

Et si l'esport pouvait contribuer à construire un nouveau récit olympique ?

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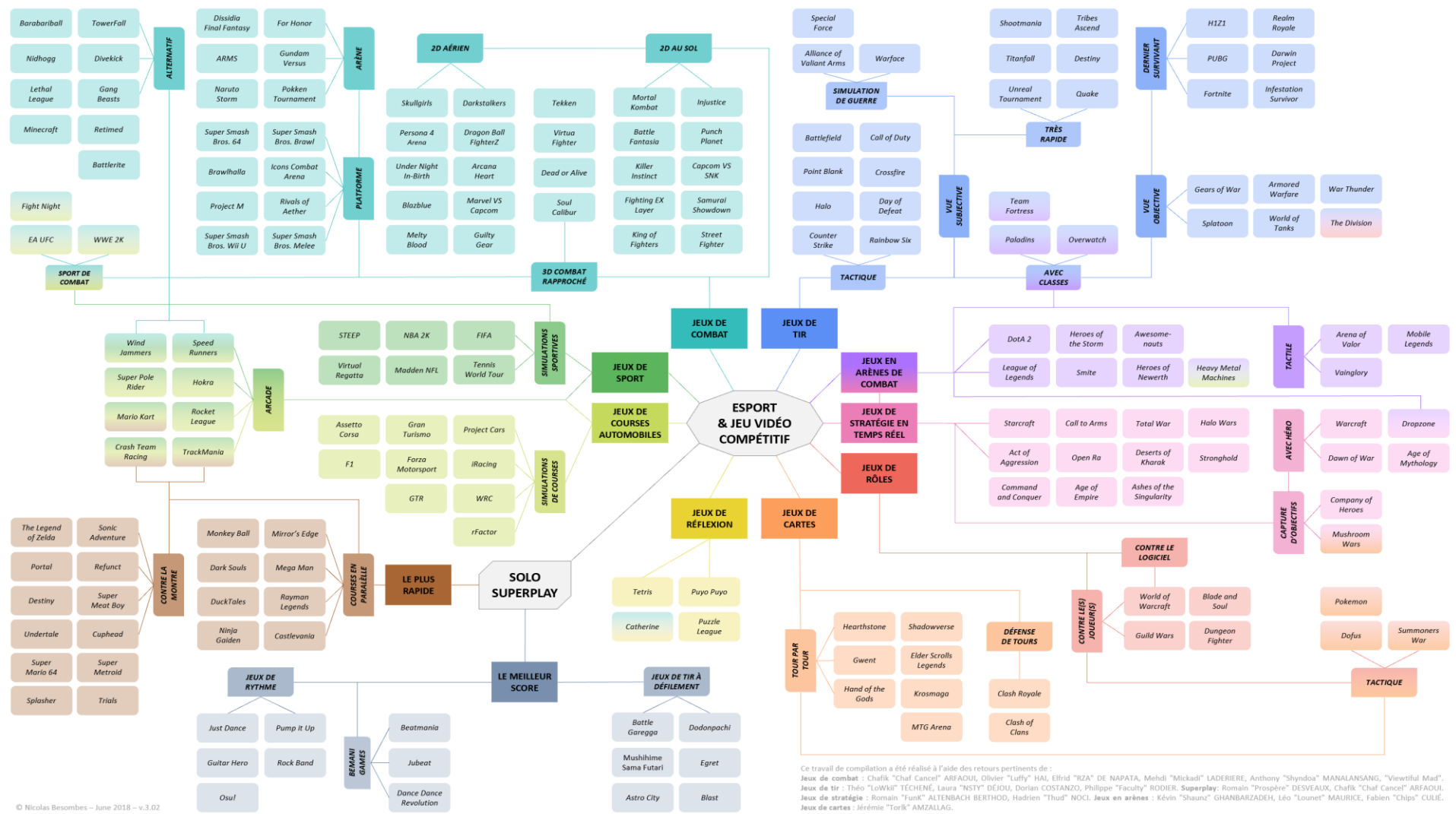


