



2025 Annual Report

July 1, 2024 - June 30, 2025

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 treatied 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.



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.



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 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.

'24-'25 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



Myra Davis
Vice-Chair



Carol Meissner
Board Member



Emil Vanjaka
Board Member



Jonathon McDaniel
Chair of Competitive
National Council



Bernard Mafai
Chair of Post-Secondary
National Council



Nathan Kolbun
Chair of Education
National Council



Melissa Burns
Chief Executive Officer



Amar Sidhu
Chief Legal Officer



Carol Meissner
Chief Financial Officer



Kendryx Linscott
Chief Marketing Officer



Kyra Bernard
Director of XP BOOST



Landon Gorbenko
Chief Performance Officer



Matt Kovacs
Director of IT

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.

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.

SebDot
Rocket League



Excess
DOTA 2



Uncle Vinch
FGC



LiN_fps
COUNTER-STRIKE 2



Silver
Valorant



Chibi
Overwatch 2



Marketing

Aylin
Content Creation / IG

Dmitry
Twitter / LinkedIn



Daria
Web Design

Matt
EDU Socials

Daniel Dai
Legal Advisor



Donny Jackson
Legal Advisor

Broadcast

Joseph
Director of Broadcast



Alex
Twitter / LinkedIn



Manny
Assets / Overlays

Elliot
Sound Design

Legal



EDUCATION DIVISION

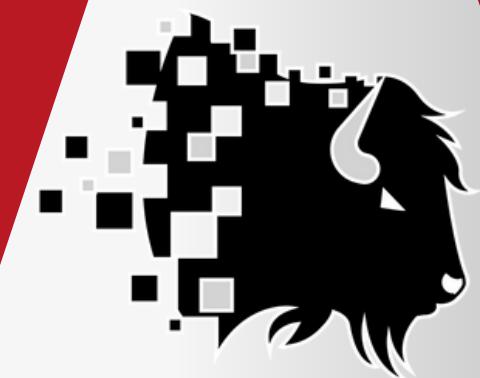


EC EDU National Council

Michael Saretzky
Travis Bouchard
ASEL

Durston McKenna
Dean Vendramin
SaskSEA

Karl Hildebrandt
Nathan Koblun
MSEA



Dan Rolo
Matt Wannamaker
OSEA



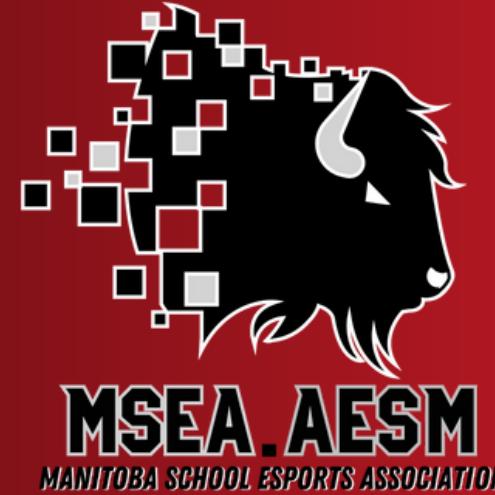
Philippe Gauthier
Jimmy Gagne
QC REP



Bryan Ouellette
Jordan Smith
NB REP



Membership



Schools **80**

Students **1K+**



Schools **51**

Students **700+**

**BC / AB / SK /
NWT / QC / NB**

Schools **28**

Students **N/A**



Post-Secondary Partnerships



PARTICIPATION STATISTICS

Spring 2024

Fall 2024

Saturday, November 9 2024

- Top U18 and U15 Scholastic Qualifier Tournament
- **Open to Canadian Scholastic teams of all skill levels in BC, Yukon, NWT, Nunavut, Quebec, Nova Scotia, New Brunswick, and Newfoundland & Labrador**
- All other provinces must qualify through their Provincial Association

Saturday, November 30 2024

- Top U18 and U15 Scholastic teams across Canada
- **Invitation only** - through Provincial Associations (Alberta, Saskatchewan, Manitoba, or Ontario), or November 9 Qualifier Tournament (see above)

More info in the Esport Canada EDU Discord Server or by contacting Nathan.Koblun@esportcanada.org



U18

14

18

U15

16

23

AB / SK / MB / ON / QC / NB

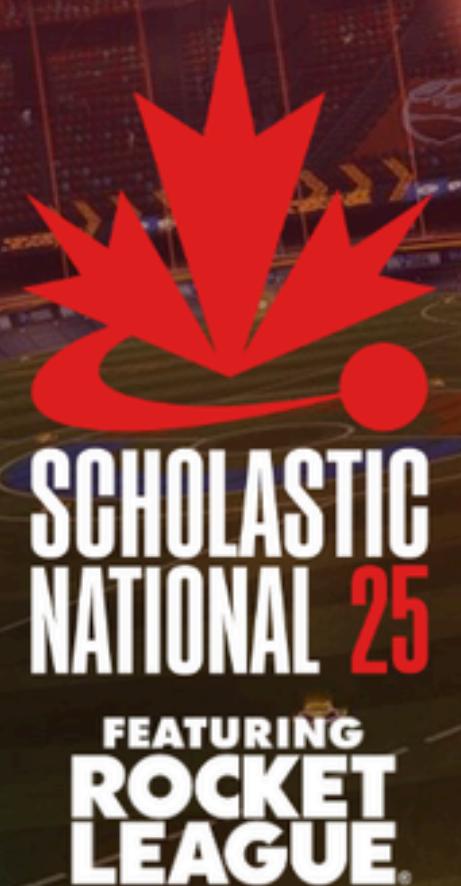
Esport Canada EDU 2024

Saturday, April 26 2025

- U18 and U15 Scholastic OPEN Tournament
- Open to Canadian High School and Middle School teams
 - (U18 and U15 Divisions)
 - Scholastic teams of all skill levels
- Free to all Esport Canada EDU Member Schools*
- Coaches meeting Wednesday, April 16th @ 8pm EDT
- More information available on EC EDU Website soon!

