

NextGen: HN unit specification

Esports: Broadcasting and Streaming (SCQF level 7)

Unit code: J9JV 47

SCQF level: 7 (16 SCQF credit points)

Valid from: August 2026

This unit specification provides detailed information about the unit to ensure consistent and transparent assessment year on year. It is for lecturers and assessors, and contains all the mandatory information you need to deliver and assess the unit.

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Unit purpose

This unit provides learners with hands-on experience in broadcasting and streaming esports events, helping them gain the technical and professional skills needed to work in the esports media landscape. Learners explore creating live and recorded content, focusing on the unique challenges and opportunities in esports broadcasting.

The unit focuses on important technical skills like configuring broadcasting software, managing capture tools, and producing high-quality live and recorded content. Learners also get hands-on experience with streaming hardware, including microphones, sound boards, cameras, and lighting, helping them to understand how to produce professional-level content. Learners also examine the administrative aspects of streaming, including maintaining a structured schedule, planning content, and using analytics to refine audience engagement strategies.

While streaming is often associated with individual content creators, this unit emphasises the broader role of broadcasting in esports, including event coverage, tournament commentary, and professional esports production. You teach learners the history of broadcasting, its evolution in esports, and how industry standards apply to professional esports media roles.

We recommend that learners have basic digital literacy skills, and an interest in esports, gaming and/or digital industries, before starting the unit. When they finish the unit, learners have a portfolio of work, including video evidence of their own broadcast or stream, demonstrating their ability to plan, execute, and analyse esports media production. The skills learners gain can be used in various roles in esports event production, digital content creation, and live broadcasting, providing pathways into self-employment, esports organisations, and media production teams.

Unit outcomes

Learners who complete this unit can:

1. analyse the history and development of broadcasting and streaming in the esports industry
2. apply industry-standard broadcasting software and capture tools to set up and configure an esports stream
3. create a structured live or recorded esports broadcast that integrates technical setup, branding, audience engagement, and content planning
4. evaluate the effectiveness of a broadcast, considering technical quality, audience interaction, and professional presentation
5. demonstrate ethical and professional broadcasting practices, including esports etiquette, content moderation, and legal responsibilities
6. develop a content strategy and administrative plan for sustainable streaming, including scheduling, audience retention techniques, and engagement strategies

Evidence requirements

To achieve the unit, learners must provide knowledge, product, and performance evidence that demonstrates competence across all outcomes.

The standard of evidence should be consistent with the SCQF level of the unit.

Knowledge evidence

Learners must provide evidence that demonstrates their understanding of:

- the history and development of esports broadcasting and streaming
- the technical aspects of streaming, including broadcasting and capture software
- best practices for audience engagement, branding, and content strategy
- legal and ethical considerations, including esports etiquette, copyright laws, and content moderation
- scheduling, content planning, and administrative tasks involved in professional streaming

Learners must produce knowledge evidence individually under lightly-controlled conditions.

Product evidence

Learners must create and submit:

- a live or recorded esports broadcast, demonstrating their ability to set up and configure a stream, engage an audience, and apply branding
- a content and scheduling plan outlining their approach to structured, high-quality streaming, including frequency, audience retention strategies, and branding considerations
- a post-broadcast evaluation, critically analysing the effectiveness of their broadcast in terms of technical quality, audience interaction, professional presentation and engagement

Product evidence can be created over an extended period under lightly-controlled conditions. Authentication is required when evidence is produced in a lightly-controlled environment.

Performance evidence

Learners must demonstrate their ability to:

- configure and operate broadcasting software to industry standards
- engage an audience effectively, including interacting with chat and maintaining on-camera presence
- apply esports-specific professionalism and etiquette in a live or recorded streaming environment

You must gather performance evidence through an assessor observation of a live streaming session or recorded broadcast. Performance evidence must be observed under lightly-controlled conditions, with authentication.