DÉFINITION

| | | |
|----------|-------------|--|
| CRITÈRES | PRINCIPAUX | AFFRONTEMENT SIMULTANÉ |
| | | JEU VIDÉO |
| | | COMPÉTITION |
| | | RÈGLEMENTÉE |
| | SECONDAIRES | EN LIGNE (ONLINE) OU PRÉSENTIEL (OFFLINE) |
| | | PAR ÉCRAN(S) INTERPOSÉ(S) |
| | | TOUS TYPES DE SUPPORTS : PC, CONSOLE, MOBILE |
| | | AMATEUR OU PROFESSIONNEL |
| | | DEVANT UN PUBLIC ET/OU DES VIEWERS |
| | | DOTATIONS FINANCIÈRES OU LOTS |

L'esport désigne :
**l'affrontement codifié de joueurs
lors de compétitions organisées
de jeux vidéo.**





Ce travail de compilation a été réalisé à l'aide des retours pertinents de :
 Jeux de combat : Chafik "Chaf Cancel" ARFAOUI, Olivier "Luffy" HAL, Elfrid "RZA" DE NAPATA, Mehdi "Mickadi" LADERIERE, Anthony "Shyndoo" MANALANSANG, "Viewtiful Mad".
 Jeux de tir : Théo "LoWki" TÈCHENÉ, Laura "NSIY" DEJOU, Dorian COSTANZO, Philippe "Faculty" RODIER. Superplay: Romain "Prospre" DESVEAUX, Chafik "Chaf Cancel" ARFAOUI.
 Jeux de stratégie : Romain "Frank" ALTENBACH BERTHOD, Hadrien "Thud" NOCI. Jeux en arènes : Kévin "Shaunz" GHANBARZADEH, Léo "Lounet" MAURICE, Fabien "Chips" CULÉ.
 Jeux de cartes : Jérémie "Tork" AMZALLAG.

INTÉRÊT DU MOUVEMENT SPORTIF POUR L'ESPORT

CLUBS SPORTIFS



ESPORTS



ESPORTS



ESPORT



esports



LIGUES & FÉDÉRATIONS



eFoot



ELIGUE 1



eSeries

ATHLÈTES



GAMEWARD



TEAM
MCES



APPROCHES STRATÉGIQUES VARIÉES

Scholz, T., Völkel, L., & Uebach, C. (2021)

| Type |
|--|
| (1) Individual (esports) players for the digital version of the core business (e.g. Man City) |
| (2) Esports teams for a variety of games (e.g. Schalke 04) |
| (3) Esports teams for a variety of games in a different country (e.g. PSG) |
| (4) Joint ventures with an existing esports team and creating a new brand (e.g. FC Copenhagen) |
| (5) Temporarily withdrawing from esports (e.g. USAP) |
| (6) Creating a dedicated league (e.g. eLigue 1) |
| (7) Buying a franchise team (e.g. Golden State Warriors) |
| (8) Individual investors (e.g. David Beckham) |

OBJECTIFS MULTIPLES

Lefebvre, F., Djaballah, M., & Chanavat, N. (2020)

Bertschy, M., Mühlbacher, H., & Desbordes, M. (2020)

| Objectif |
|--|
| (1) Rajeunir son audience et sa fan base |
| (2) Attirer de nouveaux et nouvelles pratiquant.e.s |
| (3) Faire rayonner sa marque sur de nouveaux marchés (sectoriel et géographique) |
| (4) Faire la promotion de son sport et de ses champion.ne.s |
| (5) Améliorer sa stratégie numérique (notamment ses outils de communications) |
| (6) Créer de nouvelles opportunités de partenariats économiques |
| (7) Développer un outil de formation et de détection de talents |
| (8) Devenir un pionnier au sein du mouvement sportif |

LE DÉCLENCHEUR

*« We have to look at it, because we can't say "it's not us".
This is not about the Olympics.
Young people are interested in esports and that sort of thing.
Let's take a look at all this. Let's meet them.
Let's see if we can make some connections. »*

Tony ESTANGUET – August 9, 2017



*« We are not yet 100 percent clear whether esports is really sport,
with regard to physical activity and what it needs to be considered as a sport.
But if ever somebody is competing at playing football
or other sports virtually, this is of high interest.
We hope that, then, these players are really delivering sports performance. »*

Thomas BACH – August 30, 2017

DATE

28 OCT 2017

TAGS

OLYMPIC NEWS

, IOC NEWS ,

IOC NEWS

COMMUNIQUE OF THE OLYMPIC SUMMIT

FOLLOWING THE INVITATION OF THE INTERNATIONAL OLYMPIC COMMITTEE, THE LEADING REPRESENTATIVES OF THE OLYMPIC MOVEMENT MET IN LAUSANNE TODAY FOR THE 6TH OLYMPIC SUMMIT.