More info in the Esport Canada EDU Discord Server
or by contacting Nathan.Koblun@esportcanada.org

*MEMBERSHIPS IN MANITOBA AND ONTARIO ARE MANAGED BY MSEA AND OSEA



PARTICIPATION STATISTICS

Fall 2024 Spring 2025

U18

14

12

U15

16

9

AB / SK / MB / ON / QC / NB



DESIGN CHALLENGE DOGSELED TRACK



THE LADIES OF MINECRAFT

ST. GEORGE CATHOLIC SCHOOL - ON

1st

ESPORT
CANADA



WOLVERINES

OUR LADY OF VICTORY CATHOLIC SCHOOL - ON



THE MAXALOTLS

ST. GEORGE CATHOLIC SCHOOL - ON

6th



MAROON MOOSE

ROBERT ANDREWS SCHOOL - MB



ESMS 1

EAST SELKIRK MIDDLE SCHOOL - MB

7th

2025



ÉDS LAVENDER DRAGONS

ÉCOLE DUGALD SCHOOL - MB



BLACK WOLVES

ROBERT ANDREWS SCHOOL - MB

8th



THE DEMIGODS

OUR LADY OF VICTORY CATHOLIC SCHOOL - ON



REDHAWKS

ROTHESAY HIGH SCHOOL - NB

9th

FINAL STANDINGS
ESPORTCANADA.ORG



EC EDU Multi-Year Strategic Plan

01 YEAR

2024 GOALS

- **COMPLETED:** 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
- **COMPLETED:** Continue to support the development of educator-led Provincial Affiliate esport organizations across Canada with resources, organization and competitive supports, and leveraging our National Competitions to build new relationships
- **ONGOING WITH SUCCESSES:** Identify and build strategic partnerships with our community in order strengthen and enhance the resources that we can offer our Provincial Affiliate organizations, specifically around competition, coaching, and program development

2025 GOALS

- **CONTINUE:** Identify and build strategic partnerships with our community in order strengthen and enhance the resources that we can offer our Provincial Affiliate organizations, specifically around competition, coaching, and program development
- **NEW GOAL:** Codify agreement between EC EDU and Provincial Associations

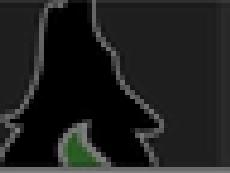
05 YEAR

- **YEAR 2:** Host an educators conference to build visibility and capacity for school esports.
 - **NO PROGRESS UPDATE AT THIS TIME (2025)**
- **YEAR 2:** Expand title offerings for National Tournaments to support Provincial Affiliates
 - **UPDATE (2025):** Provincial Associations have discussed Spring 2025 as a time to explore one or two new titles
- **YEAR 2:** Secure prizeing for Esport Canada EDU tournaments
 - **NO PROGRESS UPDATE AT THIS TIME (2025)**
- **YEAR 2:** Have five (5) Canadian Provinces represented by Provincial Affiliate organizations
 - **UPDATE (2025):** We currently recognize 4 provincial associations (Alberta, Saskatchewan, Manitoba, and Ontario)

10 YEAR

- **YEAR 2:** Host rotating city in-person national finals every two (2) years in conjunction with an educator conference
 - **NO PROGRESS UPDATE AT THIS TIME (2025)**
- **YEAR 2:** Have nine (9) Canadian Provinces represented by Provincial Affiliate organizations
 - **UPDATE (2025):** We currently recognize 4 provincial associations (Alberta, Saskatchewan, Manitoba, and Ontario)



#1		ST. CLAIR	+2	#6		UBC	-1
#2		ALGONQUIN	-	#7		SAINT MARY'S	-
#3		UOTTAWA	+1	#8		CONESTOGA	-2
#4		UDEM	NEW	#9		UWINDSOR	+1

POST- SECONDARY DIVISION



'24-'25 EC PS National Council

Elected Representatives



Bernard Mafei (Chair)
Ontario
Humber Polytechnic



Shaun Byrne
Ontario
St. Clair College



Tyler Hetherington
Ontario
Fanshawe College



Zach Dodge
Ontario
Conestoga College



Myra Davis
Alberta
Keyano College



Bill Ai
Ontario
Durham College



Jennifer Seto
British Columbia
Simon Fraser University

Esport Canada Post-Secondary (EC PS)

Esport Canada Post-Secondary (EC PS) is a national council committed to advancing post-secondary esports in Canada by promoting Standards of Excellence, fostering institutional support, and empowering student leadership. EC PS works alongside colleges, universities, and student-led esports initiatives to grow the post-secondary esports ecosystem in ways that are equitable, inclusive, and sustainable.

Our work is grounded in three core pillars:

- **Advocacy** – Representing collegiate programs to leagues, publishers, and government bodies
- **Recognition** – Highlighting excellence through rankings, awards, and institutional achievements
- **Education** – Supporting program development, academic integration, and Standards of Excellence



State of the Sector

Colleges and universities are navigating budget constraints, leadership turnover, and shifting priorities - and esports programs have not been spared.

At the same time, esports continues to grow as a visible and strategic area of investment, with schools recognizing its potential as both a recruitment tool and a connector to industry.



Post-Secondary facing budget pressure, enrollment caps



Sector volatility impacting esports leadership and continuity



Esports in Canada gaining national prominence



Esports emerging as strategic differentiator for schools

Registered Entities

- Representing 25 institutions across 6 provinces
- 4 new members joined this year, including our first from Saskatchewan
- 50+ schools engaged through our broader network
- Continued growth across Varsity, Affiliate, and Club tiers

