



# 2024 Annual Report

July 1, 2023 - June 30, 2024

# Land Acknowledgement

Esport Canada brings together a community of gamers on the traditional Indigenous lands of Turtle Island.

While we meet on a virtual platform, we respect the unceded and treated lands we are on and acknowledge the harms and mistakes of the past and present.

We dedicate ourselves to authentic alliances with Indigenous communities in a spirit of reconciliation and cooperation.



# Introduction

Esport Canada is a federally registered not-for-profit corporation and national body for Canadian esports. We work in conjunction with our Members to promote the growth and development of esports participation and excellence at all levels of play, for all Canadians. We advocate for the development of talent in Canada and opportunities to work and thrive in Canada, while striving to create equitable opportunities for all Canadians to engage and excel in esports.



## Our Mission

Our mission is to empower Canadian gaming communities through collective advocacy, representation, and sanctioned competition and events that allow all Canadians to engage and excel in esports.



## Our Vision

Our vision is to build the Canadian Esports Ecosystem by fostering a national community built on respect, excellence, and love of the game

# Core Values

Built upon our core values of Equity, Diversity, Inclusion and Accessibility, Advocacy, Collaboration, and Play, we aim to provide opportunities for all Canadians to thrive personally and professionally while supporting and promoting healthy, balanced gaming lifestyles, sportsmanship, excellence, and love of the game.



## Equity, Diversity, Inclusion, & Accessibility

Esport Canada believes in fostering safe and inclusive spaces for ALL Canadians to play, compete, learn, excel, and belong.



## Advocacy

Esport Canada is committed to advocating for inclusive and equitable environments where all Canadians can engage in competitive gaming.



## Collaboration

Esport Canada works to unify, amplify, and empower schools, local gaming communities, and industry so we can reach the highest standards of excellence, together.



## Play

Esport Canada believes that positive gaming communities where everyone can learn, compete, strive for excellence and find belonging through games brings out the best in us

# 2023-2024 Board of Directors

The Board of Directors are elected by the voting membership to provide Esport Canada with strategic guidance that aligns with the vision, mission, and values of the organization and the members it represents.



Melissa Burns  
**Chair**



Matt Kovacs  
**Vice-Chair  
Secretary**



Carol Meissner  
**Treasurer**



Jay Balmer  
**Board Member  
(Outgoing)**



Salil Gupta  
**Chair of Competitive  
National Council**



Tyler Hetherington  
**Chair of Post-  
Secondary  
National Council**



Nathan Kolbun  
**Chair of Education  
National Council**



Emil Vanjaka  
**Board Member  
(Incoming)**

# Executive Team

The executive team is responsible for the management and operations of Esport Canada, implementing the strategic direction set by the board in alignment with the vision, mission, and values of the organization and its members.



Melissa Burns  
**Chief Executive  
Officer**



Landon Gorbenko  
**Chief Performance  
Officer**



Kendryx Linscott  
**Chief Marketing  
Officer**



Carol Meissner  
**Chief Financial  
Officer**



Amar Sidhu  
**Chief Legal Officer**



# Game Advisors

ESPORT CANADA is proud to work with Canada's premier game, industry, and community leaders to provide insight on the esports scene specific to each title.



LiN\_fps  
**COUNTER-STRIKE 2**



Excess  
**DOTA 2**



Uncle Vinch  
**FGC**



Chibi  
**Overwatch 2**



SebDot  
**Rocket League**



Silver  
**Valorant**

# Volunteers

ESPORT CANADA is a 100% Volunteer-Run organization that is able to exist and grow thanks to the dedicated efforts of countless individuals across the country.

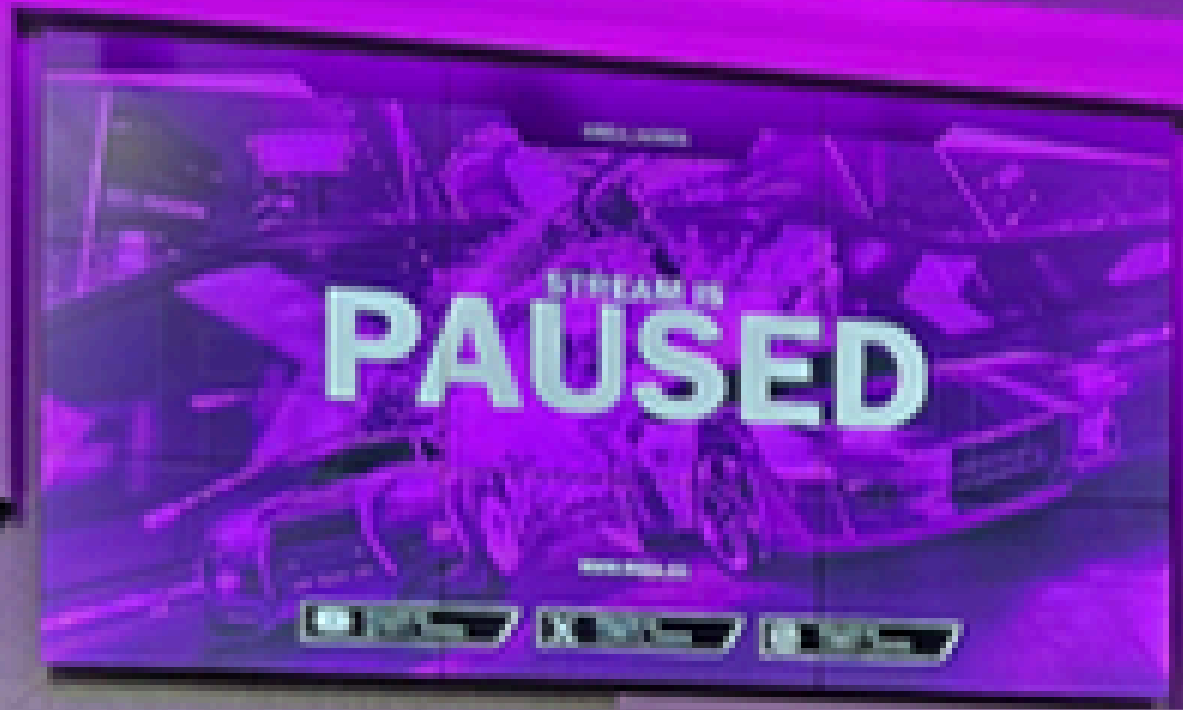
wezza  
jimmy mack slakks  
jennifer shaye trevor  
parks zeta danica kevin  
carter manny shadi  
zach lisa mira anton reid  
stephanie chanel levi  
aditya steve jehan marion  
blaise tae parth alex steven  
roshawn yefang josh snky  
laz prince cuppafrag  
lemonkiwi hossein



# EDU / PS / COMP DIVISION REPORTS

Esport Canada is dedicated to creating equitable, diverse, inclusive and accessible opportunities for all Canadians to engage and excel in esports through divisions of specialized support:

- **ESPORT CANADA EDUCATION**
- **ESPORT CANADA POST SECONDARY**
- **ESPORT CANADA COMPETITIVE**





# EDU National Council

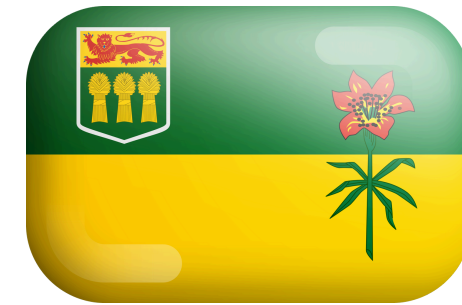
## Provincial Associations & Representatives



Justin Wong  
Aaron Lu  
**SEABC**



Michael Saretzky  
Travis Bouchard  
**Albera Representatives**



Durstion McKenna  
Dean Vendramin  
**Saskatchewan Representatives**



Karl Hildebrandt  
Nathan Koblun  
**MSEA**



Matt Wannamaker  
Daniel Rolo  
**OSEA**



Philippe Gauthier  
Jimmy Gagne  
**Quebec Representatives**



Bryan Ouellette  
**New Brunswick  
Representatives**

# EC EDU - Member Schools



50



39

BC / AB / SK /  
NWT / QC / NB

15







MSEA 2024 SEE  
Images: Myles Burdeniuk



# EC EDU - Provincial Associations

ESPORT CANADA EDU - Provincial Associations have the opportunity to offer National Esport Canada EDU Tournaments to students across the country. Provincial Associations also play an active role in supporting the development of scholastic esports within their respective provinces by providing opportunities for students to train, compete, and play, and educators to explore and enhance their capacity to leverage esports in education through professional development opportunities.

**MSEA**  
**Scholastic Esports Expo**  
**@ Red River College**

**OSEA**  
**2024 Provincial Championships**  
**@ St Clair College**

**EC EDU Delegate**  
**@ Alberta Esports**  
**Championships**

**EC EDU Delegate**  
**@ Esport Canada**  
**Official Canada Day Event**



2024 ALBERTA ESPORTS CHAMPIONSHIPS  
Lethbridge, AB



# EDU SCHOLASTIC TOURNAMENT

FEATURING  
ROCKET  
LEAGUE®

SWISS GROUPS TO SINGLE ELIMINATION PLAYOFFS

SATURDAY, APRIL 20, 2024

STARTING AT 11:00AM EST

U18 AND U15: TWO DIVISIONS

FREE TO ALL ESSPORT CANADA EDU MEMBER SCHOOLS

X @EsportCanadaEDU

## PARTICIPATION STATISTICS

● Teams ● Schools

U18

14

12

U15

16

9

BC / AB / SK / MB / ON / QC / NB



# U15 FINAL STANDINGS



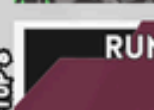

## U15 DIVISION COMPETITIVE

1ST		ST. PATRICK'S CELTICS (ALBERTA)
2ND		HOLY FAMILY CARDINALS (ONTARIO)
TOP 4		LOUIS-JACQUES-CASAULT GRIZZLIES (QUEBEC)
TOP 4		ÉCOLE DUGALD DRAGONS (MANITOBA)
TOP 8		MAPLEHURST HUSKIES (NEW BRUNSWICK)
TOP 8		HOLY FAMILY CARDINALS (ONTARIO)
TOP 8		ST. PATRICK'S CELTICS (ALBERTA)
TOP 8		NIVERVILLE PANTHERS (MANITOBA)



**SCHOLASTIC  
NATIONAL 24**

## U15 DIVISION AMATEUR

1ST		STONYBROOK KNIGHTS (MANITOBA)
2ND		HOLY FAMILY CARDINALS (ONTARIO)
TOP 4		ÉCOLE DUGALD DRAGONS (MANITOBA)
TOP 4		STONYBROOK KNIGHTS (MANITOBA)
TOP 8		LINDALE LIONS (SASKATCHEWAN)
TOP 8		RUNDLE STUDIO ALTITUDE 2 (ALBERTA)
TOP 8		RUNDLE STUDIO ALTITUDE 3 (ALBERTA)
TOP 8		ÉCOLE DUGALD DRAGONS (MANITOBA)



**ESPORT  
CANADA**

**FEATURING  
ROCKET  
LEAGUE®**

# ESPORT CANADA EDU U15 CHAMPIONS



**SCHOLASTIC  
NATIONAL 24**

**FEATURING  
ROCKET  
LEAGUE®**



**ST. PATRICK'S CELTICS**



**ESPORT  
CANADA**



# U18 FINAL STANDINGS

## U18 DIVISION COMPETITIVE

1ST		CHRIST THE KING TSG (ONTARIO)
2ND		KELVIN CLIPPERS (MANITOBA)
TOP-4		CHRIST THE KING BMX (ONTARIO)
TOP-4		VIMY VALKYRIES (ALBERTA)
TOP-8		ST. GEORGE'S DRAGONS (BRITISH COLUMBIA)
TOP-8		RUNDLE STUDIO ALTITUDE (ALBERTA)
TOP-8		O'NEILL TITANS GOLD (SASKATCHEWAN)
TOP-8		JOHN HENDERSON BLACK (MANITOBA)



**SCHOLASTIC  
NATIONAL 24**

**FEATURING  
ROCKET  
LEAGUE®**



**ESPORT  
CANADA**

## U18 DIVISION AMATEUR

1ST		SENATOR MYLES VS HUSKIES (SASKATCHEWAN)
2ND		CHRIST THE KING BLG (ONTARIO)
TOP-4		GLENLAWN LIONS (MANITOBA)
TOP-4		NIVERVILLE PANTHERS (MANITOBA)
TOP-8		JH BRUNS BRONCOS (MANITOBA)
TOP-8		JOHN PAUL II CRUSADERS (SASKATCHEWAN)

# ESPORT CANADA EDU U18 CHAMPIONS



**SCHOLASTIC  
NATIONAL 24**

**FEATURING  
ROCKET  
LEAGUE®**



**CHRIST THE KING TSG**



**ESPORT  
CANADA**



# 2024 MINECRAFT BUILD CHALLENGE

## Escape Rooms



ESPORT CANADA



**MSEA**  
MANITOBA SCHOOL ESPORTS ASSOCIATION

VS



OSEA | AOSSES

### 2024 ESPORT CANADA EDU MINECRAFT ESCAPE ROOM CHALLENGE

1 ARTHUR DAY MS "BRONZE WOLVES"	T8 ÉCOLE DUGALD (ÉDS) "BRONZE DRAGONS"
2 ST. GEORGE "THE WARDENZ"	T10 ÉCOLE DUGALD (ÉDS) "GOLD DRAGONS"
3 ST. GEORGE "THE LADIES OF MINECRAFT"	T10 ST. GEORGE "THE GOATS"
4 ST. MATTHEWS HIGH SCHOOL "TIGERS 1"	12 MCMURRICH JPS "OWLS 4"
5 ÉCOLE MACNEILL "SLAY GAMERS"	13 TOMKEN ROAD MS "AMETHYST AVENGERS"
6 ÉCOLE VISCOUNT ALEXANDER "EVA TIGERS"	14 ÉCOLE MACNEILL "FRENCH FRIES"
7 MCMURRICH JPS "OWLS 2"	15 ARTHUR DAY MS "SILVER WOLVES"
T8 ÉCOLE MACNEILL "SLAY THIEL'S"	16 DAVID LEEDER MS "THE EGG NOGGERS"

CONGRATS TO ALL TEAMS WHO COMPETED IN THEIR OWN PROVINCES AND PLACED TOP-16 ACROSS CANADA!



