



BRITISH
ESPORTS

Duty to Care in Esports

Course Overview

Duty to Care in Esports: Course Overview

Esports coaches, and leaders facilitating esports teams, programmes and events, are integral to the development of esports and the individuals and teams that play and compete.

Well trained, knowledgeable coaches and leaders are better equipped to create safe, healthy, inclusive esports environments and provide appropriate support, advice and guidance to empower players and teams to achieve their full potential. Just because an individual is, or was, a good player does not automatically mean they are good coach or good leader.

Unlike traditional sport, the esports industry does not currently have recognised professional standards or expectations for those working in the ecosystem

Establishing professional standards in esports is essential for promoting and upholding the integrity of the industry. Globally recognised professional standards will support the professional development of coaches and leaders throughout the ecosystem, therefore the positive development of players and teams. In turn, this will support the continued growth and credibility of the esports industry.

British Esports believe the esports industry, and those people involved in the ecosystem, have a responsibility and *duty of care* towards our players and participants.

Working with globally recognised Subject Matter Experts, we have developed Duty to Care in Esports; a FREE, certified e-learning programme. Successful completion of Duty to Care in Esports will give individuals greater knowledge and understanding to help build and maintain a safer, more positive, more inclusive and supportive esports ecosystem.

Duty to Care in Esports prioritises positive engagement with players and teams by focusing on 7 key pillars of knowledge and understanding:

- Safeguarding
- Child Rights
- Online Safety
- Cyber Choices
- Mental Health
- Equality, Diversity and Inclusion
- Health & Wellbeing

Overview for the Learner

Summary:

- Duty to Care in Esports is FREE and available for all via www.britishesports.org/esports-coaching.
- It is an online, e-learning programme comprised of 7 modules based on the 7 key pillars.
- Most modules contain short video content along with written text and reflection activities.
- Sub-titles can be switched on for each video if required.
- All content is in English, although translation into multiple languages is planned.
- At the end of each module is a series of multiple-choice questions to act as a knowledge checker. They must be completed correctly before you can complete the module.
- Each module will take between 20–30 mins to complete.
- Total learning time for Duty to Care in Esports is between 140 – 210 mins.

Assessment & Certification:

- Upon successful completion of each module you will receive a digital badge on our learning platform.
- Upon successful completion of Duty to Care in Esports you will receive, via email, a digital certificate from British Esports.
- Successful completion of Duty to Care in Esports is mandatory for any individual wishing to progress onto additional British Esports learning programmes, such as the **Introduction to Esports Coaching**.

Detail of 7 modules:

Safeguarding

This module is an introduction to safeguarding and child protection and has been developed in partnership with the NSPCC. It will help you, and any organisations you work with, understand your responsibilities in protecting children and young people from abuse and harm. It is an area of critical importance for ALL stakeholders in the esports industry.

Everyone at every level of the ecosystem (players, coaches, teams, tournament organisers, and publishers) must understand their responsibilities to safeguarding and child protection and how to fulfil them.



Child Rights:

In this module you will learn about Child Rights and how they should be applied in esports. It has been developed in collaboration with UNICEF UK. You will learn about the United Nations (UN) Convention on the Rights of the Child and understand which articles are particularly relevant in your role working with children in esports.

You will understand the key principles and features underpinning Child Rights and then apply this knowledge in different esports-related scenarios.

Online Safety:

The internet has profoundly transformed our society offering new opportunities to communicate, learn, play, and do business. Without the internet we wouldn't have esports! Children and young people are growing up in an increasingly complex world where their online and offline worlds intersect. This presents many positive and exciting opportunities that every child should be able to benefit from.

However, these opportunities come with challenges and risks. This module, which has been developed in partnership with the NSPCC, will support you to ensure young people have safe, positive experiences online.

Cyber Choices:

This module, developed in partnership with the National Cyber Crime Unit of the National Crime Agency, will explain the difference between legal and illegal cyber activity and allow you to understand the motivations behind cyber crime. It will support you to listen out for specific cyber crime terminology and help you to encourage individuals to make informed choices in their use of technology and promote positive, legal cyber opportunities and career pathways.

Equality Diversity and Inclusion:

In this module, developed in partnership with the Global Equality Collective, you will learn what is meant by Equality, Diversity and Inclusion (EDI) and their importance in esports. You will understand the importance of recognising and respecting individual differences and the creation of safe, welcoming spaces for all.

You will gain wider understanding of supporting and promoting EDI, equipping you with the knowledge and skills to actively contribute to creating and supporting a more diverse and inclusive esports ecosystem.



Mental Health:

In this module, developed in partnership with Take This, you will learn about the definitions of mental health and mental illness, and understand basic terminology used within the field of mental healthcare. You will gain understanding of its' importance, and how to effectively support the mental health of individuals and teams you are working with.

When completing this course, please be aware of the cultural differences and attitudes linked to Mental Health in different countries and regions around the world. What is recognised, discussed and supported in one country, may not be in another.

Health and Wellbeing:

In this module, developed in partnership with Adamas Esports, you will explore the significance of different pillars of health and wellbeing, such as sleep, physical activity and nutrition, which are crucial in fostering a healthy and successful gamers and esports athletes. You will examine why it is essential to be mindful of these components and how they can influence both health and performance. It is a basic introduction to these core principles that underpin health and wellbeing.

Subject Matter Experts:

British Esports is proud to work with a range of Subject Matter Experts in developing our learning programmes, helping to establish and maintain their credibility, validity and relevance. We worked with the following organisations to develop Duty to Care in Esports.

- **NSPCC** [NSPCC | The UK children's charity | NSPCC](#)
- **UNICEF UK** [UNICEF UK - Children's charity - For Every Child](#)
- **National Crime Agency** [Home - National Crime Agency](#)
- **Take This** [Home - Take This](#)
- **Global Equality Collective** [Global Equality Collective](#)
- **Adamas Esports** [Adamas Esports | Esports Training + Performance](#)

Further Information:

Visit www.britishesports.org/esports-coaching or email coaching@britishesports.org