

LEARNING HOURS AND ASSESSMENT

Bournemouth University taught programmes are composed of units of study, which are assigned a credit value indicating the amount of learning undertaken. The minimum credit value of a unit is normally 20 credits, above which credit values normally increase at 20-point intervals. 20 credits is the equivalent of 200 study hours required of the student, including lectures, seminars, assessment and independent study. 20 University credits are equivalent to 10 European Credit Transfer System (ECTS) credits.

The assessment workload for a unit should consider the total time devoted to study, including the assessment workload (i.e. formative and summative assessment) and the taught elements and independent study workload (i.e. lectures, seminars, preparatory work, practical activities, reading, critical reflection).

Assessment per 20 credit unit should normally consist of 3,000 words or equivalent. Dissertations and Level 6 Final Projects are distinct from other assessment types. The word count for these assignments is 5,000 words per 20 credits, recognising that undertaking an in-depth piece of original research as the capstone to a degree is pedagogically sound.

Students who choose to undertake the sandwich placement after Level 5 will engage in 30 weeks of full-time work-based learning between Levels 5 and 6, students who do not undertake the sandwich placement will be eligible to progress directly on to Level 6.

In order to provide additional support to students at the start of their degree studies, and to facilitate a smoother transition into the development of independent learning skills, the programme will embrace a range of scaffolded learning activities within the delivery of level 4 units. This is likely to take the form of weekly study tasks which direct the students to defined learning activities that feed into the development of skills, knowledge and understanding, and at the same time, facilitate the development of a growth in confidence within independent learning.

STAFF DELIVERING THE PROGRAMME

Students will usually be taught by a combination of senior academic staff with others who have relevant expertise including – where appropriate according to the content of the unit – academic staff, qualified professional practitioners, demonstrators/technicians and research students.

To ensure that the practical aspects of the programme are appropriately aligned with current industry practice, and to provide students with a broad range of high-quality learning opportunities aimed at

enhancing employability; some units may be jointly delivered by a mixture of both BU lecturers and appropriately qualified industrial professional practitioners.

INTENDED LEARNING OUTCOMES – AND HOW THE PROGRAMME ENABLES STUDENTS TO ACHIEVE AND DEMONSTRATE THE INTENDED LEARNING OUTCOMES

PROGRAMME AND LEVEL 6 INTENDED PROGRAMME OUTCOMES

A: Subject knowledge and understanding This programme provides opportunities for students to develop and demonstrate knowledge and understanding of*:*	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme learning outcomes:
A1: relevant theories, concepts, principles and practices pertinent to e-sports; **A2:** the tools, techniques and industry relevant software and hardware with which e-sports practitioners operate; **A3:** appropriate research methodologies in carrying out independent research in e-sports, and produce a report demonstrating evidence of critical thinking; **A4:** the multi-disciplinary nature of the e-sports industry and the need to apply concepts and practices from a range of scientific, technical and commercial principles; **A5:** the full scope and life cycle of a commercial e-sports project; **A6:** the structure, roles and business techniques used within the commercial e-sports industry and strategies to secure employment, freelance or entrepreneurial opportunities within the sector.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 – A6); • seminars/labs (A1 – A6); • directed reading (A1, A3, A4, A6); • use of the VLE (A1 - A6); • workshops (A2, A4, A5); • independent research (for project) (A3). Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (A2, A4, A5, A6); • written work (A1, A3, A4, A5, A6); • presentation work (A1, A2, A3, A6) • dissertation/individual project (A1, A3).
B: Intellectual skills This programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme outcomes:
B1: critically evaluate the theories, concepts and commercial principles pertinent to e-sports; **B2:** analyse, evaluate and synthesise a wide range of information associated with e-sports events, practices and theories;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 – B6); • seminars/labs (B1 – B6); • directed reading (B1, B2, B3, B6); • use of the VLE (B1 - B6); • workshops (B1, B4, B5);