The development of "eSports"

The Summit discussed the rapid development of what are called "eSports", and the current involvement of various Olympic Movement stakeholders. The Summit agreed that:

- "eSports" are showing strong growth, especially within the youth demographic across different countries, and can provide a platform for engagement with the Olympic Movement.
- Competitive "eSports" could be considered as a sporting activity, and the players involved prepare and train with an intensity which may be comparable to athletes in traditional sports.
- In order to be recognised by the IOC as a sport, the content of "eSports" must not infringe on the Olympic values.
- A further requirement for recognition by the IOC must be the existence of an organisation guaranteeing compliance with the rules and regulations of the Olympic Movement (anti-doping, betting, manipulation, etc.).

The Summit asked the IOC together with GAISF in a dialogue with the gaming industry and players to explore this area further and to come back to the Olympic Movement stakeholders in due course.



FEBRUARY 2018



2018 INTEL EXTREME MASTERS PyeongChang



JULY 2018



INTERNATIONAL
OLYMPIC
COMMITTEE



THE ESPORTS FORUM

20-21 JULY 2018
THE OLYMPIC MUSEUM
LAUSANNE-SWITZERLAND





OCTOBER 2018

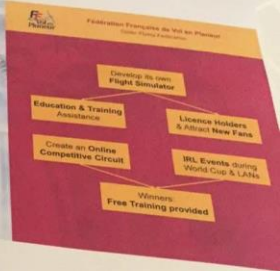


NOVEMBER 2018



QUESTIONS YOU SHOULD PROBABLY ASK YOURSELF

| | |
|--|--|
| 1. WHOSE AUDIENCE IS MY EVENT TARGET? | 2. ON WHICH PLATFORMS SHOULD MY event be promoted? |
| 3. WHAT KIND OF EVENT IS THE MOST APPROPRIATE? | 4. WHICH PARTNERSHIPS ARE MOST RELEVANT? |
| 5. How can we PROMOTE our federations opportunities? | |



COMMUNIQUE OF THE 7TH OLYMPIC SUMMIT

AT THE INVITATION OF THE INTERNATIONAL OLYMPIC COMMITTEE, THE LEADING REPRESENTATIVES OF THE OLYMPIC MOVEMENT MET IN LAUSANNE TODAY FOR THE 7TH OLYMPIC SUMMIT.

The Olympic Movement and esports/egames

Recognising the fact that the sports movement is in competition with the esports/egames industry for the leisure time of young people, the Summit agreed that the Olympic Movement should not ignore its growth, particularly because of its popularity among young generations around the world. It was agreed that competitive gaming entails physical activity which can be compared to that required in more traditional sports. This, on the other hand, cannot necessarily be said to apply to leisure electronic gaming. For this reason, the use of the term sport with regard to esports/egames needs further dialogue and study.

It was agreed that the Olympic Movement should continue to engage with this community, whilst at the same time acknowledging that uncertainties remain. It was noted that:

- some egames are **not compatible with the Olympic values** and therefore cooperation with them is excluded;
- the industry is **evolving rapidly**, with the changing popularity of specific games and the rapid development towards augmented reality and virtual reality;
- the industry is **fragmented in nature**, with tough competition between commercial operators; and
- the industry is **commercially driven**, while on the other hand the sports movement is values-based.

For all these reasons, a discussion about the inclusion of esports/egames as a medal event on the Olympic programme is premature.

The Summit advises major sports events organisers within the Olympic Movement to respect this principle for their own competitions.

A number of these uncertainties do not apply to esports simulation games. Because of this, accelerated cooperation with regard to these kinds of esports is encouraged by the Summit. The Summit encourages the IFs to explore the potential benefits and applications of the electronic and virtual versions of their sports, while:

- ensuring they gain or retain appropriate control over the electronic/virtual versions of their sports; and
- restricting their engagement to activation in the e-versions and virtual forms of their traditional sports.