ESPORT CANADA



**MSEA**  
MANITOBA SCHOOL ESPORTS ASSOCIATION

VS



OSEA | AOSSES

## 2024 CHAMPIONS



**ARTHUR DAY**  
MIDDLE SCHOOL

# BRONZE WOLVES





# EC EDU - Multi-Year Strategic Plan

## 01 YEAR

- Host two tournaments in 2024-2025 academic year with a U18 and U15 Scholastic Invitational on Saturday, November 30, 2024 and a U18 and U15 Scholastic Open on Saturday, April 26, 2025 in at least one title
- Continue to support the development of educator-led Provincial Association esports organizations across Canada with resources, organization and competitive supports, and leveraging our National Competitions to build new relationships
- Identify and build partnerships with our community in order strengthen and enhance the resources that we can offer our Provincial Association organizations, specifically around competition, coaching, and program development

## 05 YEAR

- Host an educators conference to build visibility and capacity for school esports
- Expand title offerings for National Tournaments to support Provincial Associations
- Secure prizeing for Esport Canada EDU tournaments
- Have five (5) Canadian Provinces represented by Provincial Association organizations

## 10 YEAR

- Host rotating city in-person national finals every two (2) years in conjunction with an educator conference
- Have nine (9) Canadian Provinces represented by Provincial Association organizations







# 2023-2024 PS National Council

## Elected Program Representatives



Bill Ai  
*Ontario*  
Durham College



Shaun Byrne  
*Ontario*  
St. Clair College



Zach Dodge  
*Ontario*  
Conestoga College



Tony Frangis  
*Ontario*  
Lambton College



Tyler Hetherington  
*Ontario*  
Fanshawe College



Shadi Hanna  
*Alberta*  
Keyano College



Greg Mittler  
*Ontario*  
University of Waterloo



Jennifer Seto  
*British Columbia*  
Simon Fraser University



Andrew Tran  
*Alberta*  
Southern Alberta Institute  
of Technology (SAIT)

# Esport Canada Post Secondary

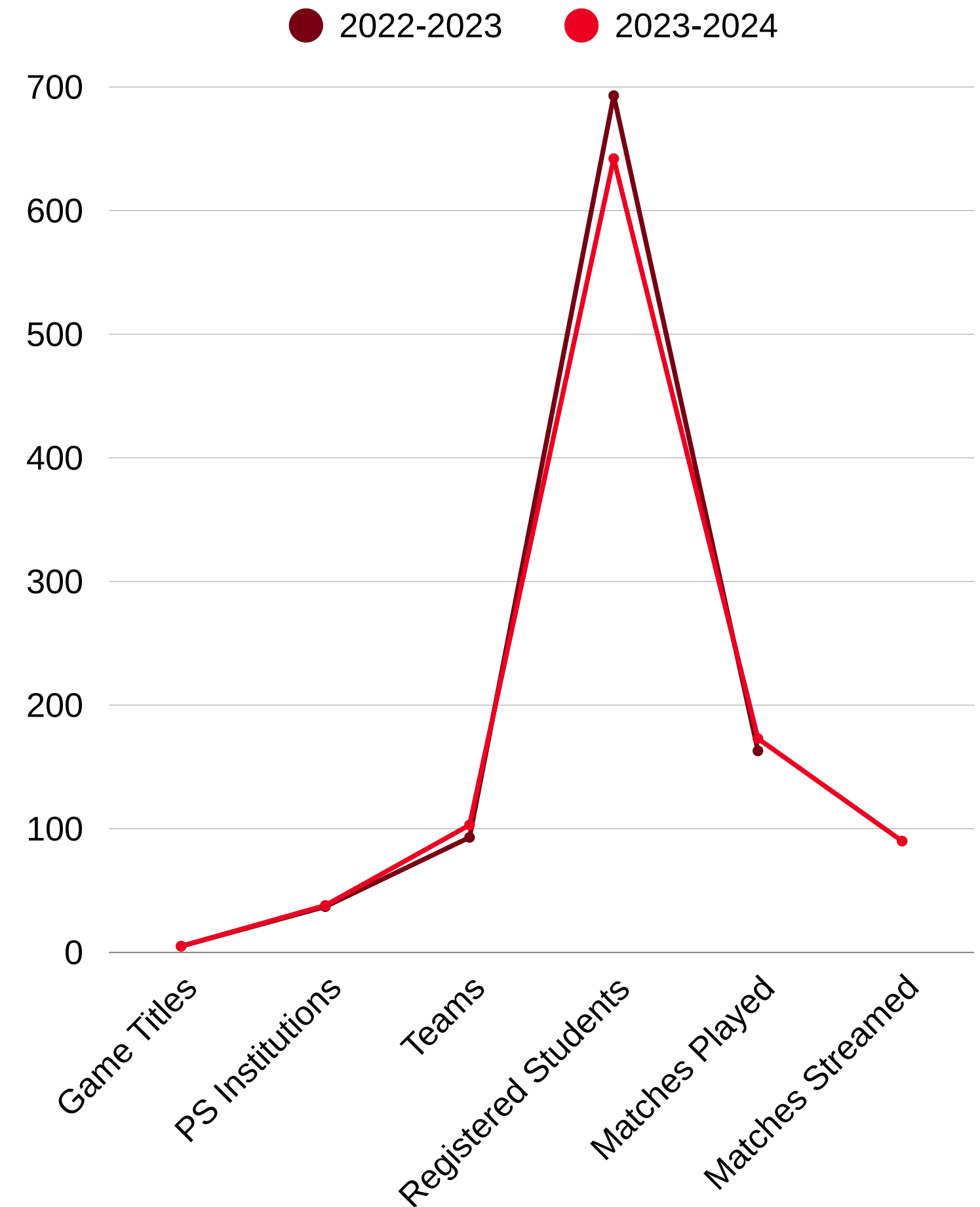
Esport Canada Post-Secondary Esport Canada Post-Secondary (**ECPS**) is a national council dedicated to advancing post-secondary esports in Canada and fostering its growth through the promotion of Standards of Excellence. ECPS is founded upon three (3) fundamental pillars:

- **Advocacy:** ECPS actively engages in advocating for Canadian post-secondary esports programs, ensuring their inclusion, and addressing their specific requirements with regard to North American Leagues, publishers, and government entities
- **Recognition:** ECPS seeks to recognize and acknowledge exceptional achievements within the Canadian post-secondary esports landscape by:
  - Identifying top teams in Canada using the Canadian Power Rankings and National Tournaments.
  - Awarding and celebrating the success and outstanding contributions and accomplishments of coaches, staff, programs, players, and students.
- **Education:** ECPS aims to promote the growth of esports in Canadian post-secondary institutions by:
  - Encouraging and persuading more Canadian institutions to allocate resources to esports.
  - Assisting in the establishment and development of new varsity esports programs in Canadian post-secondary institutions.
  - Providing guidance to student esports clubs in their efforts to obtain varsity recognition and support.
  - Establishing Standards of Excellence to define the criteria and expectations for varsity programs.
  - Conducting and publishing an annual survey to collect and present a comprehensive overview of the current state of post-secondary esports in Canada.