B3: integrate, evaluate and synthesise evidence from a range of sources to support findings, proposals, solutions and hypotheses;	• independent research (for project) (B1 – B6).
B4: identify and effectively deploy appropriate methods, tools and resources to support the planning, implementation and evaluation of e-sports events and broadcasts; **B5:** produce coherent, well-articulated, organised and presented work that demonstrates a coherent form and that functions effectively within a professional portfolio; **B6:** critically evaluate a range of outputs and learning in a reflective manner and with reference to academic and professional issues.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (B2, B4, B5); • written work (B1, B2, B3, B6); • presentation work (B2, B5, B6) • dissertation/individual project (B1 – B6).
C: Practical skills This programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme learning outcomes:
C1: demonstrate confidence and competence in the use of theory, practice, process and technical resources to successfully plan and implement innovative e-sports events and broadcasts; **C2:** conduct and evaluate research into the commercial aspects of various businesses and opportunities within the e-sports industry;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 – C6); • seminars/labs (A1 – A6); • use of the VLE (C1 - C6); • workshops (C1 – C6); • independent research (for project) (C2).
C3: identify and use a range of appropriate skills to communicate effectively in team-working and commercial situations; **C4:** work as part of multi-disciplinary teams on a range of commercial projects showing due consideration for highly effective time management, personnel and resource management, leadership and project management; **C5:** develop a confidence and competence in the collection, analysis and evaluation of e-sports data using a variety of technology hardware and software tools. **C6:** critically evaluate and reflect on their own and others work, in the context of personal development and current, and future, practice.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (C1 – C6); • written work (C1, C2, C4, C5); • presentation work (C2, C5, C6) • dissertation/individual project (C1, C5, C6).

D: Transferable skills This programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme learning outcomes:
D1: work effectively when collaborating with others; deploy a range of interpersonal skills including effective listening, negotiating, persuading and presentation; **D2:** demonstrate openness and sensitivity to diversity in terms of culture, belief, ability, personality and commercial requirements; **D3:** organise and manage advanced self-directed projects, exercising initiative, sound judgement and reflection; **D4:** systematically, critically and convincingly gather, organise and communicate ideas, proposals, analysis, problems and solutions to both specialist and non-specialist audiences; **D5:** review, consolidate, apply and extend knowledge, skills and understanding through initiating and implementing a range of academic and practical projects; **D6:** successfully respond to commercial opportunities using a range of skills and knowledge, in order to secure employment or freelancing engagements.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D6); • seminars/labs (D1 – D6); • directed reading (D1, D4, D5); • use of the VLE (D1 - D6); • workshops (D1, D2, D3, D5); • independent research (for project) (D3, D4, D5).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (D1 - D6); • written work (D2, D3, D4, D5, D6); • presentation work (D1, D4, D6) • dissertation/individual project (D3, D4, D5).

LEVEL 5/DipHE INTENDED LEVEL OUTCOMES

A: Knowledge and understanding This level provides opportunities for students to develop and demonstrate knowledge and understanding of:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
A1: relevant theories, concepts, principles and practices pertinent to e-sports; **A2:** the tools, techniques and industry relevant software and hardware with which e-sports practitioners operate; **A3:** appropriate research methodologies to produce a report demonstrating evidence of implementation and some critical thinking; **A4:** the multi-disciplinary nature of the e-sports industry and the need to apply a range of concepts and practices; **A5:** the life cycle of a commercial e-sports project; **A6:** the structure, roles and business techniques used within the commercial e-sports industry including opportunities for new business development;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 – A6); • seminars/labs (A1 – A6); • directed reading (A1, A3, A5, A6); • use of the VLE (A1 - A6); • workshops (A2, A4, A5, A6);
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (A2, A4, A5, A6); • written work (A1, A3, A5, A6); • presentation work (A1, A2, A3, A6)
B: Intellectual skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
B1: critically evaluate aspects of the theories, concepts and commercial principles pertinent to e-sports; **B2:** analyse and synthesise a range of information associated with e-sports events, practices and theories; **B3:** show evidence from a range of sources to support findings and proposals; **B4:** deploy appropriate methods, tools and resources to support the planning, implementation and evaluation of e-sports events and broadcasts; **B5:** produce coherent, organised and presented work that demonstrates a coherent form and that	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 – B6); • seminars/labs (B1 – B6); • directed reading (B1, B3, B4); • use of the VLE (B1 - B6); • workshops (B2, B4, B5);
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (B2, B4, B5); • written work (B1, B3, B4, B6); • presentation work (B3, B4, B5, B6)

functions effectively within an emerging professional portfolio;

B6: evaluate outputs and learning in a reflective manner and with some reference to academic and professional issues.