JULY 2019



NOVEMBER 2019



DATE

07 DEC 2019

TAGS

OLYMPIC
NEWS, IOC
NEWS, PRESS
RELEASE

DECLARATION OF THE 8TH OLYMPIC SUMMIT

ESPORTS AND GAMING

The Olympic Summit received a report from the Chair of the Esports and Gaming Liaison Group, UCI President David Lappartient, on the recommendations to promote the Olympic sports and the Olympic values in Esports and gaming.

The Summit agreed on a two-speed approach:

- With regard to **electronic games simulating sports**, the Summit sees great potential for cooperation and incorporating them into the sports movement. Many sports simulations are becoming more and more physical thanks to Virtual and Augmented Reality which replicate the traditional sports.

The International Federations are encouraged to consider how to govern electronic and virtual forms of their sport and explore opportunities with game publishers.

- With regard to **other electronic games**, the Summit concluded that, at this stage, the sports movement should **focus on players** and gamers rather than on specific games. This focus on individuals should promote the participation in sport and its benefits as well as healthy lifestyle at all levels, including a health management model for elite esports competitors including both physical and mental health.

A continuous dialogue between the Olympic Movement and Esports and gaming communities should be fostered to develop strategic partnerships, including platforms and events as appropriate. The participants also agreed that guidelines for sustainable relationships between sports stakeholders and Esports communities should be developed.

SAMEDI 11 JANVIER
PLACE CENTRALE, LAUSANNE

20H45



vs



JULY 2020

POSTPONED



WORLDWIDE PARTNER



ROCKET LEAGUE



135th Session
January 2020





LIVE



Promote Olympic sports and the Olympic values in esports and gaming

Support to athletes, competitive players and gamers



3.  Promote physical activity and sports participation to gamers
4.  Engage with gamers and esports enthusiasts to spread the Olympic values, including fair-play
5.  Design and introduce programmes for youth that promote values and healthy lifestyles in esports and gaming
6.  Promote gender equality in all forms across the esports and gaming community



DATE

12 DEC 2020

TAGS

OLYMPIC
NEWS, IOC
NEWS, PRESS
RELEASE,
TOKYO 2020,
BEIJING 2022

DECLARATION OF THE 9TH OLYMPIC SUMMIT

VIRTUAL SPORTS AND GAMING

The Summit heard the report by David Lappartient, who provided an update on the latest developments in virtual sports and gaming, as the Chair of the Esports and Gaming Liaison Group.

The Summit noted the importance of differentiating between on the one hand the two forms of virtual sports and on the other hand gaming. Mr Lappartient highlighted that there are both physical (like with cycling) and non-physical forms of virtual sports (as with football), while gaming includes both competitive gaming (as with League of Legends) and casual gaming (as with Super Mario).

The Summit agreed that it is essential for IFs to embrace both the physical and non-physical virtual forms of their respective sports, with a focus on regulating fair competition, respecting the values of sport in these virtual forms, and reaching out to new audiences.

With regard to gaming, the Summit agreed contact would be maintained with gamers as a gateway to promoting physical activity and the values of sport to young generations.

Background to recommendation 9: Encourage the development of virtual sports and further engage with video gaming communities

It is important to note the difference between on the one hand the two forms of virtual sports and on the other hand video gaming. There are both physical (such as cycling) and non-physical forms of virtual sports (such as football), while video gaming includes both competitive gaming (such as League of Legends) and casual gaming (such as Super Mario).

Throughout the impacts of COVID-19, the gaming industry has continued to grow, highlighted by a 30% growth in gamers, 75% growth in gaming usage and the industry being worth an estimated USD 159 billion in 2020. This growth has been mirrored in virtual sport, where several IFs have leveraged the virtual forms of their respective sports to engage with the youth demographic and hosted their own virtual competitions.

The IOC aims to build on this by assisting IFs to develop virtual and simulated forms of their sport. As these virtual sports develop, the roles and responsibilities of IFs around virtual sports will increase. Therefore, it is important that IFs ensure good governance and necessary regulations around sports simulations (cf. recommendation 1).

