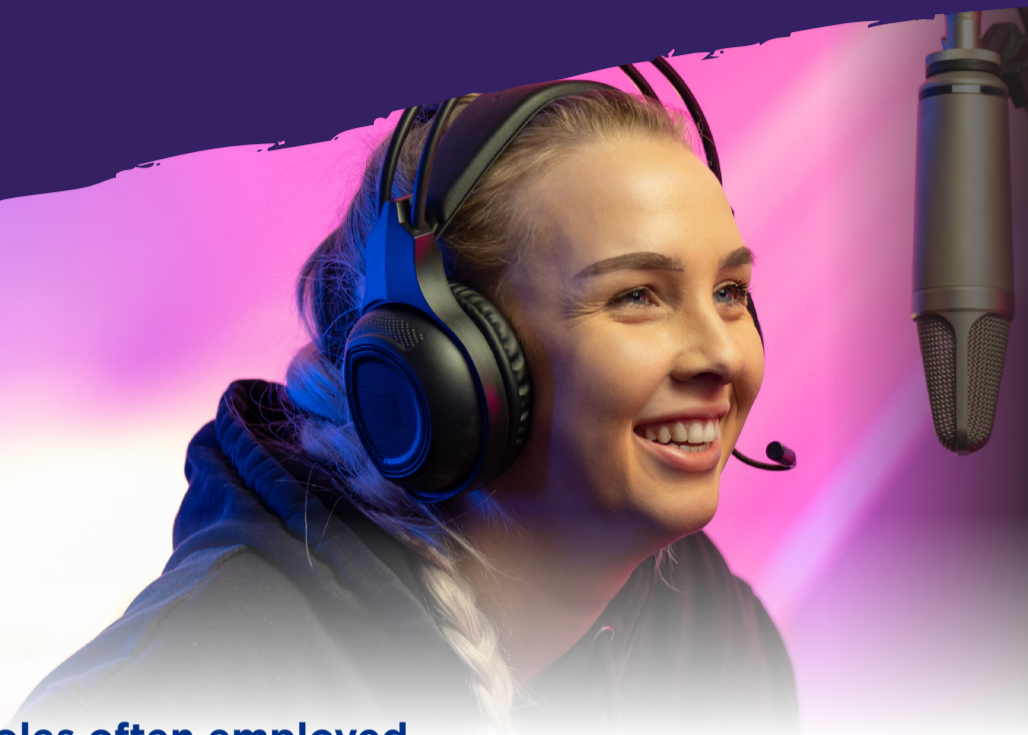


BROADCAST & PRODUCTION



Putting on a live esports broadcast production requires a massively vast selection of different skills and people to bring a live show to air. There are creative elements, technical challenges, project coordination tasks, and the most crucial part about live broadcast – you only get once chance to get it right!

Roles often employed full-time by esports production companies include:

- Executive producer
- Producers
- Graphic designers/operators
- Technical managers
- Multi-skilled studio operators
- Content writers

Roles often given to professional freelancers include:

- | | | |
|------------------|---------------------------|------------------|
| Camera operators | Technical directors/ | Replay operators |
| Sound operators | camera directors | Makeup artists |
| Floor managers | AV / lighting technicians | |



SKILLS NEEDED

- Knowledgeable
- Leadership
- Decisive
- Communication
- Creativity
- Networking
- Passionate



HOURS

Pay and hours vary. Some tournament providers will have an in-house broadcast crew with a set salary, while others will hire freelance staff or third party production companies, usually on a contractual basis per day.



SALARY

According to the National Skills Service, starters can receive £15,000 to £18,000, while experienced crew members can earn £20,000 to £25,000 and above.