# Esport Canada Post Secondary



Esport Canada Post Secondary National Council proudly presented the second annual Canadian Esports Nationals in November of 2023. The event, hosted over the week of American Thanksgiving when many USA-based leagues are on break, saw growth in participation over its inaugural year. Most notable was the increase in the number of matches streamed and their viewership.





# THANK YOU



**ESPORT  
CANADA**  
POST-SECONDARY





# 2023-2024 Esport Canada Post Secondary VARSITY PROGRAMS



Ontario  
Conestoga College



Ontario  
Durham College



Ontario  
Fanshawe College



Ontario  
Humber College



Alberta  
Keyano College



Ontario  
Lambton College



Alberta  
NorQuest College



Ontario  
Ontario Tech University



Nova Scotia  
St. Mary's University



Ontario  
Seneca College



Ontario  
St. Clair College



Ontario  
University of Windsor



Quebec  
Université du Québec  
à Trois-Rivières

# 2023-2024 Esport Canada Post Secondary AFFILIATE PROGRAMS



*Alberta*  
**Lethbridge College**



*Ontario*  
**Royal Military College of  
Canada**



*British Columbia*  
**Simon Fraser University**



*Alberta*  
**Southern Alberta Institute  
of Technology (SAIT)**



*Ontario*  
**University of Waterloo**



# 2023-2024 Esport Canada Post Secondary CLUB PROGRAMS



*Nova Scotia*  
**Dalhousie University**



*Ontario*  
**George Brown  
College**



*Ontario*  
**Georgian College**



*British Columbia*  
**Langara College**



*Quebec*  
**McGill University**



*Ontario*  
**Toronto Metropolitan  
University**



*Quebec*  
**Université de Montréal**



*Alberta*  
**Olds College**



*Alberta*  
**University of  
Alberta**



*British Columbia*  
**University of British  
Columbia**



*Alberta*  
**University of  
Calgary**



*Ontario*  
**University of  
Ottawa**



*Manitoba*  
**University of  
Winnipeg**

# EC PS - Advocacy & Education

ESPORT CANADA Post Secondary strives to elevate esports for Canadian post secondary institutions through Recognition, Advocacy, and Education. The focus of these efforts for the 2023-2024 school year centered on community engagement via discord and leveraging events geared for post secondary institutions, and Power Rankings to increase visibility for esports programs across the country.

**ESPORT CANADA  
POST SECONDARY  
POWER RANKINGS**



**Meeting of “official” and  
“unofficial” post  
secondary institution  
representatives**

**Bi-Weekly meetings**

- **National Council**
- **School Reps**

**ECPS Council  
Task Delegation  
+  
Restructured Discord Server**



BROUGHT TO YOU BY:



# WATERLAN

*Presented by University of Waterloo & Conestoga College*

When:  
December 2nd - 3rd, 2023

Where:  
University of Waterloo & Conestoga College



Photo credit: @eriksenchee, @designtrbl, @marblesgg,  
Julian MacDuff, pranavthakor, jiteshvaswani

# FULL SCHEDULE

PDT/EDT	MAY 6		MAY 7		MAY 8		MAY 9		MAY 10		MAY 11		MAY 12	MAY 13					
STREAM	CIE 1	BMO NXT LVL	CIE 1	CIE 2	CIE 1	CIE 2	CIE 1	CIE 2	CIE 1	CIE 2	CIE 1	CIE 2	N/A	CIE 1	CIE 2				
1:00-4:00 PM	OPENING CEREMONY		BRING YOUR PARENTS TO SCHOOL!		EVENTS, PRODUCTION AND GRAPHIC DESIGN		REVIVE ME JETT!			BMO FINANCIAL LITERACY	CASTING 108 OR 801		MOTHER'S DAY	CHARITY SHOWMATCH!					
1:30-4:30 PM																			
2:00-5:00 PM																			
2:30-5:30 PM	GET COACHED!		PATH TO PRO		STUDENT LEADERS IN ESPORTS		SPILLAGE STATION: UNDER PRESSURE! MATHS, SCIENCE, HISTORY, DESIGN, CULTURE AND PRODUCTION IN GAMES	CRAFTING COMPETITIVE SKILLS: LEADERSHIP, STRATEGY, TEAMWORK AND PROBLEM-SOLVING	COD MW3 TOP 16 (BO3)*	CAREERS IN GAMING AND ESPORTS	ORGANIZATION SPOTLIGHT: ESPORTS CANADA AND BOPE	FROM CAMPUS TO CHAMPIONS: VHS ALUMNI DISCUSS ESPORTS GAME DEVELOPMENT							
3:00-6:00 PM																			
3:30-6:30 PM																			
4:00-7:00 PM	OVERWATCH 2 TOP 16 (BO3)	OVERWATCH 2 TOP 16 (BO3)	OVERWATCH 2 3RD PLACE (BO3)	LEAGUE OF LEGENDS ROUND ROBIN 3 GAMES (BO1)	LEAGUE OF LEGENDS TOP 8 (BO1)	LEAGUE OF LEGENDS TOP 8 (BO5)			COD MW3 TOP 8 (BO5)		VALORANT TOP 8 (BO1)	VALORANT TOP 8 (BO1)			VALORANT FINALS (BO3)	VALORANT 3RD PLACE (BO3)			
4:30-7:30 PM																			
5:00-8:00 PM																			
5:30-8:30 PM	OVERWATCH 2 TOP 8 (BO3)	OVERWATCH 2 TOP 8 (BO3)	OVERWATCH 2 FINALS (BO5)			LEAGUE OF LEGENDS ROUND ROBIN 3 GAMES (BO1)	LEAGUE OF LEGENDS SEMIFINALS (BO3)	LEAGUE OF LEGENDS SEMIFINALS (BO3)	LEAGUE OF LEGENDS FINALS (BO5)	LEAGUE OF LEGENDS 3RD PLACE (BO5)	COD MW3 SEMIFINALS (BO5)	VALORANT ROUND ROBIN 3 GAMES (BO1)		VALORANT SEMIFINALS (BO3)	VALORANT SEMIFINALS (BO3)				
6:00-9:00 PM																			
6:30-9:30 PM																			
7:00-10:00 PM	OVERWATCH 2 SEMIFINALS (BO5)	OVERWATCH 2 SEMIFINALS (BO5)				LEAGUE OF LEGENDS SEMIFINALS (BO3)	LEAGUE OF LEGENDS SEMIFINALS (BO3)			COD MW3 FINALS (BO5)									
7:30-10:30 PM																			
8:00-11:00 PM																			

\*COD MW3 TOP 16 WILL NOT BE STREAMED



# EC PS - Multi-Year Strategic Plan

## 01 YEAR

- Continue to develop our relationship with Esport Educators to ECPS by connecting teachers and leaders in higher education across the country with one another.
- Explore adding new titles to our Power Rankings system (Apex, CSGO, R6).
- Increase the number of school-based LANs that EC PS is able to support.
- Host our third annual national championship.
- Launch an end-of-year awards show to recognize and celebrate our Canadian post secondary esports programs.
- Continue to encourage and support Canadian institutions to invest in esports.
- Grow connections within the K-12 space.
- Develop a Canadian Esports Collegiate report to consolidate statistical data and to elevate the community.