Keeping in mind youth's affinity with video games and digital entertainment, creating unique Olympic products and experiences through virtual forms of sport will grow direct engagement with people. This is in line with the IOC digital strategy. The objective of this direct engagement is to encourage sports participation and promote the Olympic values with a special focus on youth.

In addition, these products and experiences can fill the gap between virtual sports and the Olympic Games, creating valuable brand associations with IFs and their respective virtual sports. This could include looking at feasibility studies to anticipate potential proposals from IFs to include their respective physical virtual sports in the Olympic programme for future editions of the Olympic Games.

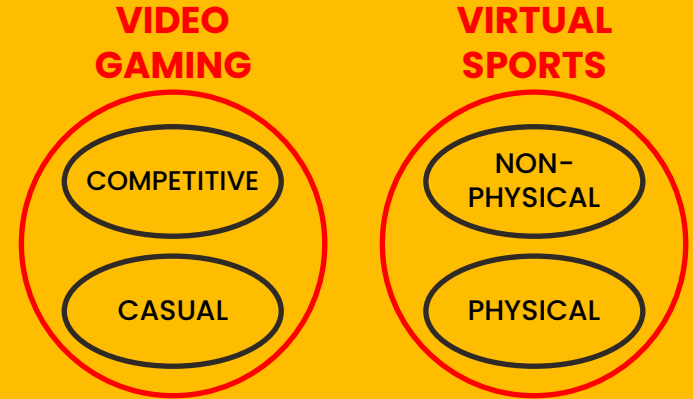
Video games are bringing communities together with people gathering around their passion. By entering strategic partnerships with those communities at a regional level, sports organisations can reach youth demographics outside of their direct environment and get these youth engaged in sport while reaching out to new populations (cf. recommendation 12).

As elite esports and gaming competitors are relatively new to the highly competitive environment, they have more limited access to resources than athletes in traditional sports. The IOC recognises these challenges and aims to adapt various existing tools and resources to support them in different fields such as gender equality, mental and physical health, competition integrity and career transition.

WHAT IS ESPORTS FOR THE ESPORTS COMMUNITIES & INDUSTRY

| | GENRE | SUBGENRE | GAMES (Examples) |
|---------|--------------------|---------------------------|------------------------------------|
| ESPORTS | Shooting Games | FPS | CSGO, OW, COD, etc. |
| | | TPS | Splatoon |
| | | BR | Fortnite, PUBG, etc. |
| | Fighting Games | 2D GROUND | SF, MK, KOF, etc. |
| | | 2D AIR / ANIME | Guilty Gear, Blazblue, etc. |
| | | 3D | Tekken, Soul Calibur, etc. |
| | | PLATFORMER | SSB Ultimate, Brawlhalla |
| | Strategy Games | RTS | SC2 |
| | | MOBA | LoL, Dota 2, Arena of Valor |
| | | AUTOBATTLERS | TFT, Dota Underlords |
| | | TOWER DEFENSE | Clash Royale, Clash of Clan |
| | Card Games | TURN BASED | Hearthstone, MTG Arena |
| | Sports Video Games | SPORTS SIMULATIONS | FIFA, NBA 2K, etc. |
| | | SIM RACING | rFactor, Project Cars, etc. |
| | | ARCADE | Rocket League, Trackmania |

WHAT ARE « VIRTUAL SPORTS » FOR THE IOC



| GENRE | SUBGENRE | GAMES (Examples) |
|----------------|--------------|--|
| Virtual Sports | NON-PHYSICAL | FIFA, NBA 2K, Virtual Regatta, Gran Turismo, eBaseball |
| | PHYSICAL | Zwift, World Rowing |

