

Annual Report

Annual General Meeting on **September 30, 2021**



Organizational Growth and Development

Esport Canada, established in January 2020, is a national not-for-profit organization dedicated to supporting the development of school esports programs and competition opportunities across the country. In our inaugural 2020–2021 school year, teams from six provinces participated in Esport Canada programming.

At the start of the 2021–2022 cycle, registrations had already been received from eight provinces, indicating continued national expansion and increased interest in scholastic esports participation.

Program offerings expanded to include both middle school and high school leagues and tournaments, following community and educator feedback requesting broader age-group inclusion. This adjustment marked a significant step toward more inclusive and structured competitive pathways for students across Canada.

Tournament and Game Schedule – 2021–2022

Esport Canada's seasonal calendar featured multiple titles and formats:

- Rocket League – Fall Major
- Minecraft – Net-Zero Build Challenge
- Rocket League – Spring Split
- League of Legends – Spring Tournament Series
- Pokémon Unite – Spring Tournament Series

Schedules, rulebooks, templates, and updates were made available through the Esport Canada's official website and Discord server, with reminders and notices distributed throughout the year.

Program Highlights

Rocket League – Fall Major

- Full competitive schedule published online.
- Rulebooks and student templates provided through digital resource channels.
- Registration opened via the official website.
- Emphasis placed on student privacy, requesting gamertags only and avoiding collection of personal student data.
- A coaches' meeting was scheduled for early October to support onboarding and communication.

Minecraft – Net-Zero Build Challenge

- Submission deadlines published through online channels.
- Comprehensive rulebooks, examples, and participation requirements made publicly accessible.
- Registration and permission forms required only at the time of final video submission, reducing early administrative burden on participants.

Accomplishments & Next Steps

The 2021 year reflected continued national expansion, program diversification, and a growing commitment to student accessibility and data privacy.

Strategic emphasis on provincial leadership development and structured seasonal competition positioned the organization for sustained growth in scholastic esports across Canada.

A key strategic priority identified for the coming year was the development of provincial leadership capacity. Esport Canada intends to identify regional leaders capable of establishing independent, not-for-profit scholastic esports associations.

Particular focus areas included Ontario and Saskatchewan as prospective next partners.