Varsity 11

Affiliate 3

Club 11

Schools 25

of teams 220+



EC PS Program Round-Up

Varsity



Ontario
Conestoga College



Ontario
Durham College



Ontario
Fanshawe College



Ontario
Humber Polytechnic



Alberta
Keyano College



Alberta
Norquest College



Ontario
Ontario Tech
University



Ontario
Seneca College



Ontario
St. Clair College



Quebec
Université du Québec à
Trois-Rivières



Ontario
University of Waterloo

Affiliate



Alberta
Lethbridge College



Ontario
Mohawk College



Alberta
University of Calgary



Ontario
Georgian College



British Columbia
Simon Fraser University



Saskatchewan
University of
Saskatchewan



Quebec
McGill University



British Columbia
University of British
Columbia Okanagan



Ontario
University of
Toronto



Ontario
Royal Military College of
Canada



Quebec
Université de Montréal



Ontario
University of Western
Ontario



Manitoba
University of Winnipeg

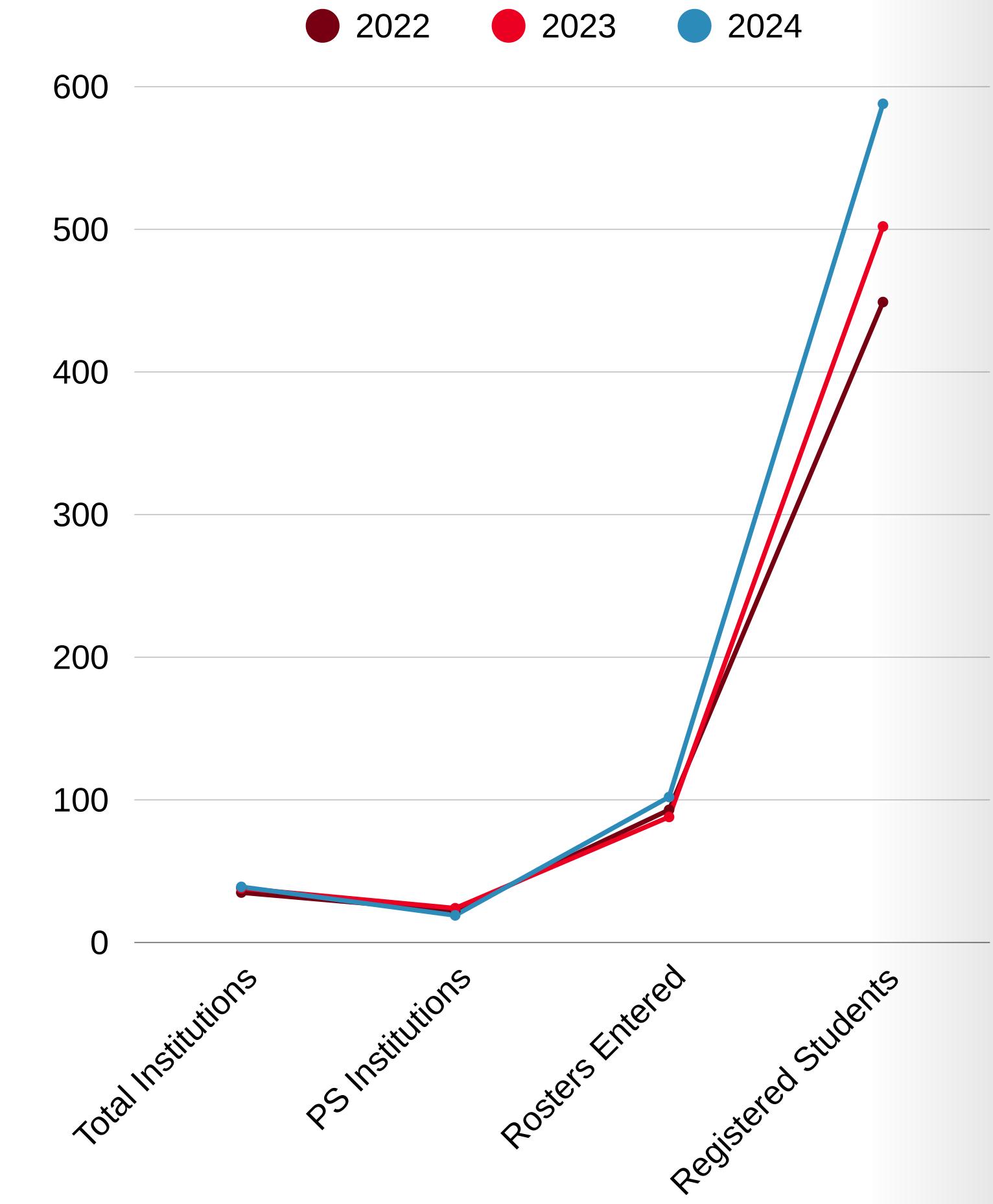


Ontario
York University



Nationals 24' Report

- 39 institutions participated, including 19 ECPS schools.
- 588 students competed across 102 rosters.
- Held **fully online**, during the November academic break.
- **Tournament Titles:** League of Legends, Rocket League, Overwatch 2, Valorant, Valorant Game Changers, Call of Duty: Black Ops 6
- Streamed via ECPS channels with 18 institutions collaborating on coverage.
- New Addition: Valorant Game Changers introduced an inclusive space for women-identifying players at the national level



YEAR IN REVIEW | 2024-2025

ECPS Operations

- Creation of ECPS contact list database
- Improvements to registration, onboarding, meeting formats
- Discord server optimization and data cleanup
- Bi-Weekly ECPS Council and Representative Meetings
- 3rd annual ECPS Nationals

Program-Led Highlights

- **WaterLAN** - Conestoga College, University of Waterloo
- **Saints Gauntlet Series** - St. Clair College

Sector-Wide Highlights

- Electric Clash 2024 - **Toronto, ON**
- Canadian Intercollegiate Exhibition (CIE) - **Online**
- Canadian Esports & Gaming Industry Summit (CEGIS) - **Vancouver, BC**
- Game Con Canada - **Edmonton, AB**
- VCT: Masters Toronto 2025 - **Toronto, ON**
- 2025 CDL Championships - **Kitchener, ON**

YEAR IN REVIEW | 2024-2025



EC PS Multi-Year Strategic Plan

01 YEAR

- Document and standardize operational processes (SOPs)
- Embed functional council roles and expectations directly into ECPS by-laws
- Strengthen representation and engagement with Western Canadian Institutions
- Establish a partnership and sponsorship strategy
- Strengthen ECPS presence at key events
- Grow connections within the K-12 space
- Host the 4th Annual Canadian Esports Nationals

05 YEAR

- Publish a Canadian Collegiate Esports sector report
- Host a National Academic & Leadership Conference
- Expand leadership representation within ECPS
- Expand ECPS representation across all provinces
- Launch an annual end-of-year awards showcase
- Create and maintain public tools and resources
- Reach 20+ Varsity-Recognized Programs in ECPS
- Engage 60+ total ECPS-connected Institutions

10 YEAR

- Reach 30+ varsity-recognized Programs
- Transition the Canadian Esports Nationals to a live, in-person Championship Series
- Embed Esports in National Post-Secondary Policy and Funding Models
- Establish Canada as a Global Leader in Collegiate Esports

COMPETITIVE DIVISION



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 diverse gaming communities across the country to develop and support Canadian players with opportunities to participate and excel at all levels of play.