A Global Overview of the Esports & Olympic roadmap

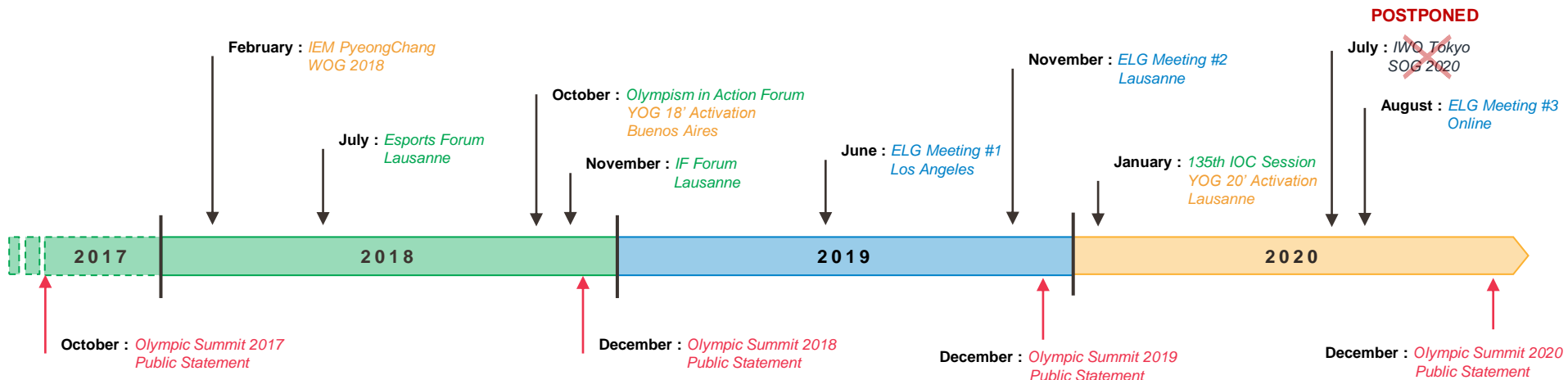
FIGURING OUT THE « WHAT »

Connect & understand the ecosystem, design a vision

DEVELOPING THE « HOW »

Develop an action-based strategy to reach the vision

IMPLEMENTATION (POSTPONED)



IOC NEWS

COMMUNIQUE OF THE OLYMPIC SUMMIT

The development of "eSports"

- Esports proplayers could be considered as athletes
- Open the dialogue

IOC NEWS

COMMUNIQUE OF THE 7TH OLYMPIC SUMMIT

The Olympic Movement and esports/egames

- Esports within the sports program prematured
- ELG creation

IOC NEWS

DECLARATION OF THE 8TH OLYMPIC SUMMIT ESPORTS AND GAMING

Two strategies:

- IF Focus on sports simulations
- Player-centric approach for other games

IOC NEWS

DECLARATION OF THE 9TH OLYMPIC SUMMIT VIRTUAL SPORTS AND GAMING

Two strategies:

- IF Focus on sports simulations
- Player-centric approach for other games

2021 : IMPLÉMENTATION



OLYMPIC
VIRTUAL SERIES

OFFICIAL LICENSED EVENT



RIO

TOKYO

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OLYMPIC
VIRTUAL SERIES

OFFICIAL LICENSED EVENT

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OLYMPIC
VIRTUAL SERIES

OFFICIAL LICENSED EVENT

シュート

129 km/h

published by
KONAMI

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OLYMPIC
VIRTUAL SERIES

OFFICIAL LICENSED EVENT

Available on Gran Turismo™ Sport

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2021 : DE L'ESPORT AUX VIRTUAL SPORTS



Sportivisation du jeu vidéo (= esports)

Le jeu vidéo emprunte certaines caractéristiques fonctionnelles apparentes d'un sport sans pour autant s'inscrire dans le cadre institutionnel d'une organisation sportive.



Digitalisation du sport (= virtual sport)

Le sport s'appuie sur l'utilisation d'outils numériques (pas forcément vidéoludiques) dans des objectifs de performance, de santé, d'éducation ou de ludisme.

UN RENDEZ-VOUS
MANQUÉ ?



UNE RÉCEPTION MITIGÉE

COMMUNAUTÉ ESPORTIVE

Noi @Noigjiaire · 22 avr. ...

C'est dingue, tout le monde a beau leur dire que leur idée est mauvaise, ils s'acharment à partir dessus

Nico Besombes @NicoBesombes · 22 avr.

[Virtual Sports & Olympisme]
Dans la continuité des annonces faites dans le cadre de l'agenda 2020+5, le CIO organise les Olympic Virtual Series entre le 1er mai et le 23 juin, compétition en ligne de cyclisme, aviron, voile et course automobile.
olympic.org/news/internati...
[Afficher cette discussion](#)



MOVE INTO VIRTUAL SPORTS
ANNOUNCING FIRST-EVER OLYMPIC VIRTUAL SERIES

World Baseball Softball Confederation (WBSC) - eBaseball Powerful Pro Baseball 2020, Konami Digital Entertainment
Union Cycliste Internationale (UCI) - Zwift, Zwift Inc.

