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# What is International Esports Federation?



IESF (International Esports Federation)

## #MISSION





IESF (International Esports Federation)

IESF is making progress in getting the recognition from the traditional sports society



Establishment

WADA Signatory

TAFISA

IAAF MOU

FISU / ITTF MOU

GAISF Recognition  
In process

2008

2013

2014

2015

2017

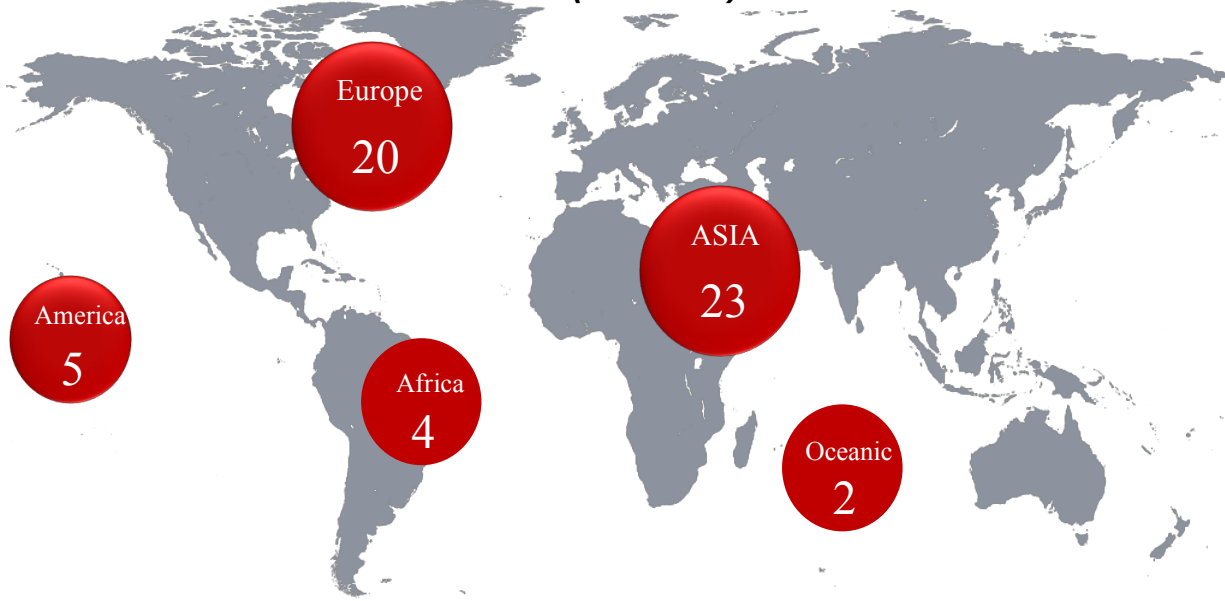
2019



IESF (International Esports Federation)

Beginning with 9 founding members,  
IESF now consists of 54 members around the globe

***54 IESF Member Nations (2019.02)***





# IESF (International Esports Federation)

## 1 Universality of IESF

- 54 Member Nations
- 5 Different Continent
- 28 NOC/NSA Recognized Members

## 2 International Sports Society

- Officially recognized applicant of IOC
- IAAF / FISU / ITTF Partnership
- TAFISA Member

## 3 Esports World Championship

- Annual World Champs
- Regional Championships
- University Championships

## 4 International Esports Academy

- Esports HR Program
  - a. Referee
  - b. Broadcasting
  - c. Coaching
  - d. Marketing
- Internship Program

## 5 Esports Anti-Doping

- Official Signatory of WADA Sports Standardization
- Anti Doping practice since 2013

## 6 Esports Standardization

- Competition Regulation
- Doping Regulation
- Event Manual
- etc

# What does IESF do?



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Podium of Starcraft II at 2013 AIMAG Incheon

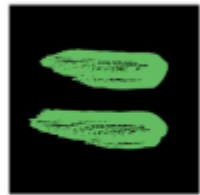
## Official Esports Discipline

Esports was included as an official event by the Olympic Council of Asia, during the 2013 Asian Indoor Martial Arts Games. IESF took the role of supervising and organizing the esports event as the IF (International Federation) for esports.

IESF simultaneously hosted the "IESF 2013 Asia Conference" involving Member National Federations as well IOC and NSA officials from each nation to discuss the process and future development process for Esports in the Asian region.



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**WORLD  
ANTI-DOPING  
AGENCY**

play true

**IESF** has been approved as an official signatory of World Anti-Doping Agency, on May 27<sup>th</sup> 2013.

Developing an 'Anti-Doping Rules' and 'Doping Control Manual' for esports, **IESF** is in research to develop a prohibited list dedicated for esports.

In order to install a proper understanding and promote a clean esports environment, **IESF** has conducted its first practice of doping control during the 2013 Esports World Championship.



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**TAFISA**

The Association For International Sport for All

**IESF** has been approved as the International Member of **TAFISA** during the **TAFISA** Forum on April 23<sup>d</sup> 2014, Seoul, Korea.