## 05 YEAR

- Host an in-person National Championship.
- Develop an educational and personal development conference for everyone involved in post secondary esports in Canada
  - Directors, Managers, Coaches, Production, Educators
- Consider leadership roles representing different communities within ECPS to Council or other elevated positions to help grow connections across the ECPS landscape.
- Reach 20+ Varsity Programs in Canada connected to ECPS.
- Have representation from every province in Canada.
- Develop a recruitment pipeline that directly connects k-12 with to post secondary institutions in Canada.

## 10 YEAR

- Reach 30+ Varsity Programs in Canada connected to ECPS



SASKATCHEWAN ESPORTS ASSOCIATION Provincial Team  
2024 Canada Day Invitational feat. Rocket League



# COMP National Council

## Provincial Associations & Representatives



Brandon Wicke  
John Tran  
**YEA**



Rosaline Leung  
Derian Chow  
**BCEA**



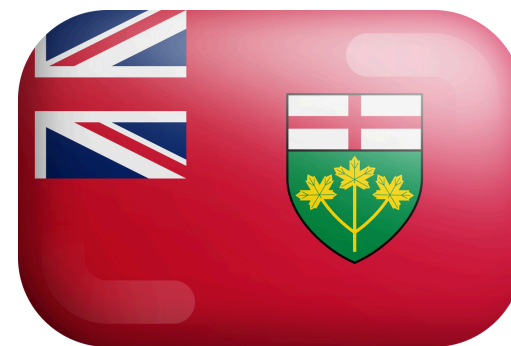
Brad Jones  
Ryan Coutts  
**AESA**



Shaye Ruecker  
Matt Zomer  
**SEA**



Melanie Penner  
**MESA**



Salil Gupta  
Gilbert Bago  
**ONTARIO REPRESENTATIVES**



Cole Ferguson  
**NS & ATLANTIC CANADA  
REPRESENTATIVE**

# Esport Canada Competitive

Esport Canada Competitive (**EC COMP**) is a national council that works alongside not-for-profit provincial associations, grassroots organization, industry, and the many diverse gaming communities across the country to develop and support Canadian talent and opportunities to participate and excel at all levels of play, for all Canadians.

- **Recreational Esports**

- Supporting leagues, tournaments, and drop-in gaming communities that range from new players to top competitors. The purpose of this setting is to compete and have fun, founded on a shared love of the game.

- **Club Esports**

- Supporting leagues and tournaments that are focused on accelerated skill development. These programs develop the player and help create pipelines to amateur and professional opportunities through tiered gaming, academy schools, and junior leagues.































- **Amateur Esports**

- Supporting Canada's top amateur players as they develop their pathway to professional esports through experience and exposure in provincially and nationally sanctioned tournaments and leagues, and opportunities to represent Canada on the international stage.

























- **Professional Esports**

- Supporting professional Canadian esports talent and opportunities to play on professional teams in Canada through strategic partnerships and government advocacy.

## AFRICA

 Algeria	 Benin	 Burkina Faso	 Cameroon	 Chad
 Congo	 Djibouti	 DR Congo	 Egypt	 Eswatini
 Gambia	 Ghana	 Guinea	 Ivory Coast	 Kenya
 Libya	 Madagascar	 Mali	 Mauritania	 Mauritius
 Morocco	 Namibia	 Niger	 Nigeria	 Senegal
 Somalia	 South Africa	 South Sudan	 Tunisia	 Zimbabwe

## AMERICA

 Argentina	 Bolivia	 Brazil	 Canada	 Chile
 Colombia	 Costa Rica	 Cuba	 Dominican Republic	 Ecuador
 Guadeloupe	 Guatemala	 Haiti	 Honduras	 Jamaica
 Mexico	 Panama	 Peru	 Suriname	 The Bahamas
 Trinidad and Tobago	 United States	 Uruguay	 Venezuela	

## ASIA

 Afghanistan	 Bahrain	 Bangladesh	 Bhutan	 Brunei Darussalam
 Cambodia	 China	 Hong Kong, China	 India	 Indonesia
 Iran	 Iraq	 Japan	 Jordan	 Kazakhstan
 Korea	 Kuwait	 Kyrgyzstan	 Laos	 Lebanon
 Macau, China	 Malaysia	 Maldives	 Mongolia	 Myanmar
 Nepal	 Pakistan	 Palestine	 Philippines	 Qatar
 Saudi Arabia	 Sri Lanka	 Syria	 Tajikistan	 Chinese Taipei
 Thailand	 Timor-Leste	 Turkmenistan	 United Arab Emirates	 Uzbekistan
 Vietnam	 Oman			

## EUROPE

 Albania	 Armenia	 Austria	 Azerbaijan	 Belarus
 Belgium	 Bosnia and Herzegovina	 Bulgaria	 Croatia	 Czech Republic
 Denmark	 Estonia	 France	 Georgia	 Germany
 Gibraltar	 Greece	 Hungary	 Iceland	 Ireland
 Israel	 Italy	 Kosovo	 Latvia	 Lithuania
 Luxembourg	 Malta	 Moldova	 Monaco	 Montenegro
 Netherlands	 North Macedonia	 Norway	 Poland	 Portugal
 Romania	 Russia	 San Marino	 Serbia	 Slovakia
 Slovenia	 Spain	 Sweden	 Switzerland	 Turkiya
 Ukraine	 Wales			

## OCEANIA

 Australia	 Guam	 New Zealand
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# TEKKEN 8