Knowledge and skills

Knowledge	Skills
<p>Learners should understand:</p> <ul style="list-style-type: none"> • the history and evolution of broadcasting and streaming, including its role in esports • the technical components of a professional stream, including <ul style="list-style-type: none"> ○ broadcasting software ○ capture tools ○ streaming platforms • streaming hardware and peripherals, including: <ul style="list-style-type: none"> ○ sound board ○ microphones ○ headsets ○ cameras lighting ○ other essential equipment • audio and visual quality considerations, including: <ul style="list-style-type: none"> ○ sound balancing ○ noise reduction ○ optimal camera positioning • content planning and scheduling strategies for maintaining audience engagement and professional consistency • branding and audience engagement techniques, including: <ul style="list-style-type: none"> ○ overlays ○ social media integration ○ viewer interaction • best practices for esports commentary and live event coverage 	<p>Learners can:</p> <ul style="list-style-type: none"> • set up and configure professional broadcasting software and capture tools • select and optimise streaming hardware for high quality production, including: <ul style="list-style-type: none"> ○ sound boards ○ microphones ○ headsets ○ cameras • plan and execute a structured esports broadcast, including live and pre-recorded content • engage and retain an audience through interaction, branding, and content delivery • apply esports commentary techniques to enhance stream quality • implement and manage a professional streaming schedule • analyse audience engagement metrics to refine content and improve performance • adapt to technical challenges and troubleshoot broadcasting issues in real time • demonstrate professionalism and ethical conduct in an esports streaming environment

Knowledge	Skills
<p>Learners should understand:</p> <ul style="list-style-type: none"> • ethical and legal considerations, including: <ul style="list-style-type: none"> ○ copyright ○ moderation policies ○ esports-specific etiquette • the administrative aspects of streaming, such as: <ul style="list-style-type: none"> ○ stream scheduling ○ structuring content ○ monitoring performance metrics • strategies for evaluating and improving broadcasts, including: <ul style="list-style-type: none"> ○ self-reflection ○ audience feedback ○ technical analysis 	

Meta-skills

You must give learners opportunities to develop their meta-skills throughout this unit. We have suggested how to incorporate the most relevant ones into the unit content, but you may find other opportunities.

Self-management

This includes focusing, integrity, adapting and initiative. The most relevant are:

- focusing:
 - sustaining concentration during live broadcasts, especially during high-pressure moments
 - organising content and commentary to keep the audience engaged
 - co-ordinating multiple inputs, such as game feeds and chat interactions, to keep everything on track
- integrity:
 - demonstrating honest and unbiased commentary
 - supporting the diversity of the gaming community and promoting inclusive content
 - adhering to platform guidelines and ethical standards in all broadcasts
- adapting:
 - adjusting broadcast strategies in response to game updates or changes in tournament formats
 - responding to technical issues during live streams, with composure and problem-solving skills
 - incorporating audience feedback to improve future broadcasts

- initiative:
 - designing original content strategies to actively engage and expand the audience
 - pursuing collaborative opportunities or sponsorships to grow the channels or networks
 - engaging in continuous learning of emerging games and broadcasting technologies to maintain a competitive edge

Social intelligence

This includes communicating, feeling, collaborating and leading. The most relevant are:

- communicating:
 - articulating complex in-game actions in a clear, friendly, and professional manner, ensuring all viewers can easily follow the gameplay
 - modulating tone of voice to maintain a natural and engaging delivery that resonates with the audience
 - effectively demonstrating when it is appropriate to speak or listen, particularly during team-based broadcasts
- collaborating:
 - co-ordinating effectively with team members, including producers, camera operators, and other members, to ensure smooth operation during broadcasts
 - implementing strategies that ensure the show runs smoothly, transitions are clean, and any mistakes are handled gracefully
- leading:
 - organising roles and responsibilities in the team to effectively address challenges and ensure smooth operations during broadcasts
 - establishing a positive and motivating tone for the stream or event, fostering an engaging environment for both the team and the audience

