IN4.0™
Group

Manchester Esports Academy

Video-Gaming Curriculum

Manchester Esports Academy

The MEA Video-Gaming Curriculum is an innovative educational programme specifically designed for children aged 8-16.

This curriculum integrates **video gaming** with structured **educational modules**, focusing on both skills development in video gaming and comprehensive **personal growth**.

The MEA approach combines rigorous game-based learning with a focus on developing key life skills, ensuring participants are well-prepared for the technological and social demands of the future. Following a holistic **wellbeing** approach, the programme integrates modules on **nutrition**, educating participants about healthy eating habits and their impact on **cognitive** and **physical performance**.

The MEA curriculum represents a blend of entertainment and education, providing a unique platform for young enthusiasts to excel in the digital landscape.

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OnSide Here for young people

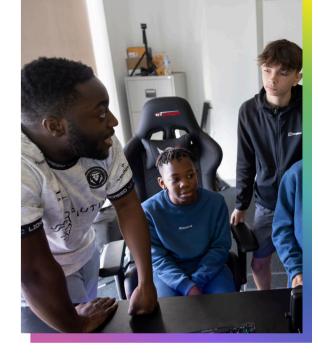**Manchester Esports Academy**

DEVA/hack

Teaching staff and support

The children are taught and supported by a team of dedicated staff, comprising **trained coaches** with different levels of expertise (Ace, Expert, or Master) and **semi-professional** and **professional players**.

Our coaches are experts in educational methodologies, specialising in fostering skills development, strategic thinking, and confidence in young gamers. They bring a wealth of experience and a nurturing approach to the learning environment, ensuring that each student receives the attention and mentorship they need to excel.

In addition, the players offer real-world insights and advanced gameplay techniques, sharing their first-hand competitive experiences to inspire and elevate our students' video-gaming knowledge. They aim to create a dynamic and immersive educational experience that promotes both individual growth and team collaboration.

ACE LEVEL | Ages 8-12

Bronze Module
(6 weeks)

Objective: To enable students to master basic video-gaming skills and understand fundamental concepts

Key learnings:
- Introduction to video-gaming controls and interfaces
- Basic strategies and decision-making in games
- Understanding game rules and objectives

Transferable skills and development:
- *Cognitive skills:* Enhances problem-solving abilities and decision-making skills
- *Motor skills:* Improves hand-eye coordination and motor skills through gameplay
- *Creativity:* Stimulates imagination and creative thinking

Deliverables: Completion certificates indicating mastery of foundational video-gaming concepts, and report cards detailing individual skills development with recommendations for advancement

Silver Module
(6 weeks)

Objective: To provide opportunities for students to develop advanced video-gaming techniques and teamwork skills

Key learnings:
- Advanced control techniques and game mechanics
- Team coordination and communication strategies
- Tactical planning and execution in game scenarios

Transferable skills and development:
- *Teamwork and social skills:* Encourages collaboration and communication within a team setting
- *Adaptability:* Teaches adaptability and flexibility in rapidly changing environments
- *Strategic thinking:* Develops advanced strategic thinking and planning abilities

Deliverables: Achievement badges for the mastery of advanced video-gaming techniques and a team project, showcasing collaborative strategies

ACE LEVEL | Ages 8-12

Gold Module
(6 weeks)

Objective: To enable students to gain in-depth knowledge of specific games, including strategies and tactics

Key learnings:
- Detailed study of selected games (rules, strategies, updates)
- Analytics skills for game strategy and performance improvement
- Creative problem-solving within video-gaming contexts

Transferable skills and development:
- *Analytical skills:* Cultivates analytical and critical thinking skills through game analysis
- *Focus and concentration:* Enhances attention span and concentration
- *Knowledge application:* Encourages the application of game-specific knowledge to real-life scenarios

Deliverables: A portfolio of game-specific strategies and personal gameplay analytics and a reflection journal, documenting the learning experience and personal growth

Creative Learning
(Ongoing)

Objective: To help students to understand gaming culture and ethics, and develop a personal video-gaming identity

Key learnings:
- Insights into the video-gaming culture and community engagement
- Ethical gaming practices and digital citizenship
- Personal branding and content creation