Recreational Esports

Non-sanctioned and community-based gaming initiatives, including local leagues, open tournaments, and drop-in gaming communities. Recreational Esports opportunities welcome participants of all skill levels, from casual players to high-performing competitors, fostering a safe and inclusive environment.

Club Esports

A structured development pathway, offering tiered leagues, academy programs, and junior circuits designed to accelerate player growth. Club Esports programs are focused on technical skill advancement, teamwork, and competitive readiness.

National Teams

The National Teams program supports Canada's top competitive esports players, selected to represent the country at international events. The National Teams compete in globally recognized tournaments, gaining world-class competition experience while contributing to the growth and recognition of Canadian esports on the world stage.



EC COMP National Council

Brandon Wicke
John Tran
YEA

Rosaline Leung
Spiro Khouri
BCEA

Brad Jones
Ryan Coutts
AESAA



Shaye Ruecker
Levi Peters
SEA



Melanie Penner
MESA



Joseph Raimondo
ONTARIO REP



CANADA DAY INVITATIONAL | INVITATION POUR LA FÊTE feat. ROCKET LEAGUE | DU CANADA avec ROCKET LEAGUE



CANADA DAY
INVITATIONAL

POWERED BY



SEBDOT

ESPORT
CANADA

Ordinateurs
Canada



BCEA
BRITISH COLUMBIA ESPORTS ASSOCIATION

AESA
ALBERTA ESPORTS ASSOCIATION



SEA
Saskatchewan Esports Association



LEMONKIWI



CANADA DAY INVITATIONAL feat. ROCKET LEAGUE

INVITATION POUR LA FÊTE DU CANADA avec ROCKET LEAGUE



POWERED BY


Standings

TEAM
NOVA SCOTIA
ÉQUIPE



JKnaps
tawk
hazy.
HudEv

1

TEAM
QUÉBEC
ÉQUIPE



2

Vegas
tokyo.
Broken

TEAM
BRITISH COLUMBIA
ÉQUIPE



3

Fervent
JaeKaye
Vaca

TEAM
ONTARIO
ÉQUIPE



4

Jordan
Leth
tide.
Gib

TEAM
ALBERTA
ÉQUIPE



5

COMP
Jay
GUZ

TEAM
MANITOBA
ÉQUIPE



6

-CJ.
Rostybuns
Cybur.

TEAM
SASKATCHEWAN
ÉQUIPE



7

Freytrain
Toast
Rakegami.
Fiji_637

TEAM YUKON ÉQUIPE



8

Maxxi
Jackie
Frosted

Liquipedia

Trending · Tournaments ·

Canada Day Invitational 2024

RLCS 2024 - Major 2: London

RLCS 2024 - Worlds

Esports World Cup 2024

zen



Esport Canada
Annual Report 2025

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	 Turkiye
 Ukraine	 Wales			

OCEANIA

 Australia	 Guam	 New Zealand
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COUNTER STRIKE 2

