LEVEL ACADEMY

SAFE

STUDENT ADVANCEMENT FRAMEWORK for ESPORTS

AREA ACADEMY

SAFE

Student Advancement Framework for Esports (SAFE)
is the result of a collaboration between Level Academy,
Malta's first esports academy and Area Academy,
a European leader and trend setter in esports athlete
education and development.

Based on the 3 pillars of Education, Competition
and Values, SAFE is designed to harness a student's
passion for video games to impart a responsible,
professional, athletic, and goal-oriented mindset.

In today's new normal, physical exclusion continues to
increase and many initiatives fail to reach and activate
the younger generation. We reach them at home
with esports as a tool. We also play our part,
getting everyone to play apart, together.

Stay SAFE

LEVEL ACADEMY   AREA ACADEMY

TABLE OF CONTENTS

LEVEL ACADEMY

Level Academy (LA), Malta's first academy specialising in education and training for video games and esports works on helping esports athletes develop through physical and psychological training programmes.

LA also offers courses on a wide variety of topics, such as introduction to esports, Tournament operations, cyber-security, responsible video gaming, and introduction to live streaming. The Maltese academy also organises online tournaments, private LAN parties, team building events and workshops.

AREA ACADEMY

Swedish-based Area Academy was founded by some of history's most popular esports athletes, who have long competed at the elite level and helped build the foundation for the organized law and training structure that exists today. They aim to remould the perception of gaming by creating an understanding of what an incredible tool esports can be for personal development.
Tommy "POTTI" Ingemarsson, CEO of Area Academy, 2004 Best Counter-Strike player in the world and co-founder of the world renowned esports team Ninjas in Pajamas, has taken the next step and started Area Academy with the goal of legitimizing esports in the community and giving everyone the opportunity for quality sports training.

PARTNERS

CORE PROGRAMME

LEVEL ACADEMY

AREA ACADEMY

EDUCATIONAL PROGRAMME OVERVIEW

Through our online training programme we create the same positive structures for esports that exist for traditional sports, but also take advantage of the opportunities offered by esports and digital media. Our training sessions are based on materials designed by some of the world's most influential esports athletes. They encourage young individuals to take responsibility of their own development and carry out conscious training to improve their performance in-game and also IRL (in real life).

All of our training links to our development goals for players. Here we see young people meeting online in a safe environment together with professional leaders for their esports development, with the opportunity to achieve their goals collaboratively within a group.

DEVELOP AS A LEARNER

Our resources have been instrumental in developing the training programs used by the world elite. We have tailored our approach to maximize participant development, promoting physical exercise, good nutrition and a healthy lifestyle

TARGET AREAS

- Self assessment
- Planning & programming
- Goals & mindset
- Approaching communication
- Video analysis & anti-stratting
- Mental health & training
- Physical training
- In-game teamplay specifics
- How to compete
- Competition phase

ELECTIVES
(See pg.8)

STREAMING

TOURNAMENT OPERATIONS

VIDEO CONTENT CREATION

AUDIO PRODUCTION

EDUCATION

COMPETITION OVERVIEW

In line with our initiative to deliver high quality educational programmes we provide our students with an environment within which they can put their skills to the test from both an athletic and professional perspective. We achieve this through the organisation and operation of regular tournaments where participants compete for 1 of 3 podium positions. A leaderboard will be compiled throughout the series leading to one team being awarded the coveted SAFE Series Cup.

Work experience and mini-internship opportunities are offered to participating students within the spheres of live streaming, broadcasting, tournament operations and audio / video content creation.

COMPETITIVE STRUCTURE

- Seasonal
- Tournaments
- Leagues
- Accumulative leaderboard
- Streamer spotlight
- Achievement awards

FEATURES

SOLOS & TEAMS

ONLINE MULTIPLAYER

BROADCASTED EVENTS

LEADERBOARD

SAFE SERIES CUP

DEVELOP AS A PLAYER

Learning to develop as a player is a lot about learning how to strategize your own development, understand your goals and your own opportunities. We provide our participants with the tools to work autonomously, socially and engaged.

COMPETITION

FOCUS ON VALUES

We aim to create a platform where individuals can really come together to share experiences and develop as players and professionals in a safe and responsible environment. Responsible play is at the centre of our mission and we acknowledge the necessity of control and monitoring within the context of esports. We provide support and guidance to not only the players but also their parents, guardians and teachers.