Transferable skills and development:
- *Cultural awareness:* Fosters understanding and appreciation of the video-gaming culture
- *Ethical understanding:* Teaches the importance of ethics and responsible video-gaming
- *Personal identity:* Assists in developing a sense of personal identity and self-expression

Deliverables: An ongoing creative projects portfolio, including design concepts and narrative storytelling, and a personal development plan with goals for continuous learning and skills enhancement

EXPERT LEVEL | Ages 13-14

Bronze Module
(6 weeks)

Objective: To enhance competitive video-gaming skills by developing in-depth strategic thinking and cultivating leadership abilities

Key learnings:
- Advanced strategies for competitive play in various video-gaming genres
- Leadership skills development in team settings
- Deep dives into game mechanics for expert-level understanding

Transferable skills and development:
- *Leadership and strategic skills:* Promotes leadership qualities and strategic analysis in complex scenarios
- *Performance analysis:* Develops the ability to critically analyse performance for continuous improvement
- *Competitive excellence:* Fosters a competitive spirit and proficiency in high-stakes environments

Deliverables: Skills proficiency certificates and in-depth game analysis reports

Silver Module
(6 weeks)

Objective: To enable students to master specific games, refine advanced gaming techniques, and enhance communications skills

Key learnings:
- Specialised techniques for mastering selected games
- Effective communication strategies for team play and community interaction
- Advanced gameplay tactics for competitive advantage

Transferable skills and development:
- *Technical proficiency:* Improves precise technical skills for game-specific mastery
- *Communications skills:* Enhances verbal and non-verbal communications for effective teamwork
- *Community involvement:* Encourages active participation in esports communities for networking and growth

Deliverables: Participation in regional tournaments and recognition in esports communities

EXPERT LEVEL | Ages 13-14

Gold Module
(6 weeks)

Objective: To build resilience and mental fortitude, and foster teamwork in high-stress situations

Key learnings:
- Resilience training for maintaining performance under pressure
- Mental growth exercises for emotional regulation during competitions
- Team dynamics and collaborative problem-solving in high-intensity situations

Transferable skills and development:
- *Resilience and mental toughness:* Instils the ability to remain focused and composed under pressure
- *Teamwork dynamics:* Strengthens cooperation and interpersonal skills within a team framework
- *Stress management:* Teaches techniques for managing stress with a focus on mental health

Deliverables: Personalised content creation projects with measurable milestones

Creative Learning
(Ongoing)

Objective: To advance content creation skills, including brand building and deepening engagement with the esports community

Key learnings:
- Brand building strategies for aspiring influencers
- Content creation techniques for digital platforms
- Engagement methods for fostering a supportive and loyal community

Transferable skills and development:
- *Creative expression:* Encourages the development of a unique voice and brand in the digital space
- *Social networking:* Cultivates skills in building and maintaining online presence
- *Professional development:* Teaches soft skills such as networking, personal branding, and digital literacy

Deliverables: Progress reports on content creation and ongoing soft skills development

MASTER LEVEL | Ages 15-16

Bronze Module
(6 weeks)

Objective: To enable students to explore esports career paths, conduct advanced game analysis, and engage in professional-level video-gaming

Key learnings:
- Understanding of the various career opportunities within the esports ecosystem
- Advanced techniques for game analysis to refine strategies and gameplay
- Engagement in professional gaming scenarios to apply the skills learnt

Transferable skills and development:
- *Career planning:* Aids long-term career planning with insight into various esports career paths
- *Analytical thinking and advanced game analysis:* Hones critical thinking applicable in many professional settings
- *Professionalism:* Develops workplace etiquette and conduct in a professional environment

Deliverables: Skills proficiency certificates, documentation of tournament placements, and a portfolio for professional networking within the esports industry

Silver Module
(6 weeks)

Objective: To prepare students for high-level tournament participation, mastery of multiple games, and to foster advanced leadership skills

Key learnings:
- Preparation techniques for national esports tournaments
- Mastery of various gaming genres and platforms
- Leadership skills development for team and community building