The Olympic Movement, Olympic values and sports participation and growth relations with young people. It supports the IFs in further establishing virtual and simulated forms of sports as a discipline within their regulations and strategies. Building on the success of their respective events, both the Fédération Internationale de Football Association (FIFA)

28 21 449

Bertrand PERRIN @B_Perrin · 22 avr. ...

Ce qui est bien c'est que dans le même semaine nous aurons eu l'European Super League et les Olympic Virtual Series. Belle prestation qui consiste à identifier un problème et donner une réponse sans comprendre l'attente des fans #fail

Nico Besombes @NicoBesombes · 22 avr.

[Virtual Sports & Olympisme]
Dans la continuité des annonces faites dans le cadre de l'agenda 2020+5, le CIO organise les Olympic Virtual Series entre le 1er mai et le 23 juin, compétition en ligne de cyclisme, aviron, voile et course automobile.
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INTERNATIONAL OLYMPIC COMMITTEE MAKES LANDMARK MOVE INTO VIRTUAL SPORTS BY ANNOUNCING FIRST-EVER OLYMPIC VIRTUAL SERIES

growing popularity of virtual sports to promote the Olympic Movement, Olympic values and sports participation and grow direct relations with young people. It supports the IFs in further establishing virtual and simulated forms of sports as a discipline within their regulations and strategies. Building on the success of their respective events, both the Fédération Internationale de Football Association (FIFA)

Virtual Series:
- World Baseball Softball Confederation (WBSC) - eBaseball Powerful Pro Baseball 2020, Konami Digital Entertainment
- Union Cycliste Internationale (UCI) - Zwift, Zwift Inc.

1


Kylian Chataignier @KylianChat · 22 avr. ...

Pas prêt de voir l'esport évoluer au sein du monde olympique avec ce fonctionnement.

Ce format est si loin de la réalité, j'ai du mal à voir comment il peut y avoir un intérêt, surtout quand certaines de ces pratiques ne sont même pas présentes aux Jeux.

Nico Besombes @NicoBesombes · 22 avr.

[Virtual Sports & Olympisme]
Dans la continuité des annonces faites dans le cadre de l'agenda 2020+5, le CIO organise les Olympic Virtual Series entre le 1er mai et le 23 juin, compétition en ligne de cyclisme, aviron, voile et course automobile.
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UNE RÉCEPTION MITIGÉE

PARTIES PRENANTES

Le CIO **n'a pas capitalisé** sur ce que sont ses **atouts incontestables et qui sont des actifs colossaux**. Qu'est-ce que ça a d'unique les JO ? **Les anneaux, une médaille olympique, [...] leur relation directe avec les plus grands athlètes de la planète...** c'est pas banal ! [...] Tant qu'ils ne donneront pas de médailles, ils se tromperont de combat.

[...] Moi, tu sais, **quand ils ne m'ont pas du tout écouté** avec mes recommandations, je l'avais un peu mauvaise. **Je n'ai fait que fermer ma gueule parce que c'est le CIO**. Et puis j'avais très envie d'être dans la première aventure, **donc je me suis plié à tout un tas d'exigences**. Mais oui, ce ne sont pas des bonnes décisions qu'ils ont prises. [...] À partir de là, il y a un moment aussi où tu lâches l'affaire.

Notre [prochaine compétition] était planifiée, [...] et quand le CIO nous dit que pour participer aux OVS, il faut respecter tel timing, **nous, on a pris des engagements déjà**, c'est coup parti, [...] mais **tout changer là pour vous maintenant, nous on ne sait pas faire !**

FI sélectionnée pour la prochaine édition des OVS

Éditeur d'un jeu vidéo sélectionné pour les OVS

DES OBSTACLES

Accessibilité

- *Zones géographiques limitées (Corée et Japon pour l'eBaseball)*
- *Coût du matériel (Home Trainer pour Zwift, Concept2 pour Virtual Rowing)*
- *Coût du jeu (Gran Turismo Sport pour le simracing)*
- *Universalité (déploiement d'Internet inégal selon les régions du monde)*

Équité et intégrité compétitive

- *Outils de contrôle contre la triche difficiles à déployer*
- *Lutte contre le dopage quasi-impossible*

Propriété intellectuelle

- *Les jeux vidéo sont des biens privés qui appartiennent à des éditeurs*
- *Ils en sont les propriétaires et régulateurs*

DES ERREURS ?