C: Practical skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
C1: use a range of techniques and technical resources to plan and implement e-sports events and broadcasts; **C2:** conduct research into the commercial aspects of the operation of the e-sports industry; **C3:** use a range of appropriate skills to communicate effectively in team-working situations;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 – C6); • seminars/labs (C1 – C6); • directed reading (C1, C2, C5, C6); • use of the VLE (C1 - C6); • workshops (C1, C3, C4);
C4: work as part of a multi-disciplinary team to plan and deliver an e-sports event, showing consideration for resource management and project management; **C5:** develop an ability to collect and analyse player data from an e-sports game using relevant technologies; **C6:** evaluate and reflect on their own and others work, in the context of personal development and practice.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (C1, C3, C4, C5, C6); • written work (C1, C2, C4, C5, C6); • presentation work (C2, C3, C4, C5, C6)
D: Transferable skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
D1: work effectively when collaborating with others using a range of interpersonal skills; **D2:** demonstrate openness and sensitivity to diversity in terms of culture, belief, ability personality and commercial requirements; **D3:** organise and manage self-directed projects,	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D6); • seminars/labs (D1 – D6); • directed reading (D4, D5, D6); • use of the VLE (D1 - D6); • Workshops (D1, D3, D5, D6);

exercising a degree of initiative, judgement and reflection; **D4:** gather, organise and communicate ideas, proposals, analysis, problems and solutions to both specialist and non-specialist audiences; **D5:** apply and extend knowledge, skills and understanding through initiating and Implementing academic and practical projects; **D6:** successfully respond to commercial opportunities using appropriate skills and knowledge to secure a placement, employment or freelancing engagements.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (D1 – D6); • written work (D2, D3, D4, D5, D6); • presentation work (D1, D3, D4, D6)

LEVEL 4/Cert HE INTENDED LEVEL OUTCOMES

A: Knowledge and understanding This level provides opportunities for students to develop and demonstrate knowledge and understanding of*:*	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
A1: foundation theories, concepts, principles and practices pertinent to e-sports; **A2:** the tools, techniques and industry relevant software and hardware with which e-sports practitioners operate; **A3:** producing a report that demonstrates some critical thinking; **A4:** the various aspects of the e-sports industry and some awareness of their interdependence; **A5:** the fundamental elements of the lifecycle of an e-sports project; **A6:** the structure, roles and business techniques used within the commercial e-sports industry;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 – A6); • seminars/labs (A1 – A6); • directed reading (A1, A3, A4, A6); • use of the VLE (A1 - A6); • Workshops (A2, A4, A5); Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (A2, A4, A5, A6); • written work (A1, A3, A5, A6); • presentation work (A1, A2, A5, A6)
B: Intellectual skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
B1: provide feedback on aspects of the theories, concepts and commercial principles pertinent to e-sports; **B2:** analyse information associated with e-sports events, practices and theories; **B3:** start to undertake evidence-based research; **B4:** gain experience in using tools and resources to support the implementation of e-sports events and broadcasts; **B5:** commence the production of coherent work that begins to define the basis of a professional portfolio; **B6:** evaluate outputs and learning in a reflective manner.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 – B6); • seminars/labs (B1 – B6); • directed reading (B1, B2, B3); • use of the VLE (B1 – B6); • Workshops (B1, B4, B5); Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (B1 – B6); • written work (B1, B2, B3, B6); • presentation work (B1, B2, B4, B5, B6)

C: Practical skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
C1: identify knowledge of industry standard tools and resources associated with the creation of e-sports events and broadcasts; **C2:** develop an ability to gather commercial data and information about the e-sports industry; **C3:** use a range of appropriate skills to communicate effectively in team-working situations;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 – C6); • seminars/labs (C1 – C6); • directed reading (C1, C2, C5); • use of the VLE (C1 - C6); • Workshops (C1, C3, C4, C6);
C4: work as part of a team to respond to a simulated business scenario; **C5:** understand how to collect, analyse and present commercial data; **C6:** reflect on their own work in the context of their personal development and practice.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (C1 – C6); • written work (C2, C5, C6); • presentation work (C1, C2, C4, C5, C6)
D: Transferable skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
D1: work effectively in teams developing fundamental project management skills; **D2:** demonstrate openness and sensitivity to diversity in terms of culture, belief, ability, personality and commercial requirements; **D3:** begin to develop skills to organise and manage self-directed projects;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D6); • seminars/labs (D1 – D6); • directed reading (D3, D5, D6); • use of the VLE (D1 - D6); • Workshops (D1 – D6);
D4: communicate ideas, proposals, analysis of problems and potential solutions to audiences; **D5:** apply and extend knowledge, skills and understanding through the completion of practical projects; **D6:** develop the ability and skills to identify and response to commercial opportunities for future employment or freelancing	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • practical work (D1 – D6); • written work (D2, D3, D4, D6); • presentation work (D1, D3, D4, D6)