**IESF** has been collaborating with **TAFISA** to enhance and implement the sports for all structures into Esports, and have conducted the **TAFISA** World Games together with the 8<sup>th</sup> Esports World Championship in Jakarta, Indonesia, on October 2016.





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### IAAF Partnership MOU

IESF has signed a Partnership MOU with IAAF during the 2015 SportAccord Convention in Sochi, Russia, to offers Athletics for a Better World opportunities to engage more people through sport, in particular millennials around the globe who play and watch esports. The partnership also opens up new communications channels such as Twitch, the popular online videogame streaming service, which allows Athletics for a Better World to talk to a new audience of entertainment fans.

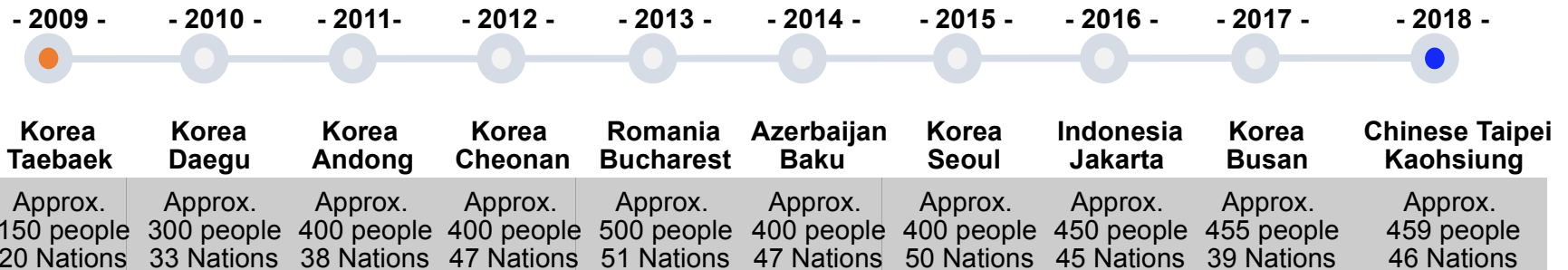
# Esports World Championship



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Esports World Championship is the sole international esports event where players compete as representing their country. The World Championship host city is decided through the 'Host city bidding process' conducted throughout the year. IESF aims to widen the opportunities for amateur players and enlarge the esports foundation, which would ultimately lead to the final goal of building global esports structure.



# Global Esports Summit



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## Global Esports Executive Summit

IESF holds the summit to share ideas between key stakeholders in different esports industries to align understandings and ensure esports develops in the right direction and manner. The Summit also involves international sports society to openly discuss the potentials of esports and its synergies it can produce together with traditional sports.

◀ From the second left, Gyu Jig Kim, Director of Game Contents Industry Division of Ministry of Culture, Sports and Tourism, Charmaine Crooks, CEO of NGU Consult, Five Times Olympian, Cheol Hag Kim, Secretary General of Korea e-Sports Association, Cristian Mazzei, Special Assistant to the Director of UN Environment, Peichi Chung, Assistant Professor of Chinese University of Hong Kong, and Duan Kale, Vice President of International Paralympic.

# International Esports Academy



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SUPPORT  
EDUCATE  
CONNECT  
CREATE

**Career transition of esports players**

**Individuals pursuing careers in esports**

**Esports human resources to demanding parties**

**Athlete welfare ecosystem and safeguard structure**

## 01 Career Transition for Retired Players

In comparison with traditional sports, there is an absence of a human resource management system within the esports industry. Professional players neglected after their career is over without any social safeguard for protection.

## 02 Job Opening for the Industry

The Academy will open opportunities for people outside the esports industry to join as well. Until now, just like all the other traditional sports industry, the entrance barrier was too high to hinder the industry's further growth in size.

## 03 Respond to growing demands

The demand for different types of esports professions are growing each year, such as official referees, coaches, and commentators, however, esports specialized human resource training system is not currently in place.

# Global Esports R&D Centre



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◀ *Dr. Gil Fried from the University of New Haven, has presented his research on “Esports Risk Management” at the Esports Academic Seminar 2018*

## 01 International Esports Referee Academy

- International Referee Course
- International Referee Seminar

## 02 International Esports Academic Research Center

- Esports Academic Seminar
- Esports Research Archive
- Esports Academic Society

## 03 International Esports Training Center

- Boot Camp
- Training Centre
- International Tryout



# Benefits to Esports Athletes



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Currently esports athletes are largely disempowered.

Through recognised sports structures for esports, athletes are able to access:

- Legal assistance
- Regulated coaching
- Greater protection
- Ability to guide their own futures
- Ability to direct controlling bodies

*Esports athletes attain greater levels of benefits and protection when operating within organised and accredited sporting structures.*

# CONTACT US



IESF Official Facebook Page

<https://www.facebook.com/IESFederation/>



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