

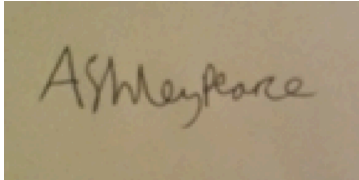



CLUB AND SOCIETY RISK ASSESSMENT		Degree of Risk		Risk Rating Matrix						
Society Name:	LUU eSports and Video Games	Likelihood		Severity						
Category:	General Interest	5	Inevitable	Likelihood		1	2	3	4	5
Author(s):	Sophie Munt Nicholas Wu Ashley Pearce	4	Highly Likely		1	1	2	3	4	5
Author(s) signature and date:	 07/2025	3	Probable		2	2	4	6	8	10
	 07/2025	2	Unlikely		3	3	6	9	12	15
	 07/2025	1	Remote possibility		4	4	8	12	16	20
Persons Responsible:	Club and society committees and leaders	Severity								
Staff Sign Off:	[Signature] [Date]	5	Very high - multiple deaths	Risk rating score Action						
Staff Additional Check:	[Signature] [Date]	4	Highly - death, serious injury, permanent disability	1 - 4		Broadly acceptable - no action required				
		3	Moderate - Off Uni/work for at least 5 days	5 - 9		Moderate - Reduce risks if reasonably practicable				
		2	Slight - First aid treatment	10 - 15		High risk - Priority action to be undertaken				
		1	Nil - Very minor	16 - 25		Unacceptable - Action must be taken immediately				



Locations:	<ul style="list-style-type: none">• LUU Venues• Pixel Bar		
Details of Activities:	<p>The society focuses around video gaming. To this end, we have two main activities.</p> <p>Our main activity is a weekly in-person social, where we bring the high majority of the society's equipment (laptops, consoles, video games) and use them to set up gaming "booths" free of charge, where members can join to play party games or compete together in online competitive games like Valorant and League of Legends. We usually hold a main activity/game that cycles every week. These socials end with trips down to Pixel Bar.</p> <p>The second activity is supporting individual eSports teams under the umbrella of the society for games like Valorant, Halo, Rocket League, and so on. Each of these teams organises their own activities (like team training) under their own name - our society serves as a way to bring them all together.</p> <p>Finally, we maintain a Discord server for all our society members to communicate throughout the week.</p>		
People who may be affected:	<ul style="list-style-type: none">• Society members and participants		

- Members of the public
- Staff

<i>Identify Hazards</i>	<i>Estimate the risk</i>				<i>Evaluate the risk</i>				<i>Evaluate residual risk</i>
Hazard	How may harm result?	Li ke lih ood	S e v er ity	Ra ti ng	Risk control measures	Li ke lih ood	Se ve rit y	Ra tin g	Further action required? <i>Only fill out if additional control measures are needed to be implemented or reviewed</i> Include timescales and who is responsible for implementation
Controller slips out of someone's hand	Anybody in the vicinity of the player could be hit by the controller.	2	2	4	Ensure people are wearing their wrist straps when playing motion controlled games. Also allocate enough space around the players so people around them don't get hit.	1	2	2	
Physical injury from motion controlled game	Anybody who plays a motion controlled game (such as Just Dance) could be injured from bumping into people/objects, could injure themselves from too much exercise or falling over.	3	1	3	Allocate enough space around players so nothing is in the way. Ensure no equipment or furniture is in the way. Make sure the surface is level and stable so it won't give underneath players. Advise people to take care while playing the game and stay at a safe distance from each other while playing such games.	2	1	2	
Flashing lights, loud noises and other sensory overstimulation	Members with disabilities, like autism or epilepsy, can be affected or triggered by stimuli, such as	2	3	6	Avoid triggering stimuli. If it is impossible to avoid, try and minimise it and make sure people are aware of it before the social. Make sure environments are accommodating to neurodiverse people. Know the appropriate response in the case someone gets affected.	1	3	3	

