BRITISH ESPORTS

Introduction to Esports Coaching

Course Overview

Introduction to Esports Coaching: Course Overview

Esports coaches are an important and valued part of the esports ecosystem and are integral to the development and performance of current and future talent. Coaching involves the holistic understanding and development of individuals and teams, not just game-based skills and knowledge. We recognise just because an individual is, or was, a good esports player, it doesn't automatically make them a good esports coach.

Unlike traditional sport, the esports industry does not currently have recognised professional standards or expectations for coaches 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 therefore the positive development of players and teams. In turn, this will support the continued growth and credibility of the esports industry.

Introduction to Esports Coaching is based on British Esports' Coach Development Framework and is designed to provide esports coaches, both new and experienced, with an understanding of effective coaching principles and practices which they can apply to better develop their players and become the best coach they can be. We believe every coaching opportunity is a learning opportunity and this programme embraces this belief.

Well trained, knowledgeable coaches 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. This programme breaks down coaching principles to support you to explore and understand your own coaching, your coaching environment and your interactions with your players and teams whilst ensuring you uphold the Code of Conduct for Coaches. It is a commitment to being the best coach you can be for your players.

Introduction to Esports Coaching has been designed for all esports coaches regardless of genre or title being coached. It will help you to identify players' motivations, their existing skill level, and offer ways in which you can develop them, not only as players, but as people.

The learning programme is endorsed and certified by UK Coaching | 1st4sport, the UK's leading body for coach standards and professional development.

Coach Profile

On completion of the **Introduction to Esports Coaching** you will have the knowledge that enables you to provide safe, positive, developmental and engaging experiences for all. Across the programme you will be given learning opportunities in the following areas:

Coach
- Understanding Yourself as a Coach: We will help you to explore how you can support your players, how to identify your strengths and development points and how you can build on these strengths and access support for your own development.
- Understanding Your Coaching Practice: You will have the opportunity to explore what makes a good coach, what good coaching practice looks like and how it might evolve and improve based on a range of factors. You will apply this to your own coaching situation. There will be opportunities to consider changes you could make, and how these changes might impact you and your players.

Environment
- Understanding Environment: You will consider the factors which positively impact the environments you currently coach in, or would like to coach in. You will consider what effective learning environments look like and understand how coaching practice evolves, based on the player and coaching need in these environments.

Player
- Understanding Players: You will be supported to really understand who your players are, and what motivates them. You will be encouraged to find ways to gather the right information about them, to understand their stage of development, and to identify their strengths and areas for development.
- Team and Player Development: You will look at how to support individuals, both as players, and as people. This will include looking at a range of different aspects: physical, psychological and social. Additionally, you will look at how developing teams differs from developing individuals, the roles within teams, and managing dynamics and challenges.
- Skill Acquisition: In the context of your own players, you will examine what skill acquisition is and how to develop and evolve activities to support the development of your players over time.

Game
- Game Psychology: You will look at what game psychology is, and how it can be used positively to support future engagement and your participants to become better people and as well as players.
- Genre and Game Knowledge: You will explore different genres of esports, identify skills and strategies for success and understand the role of analysis and feedback in relation to performance.

Learning Outcomes:

COACH	
Knowledge	**Link to Coach Development Framework**
• Identify the role of the coach • Share coaching philosophy • Identify strengths & weaknesses	Understanding Yourself
• Identify your coaching knowledge, skills and behaviours • Explore different coaching styles and learning theories • Explore the importance of effective planning and reflection	Understanding Your Coaching Practice

ENVIRONMENT	
Knowledge	**Link to Coach Development Framework**
• Articulate what makes a great learning environment in esports • Explore the role of planning, preparation and reflection in supporting your learning environment • Understand different player pathways and how learning environments should be adapted as a result • Explore the role of a wider 'coaching team'	Understanding Environments

PLAYER	
Knowledge	**Link to Coach Development Framework**
• Explore the players stage of development and associated needs • Identify players motivations and their impact on participation and performance • Compare players differences, and identify differentiated approaches	Understanding Players

• Identify appropriate communication strategies for teams / different players	
• Plan appropriate sessions / programmes for individuals' and teams' stage of development • Explore stages of development with individuals / teams • Review sessions / programmes and giving feedback • Explore how to manage change in your team(s)	Player Development
• Explore different models of skills acquisition • Identify skills and strategies • Select appropriate activities to match and develop individuals	Skill Acquisition

GAME	
Knowledge	**Link to Coach Development Framework**
• Identify models of psychology • Describe ways to support individuals regulate emotions • Align game psychology with mental wellbeing	Game Psychology
• Describe different genres of esports • Describe different genre and game specific skills and strategies • Management of patch updates and games changes • Explore the role of analysis in the performance cycle	Game and Genre Knowledge

Overview for the Learner

Summary:

- Introduction to Esports Coaching is £175 and is available via www.britishesports.org/esports-coaching.
- It is an online, e-learning programme comprised of 4 modules.
- All modules contain short video content along with written text, case studies, scenarios and reflection activities that apply the coaching theory to esports specific examples.
- 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 Introduction to Esports Coaching is between 80–120 mins.

Assessment & Certification

- Upon successful completion of each module you will receive a digital badge on our learning platform.
- Upon successful completion of **Introduction to Esports Coaching** you will receive, via email, a digital certificate from UK Coaching | 1st4sport and British Esports.

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.

UK Coaching | 1st4sport, the UK's leading body for coach standards and professional development across traditional sport and their National Governing Bodies, have endorsed the Introduction to Esports Coaching learning programme.

We're here for the COACH - UK Coaching

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Further Information:

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