Transferable skills and development:
- *Strategic preparation:* Teaches strategic planning and tournament prep, a skill valuable in any competitive field
- *Versatility:* Proficiency in multiple games translates to adaptability in learning and skills application
- *Advanced leadership skills:* Benefits team collaboration and management roles across industries

Deliverables: Certificates of national tournament participation and introductions to esports industry professionals

MASTER LEVEL | Ages 15-16

Gold Module
(6 weeks)

Objective: To enhance networking capabilities, facilitate professional career development, and guide students towards professional esports environments

Key learnings:
- Networking strategies within the esports domain
- Personal branding and career development tailored to the esports industry
- Professional pursuit of esports as a viable career path

Transferable skills and development:
- *Networking:* Building a professional network is crucial in any career for opportunities and advancement
- *Personal branding:* Skills in personal branding are essential for professional differentiation and marketing
- *Career strategy:* Understanding the path to professional esports provides a model for career development in other fields

Deliverables: Personalised esports career development plans and content monetisation strategies

Creative Learning
(Ongoing)

Objective: To foster comprehensive skills in content creation, monetisation, and to develop advanced soft skills necessary for leadership and entrepreneurship

Key learnings:
- Advanced content creation and monetisation strategies
- Entrepreneurship skills specific to the gaming and digital content sphere
- Leadership and soft skills development for industry innovators

Transferable skills and development:
- *Content creation:* Skills in content creation are valuable for digital marketing and media-related professions
- *Monetisation knowledge:* Understanding monetisation strategies is beneficial for any entrepreneurial venture
- *Entrepreneurial leadership:* Developing entrepreneurial skills is key to success in start-up or business leadership roles

Deliverables: Ongoing support and resources for content monetisation, and entrepreneurship and leadership development tools

GIRLS GROUP | Ages 13-16

Bronze Module
(6 weeks)

Objective: To empower female gamers by building confidence and honing game-specific skills

Key learnings:
- Developing game-specific strategies and skills
- Tailored confidence-building exercises
- Exploring the role and impact of female gamers in the esports industry

Transferable skills and development:
- *Self-efficacy:* Boosts confidence in personal and academic endeavours
- *Strategic competence:* Game-specific skills that enhance strategic thinking applicable to various fields
- *Gender empowerment:* Understanding the importance of gender representation in all sectors

Deliverables: Skills proficiency certificates, recognition for confidence-building milestones, and reports documenting enhanced in-game performance

Silver Module
(6 weeks)

Objective: To promote inclusivity, teamwork, and leadership among female gamers

Key learnings:
- Techniques for fostering an inclusive esports environment
- Team-building activities to enhance cooperation and collaboration
- Leadership skills within the context of video-gaming and beyond

Transferable skills and development:
- *Inclusive leadership:* Skills that contribute to creating inclusive environments in any context
- *Collaborative teamwork:* Experience that translates to effective teamwork in professional settings
- *Leadership abilities:* Development of leadership traits applicable to various roles

Deliverables: Participation certificates for regional and national female-focused esports events

GIRLS GROUP | Ages 13-16

Gold Module
(6 weeks)

Objective: To encourage careers in esports and cultivate a supportive esports environment for girls

Key learnings:
- Career pathways within the esports industry for women
- Creation of a supportive network for female gamers
- Personal branding and community contribution in esports

Transferable skills and development:
- *Career navigation:* Insights into career options that aid in future career choices
- *Networking:* Skills in building supportive networks that are valuable in all career fields
- *Community engagement:* Recognition of the value of community contributions in any sector

Deliverables: Personalised content creation projects and recognition for community contributions

Creative Learning
(Ongoing)

Objective: To empower girls through content creation, personal branding, and soft skills

Key learnings:
- Content creation techniques that resonate with personal branding goals
- Development of soft skills such as communication, adaptability, and resilience
- Strategies for effective community involvement and engagement

Transferable skills and development:
- *Content creation:* Versatile content creation skills useful for marketing and media roles
- *Personal branding:* Techniques that aid in establishing a personal brand in any industry
- *Soft skills development:* Building soft skills crucial for professional success

Deliverables: Progress assessments for content creation and personal branding projects, and support and resources for ongoing community involvement

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