	flashing lights or loud noises. Prolonged exposure to these could also damage eye and ear health to people who don't suffer these disabilities.				If we are made aware of members with such disabilities, an individual risk assessment should be made and care should be exercised when they play any video games that may trigger an epileptic seizure.				
Consumption of alcohol	Consumption of alcohol could lead to injury to themselves or others, as well as unusual and abusive behaviour. Worst case outcome could be hospitalisation. It is also commonplace for alcoholic drinks to be spiked which can lead to further consequences.	3	3	9	<p>Encourage members to drink responsibly. Take appropriate actions, such as informing staff, if people consume too much alcohol. Warn people about spiking and the appropriate actions if they believe they have been spiked, such as informing staff or committee.</p> <p>2-3 committee members should aim to stay sober and keep an eye out on everyone. Should the committee decide a person is too inebriated to safely commute home by themselves, ensure they are not alone and in trusted company on their way home.</p>	2	3	6	
Electrical fire from faulty equipment	In the event that a fire breaks out from the faulty electrical equipment, anyone in the vicinity can be affected by the fire.	2	4	8	Ensure the equipment officer and other committee members are regularly making sure the equipment is fit for function and replacing or repairing if it is not. Ensure everything is PAT tested. Know proper fire procedures in the event of a fire.	1	4	4	
Blocked exits	Someone gets hurt during an evacuation or are unable to evacuate in time due to blocked	2	4	8	Ensure no equipment is in front of the exits and informing participants not to leave their belongings there either.	1	4	4	

	exits								
Theft of society property	Financially damages the society as it will most likely need replacing.	2	2	4	Tell committee to keep an eye on equipment. Keeping track of equipment which has been brought out of storage.	1	2	2	
Unsuitable room for the planned activities. (Too small, uneven flooring, lack of fire exits)	Injury from too many people in too small a room. Could also lead to mental distress from claustrophobia. Trip hazards from uneven flooring, which could also make it inaccessible. Lack of fire exits would be very dangerous, especially due to the number of electrical devices being used.	2	3	6	Ensure the room is appropriate and accessible for the activity. Ensure we know the space before we book. University rooms will be mostly used for socials so should be fit for purpose.	1	3	3	
Equipment becoming trip hazards	Trip hazards for anyone moving around the room leading to falls and injuries	3	2	6	Ensure cables are tidied in a way where it is not possible to trip or get caught on them. Ensure equipment is stored out of the way.	1	2	2	
Inappropriate behaviour and language	Some of the games we play have unrestricted player input. This can lead to inappropriate responses which could cause offence to people.	3	1	3	Tell members to respect each other's boundaries. What is okay and joke material for one person may not be for another. Specific language such as slurs and discrimination will never be tolerated, even when being reclaimed by a marginalised person or used 'ironically' as it may negatively affect another member of the same minority. They will be given a verbal warning first and if repeated will be given an appropriate punishment.	2	1	2	

Separation from the group	People may not know how to reach a social and get lost on the way. People can get lost and separated from the group during an event and may come to harm as a result.	3	1	3	Tell people where the event is and how to get there ahead of time, such as bus routes, train times, or walking routes. If it is possible, have committee meet people and guide them there. Keep people well informed of where we are and what we intend to do and where we are going next. This would normally be via social media.	2	1	2	
Abuse or violence	The public are unpredictable and people who are outside the society could become abusive or violent towards our members, especially in a setting with alcohol. People can get emotionally, verbally or physically assaulted if caution is not taken.	2	3	6	Avoid violent interactions and don't incite them by engaging in heated conversations or sensitive topics which could escalate. Tell people to remove themselves if it becomes uncomfortable and inform staff or committee if someone pursues the interaction after they have expressed discomfort.	2	2	4	
Lack of safeguarding for vulnerable people	People with extra needs, such as neurodiverse people, or those with disabilities are harmed due to the lack of accommodations for them.	2	1	2	Ensure they don't get separated from the group as they are more vulnerable. Ask them if there is any accommodations they need to make spaces accessible and try to provide them. If an event cannot be made accessible or would be outside of our scope to do so (such as purchasing expensive specialist equipment) inform people beforehand that the activity unfortunately cannot be made accessible and describe what the issue is and why it cannot be resolved.	1	1	1	
Adverse weather	People being	2	2	4	Generally, our events will be held inside so	1	2	2	

conditions	exposed to weather conditions could be afflicted with associated injuries, such as frostbite, sunburn, heatstroke, dehydration, hyperthermia or hypothermia.				they aren't restricted by weather. The only issue would be travelling to an event. If it becomes extremely unsafe to get there or is predicted to become unsafe to get back such as from poor weather, we would cancel the event and possibly reschedule where appropriate.				
Carrying Heavy Equipment	<p>Committee members are responsible for carrying around the equipment for socials (laptops, consoles, games, etc).</p> <p>These can be quite heavy. Any of them falling on the person carrying them would hurt them. Sprain due to overexertion are also possible.</p>	2	2	4	<p>Transport equipment from lockers to venue specifically using trolley with safety straps attached to ensure the equipment is safely secured before transport.</p> <p>Train all society members on proper lifting techniques.</p> <p>Ensure everything being transported is properly packed in bags and sleeves that facilitate transportation.</p>	1	2	2	