World Esports  
**IESF**



**IASI2023**

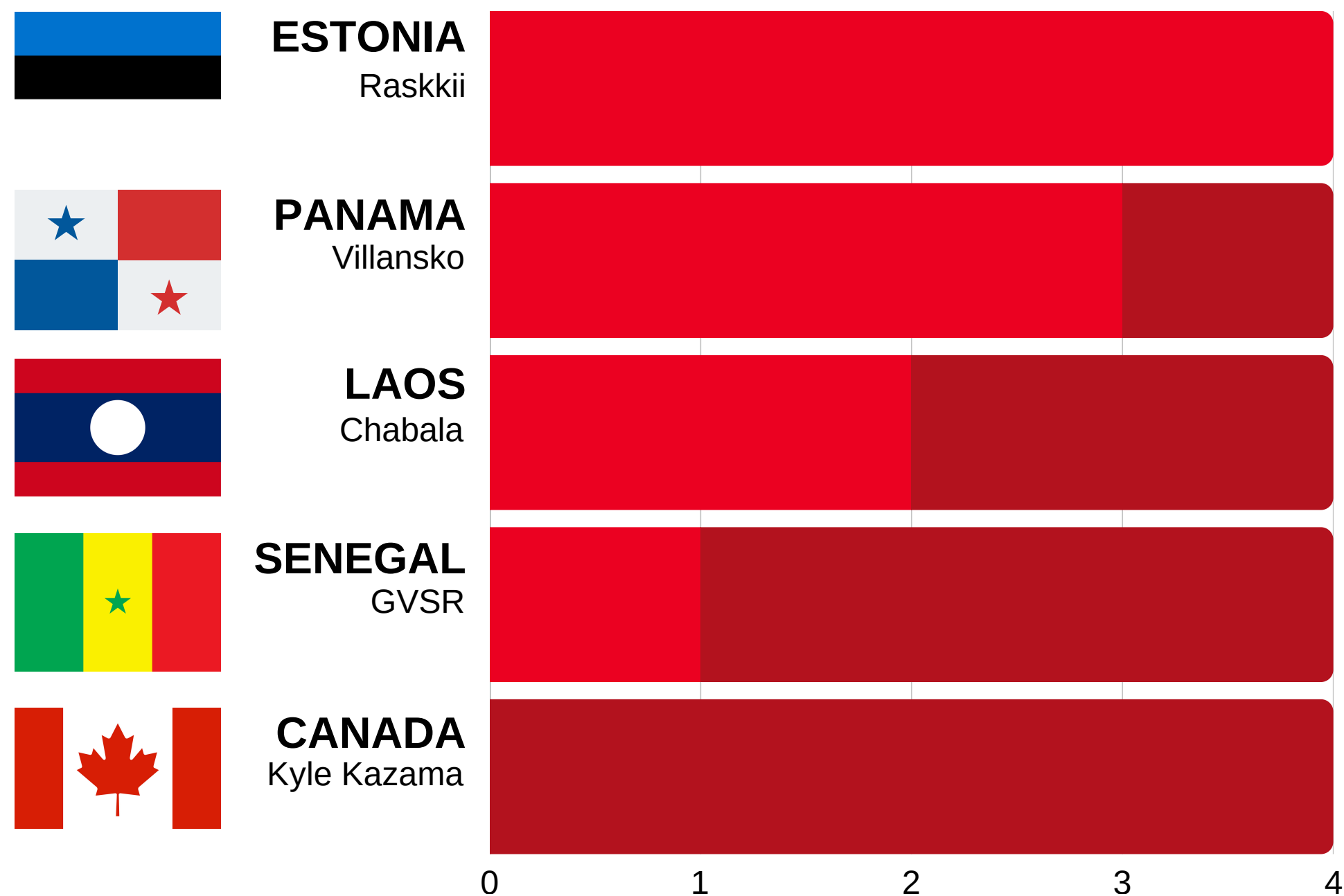
15th WE Championships

*Kyle Kazama*



## GROUP P

● Wins ● Losses



# National Team Combines



## STREAM PARTNERS



Powered by  
**TELUS<sup>®</sup>**  
**ARENA**



# COUNTER STRIKE 2

## 2024 WOMENS NATIONAL TEAM



**jesscas**  
**athxna**

**GooseBreeder**  
**Jazzyk1ns**

**rain**  
**Bouchard**

**missharvey**

**ParkS**  
Team Manager



# COUNTER STRIKE 2

## 2024 OPEN NATIONAL TEAM



**Pluto**      **Gabie**      **Tenskee**      **Melio**      **JOLZ**      **YuZ**      **vEz**  
Team Manager



# 2024 NATIONAL PLAYER



AllanShowtime





# 173 Member Federations

 Africa  Asia  Europe  Americas  Oceania

Algeria	Nigeria	Saudi Arabia	Malaysia	Albania	Lithuania	Argentina	Mexico	Australia
South Africa	Senegal	Bahrain	Maldives	Armenia	Luxembourg	Bahamas	Panama	Guam
Benin	Somalia	Bangladesh	Mongolia	Azerbaijan	Malta	Barbados	Peru	New Zealand
Burkina Faso	South Sudan	Bhutan	Myanmar	Belarus	Moldova	Bolivia	Puerto Rico	Papua New Guinea
Cameroon	Tanzania	Brunei Darussalam	Nepal	Belgium	Monaco	Brazil	Saint Lucia	
Democratic Republic of the Congo	Togo	Cambodia	Oman	Bosnia and Herzegovina	Montenegro	Cayman Islands	Suriname	
Côte d'Ivoire	Tunisia	Peoples Republic of China	Uzbekistan	Bulgaria	Norway	Canada	Trinidad and Tobago	
Djibouti	Zambia	United Arab Emirates	Pakistan	Croatia	Netherlands	Chile	Uruguay	
Egypt	Zimbabwe	Hong-Kong, China	Palestine	Spain	Poland	Colombia	Venezuela	
Gambia		India	Philippines	Estonia	Portugal	Costa Rica		
Ghana		Indonesia	Qatar	Georgia	San Marino	Cuba		
Guinea		Islamic Republic of Iran	Singapore	Gibraltar	Serbia	Dominican Republic		
Kenya		Iraq	Sri Lanka	Great Britain	Slovakia	Ecuador		
Libya		Japan	Syrian Arab Republic	Hungary	Slovenia	United States of America		
Malawi		Jordan	Tajikistan	Ireland	Sweden	Guadeloupe		
Mali		Kazakhstan	Chinese Taipei	Iceland	Switzerland	Guatemala		
Mauritania		Kyrgyzstan	Thailand	Israel	Czechia	Guyana		
Mauritius		Kuwait	Timor-Leste	Italy	Türkiye	Honduras		
Morocco		Laos	Turkmenistan	Kosovo	Ukraine	Jamaica		
Namibia		Lebanon	Vietnam	Latvia		Martinique		



