TL;DR – WHAT WE ARE HERE FOR

• Creating positive frameworks for players and teams
• Structuring and strengthening grassroots esports
• Monitoring European politics
• Creating positive standards instead of regulations
• Acting as a moderating partner instead of a governing body
• (Re)Presenting esports interests to the European public
• Harmonizing esports opportunities in Europe
• Promote fair play, diversity and gender equality; counter toxicity and hate speech
• Sharing knowledge and resources between members
• Safeguarding integrity
Esports Europe - The European Esports Federation (EEF) was founded in February 2020 as the umbrella federation for 23 national esports organizations and 3 important stakeholders in the esports ecosystem and beyond. The goal of the EEF is to (re)present esports players and organizations in European politics, media, sports and society; as well as building a platform for its members and the esports movement to develop and promote esports as a conscious, responsible, sustainable, inclusive, healthy and value-based activity.

Esports Europe is built to reflect the digital change and deliberative democratic formats of the 21st century. The EEF understands itself as a moderating partner of esports stakeholders rather than a governing body, thus aiming for bringing together national federations, stakeholders and esports ambassadors. In the end, the organization is looking for the best outcome for players in the esports ecosystem, especially for grassroots movements in esports. Translating between internal and external stakeholders ensures an educated approach.
MISSION STATEMENT (2)

The EEF is looking to set positive esports standards instead of regulation; help building sustainable frameworks that secure integrity, work on ecological and economic sustainability, empower diversity and counter toxicity in our communities. Sharing the knowledge and resources of members will strengthen national developments all over Europe. Esports Europe aims to harmonize national frameworks to ensure equal opportunities for all esports players in the region, regardless of amateur activity or professional career.

Last but not least, the EEF promotes European interest in the global esports movement and is looking for strong partnerships with regional bodies; as well as with developers and publishers of the games we compete in. The organization respects the intellectual property and the dedication, that goes in developing and maintaining video games. We are looking for a deeper dialogue specifically with the creators, to find shared visions of developing esports into the best movement it can be.
WHAT DOES THAT ACTUALLY MEAN?

• Harmonizing visa regulations in the region, ensuring players can travel and compete anywhere in Europe
• Opening up EU projects and EU funding for grassroots esports initiatives.
• Creating best practice overviews on diversity with integration of those who are affected.
• Creating projects in coaching education, referee standards, integrity.
• Creating an esports ambassadors program and connect with European politics, sports and society.
• Creating a European summit, transferring knowledge between regions
EEF STRUCTURE

National Esports Federations (Non-Profit) – Voting Members

Stakeholders – Observing, Non-Voting Members (Esports Industry – Sports – Agencies - NGO/NPOs – Education/Science)
EEF STRUCTURE (2)

Tasks

President:
Leadership and Representation

Board:
Strategy

Committees:
Expert Panels

Secretariat:
Administration and Execution

General Assembly
National Organizations

President
Board
Secretariat

Appoints
Elects
Advises

Advisory Committee
Committees
INAUGURAL MEMBERSHIP
WHO WE ARE (PRESIDENT & VP)

Hans Jagnow (President) leads the German Esports Federation ESBD since its founding 2017. Before that, he established an esports amateur club in Berlin. Hans graduated in legal studies and works since 2013 in the Berlin parliament as a political consultant for digital strategies and public administration.

Karol Cagáň (VP) is founding president of Slovak esports association. Apart from non-profit sector he is co-founder and head of business development at Yvents agency, the biggest esports agency in Slovakia. Karol is a sales professional with years of experience in self-governing structures. As part of his academic background he teaches behavioral psychology and critical thinking at Comenius university in Bratislava.
WHO WE ARE (BOARD)

Emin Antonyan is Secretary General and Chairman of the Executive Board at Russian Esports Federation. He is also CEO of ESforce – the leading esports organization in Russia and CIS, which owns Virtus.pro, EPICENTER, RuHub Studio. In sports, he is almost 20 years in basketball, as a trainer, manager and amateur league co-founder.

Ido Brosh is the President of the Israeli Esports Association. He is a technology-oriented professional executive with experience in the start-up industry, business development, digital marketing, e-Sports, events production, administration, management and international relations.

Alper Ozdemir is the founding president of the Turkish Esports Federation TESFED. He is also the Deputy Chairman of Ekoturk TV Channel and among the advisory committee members of Endeavor. Mr. Ozdemir is also a founder of Supermassive Esports which is one of the most popular esport teams in Turkey.
MEETING IN THE EUROPEAN PARLIAMENT
HOW TO GET INVOLVED?

• We are setting up the organization right now and appreciate any feedback.
• There are many ways to get involved, some of which we will develop over the next couple of weeks.

• Get involved with your national federation.
• Get involved as an esports ambassador.
• Get involved as a member organization.
• Send us your feedback and ideas.

• Stay updated and register for our newsletter:
  news.esportseurope.org
Thanks for your interest. Let us keep in touch.

info@esportseurope.org