2024 WOMENS NATIONAL TEAM



jesscas
athxna

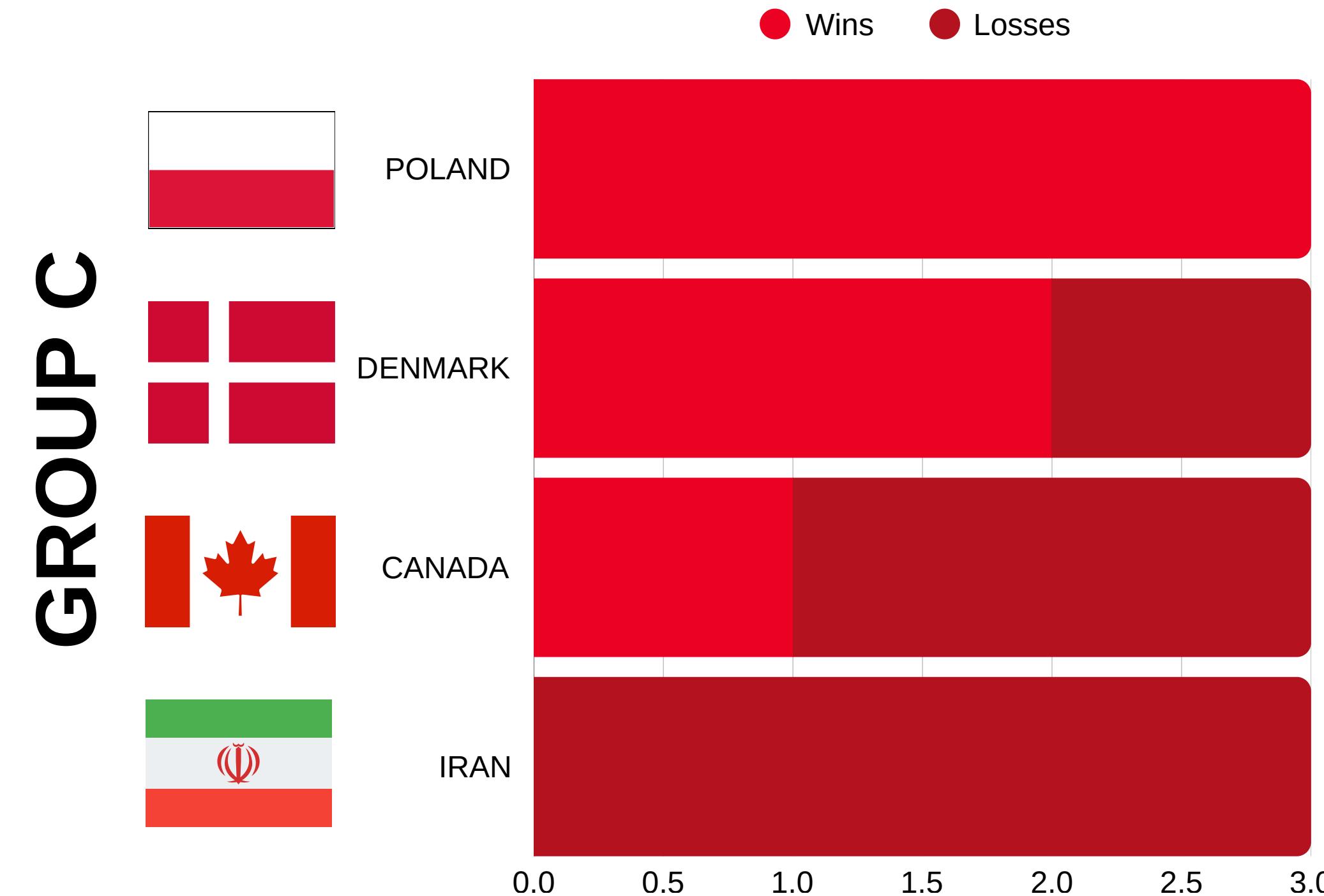
GooseBreeder
Jazzyk1ns

rain
Bouchard
missharvey

ParkS
Team Manager

**COUNTER
STRIKE** 2
WOMEN

Regional Qualifiers
2nd Place behind USA



COUNTER STRIKE 2

2024 OPEN NATIONAL TEAM



Pluto

Gabie

Tenskee

Melio

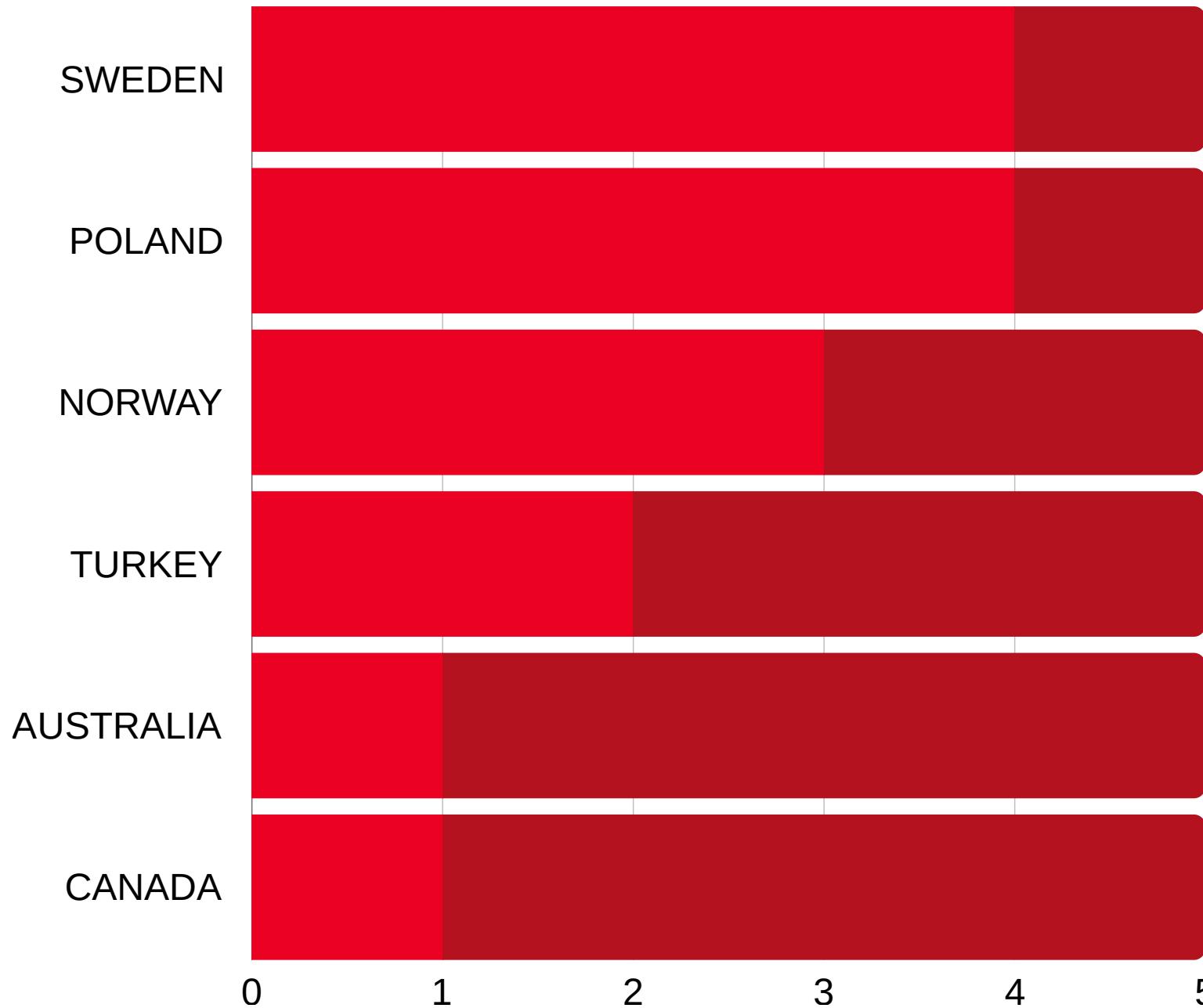
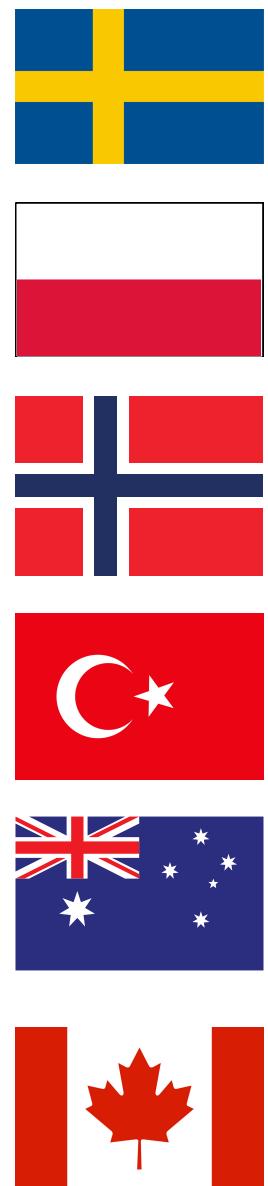
JOLZ

YuZ

Incréd
Team Manager

Regional Qualifiers
2nd Place behind USA

GROUP A



2024 NATIONAL PLAYER



AllanShowtime



Saskatchewan Esports Association



2025 National Teams

Esport Canada conducted an open application process and hosted a national combine tournament to identify top talent for the 2025 Esport Canada National Teams. Following the combine, shortlisted athletes participated in scrims and evaluations overseen by selection committees composed of both endemic and non-endemic professionals. This multi-stage process ensured a transparent, inclusive, and performance-based approach to roster selection across all represented titles.