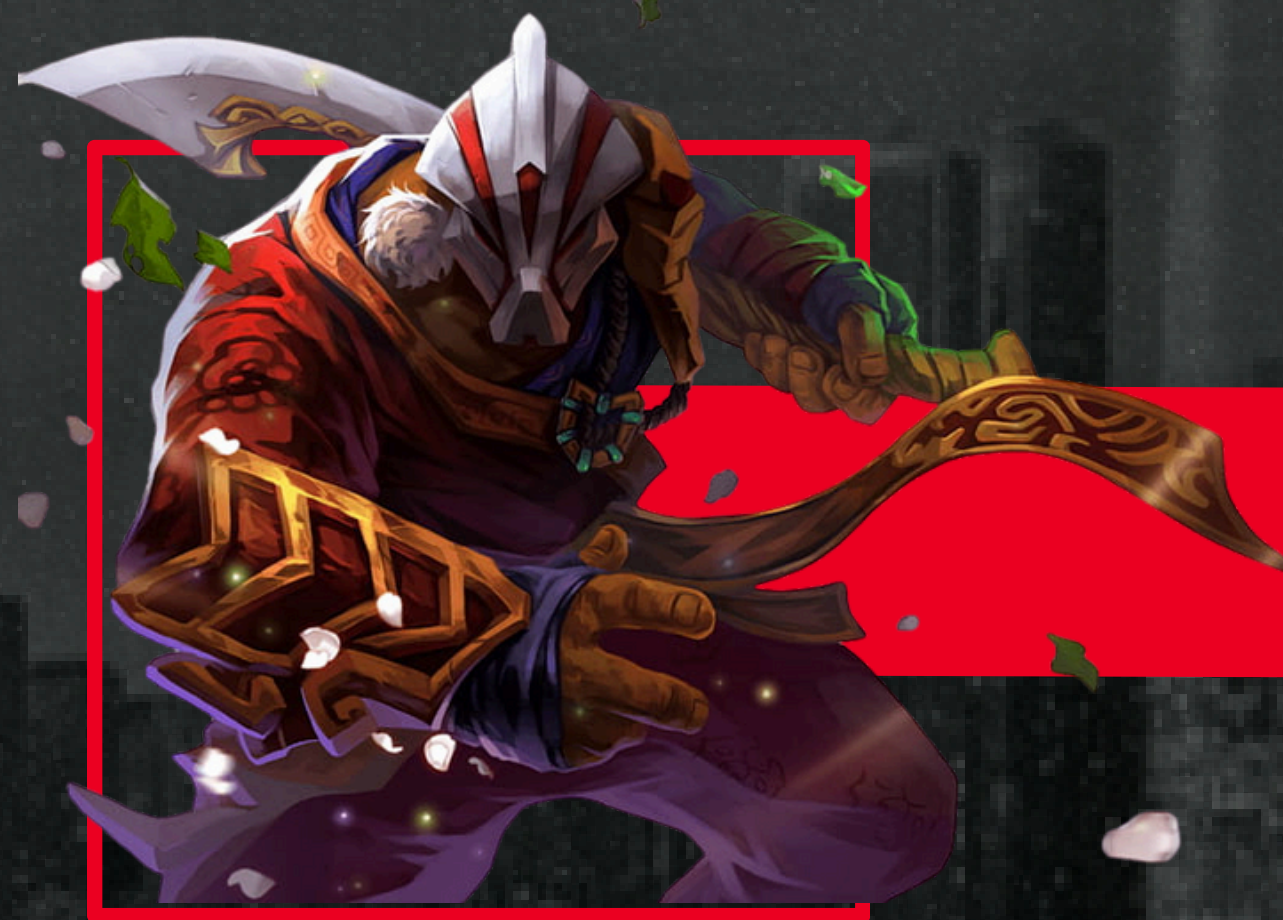


DOTA 2  
OPEN + WOMEN



## NATIONAL TEAM SELECTION 2024

ESPORT CANADA will be selecting teams and individual players to represent Canada in Assetto Corsa Competizione and DOTA 2 for the 2024 Global Esport Games this December.





# 2024 OPEN NATIONAL TEAM



**Pingus**

**LGTK**

**Zore**

**boris**

**iAnnihilate**

**Froogoss**

**TBA**

Team Manager







# ESPORT CANADA GENERAL REPORT

Uniting, Amplifying, and Advocating Esports in  
Canada by fostering a community built on  
respect, excellence, and love of the game.

# Canadian Gaming + Esports

**5.5B**

Contributed to  
Canada's GDP

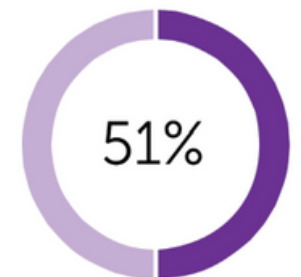
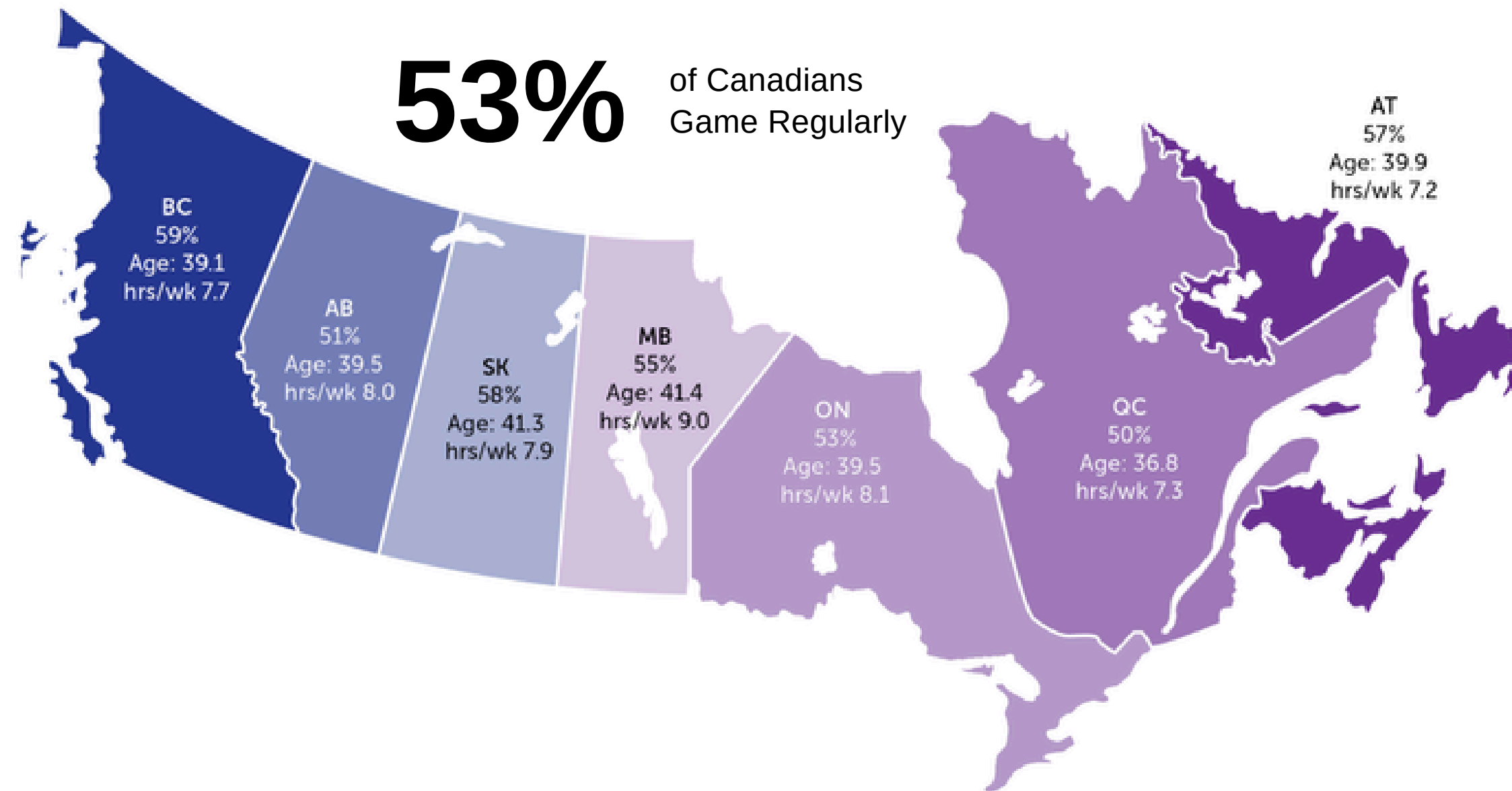
Average age  
of Gamers  
in Canada is

**34**

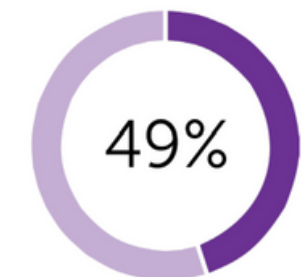
**89%**

of Canadian kids  
and teens play  
video games

**53%** of Canadians  
Game Regularly



**Female**



**Male**

Read the full 2022 report at:

**Entertainment Software Association of Canada**





## PANAM ESPORTS COALITION

During the 2023 IESF World Esports Championships, the PAN AMERICAN nations came together to discuss issues specific to the region. From this meeting, the need for an independent intercontinental body emerged, separate from all international/global bodies for the purpose of collective growth and advocacy from a Pan American perspective. Federations from each nation recognized by the IESF and GEF were invited to sign an MOU, agreeing to collaboratively work towards mutually beneficial goals for the Americas. Regional representatives from North America, the Caribbean, Central America, and South America were elected to facilitate this work, with Melissa Burns elected to represent North America on the PanAm Esports Coalition (PEC) Executive Committee. As part of the MOU, a study was conducted of esports trends throughout the region. The final report was shared with each signing nation and later made available to the public upon request. The PEC agreed to an extension of the MOU with quarterly meetings centered on discussions, research, and advocacy of esports in the Americas.

