



FOUNDATION DEGREE E-SPORT COORDINATOR - LEVEL 5 EQF



Level
5 EQF (*European Qualifications Frameworks*)



Duration
2 years



Credits
120 ECTS



Target group
Students - people seeking employment - employees and professionals in the sector



Admission requirements
Candidates awarded a qualification certifying completion of secondary education and/or giving access to higher education



Course Structure
Full-time or work-study



Pedagogical methods
Theoretical courses, tutorials and practical work, case studies and professional situations
Individual/group projects



Foundation Year 1

- Continuous assessment
- Quiz (1h30)
- Case Study (3h)

Modern language :

- Reading (1h)

Foundation Year 2

- Quiz (1h30)
- Case Study (3h)
- Activity report and professional support (30 min)

Modern language :

- Listening (45 min)

CCE (Company Skills Certificate)

- Quiz (40 min)

The FEDE, as a certifier, is in charge of the assessment processes

- Organisation and planning of exam sessions
- Development of topics and model answers
- Ensuring compliance with examination regulations and supervision (anonymity, integrity, confidentiality)
- Assessment and marking of papers
- Reporting results, issuing diplomas, diploma supplements and certificates

www.fede.education/en/fede-quality-charter/

Technological innovation, artistic creation, spectacle and performance are the pillars of the video game and e-sports sectors. Today, e-sports is the second-largest cultural industry in France, bringing together a wide range of players across a variety of economic ecosystems.

The rise of e-sports is revolutionising the traditional sports industry, attracting new audiences and developing innovative business models. **The Foundation Degree: E-Sports Coordinator** trains experts in the organisation and running of video-game events, with technical skills and in-depth knowledge of the issues and societal impact of the e-sport sector.

LEARNING OUTCOMES

- Design and organise an e-sports event with a socio-cultural dimension
- Design a communication plan for a video game and e-sports event
- Understand the legal constraints of the video game and e-sports sectors
- Organise a cultural event based around video games and e-sports, promoting sportsmanship and the values of social cohesion
- Build a framework for the responsible and inclusive practice of video games and e-sports

PROGRAMME

PROFESSIONAL SKILLS (660-800 HOURS)

Foundation Degree Year 1

Digital Culture, Video Games And E-Sports

Organisational and digital framework of organisations - Legal and digital framework - Digital and entertainment creative industries

Culture And Communication In E-Sports

Video game and e-sports culture - Video game and e-sports communication

Creating A Video Game Animation Project

Video game and e-sports material and technical resources - Creating a video game or e-sports event - The communication plan - Event and communication media

Foundation Degree Year 2

The Digital Company And Technological Monitoring

Organisational and digital framework - General legal and digital framework - Technological monitoring and digital intelligence

Organise, Run And Evaluate A Cultural Event Based Around Video Games

Organising an event - Developing a project - Evaluating and analysing activity

Professional Assignment (≤12 weeks)

Internship - Apprenticeship - Salaried employment

MODERN LANGUAGE (60-80 HOURS)

Modern language 1 - CEFR Level B1
German, English, Spanish, French, Italian, Portuguese

Modern language 2 and 3 (optional)
German, English, Arabic, Chinese, Spanish, French, Italian, Portuguese

CAREER DESTINATIONS

- E-sports Presenter
- Assistant Events Project Manager in the video games and e-sports sector
- E-sports Event Project Manager

FEDE'S ASSET - EUROPEAN DEGREE

EUROPEAN CULTURE AND CITIZENSHIP (20H)

The European project: Culture and Democracy for Active Citizenship

- The importance of history (OHTE - Observatory on History Teaching in Europe)
- Contemporary Europe
- Europe and the World
- Cultures and diversity in Europe European citizenship
- The workings of the European Union Importance, challenges and future of European construction
- Focus on corruption (GRECO)