CS2 WOMEN

CS2 OPEN

DOTA 2 OPEN

EFOOTBALL





Global Esports FEDERATION

179 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	Guadalupe		
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		



2024 OPEN NATIONAL TEAM



Pingus

LGTK

Zore

boris

iAnnihilate

Froogoss

N/A
Team Manager



DOTA 2
VALVE

● Wins ● Losses

REGIONAL QUALIFIER
GROUP D



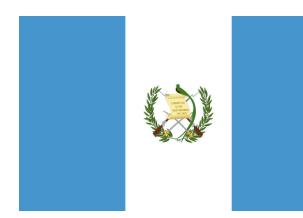
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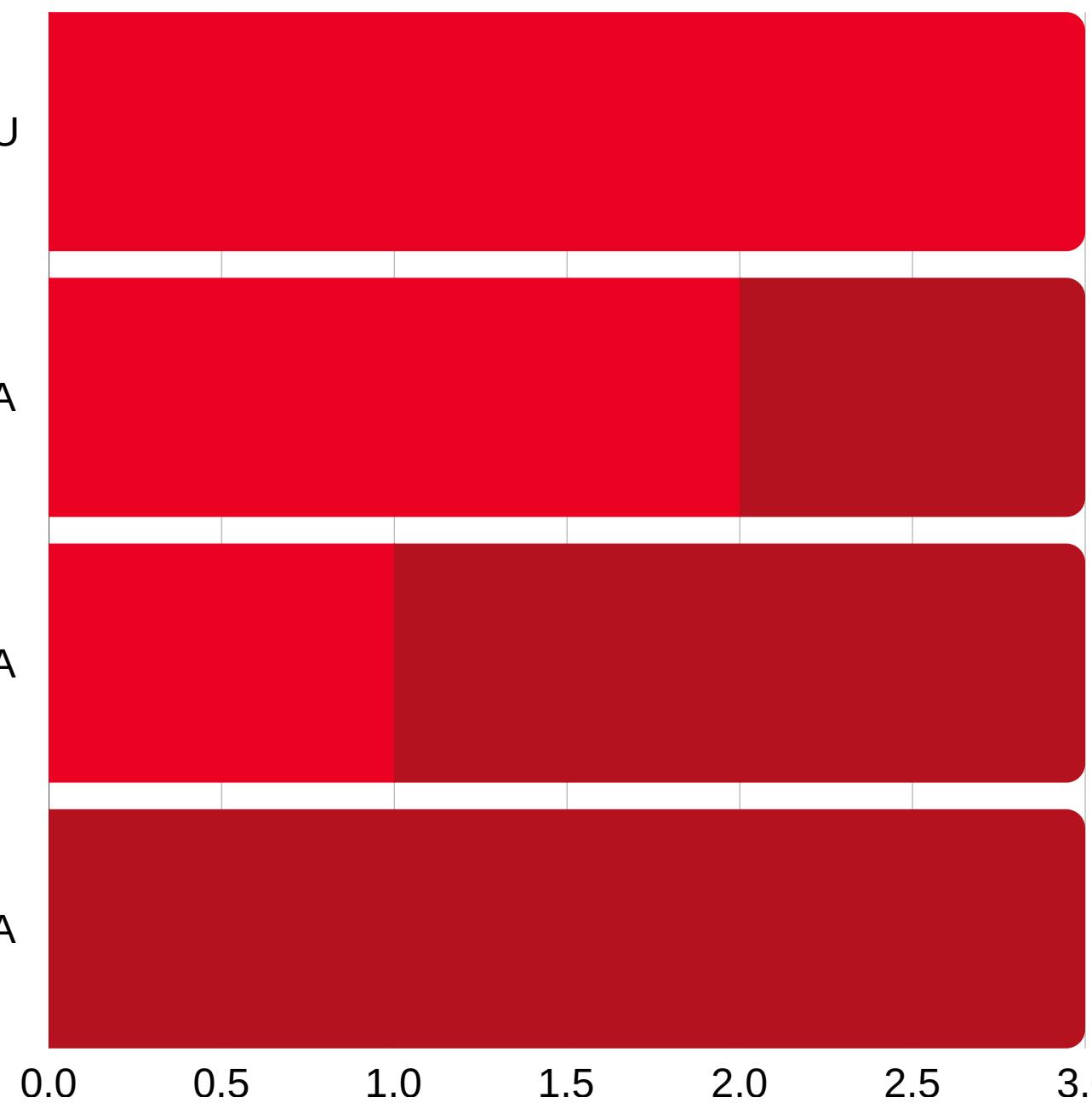
BOLIVIA



CANADA



GUATEMALA





ASSETTO CORSA®
COMPETIZIONE
THE OFFICIAL BLANCPAIN GT SERIES GAME
OPEN + WOMEN



Womens Category Driver
Faiza Malik

Open Category Driver
Jyeed Hutchinson



EC COMP Multi-Year Strategic Plan

01 YEAR

- Refine and implement equitable, transparent National Team selection processes that reflect best practices from both esports and traditional sport systems, in preparation for the Olympic Esports Games.
- Launch a National Tournament Series that integrates provincial and regional qualification events, developed in collaboration with Provincial/Territorial Sport Organizations (P/TSOs).
- Establish the inaugural National Players' Commission (NPC) to embed player voice and representation in decision-making structures.
- Implement education, training, and reporting mechanism for Canadian Safe Sport Program and Canadian Anti-Doping Program in alignment with the Canadian Centre for Ethics in Sport for all National Team players.

05 YEAR

- Expand and standardize the National Tournament Series with integrated provincial and regional qualifiers, directly supporting talent identification and development pipelines.
- Launch a National Athlete Ranking and Identification System, integrated with tournament results and P/TSO inputs, to inform player development and national team selection.

10 YEAR

- Establish a National Esports Training Centre or High Performance Institute, serving as a hub for athlete development, coaching education, research, and leadership.