- encouraging team members to perform at their best, promoting collaboration and high standards throughout the production process

Innovation

This includes curiosity, creativity, sense-making and critical thinking. The most relevant are:

- creativity:
 - conceptualising new ideas and innovative approaches to present content in fresh and engaging ways
 - designing unique overlays, inventing entertaining segments, or creating standout highlight reels that differentiate the broadcast from competitors
- critical thinking:
 - analysing gameplay sequences to identify key moments and assess their impact on the match
 - evaluating in-game decisions and strategies, providing insightful commentary on their effectiveness
 - assessing the credibility of information during live events to prevent the dissemination of false or misleading content

Learning for Sustainability

Throughout this unit, you should encourage learners to develop their skills, knowledge and understanding of sustainability.

This includes:

- a general understanding of social, economic and environmental sustainability
- a general understanding of the United Nations Sustainable Development Goals (SDGs)
- a deeper understanding of subject-specific sustainability
- the confidence to apply the skills, knowledge, understanding and values they develop in the next stage of their life

SDG 9: Industry, Innovation, and Infrastructure

You should encourage innovation in broadcasting techniques and sustainable practices in building and maintaining esports venues. This can involve using energy-efficient equipment and infrastructure that minimise environmental impact.

SDG 12: Responsible Consumption and Production

You should highlight the importance of responsible consumption of resources in streaming, such as reducing energy consumption through optimised streaming software settings and promoting digital sustainability by minimising data waste.

SDG 13: Climate Action

You should discuss the carbon footprint of digital streaming and ways to mitigate it, like using green data centres or encouraging renewable energy sources to power streaming infrastructure. Promote awareness of the environmental impact of cloud services used in broadcasting.

Delivery of unit

If you deliver this unit as part of a qualification, we recommend that you teach and assess it within the subject area of the qualification to which it contributes.

The notional time for delivery and assessment is 80 hours. The amount of time you allocate to each outcome is at your discretion. We suggest the following distribution of time, including assessment:

Outcome 1 — Analyse the history and development of broadcasting and streaming in the esports industry (9 hours)

It is a smaller theory section.

Outcome 2 — Apply industry-standard broadcasting software and capture tools to set up and configure an esports stream (15 hours)

A practical setup takes time, including learning how to use industry-standard software.

Outcome 3 — Create a structured live or recorded esports broadcast that integrates technical setup, branding, audience engagement, and content planning (20 hours)

This is a major deliverable — planning, branding, live recording or streaming.

Outcome 4 — Evaluate the effectiveness of a broadcast, considering technical quality, audience interaction, and professional presentation (10 hours)

Time is needed to review, analyse, and reflect critically on broadcasts.

Outcome 5 — Demonstrate ethical and professional broadcasting practices, including esports etiquette, content moderation, and legal responsibilities (10 hours)

This area could lend itself to being taught through activities and discussions.

Outcome 6 — Develop a content strategy and administrative plan for sustainable streaming, including scheduling, audience retention techniques, and engagement strategies (16 hours)

Planning a long-term streaming strategy is complex and important for employability.

Additional guidance

The guidance in this section is not mandatory.

Content and context for this unit

This unit is designed to equip learners with the theoretical understanding and practical skills necessary for a career in the esports media industry. The unit provides a comprehensive learning experience by blending:

- historical analysis
- technical proficiency
- content creation
- ethical considerations
- strategic planning

This unit is designed for delivery in courses focused on digital media, game technology, or media studies. We recommend that you teach and assess the unit in the subject area to which it contributes, ensuring alignment with related courses and industry standards.

The content breakdown is recommended below to support centres.