We also offer the setting up and collaborative administration of a secure communication channel within a moderated community for the purpose of ensuring a smooth, enjoyable, educational and engaging experience.

DEVELOP AS A PERSON

Mentoring is one of our strongest tools. We have well-known esports profiles that create role models and drive positive values and actions. We work actively to promote diversity and inclusion and counteract sexism, racism and bullying.

Online Etiquette

Through this initiative we are able to monitor, address, mitigate and counteract any instances of toxicity or bullying that may be present or brought to light within the community. We take this opportunity to use our platform to educate by working with the community and its members to address any areas of concern.

AREAS

- RESPONSIBLE VIDEO GAMING
- ETHICAL COMMUNICATION
- MENTORING
- MODERATED COMMUNITY
- ANTI-BULLYING POLICY

VALUES

ELECTIVES

DEVELOP AS A STREAMER

Going live is no longer enough.
We help you identify the right games,
stick to a schedule, analyze your
past videos, seize other platforms,
be social, find the right connections
and attract sponsors

STREAMING

From the other side of the broadcast, streaming as a career choice
looks easy – Perception does not translate to reality - Streaming
involves a multitude of different skills, time and effort.
There are multiple paths that one may take to start, grow, sustain
and succeed at any craft. This course will give you insights into the dos
and don'ts and ups and downs of the streaming world and a clear
path to start out your journey to success on the platform of your
choice.

AREAS

🎮 CHOOSING YOUR PLATFORM
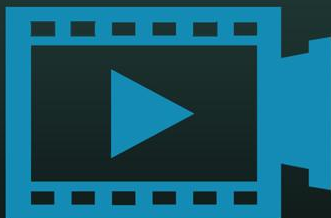
💻 HARDWARE & SOFTWARE

🎥 IN-GAME / ON CAMERA

👥 SHARING CONTENT

((•)) GOING LIVE

VIDEO CONTENT CREATION

Content is king but can come with royal costs too. When starting off creators have no choice but to film, direct, light and edit their own content, being a more sustainable way of launching an expanded portfolio through social media channels. We have designed our courses with the absolute beginner in mind. By covering initial theory and best practice methods we will empower with the required knowledge and fluency in both hardware and software to get you started.

DEVELOP AS A CREATOR

Our goal is to develop and educate new content creaters, covering the basics of videography, photography, lighting and tackling the fundimental principles of editing,

AREAS

CAMERA FUNCTIONS & FEATURES

HARDWARE & SOFTWARE
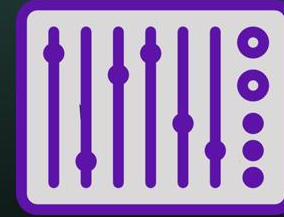
LIGHTING SETUPS

SHARING CONTENT

BRANDING YOURSELF

AUDIO PRODUCTION

Our workshops on audio production are designed to impart the basic knowledge and skills required to get started with producing your own audio content. We go from the fundamentals of sound to the tools, the hardware and software, the process of the recording and finally releasing productions. Through hands-on experience of audio recording, editing, mixing and mastering we ensure the transition of what seems to be an intimidating task into a personal,enjoyable and professional one.

AREAS

HARDWARE & SOFTWARE

EDITING

RECORDING

MIXING & PROCESSING

MASTERING

DEVELOP AS A PRODUCER

Our session are designed for students to get their own hands on experience by creating their own audio production from concept to the final release.

AUDIO PRODUCTION

DEVELOP AS AN ORGANIZER

Our goal is to educate and increase awareness amongst to demonstrate the possibility and viability of following such a career within an industry that is growing exponentially, year after year.

TOURNAMENT OPERATIONS

This elective on esports Tournament Development aims to provide an overview of what opportunities of employment and development lie within the eco-system of esports both locally and abroad. We will look at the skill sets recommended for the industry as well as the challenges that tournament organisers face in order to provide a clearer picture of the reality surrounding the gaming industry.

AREAS

- TOURNAMENT FORMATS
- PLAYERS
- TALENT
- HARDWARE
- LEAGUE OPERATIONS