

Vocational Qualifications Pathway (VQP) for eSports Technology

Area Job Level	eSports Technology
Master Level	<i>The ICT practitioners at this level are mainly responsible for decision-making processes. They oversee the entire IT operations and strategic development direction in the organizations. The Professionals at this level are required to possess broad corporate perspective, good communication skills and in-depth technology knowledge.</i>
Relevant Job Titles	eSports Director
	Director of Production (eSports and Entertainment)
Specialist Level	<i>The ICT practitioners at this level are mainly involved in managerial processes. They may work with individual technical departments and manage those departments by applying their technical and managerial skills. The major tasks performed by the professionals at this level are to manage individual activities and project segments, and to lead the projects towards completion within the assigned budget and stipulated deadline.</i>
Relevant Job Titles	Event Manager (eSports and Entertainment)
	Digital Marketing Manager (eSports)
	Streaming Specialist
Practitioner Level	<i>The ICT practitioners at this level manage certain parts of technical processes depending on their subject matter expertise. The professionals at this level may be sub-degree graduates or those who possess certain work experience in the field.</i>
Relevant Job Titles	Media Content Creator
	Live Streaming Production Officer
	Game Programmer
Support Level	<i>The ICT practitioners at this level provide entry-level technical operation and support functions depending on their subject matter expertise. The practitioners at this level may be S6 graduates with relevant ICT skills and knowledge or those who possess little work experience in the field.</i>
Relevant Job Titles	Computer Operator
	User Support Staff
	Technical Support Staff (TSS)
	Field Technician
	Assistant Digital Content Creator

Proposed Competency Requirements (eSports Technology - Master Level)

Relevant Job Titles:

- eSports Director / Director of Production (eSports and Entertainment)

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
eSports business plan and strategies	1. Development of strategic eSports and business plans	<ul style="list-style-type: none"> ▪ Formulate business strategies and policies ▪ Formulate digital marketing strategy ▪ Develop digital content delivery network strategy 	<p>111201L6</p> <p>111109L7</p> <p>111108L6</p>	Obtain qualification via training programmes (QF Level 6)
	2. Advise internal and clients teams on technical challenges and risks, costs and benefits, and alternative solutions for eSports events	<ul style="list-style-type: none"> ▪ Establish a business case for an IT investment ▪ Prepare a budget based on the IT plan ▪ Conduct solicitation planning ▪ Project the potential costs, benefits and ROI of IT project 	<p>ITSWG617A</p> <p>ITSW504A</p> <p>111197L5</p> <p>111211L5</p>	
Management of eSports events	3. Manage eSports events including coordination with key stakeholders, cross functional teams, vendors and partners	<ul style="list-style-type: none"> ▪ Manage and maintain the profilio and relationship with business partners ▪ Review the emerging technologies and cross-functional strategies 	<p>ITSWG618A</p> <p>111207L6</p>	

Proposed Competency Requirements (eSports Technology - Specialist Level)

Relevant Job Titles:

- Event Manager (eSports and Entertainment) / Digital Marketing Manager (eSports) / Streaming Specialist

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
Management and Planning of eSports events	1. Source and implement partnership development opportunities	<ul style="list-style-type: none"> ▪ Acquire and protect the copyrights and IP rights related to IT ▪ Conduct solicitation planning ▪ Evaluate and acquire appropriate tournament license for an eSports event ▪ Conduct source selection and/or contract development 	<p>111161L5</p> <p>111197L5</p> <p>111111L5</p> <p>ITSWPM523A</p>	Obtain qualification via training programmes (QF Level 5)
	2. Plan and Implement the whole eSports events	<ul style="list-style-type: none"> ▪ Manage and monitor IT service delivery of an eSports event ▪ Articulate the time and effort requirements needed for product-based planning ▪ Conduct project closure with respect to time ▪ Monitor, control and update project schedule ▪ Manage video streaming and broadcasting 	<p>111113L5</p> <p>ITSWPM503A</p> <p>111198L5</p> <p>ITSWPM504A</p> <p>111114L5</p>	
Management of digital marketing for eSports events	3. Oversee eSports marketing initiatives with internal units and external agencies	<ul style="list-style-type: none"> ▪ Formulate digital marketing analytics strategy ▪ Manage digital marketing tactics 	<p>108033L5</p> <p>108028L5</p>	

Proposed Competency Requirements (eSports Technology - Practitioner Level)

Relevant Job Titles:

- Media Content Creator / Live Streaming Production Officer / Game Programmer

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
Creation of digital content for eSports events	1. Create and edit graphics & other digital contents to be used across all digital channels	<ul style="list-style-type: none"> ▪ Create digital character animation ▪ Create digital visual effects ▪ Create motion graphics ▪ Design animation visual effects ▪ Perform enhancement of digital video 	<p>107946L4</p> <p>107964L4</p> <p>107944L4</p> <p>107947L4</p> <p>107968L4</p>	Obtain qualification via training programmes (QF Level 4)
	2. Develop script program or game modules based on the project requirements.	<ul style="list-style-type: none"> ▪ Perform game programming ▪ Perform script programming 	<p>107935L4</p> <p>107936L4</p>	
Implementation of online live streaming for eSports events	3. Coordinate and arrange online live streaming event production	<ul style="list-style-type: none"> ▪ Analyze the technical requirements of setting up an streaming framework ▪ Carry out live streaming with various audio and visual components ▪ Setup the online streaming platform and application ▪ Prepare for live video and audio capture 	<p>111116L4</p> <p>111117L4</p> <p>111118L4</p> <p>111119L3</p>	

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
Implementation of online live streaming for eSports events (continued)	4. Set up, configure, operate and troubleshoot during online live streaming events	<ul style="list-style-type: none"> ▪ Perform system testing against user, technical and hosting requirements ▪ Analyse the performance, latency and accessibility of systems ▪ Manage network infrastructure performance 	<p style="text-align: center;">111160L4</p> <p style="text-align: center;">111130L4</p> <p style="text-align: center;">111430L4</p>	

Proposed Competency Requirements (eSports Technology - Support Level)

Relevant Job Titles:

- Computer Operator / User Support Staff / Technical Support Staff (TSS) / Field Technician / Assistant Digital Content Creator

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
Create 3D model and digital content for esports gaming	1. Create 3D model and digital content for esports gaming	<ul style="list-style-type: none"> ▪ Apply texture ▪ Create character model ▪ Create environment for digital animation ▪ Perform lighting ▪ Perform rendering of animation ▪ Produce basic 2D animation ▪ Produce basic 3D animation 	107953L3 107952L3 107955L3 107954L3 107956L3 107960L3 107961L3	Obtain qualifications via training programmes (QF Level 3)
Network Support	2. Network Support	<ul style="list-style-type: none"> ▪ Install and configure client/server application ▪ Configure WAN connection ▪ Troubleshoot network issues 	107882L3 107883L3 107884L3	Obtain qualifications via training programmes (QF Level 3) Or RPL Mechanism (QF Level 3 RPL Cluster: TOS010L3)
Network and Security Support	3. Network and Security Support	<ul style="list-style-type: none"> ▪ Build a small wireless LAN ▪ Install and configure network components/devices ▪ Install and configure client/server application ▪ Strengthen workstation protection ▪ Troubleshoot web browser and connection issues 	107879L2 107880L2 107882L3 107891L3 107909L3	Obtain qualifications via training programmes (QF Level 3) Or RPL Mechanism (QF Level 3 RPL Cluster: ITOS016L3)

Area of Work / Cluster Name	Major Tasks	Competency Requirements	Units of Competency (UoCs) Number	Relevant Qualification for fulfilling Competency Requirements
User Support	4. User Support	<ul style="list-style-type: none"> ▪ Provide support to mobile device users ▪ Troubleshoot client device hardware issues ▪ Perform remote support 	<p>107904L3</p> <p>107905L3</p> <p>107907L3</p>	<p>Obtain qualifications via training programmes (QF Level 3)</p> <p>Or</p> <p>RPL Mechanism (QF Level 3 RPL Cluster: ITOS012L3)</p>
System Security Support	5. System Security Support	<ul style="list-style-type: none"> ▪ Create and maintain user accounts on server ▪ Configure user access control on server ▪ Administer system security 	<p>107885L2</p> <p>107886L3</p> <p>107888L3</p>	<p>Obtain qualifications via training programmes (QF Level 3)</p> <p>Or</p> <p>RPL Mechanism (QF Level 3 RPL Cluster: ITOS009L3)</p>
Web Support	6. Web Support	<ul style="list-style-type: none"> ▪ Troubleshoot web browser and connection issues ▪ Maintain website performance ▪ Build simple web site using content management systems ▪ Maintain website 	<p>107909L3</p> <p>107910L3</p> <p>107911L3</p> <p>107912L3</p>	<p>Obtain qualifications via training programmes (QF Level 3)</p> <p>Or</p> <p>RPL Mechanism (QF Level 3 RPL Cluster: ITOS013L3)</p>