Topic 1 — history and development of esports broadcasting

Learners:

- examine the evolution of esports as a spectator sport
- identify key milestones in broadcasting and streaming technologies
- analyse the impact of platforms like Twitch, YouTube Gaming, and others

Topic 2 — technical skills in broadcasting

Learners:

- learn how to use industry-standard software such as OBS Studio, Streamlabs, (software is named as examples only)
- understand hardware requirements and configurations for optimal streaming
- practise setting up and managing live events and recorded content creation

Topic 3 — content creation and audience engagement

Learners:

- develop skills in scripting, scheduling, and producing engaging content
- create overlays, alerts, and branding elements
- create a structured live or recorded esports event, integrating technical set-up, branding, engagement and planning
- implement strategies for audience interaction during broadcasts

Topic 4 — evaluation of broadcasts

Learners:

- analyse viewer feedback and streaming analytics
- assess technical quality, audience interaction, and professional presentation
- identify areas for improvement

Topic 5 — ethical and professional practices

Learners:

- understand esports etiquette and community standards
- learn about content moderation and legal responsibilities, including copyright laws
- demonstrate professionalism in all aspects of broadcasting

Topic 6 — content strategy and administrative planning

Learners:

- develop content planners and manage streaming schedules
- explore methods to grow and retain a dedicated viewer base
- implement strategies for sustainable streaming

Resources

Learners do not need to use gaming personal computers (PCs). Consoles are sufficient. The resources listed below are for guidance only.

Hardware can include, but is not limited to:

- computers with robust processors and graphics capabilities
- capture cards that can be used to record and/or stream from consoles
- monitors with high resolution and refresh rates
- cameras for recording and streaming
- microphones and other audio equipment, for example headphones

Software can include, but is not limited to:

- broadcasting and streaming software such as OBS Studio or Streamlabs
- video and audio editing tools like Adobe Premiere, Adobe Audition
- graphic design software for creating overlays and branding elements like Adobe Photoshop, Canva

Facilities can include, but are not limited to:

- a lab or classroom equipped with the necessary hardware and software
- reliable internet connectivity to support high-quality streaming

These resources ensure that learners have access to the tools and environment necessary to excel in esports broadcasting and streaming, providing a comprehensive educational experience that aligns with industry standards.

Approaches to delivery

We recommend that you teach this unit as follows:

Theory → Ethics → Tools → Planning → Practice → Evaluation

Outcomes 1 and 5

You should teach learners about the history and evolution of esports broadcasting first, so they understand:

- how esports broadcasting evolved
- why things are done a certain way
- professional conduct
- ethical considerations

You can use lectures or discussions on key milestones or look at a case study on ethical scenarios. You can introduce key concepts (for example history of broadcasting, ethics, strategy planning) and create presentations on ethical challenges in broadcasting.

Outcome 2

We recommend that you teach this outcome after theory and ethics. Learners get hands-on with the tech tools, for example open broadcaster software (OBS), cameras, microphones and branding tools. You can safely and properly teach them how to set up and configure broadcasting software by delivering workshops. You can also introduce the integration of capture tools and troubleshooting at this point.

Outcome 3

Learners can then move to create a structured live or recorded esports broadcast that integrates technical setup, branding, audience engagement, and content planning. Learners can shadow or assist during practice streams. They can be ready to deliver their own live or recorded broadcasts professionally, using everything they

have learned so far, such as setting up real esports matches, setting up scenes, overlays, and live moderation. They can work in small groups to plan a live or recorded esports broadcast, set up roles (for example presenter, producer, chat moderator), and carry out a mini broadcast project.

Outcome 4

Learners can then move to evaluate the effectiveness of a broadcast, considering technical quality, audience interaction, and professional presentation. They can reflect, evaluate, and identify improvements based on their created work.

Outcome 6

Next, learners can develop a content strategy and administrative plan for sustainable streaming, including scheduling, audience retention techniques, and engagement strategies. This allows them to plan strategically and technically. Learners can develop their own detailed streaming plan and/or log and do peer reviews for draft streaming plans, using templates to build content and stream schedules.

Approaches to assessment

You can use various assessment tools to evaluate learners' knowledge, practical skills, and reflective abilities. The following are suggestions only. There may be other methods that would be more suitable for your learners.