XP BOOST

ESPORT CANADA presents **XP BOOST** a national initiative championing Equity, Diversity, Inclusion, and Accessibility in gaming.

Powered by the community,
XP BOOST aims to:

ELEVATE underrepresented voices
INSPIRE the next generation
FOSTER community and allyship

Join us in making Canadian esports more inclusive for all!



TORONTO GAMES WEEK

JUNE 14,
2025





Girls Who Game | Filles qui jouent Showmatch | match d'exhibition

9AM





Olympic Esports Movement - A New Era of Competition

Le mouvement olympique de l'esport - une nouvelle ère de compétition

10AM



Dr. Thomas Burelli
UNIVERSITY OF OTTAWA



Christine Kev
WIG FRANCE



Sébastien Martin-Schultz
THESCORE ESPORTS



Caleb Cousins
ADAMAS ESPORTS



Melissa Burns
ESPORT CANADA



XP BOOST TEKKEN 8
SHOWMATCH

XP BOOST TEKKEN 8
MATCH D'EXHIBITION

11AM

FRANCE



José-Maria
“Bila”
Il / Lui



Sophia
“Akaane”
Elle / La

VS



Dillon
“Drakidus”
Il / La / Iel



Wailly
“BoosterBlast”
Il / Lui

CANADA

XP BOOST Multi-Year Strategic Plan

01 YEAR

- Establish and define initiative's mission, vision and values
- Develop initiative framework (includes guidelines, expectations, resources)
- Build awareness and gain visibility through profile highlights and showcases of key community members on social media and through collaborations
- Organize 3-5 events/activations (combination of online and in-person) focused on supporting under-represented voices
- Build partnerships with local schools within various District School Boards (K-12) and organizations that align with core values and goals
- Establish community of Mentees and Mentors from diverse backgrounds within the esports industry
- Execute quarterly workshops focused on skill development (game mechanics, teamwork, and communication)
- Launch Discord Server (includes forums, feedback, resources and event calendar)
- Implement various feedback channels to assess participation satisfaction and effectiveness

05 YEAR

- Increase number of members by 50% (annually)
- Introduce specialized branches (game design, strategic thinking, coaching/sports management, community management, public speaking)
- Organize annual in-person/online tournament showcasing participants
- Coordinate friendly interschool tournaments
- Use data and feedback gained to refine and adapt in order to expand further to other provinces
- Explore charitable status
- Advocate for and influence policies that promote fair play, participation and inclusion for under-represented youth

10 YEAR

- Focus on Research and Development
- Run a self-sustaining ecosystem of mentorship and community
- Explore and develop scholarship program for participants pursuing careers or further education within the esports industry
- Create alumni support network





NATIONAL PLAYERS COMMISSION



EC NPC

The Esport Canada National Players' Commission (EC NPC) is an independent, advisory body within Esport Canada, responsible for representing matters related to Canadian esports players, their rights and their welfare.

All former National Team players are eligible for election to the commission. The NPC will internally elect one commissioner to act as chair and hold a seat on the Esport Canada Board of Directors, representing the interests and welfare of all players.

The addition of the NPC is essential to ensuring player voice and direction within the organization.