## ESPORTS RECOGNITION

**ESPORTS  
Recognized  
as SPORT\***



\*Additional 30% reported sport recognition as "in progress"

### *Current Categorization*

- Social Sports Activity
- Entertainment x5
- Gambling/Betting x2
- "Managed by the Olympic Committee"
- Technology/Economy



OPENING CEREMONIES  
2023 IESF World Esports Championships - Romania





## PANAM GAMES

The Global Esports Federation held a series of keynotes, panels, and meetings during the 2023 PANAM Games in Santiago, Chile this past October. The Canadian Olympic Committee chose not to send any esports players for this event, but Esport Canada was given the opportunity to present remotely at one of the GEF meeting during the PANAM Games. Jay Balmer and Melissa Burns had the opportunity to share their experiences and perspectives on successful navigating a merger of national esports federations followed by a questions and answer period.



## GEF MEMBERSHIP

The Global Esports Federation awarded Esport Canada Affiliate Member status in November of 2023 following the merger with the Canadian Esports Association. We continue to pursue Full Membership status with the GEF through active conversations with government bodies and the COC to meet GEF's requirement of official recognition by an NSA or NOC as the national body for esports.

**Esport Canada | Annual Report 2024**



# Canadian Ministry of Sport & Canadian Olympic Committee (COC)



**Federal  
Ministry of  
Sport**



**Canadian  
Olympic  
Committee**

## Explorations

Esport Canada has had the opportunity to begin preliminary conversations and explorations with both the Canadian Ministry of Sport as well as the Canadian Olympic Committee (COC) to introduce Esport Canada, the impact of gaming and esports in Canada, and the need for recognition and support. We will continue to pursue these conversations and align our priorities and development to create a thriving gaming scene for Canadians while meeting the requirements of these authorities to ensure safe and inclusive spaces to play and compete.





CANADA DAY 2024  
Department of Heritage - LeBreton Flats  
Photo: Ye Fang Kuang

# Developing Relationships



**MOTORSPORT  
ASN CANADA**



**TENNIS  
CANADA**



**CYCLING  
CANADA**

## Stronger Together

As a young federation, we have the opportunity to learn from established national sports authorities, to share ideas, safeguard against challenges, and adapt functions/models to the unique nature of our esports disciplines. We have begun to develop relationships with the Motorsport, Tennis, and Cycling NSA's that have tangential and/or direct connections to esports through emerging virtual sport disciplines and sim sports featured in international/global competition. We look forward to strengthening these relationships over the coming years, developing new relationships with additional organizations, and finding mutually beneficial opportunities to energize and invigorate our goals, together.



# ACTIONS FRANCE **PARTENARIAT** dans ESPORTS & GAMING



**AMBASSADE  
DE FRANCE  
AU CANADA**

*Liberté  
Égalité  
Fraternité*



**ESPORT  
CANADA**



**AMBASSADE  
DE FRANCE  
AU CANADA**

*Liberté  
Égalité  
Fraternité*



**ESPORT  
CANADA**



**HUMBER**



# FRANCE // CANADA



 **Christine**  
Kev



 **Pauline**  
Puybureau



**KAYANE**



 **DR. Lisa**  
Funnell



 **Stéphanie**  
Harvey



 **Carol**  
Meissner



 **Melissa**  
Burns

## French Embassy Partnership

Esport Canada had the distinct honour of partnering with the French Embassy to Canada in May 2024, welcoming a delegation of French esports industry leaders to Toronto to participate in a number of speaking engagements, cultural exchanges, and B2B meetings - all centered on supporting and amplifying the voices of women and equity-deserving communities within gaming and esports. Esport Canada had the privilege of participating in B2B meeting along with the French delegates at the MLSE Toronto Raptors Uprising head quarters, Toronto Metropolitan University, Seneca College, and Overactive Media, in addition to panel discussions at XP GAME SUMMIT and TORONTO GAMES WEEK hosted at the Humber International Graduate School, powered by Incendium Gaming and Canada Computers.



**XP GAME SUMMIT**  
Engaging Equity  
through Game  
Development &  
Community



**TORONTO GAMES  
WEEK**  
France X Canada -  
Empowering  
Inclusive Play



**TEKKEN 8  
SHOW MATCH**  
**KAYANE VS Devyn**









# LOOKING AHEAD

CANADA DAY 2024  
Department of Heritage - LeBreton Flats  
Ye Fang Kuang

# GOALS for 2024-2025



## Membership & Events

Work alongside National Councils to establish membership models that are reflective, supportive, and inclusive of each community. The ethical collection and reporting of aggregate data may be required for reporting to government bodies and can be leveraged as a value proposition to potential partners. This information will also be used to inform decision making around future regional and national events.



## Policies & Procedures

Work alongside National Councils, government bodies, international bodies, publishers, and other key stakeholders to develop Safe Sport, Anti-Doping, and additional policies and procedures to ensure safe and inclusive gaming practices, elevating the status of esports in Canada and Esport Canada's position globally.



## Recognition & Support

Work alongside National Councils to advocate, educate, and meet expectations and requirements of the Canadian Ministry of Sport and Canadian Olympic Committee for official recognition.



# GOALS for 2024-2025



## Funding / Sponsorship

Esports and gaming are increasingly part of the culture and lives of Canadians. Though esports and gaming are generally associated with younger audiences, the Entertainment Software Association of Canada's 2022 report found the average age of the gamer in Canada to be 34 years old. With a growing number of schools and post-secondary institutions recognizing the holistic impact of esports for students, cities and provinces such as Alberta, Toronto, Montreal and Vancouver strategizing how to best harness the economic potential of esports, and the International Olympic Committee unanimously voting to create the Olympic Esports Games, it is critical that Esport Canada continue to develop infrastructure for Canadians to play and compete in esports. The rate of growth, increased demands on Canadian to participate at international events, and critical need for the development of policies and procedures to establish the highest level of safety, equity, accessibility, and excellence in Canadian esports requires financial support. Esport Canada has been able to accomplish remarkable growth as a 100% volunteer-run organization, but it is essential that we prioritize and develop long-term relationships with sponsors and partners, and establish sustainable funding models to ensure longevity for Canadian esports player development.

