

Meeting Minutes: Esport Canada Annual General Meeting (AGM) 2024

Date: Wednesday, August 21, 2024

Time: 7:00 PM EST

Location: Virtual Meeting via Google Meet

1. Call to Order

- **Chair:** Melissa Burns
 - The meeting was officially called to order, and attendees were welcomed to the 2024 AGM.
 - **Duration:** Scheduled for 2 hours, with flexibility for discussion.
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2. Land Acknowledgment

- Acknowledgment of treated and unceded Indigenous lands across Turtle Island.
 - Commitment to reconciliation and authentic alliances with Indigenous communities.
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3. Agenda Overview

The agenda was presented, highlighting the following key items:

1. Organizational overview.
 2. Divisional reports: Education, Post-Secondary, Competitive.
 3. Financial report and vote.
 4. National and global esports trends.
 5. Plans for 2025.
 6. Bylaws and constitutional amendments.
 7. Elections.
 8. Open-ended discussion for official record followed by general Q&A.
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4. Motions

- **Motion to approve 2023 AGM minutes:**
 - Motioned by Melissa Burns, seconded by Ryan Coutts.
 - Approved unanimously.
- **Motion to approve 2024 AGM agenda:**

- Motioned by Melissa Burns, seconded by Shaye Ruecker.
 - Approved unanimously.
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5. Organizational Overview

- **Mission:** empower Canadian gaming communities through collective advocacy, representation, and sanctioned competition and events that allow all Canadians to engage and excel in esports.
 - **Vision:** Build the Canadian Esports Ecosystem by fostering a national community built on respect, excellence, and love of the game.
 - **Core Values:** Equity, diversity, inclusion, accessibility, advocacy, collaboration, and play.
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6. Board of Directors and Executive Team

- **Board Members (2023-2024):**
 - Chair: Melissa Burns
 - Vice Chair & Secretary: Matt Kovacs
 - Treasurer: Carol Meisner
 - Interim Board Member: Jay Balmer
 - **Board Members Chairing National Councils:**
 - Competitive: Salil Gupta
 - Post-Secondary: Tyler Heatherington
 - Education: Nathan Koblun
 - **Executive Team Highlights:**
 - Key contributions from CK Dalliwhal, transitioning to an advisory role.
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7. Divisional Reports

Education Division:

- **Membership:** 100+ schools across Canada, with representation from 7 provinces.
- **Events:** Successful 2024 Rocket League Scholastic Tournament with participation from 23 schools and 14 teams across two age groups.
- **Provincial Initiative Highlights:**
 - Manitoba's Scholastic Esports Expo hosted 250 students over two days.
 - Ontario's Rocket League Provincial Championships held at St. Clair College.
- **Strategic Goals:**
 - Expand tournament offerings.
 - Develop provincial associations in underrepresented regions.
 - Foster partnerships with educational institutions.

Post-Secondary Division:

- **Canadian Esports Nationals (2024):**
 - 38 schools, 103 teams, and 642 students participated.
 - 90+ matches streamed, including bilingual streams.
 - Focus on increasing visibility and social media reach.
- **Membership Growth:**
 - 13 varsity programs (e.g., Durham College, St. Clair College).
 - 13 club-level programs, with plans to elevate additional schools to varsity status.
- **Strategic Goals:**
 - Expand power rankings to include more titles (e.g., Overwatch, CS2).
 - Increase collaborations with K-12 and collegiate programs.
 - Host an in-person National Championship within five years.

Competitive Division:

- **National Teams:**
 - Represented Canada in IESF and GEF competitions (titles: Tekken, CS2, eFootball, DOTA 2, Assetto Corsa Competizione).
 - Women's CS2 team narrowly lost to the U.S. in regional finals, qualifying as second seed from North/Central America to the IESF World Esports Championships.
 - Open CS2 team lost to the U.S. in regional finals, qualifying as second seed from North/Central America to the IESF World Esports Championships.
 - **Rocket League Invitational:**
 - First Esport Canada tournament hosted on Liquipedia, with Nova Scotia winning the championship.
 - Top trending tournament on the platform during the event.
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8. Financial Report

Presented by: Carol Meisner

- **Income:** \$4,739
 - **Expenses:** \$6,256 (notable items: IESF membership fees and administrative costs).
 - **Balance:** Current bank balance at \$107, with outstanding payables of \$3,700 reimbursable to Chair Melissa Burns.
 - **Motion to approve financial report:**
 - Motioned by Melissa Burns, seconded by Shaye Ruecker.
 - Approved unanimously.
 - **Audit Status:** No audit required due to small financial scale.
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9. National & Global Trends

- **Key Insights:**
 - 89% of Canadian teens play video games, but gender disparities persist in the professional scene.
 - Formation of the PanAm Esports Coalition to advocate for regional priorities.
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10. Plans for 2025

- **Key Initiatives:**
 - Expanding tournament titles and participation.
 - Strengthening partnerships with educational institutions and provincial associations.
 - Increasing visibility and equity in esports through targeted programming.
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11. Elections

- **New Board Members:**
 - Emil Vanjaka, Board Member
 - Bernard Mafei, Chair of Post-Secondary
 - Myra Davis, Vice-Chair
 - Melissa Burns, Chair
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12. Closing Remarks and Q&A

- Attendees thanked for their contributions and engagement.
 - Open discussion held for additional questions.
 - No comments or questions were requested to be added to the official records.
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