

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operational Management

Title	Evaluate and acquire appropriate tournament license for an eSports event
Code	111111L5
Range	Evaluate and acquire appropriate tournament license for an eSports event, understand the license application procedures
Level	5
Credit	3 (For Reference Only)
Competency	<p>Performance Requirements</p> <p>1. Knowledge of the licence models of eSports tournament</p> <ul style="list-style-type: none"> • understand the roles and responsibilities of relevant stakeholders within an eSports tournament including players, teams, game publishers, tournament organizers • understand different types of licences related to eSports e.g. <ul style="list-style-type: none"> ○ player license ○ team manager license ○ promoter license • understand the extent of and limitations to the game publishers' intellectual property (IP) rights • understand the ability and responsibility for the game publishers to take enforcement action when IP rights are infringed • understand the implications of taking or failing to take enforcement action • understand the law and/or regulations relevant to an eSports tournament <p>2. Arrange the eSports tournament licence application</p> <ul style="list-style-type: none"> • prepare the documents and forms properly • have the documents and forms approved by the appropriate authorities • ensure all the relevant stakeholders are clear of the licence approval progress and results <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • ensure the licence application comply with the relevant laws and/or regulations
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to :</p> <ul style="list-style-type: none"> • understand the licence model of eSports tournament • carry out the licence application procedures in compliance with the relevant laws and/or regulations
Remark	