Nominees

athxna
CS2



Magic
CS2



Melio
CS2



Miss Harvey
CS2

GENERAL REPORT





CANADA DAY
INVITATIONAL

POWERED BY



CANADA DAY | Jour du Canada @ THE FLATS | @ Les Plaines



ESPORT
CANADA

Ordinateurs
Canada



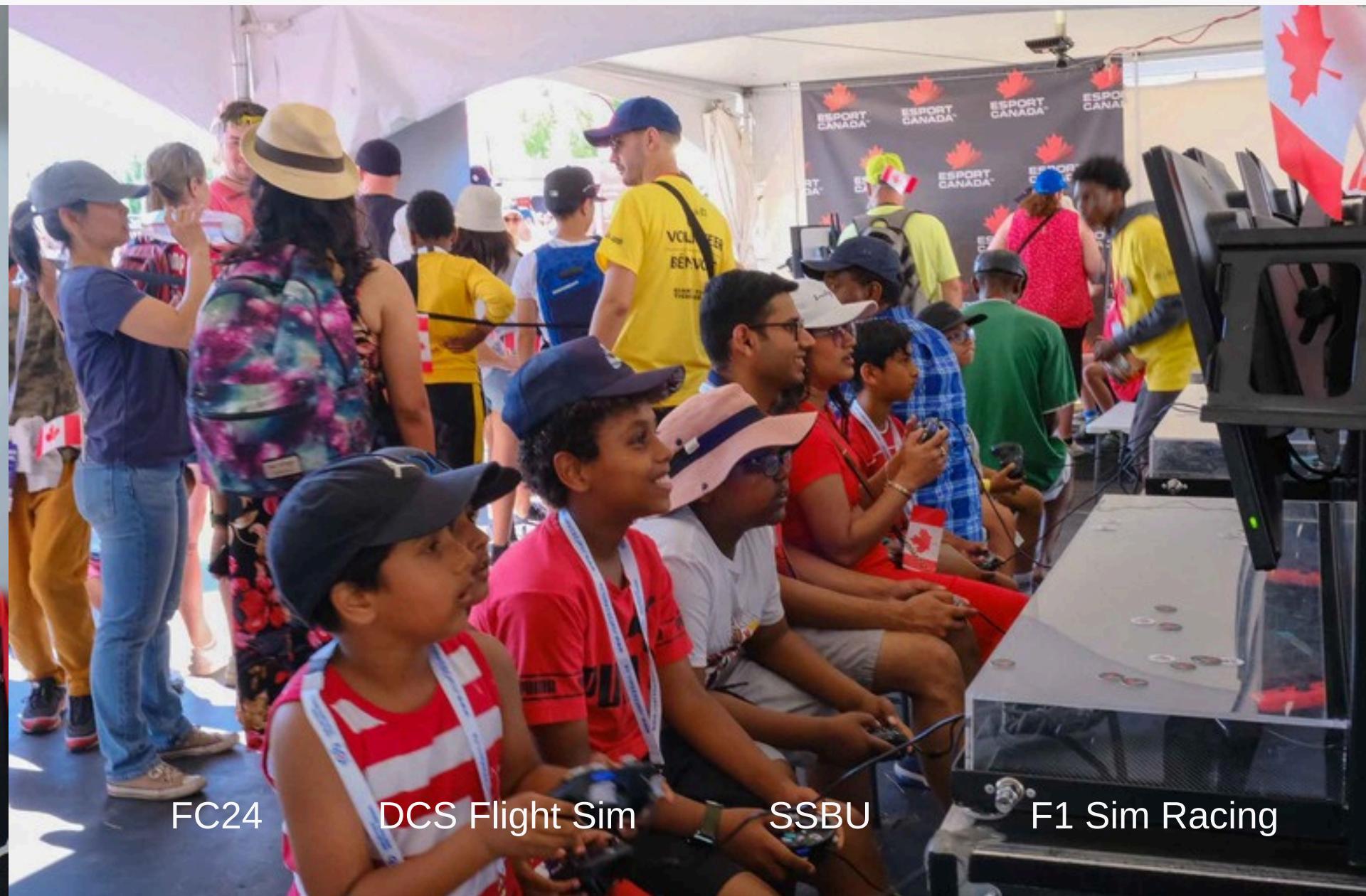
MANITOBA
ESPORTS
ASSOCIATION

Canada Day @ The Flats

Department of Heritage - Government of Canada



Canada Day 2024 - Esport Canada was contracted by the Department of Heritage to offer an esports activation booth for the Official Canada Day Celebrations at the LeBreton Flats Park in Ottawa, Canada. Esport Canada offered an esports experience for all ages by partnering with We Got Game to offer Super Smash Bros Ultimate (SSBU) (ESRB rated Everyone - fighting game) and FC24 (ESRB rated Everyone - sports cross-over). The Royal Canadian Air Force's gaming division "Game Force" joined our activation by offering visitors the chance to try F1 Sim Racing and the DCS Flight Sim in honour of RCAF's Centennial Anniversary. With over 10,000+ visitors to the LeBreton Flats over the course of the day, guests also had the opportunity to experience esports spectatorship with the Canada Day Invitational cast by Canadian icons SebDot and LemonKiwi and broadcast live at the Flats.



BORDERLANDS

ONLY IN THEATRES
AUGUST 9

CONTEST

CINEPLEX
MOVIES

Gearbox

20th
CENTURY
FOX

LIONSGATE

Event Partnership

Esport Canada is proud to offer Event Partnership opportunities for esports events of all sizes across the country. By partnering with Esport Canada, organizers gain access to our national network and benefit from increased visibility through strategic brand alignment and promotional support.

Partnership benefits include:

- Use of the Esport Canada brand to enhance credibility and reach
- Amplification of your event through our social media channels
- Opportunities to feature event content on our official Twitch channel, broadcasting to a national audience



Global Affairs

Esport Canada has made concerted efforts to develop strong relationships with Global Affairs Canada through collaboration with Canadian embassies around the world. Notably, we worked closely with the Canadian Embassy to Korea to support the signing of a Memorandum of Understanding (MOU) with the Korean Esports Association (KeSPA), strengthening international cooperation in esports. Additionally, we engaged with the Canadian Embassy to the Kingdom of Saudi Arabia to help ensure a safe, respectful, and positive experience for Canadian players participating in the IESF 2024 World Esports Championships. These partnerships reflect Esport Canada's commitment to global engagement and athlete support.



Recognition & Support

Esport Canada continues to actively advocate to all levels of national and international government, as well as sport governance bodies, to ensure the recognition and involvement of Esport Canada in the development and support of esports disciplines. Our primary goal is to establish safeguarded player development pipelines that promote holistic performance, prioritize player well-being, and foster excellence both in and beyond the game. Through strategic engagement and policy development, we are working to build a sustainable and inclusive esports ecosystem for Canadian talent.

CANADIAN OLYMPIC COMMITTEE

Align all by-laws, policies, and practices to the Olympic Charter, Canadian Sport Governance Code, and Canadian Sport Policy

CANADIAN CENTRE FOR ETHICS IN SPORT

Implement Canadian Safe Sport Program, Canadian Anti-Doping Policy, and all other applicable policies and testing requirements.

SPORT CANADA

Application for funding to support pipelines of player development, as they pertain to National Team participation in International Competition

NATIONAL SPORTS ORGANIZATIONS

Primary jurisdiction for all VR and Simulated game titles, including those that have tangentially related subject matter.

ESPROT CANADA Multi-Year Strategic Plan

01 YEAR

- Identify and secure funding to develop and implement all required policies and procedures.
- Operationalize all required governance policies and procedures, ensuring compliance with national and international sport standards.
- Strengthen strategic relationships with Tournament Organizers, National Sport Organizations (NSOs), government partners, and the Canadian Olympic Committee (COC) to position Esport Canada as the recognized voice for esports within Olympic pathways.
- Expand the composition of the Board of Directors and committees by intentionally recruiting non-endemic professionals, ensuring alignment with the Canadian Sport Governance Code.
- Formalize international partnerships through MOUs with like-minded national federations and esports bodies to support shared development goals.
- Implement a Safe Sport Reporting and Response Framework, aligned with the UCCMS and the Canadian Safe Sport Program.
- Create a centralized Esport Canada Resource Hub, providing accessible policy templates, competition sanctioning guidelines, EDIA resources, and development tools for member organizations.

05 YEAR

- Support the development and recognition of Provincial/Territorial Esports Organizations (P/TSOs) in all 13 provinces and territories across all divisions to ensure equitable regional representation within the federation.
- Secure sustainable funding streams through a tiered membership model, government support, and multi-year partnerships with aligned organizations.
- Achieve formal recognition of Esport Canada as the National Sport Organization (NSO) for esports, through demonstrated compliance with sport governance, inclusion, and high-performance frameworks.
- Develop and implement a certified Coaching and Officials Pathway, drawing from both esports-specific needs and existing sport certification models.

10 YEAR

- Host a major international multi-title esports event in Canada, showcasing Canadian leadership and aligning with Olympic values through partnerships with the COC, Global Affairs Canada, and international federations.
- Contribute to the long-term inclusion of esports in future Olympic and multi-sport Games, through sustained advocacy, alignment, and international collaboration.
- Position Esport Canada as a global model for athlete-centered, ethical, and inclusive esports governance, with active representation in international federations and sport diplomacy initiatives.