Public ciblé

- *Fans de jeux vidéo et d'esport ?*
- *Sportifs connectés ?*

Objectifs et attentes

- *Participation élevée ?*
- *Audiences élevées ?*

Virtual sports « majeurs » absents

- *FIFA*
- *NBA2K*

Manque de coordination avec les calendriers sportifs

- *Certaines fédérations internationales (FIBA, FIFA, ITF)*

Gouvernance des compétitions

- *Reproduction du modèle sportif fédéral*
- *Ingérence du CIO dans la gouvernance des circuits compétitifs*

PARADOXE DES VIRTUAL SPORTS :

À tant imiter de manière réaliste les pratiques sportives réelles, quelle plus-value ont les *virtual sports* en tant que spectacle sportif par rapport aux sports réels qu'ils simulent ?

PERSPECTIVES



Finales hier soir (23 juin 2021)

Gran Turismo

36k Participants (sur 1 mois)
2k audience (pic de la finale)

-> Seul jeu parmi les cinq dont la discipline sportive réelle dont il est issu n'est pas olympique.



intel.

OFFICIAL ESPORTS
EVENT PARTNER



PERSPECTIVES

« On ouvre la porte à la possibilité de voir des formes physiques de sports virtuels comme Zwift (cyclisme virtuel) ou l'aviron, ces types de simulations physiques pourraient intégrer le programme olympique dans le futur. Le programme olympique de Paris 2024 est déjà finalisé mais pour Los Angeles cette porte est ouverte ».

Kit McConnell – June 1st, 2021



| | ESPORTS (major competitive esports scenes) | | | | VIRTUAL SPORTS <small>(PHYSICAL & NON-PHYSICAL)</small> | PHYSICAL VIRTUAL SPORTS |
|---|---|--|--|---|--|---|
| EVENTS | Asian Indoor & Martial Arts Games (AIMAG) | South East Asian Games (SEA) | Asian Games | Intel Extreme Masters (IEM) Intel World Open (IWO) | Olympic Virtual Series (OVS) | Olympic Games (OG) ? |
| GEOGRAPHICAL LEVEL | Continental | Regional | Continental | International | International | International |
| YEARS | 2007 (Macau) 2013 (Incheon) 2017 (Ashgabat) | 2019 (Philippines) 2021 (Hanoi) | 2018 (Jakarta) 2022 (Hangzhou) | 2018 (PyeongChang) 2021 (Tokyo) | 2021 2022 ? | 2028 (Los Angeles) ? |
| VIDEO GAMES | Dota 2 StarCraft 2 Hearthstone FIFA 07 & 13 Tekken Tag 2 King of Fighter XIV Need for Speed | Dota 2 StarCraft 2 Arena of Valor Tekken 7 Mobile Legends | Arena of Valor Hearthstone PES 2018 League of Legends StarCraft 2 Clash Royale Cross Fire Wild Rift PUBG Free Fire FIFA online 4 | StarCraft 2 Street Fighter V Rocket League | eBaseball Powerful Zwift World Rowing Virtual Regatta Gran Turismo | Zwift ? World Rowing ? |
| Olympic Movement's Stakeholders involved | Olympic Council of Asia (OCA) | Olympic Council of Asia (OCA) | Olympic Council of Asia (OCA) | Olympic Sponsors (TOP) | International Olympic Committee (IOC) International Federations (IF) | International Olympic Committee (IOC) International Federations (IF) |
| Esports Stakeholders involved | Asian Esports Federation (AESF) | Philippine Esports Organization (PESO) Vietnam Electronic Sports & Entertainment Association (VIRESA) | Asian Esports Federation (AESF) | ESL | DreamHack | ? |
| Olympic Sport ? | No | No | No | No | No | Yes, it could be considered as an Olympic Sport under the control of the IF |

MERCI !



NicoBesombes