Outcomes 1 and 5

You can use a written report or a presentation for assessing learners' understanding of the history, technical aspects, and ethical considerations of esports broadcasting.

- **Outcome 1** — learners can produce a report analysing the history and development of broadcasting and streaming in the esports industry. They explain key esports broadcasting concepts, look at the evolution of esports broadcasting, and highlight key milestones and technological advancements.

- **Outcome 5** — learners can produce a written report to demonstrate ethical and professional broadcasting practices, including esports etiquette, content moderation, and legal responsibilities. You can ask learners to discuss ethical and professional broadcasting practices, including adherence to any platform guidelines and content moderation strategies.

Outcome 2

Learners can complete question sheets covering topics such as broadcasting software configuration, capture tools, and best practices for audience engagement. Alternatively, you can use a structured, hands-on evaluation approach, so that learners demonstrate both technical proficiency and an understanding of professional broadcasting standards. You can observe learners carrying out the correct and efficient setup of broadcasting software, effectively integrating capture tools, and troubleshooting.

Outcome 3

Learners create a structured live or recorded broadcast that integrates technical setup, branding, audience engagement, and content planning.

Outcome 4

Learners' broadcasts serve as a basis for evaluating technical quality, audience interaction, and professional presentation. You can also use a post-broadcast evaluation form that facilitates self and peer assessments. This promotes critical analysis of the effectiveness of their broadcast in terms of technical quality, audience interaction, engagement, and constructive feedback. After each broadcast, learners can complete evaluation forms assessing their engagement strategies and technical execution. Peers can also provide feedback using standardised forms, encouraging a collaborative learning environment.

You **must** gather evidence by assessor observation, to evaluate learners' ability to plan, execute, and manage a broadcast.

Outcome 6

Learners can maintain a log detailing their streaming schedule, content themes, audience engagement strategies, and reflections on each session's effectiveness. Alternatively, learners can create a detailed scheduling plan outlining their approach to structured, high-quality streaming, including frequency schedule, audience interactions and engagement strategies.

By integrating these assessment tools, learners have a holistic evaluation framework that encompasses theoretical knowledge, practical application, and reflective practices, aligning with the unit's objectives.

Equality and inclusion

This unit is designed to be as fair and as accessible as possible with no unnecessary barriers to learning or assessment.

You must consider the needs of individual learners when planning learning experiences, selecting assessment methods or considering alternative evidence.

Guidance on assessment arrangements for disabled learners and those with additional support needs is available on the [assessment arrangements web page](#).

Information for learners

Esports: Broadcasting and Streaming (SCQF level 7)

This information explains:

- what the unit is about
- what you should know or be able to do before you start
- what you need to do during the unit
- opportunities for further learning and employment

Unit information

This unit introduces you to the essential skills and knowledge needed for professional broadcasting and streaming in the esports industry. You learn how to set up, manage, and produce high-quality live and recorded esports content, developing technical expertise and ways to connect with the audience.

You learn how to use the technology needed for streaming, including broadcasting software, capture tools, and essential streaming hardware, such as microphones, sound boards, headsets, and cameras. You also learn how to commentate on esports effectively, keep the audience engaged, and build a brand to create engaging and professional esports content.

You learn practical skills, along with important ethical and professional considerations, including streaming etiquette, copyright law, content moderation, and maintaining a structured streaming schedule. You also learn how to evaluate your broadcasts by using audience feedback and analytics, which will help you to refine and improve your content.

This unit is designed for people who want to become esports broadcasters, streamers, and digital content creators. You don't need to have any previous broadcasting experience, so it is accessible if you are new to streaming and esports media production. By the end of this unit, you will have produced your own esports

broadcast, gained experience in managing a live stream, and developed a content strategy for consistent and engaging streaming.