Programme Skills Matrix

Programme Intended Learning Outcomes / Units		A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5	D6
L6	E-Sports Individual Project	X	X	X	X	X		X	X	X	X		X	X	X			X	X		X	X	X	X	X
L6	Data Analytics in E-Sports	X	X	X				X	X	X	X		X					X			X		X	X	
L6	Advanced Live Streaming and Broadcast	X	X		X	X				X	X	X	X	X		X	X		X	X	X	X		X	
L6	Contemporary Topics in E-Sports	X	X	X	X		X	X	X	X			X	X	X			X			X			X	
L6	Professional Practice and Employability	X	X		X	X	X					X	X		X	X	X		X	X	X	X	X	X	X
L5	Gaming Technology Innovations	X	X	X				X		X		X	X					X	X		X	X		X	
L5	Commercialisation and Business Development	X		X	X	X	X		X	X			X		X	X			X	X	X		X	X	X
L5	Streaming Production	X	X		X	X				X	X	X	X		X	X			X	X	X	X	X	X	
L5	E-Sports Digital Communities	X		X	X	X		X	X	X			X		X			X	X		X	X	X	X	
L5	E-Sports Event Management	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X
L4	Games Design Principles	X	X	X			X	X		X			X			X			X	X	X		X		
L4	E-Sports Industry Awareness	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	X		X
L4	Streaming Fundamentals	X	X		X	X	X	X	X		X	X	X	X		X	X		X	X	X	X		X	
L4	E-Sports Athlete Management	X	X	X	X		X	X		X			X		X	X			X	X	X	X		X	X
L4	Digital Marketing and Content Creation	X	X		X	X	X	X	X		X	X	X	X			X	X	X	X	X	X	X	X	X
L4	E-Sports Group Project	X	X		X	X	X	X	X		X	X	X	X	X	X	X	X		X	X		X	X	X

ADMISSION REGULATIONS

Please refer to the course website for further information regarding admission regulations for this programme: www.bournemouth.ac.uk/study/undergraduate/courses

PROGRESSION ROUTES

Recognition arrangements provide formally approved entry or progression routes through which students are eligible to apply for a place on a programme leading to a BU award. Recognition does not guarantee entry onto the BU receiving programme only eligibility to apply. In some cases, additional entry criteria such as a Merit classification from the feeder programme may also apply. Please see the recognition register for a full list of approved Recognition arrangements and agreed entry criteria.

ASSESSMENT REGULATIONS

The regulations for this programme are the University's Standard Undergraduate Assessment Regulations

WORK BASED LEARNING (WBL) AND PLACEMENT ELEMENTS

Placements: this programme offers an optional placement year. This bears no credits. The duration of the placement is normally 30 weeks of supervised work experience, and the aims of the placement year are to give the students experience of working within an appropriate professional environment which will contribute to their potential employability, mobility and global awareness. Completion of the four-year degree, i.e. one with a 30-week placement included, will entitle students to a 'sandwich award'. Shorter (also optional) placements of 4 weeks with no coursework attached are also possible although the sandwich award is then no longer an option. Completion of the three-year full-time degree will, instead, entitle students to a 'full-time award'.

The placement is recognised at Bournemouth University as adding considerable value to graduate profiles and students are very strongly advised to follow the sandwich route. The non-sandwich route is designed for mature students who have experience of the world of work and who may need to complete their course in three years for financial (or other) reasons. In some cases, on submission of relevant evidence, such students may be eligible for Recognition of Prior Learning (RPL). This will provide them with exemption from the placement year but will still entitle them to a sandwich degree.

The placement draws on some or all the units studied on the first two Levels (4 and 5) of this programme. Successful Level 4 and 5 completion is compulsory before proceeding to the 30-week or 4-week placement. It provides the opportunity for the student to develop their abilities and understanding of related subjects, as well as providing a platform for successful entry into the relevant profession (following graduation). It can also make a major contribution to the understanding of the final Level (6) units, further develops final projects or dissertation research by utilising the context of the work experience as appropriate and, finally, significantly enhances students' prospects of future employment.

Further information on the Department's placements policy and procedure can be sourced in the **Creative Technology Placements Handbook.**