The unit provides an opportunity to develop professional skills in esports broadcasting and streaming. During the course, you:

- learn how to professionally set up and run a stream using industry-standard software and hardware
- develop a strong personal brand and understand how to grow an audience in the competitive world of streaming
- ensure on-camera presence and use commentary techniques to keep viewers engaged. You can use a presenter who has been cast, or do it yourself
- gain practical experience in broadcasting live esports events and producing top-quality esports content
- understand the business and professional side of streaming, including scheduling, content planning, and ethical considerations
- actively troubleshoot and develop technical problem-solving skills to ensure smooth and professional broadcasts
- create a portfolio of broadcast material that you can use to showcase your skills
- develop transferable skills in digital media, live production, and audience engagement, which you can use in a variety of careers in esports and beyond

On completion of the unit, you can:

1. analyse the history and development of broadcasting and streaming in the esports industry
2. apply industry-standard broadcasting software and capture tools to set up and configure an esports stream
3. create a structured live or recorded esports broadcast that integrates technical setup, branding, audience engagement, and content planning
4. evaluate the effectiveness of a broadcast, considering technical quality, audience interaction, and professional presentation
5. demonstrate ethical and professional broadcasting practices, including esports etiquette, content moderation, and legal responsibilities

6. develop a content strategy and administrative plan for sustainable streaming, including scheduling, audience retention techniques, and engagement strategies

You can easily apply the skills you learn in the unit to careers in esports event production, digital media, and creating content online. The unit gives you a strong foundation if you want to work as a professional streamer, manage esports event broadcasts, or enhance your content creation skills. This helps you to find future opportunities in the expanding esports and digital media industries.

Meta-skills

Throughout this unit, you develop meta-skills that are useful for the esports sector.

Meta-skills are transferable behaviours and abilities that help you adapt and succeed in life, study and work. There are three categories of meta-skills: self-management, social intelligence and innovation.

Self-management

This includes focusing, integrity, adapting and initiative.

- Focusing helps you to stay attentive during live broadcasts, especially in stressful situations, making sure everything goes well in the production.
- Integrity is an important overall skill. It makes sure you act in an ethical and professional way, helping to build trust and inclusivity in the gaming community.
- You show adaptability by responding effectively to dynamic situations, such as game updates, technical issues, and audience feedback.
- Taking initiative is important for proactive growth and innovation in this unit, which is evident when you create content strategies and seek out opportunities to work together.

Social intelligence

This includes communicating, feeling, collaborating and leading.

- Clear communication is essential for delivering engaging and professional content. You participate in in-game actions in a clear, friendly, and professional manner, so that all viewers can easily follow what is happening.
- You have opportunities to collaborate, which is important for seamless teamwork.
- Leading is essential for guiding teams, setting a positive atmosphere, and inspiring peak performance. You have the chance to lead, encourage and motivate team members.

Innovation

This includes curiosity, creativity, sense-making and critical thinking.

- This unit encourages creativity, which is essential for creating engaging and unique content in esports. You come up with new ideas and innovative approaches to present content.
- You create unique overlays, invent entertaining segments, or make impressive highlight reels that make your broadcast different from competitors.
- You must make informed decisions by analysing gameplay and checking that the information is accurate.

Learning for Sustainability

Throughout this unit, you develop skills, knowledge and understanding of sustainability.

You learn about social, economic and environmental sustainability principles and how they relate to the esports sector. You also develop an understanding of the [United Nations Sustainable Development Goals](#).

In esports broadcasting and streaming, being eco-friendly is important for creating a more eco-aware industry. We encourage using new broadcasting techniques and energy-efficient equipment to reduce environmental impact. The focus is on being

responsible by optimising streaming settings to lower energy use and minimising digital waste. Also, trying to reduce the carbon footprint of digital streaming includes using eco-friendly data centres and renewable energy sources. This unit encourages you to use eco-friendly methods to make a positive impact on the environment.

Administrative information

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Superclass: CB

History of changes

Version	Description of change	Date

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