



PRESENTATION & MANIFESTO
2019





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VISION

THE ESPORTS CHARTER

The Esports Spirit

Complete and total respect is our pledge in assuring competitors are on equal footing with a fair chance of winning. This guarantees end results that solely rely on the merits of each player.

Sharing and Fellowship

Video games are hobbies that suggest passion and a genuine joy for gaming. The practice of competition shouldn't interfere with gaming's good-hearted nature. Competition is also performative, and thus a cordial collective that should tackle issues together in collaboration and fellowship.

Respect and Solidarity

The core of every video game competition is exemplary sportsmanship towards other members of the esports community. Esports unites both men and women, independent of their ethnic origin, social class, opinion, religion, disability, or sexual orientation.

Respect regulations. Respect opponents and the public. No cheating. Forbid and combat discrimination. Protect minors.



DEFINING ESPORTS

Esports, which stands for electronic sports, defines collaborative practices allowing players to face opponents via an electronic medium, particularly video gaming, independent of the type of game or digital platform used (computer, console, or tablet).

These face-to-face oppositions between players that take place online or offline can also occur in the form of competitions (local, national, or international), organized and regulated either by the community of players through associations, third-party event planning firms, or by the game developers themselves.

At times, certain competitions attract numerous spectators on-site, and are broadcast live on the Internet via streaming sites (of which Twitch.tv is the most commonly used in the West).

To reward the physical and mental competency of our players, winners take home either a title, a trophy, bundle prizes (most often digital material), or cash prizes totaling anywhere between thousands of euros or hundreds of thousands of dollars.

The best players are generally affiliated with a team, whether through a large association or a private third party, amateur or professional, who in turn compensate players for travel expenses, or pay them based on good performance after competitions.



DIFFERENT WAYS TO PARTICIPATE IN ESPORTS

ESPORTS PRACTICES MAY BE DIVIDED INTO FOUR CATEGORIES:

1. **A leisurely practice**, constituting players who subscribe to playing informally in a digital setting among friends outside of competitions and rankings within the game.
2. **An amateur practice**, constituting esports participants who engage in a competitive nature on an occasional or regular basis, either during LANs or through ranked parties on the Internet.
3. **A professional practice**, constituting pro-gamers who are intensely engaged in a consistent competitive practice for which they receive steady compensation.
4. **An entertainment practice**, intersecting with the first three, constitutes streamers who host broadcasted games, both in competition and not, with the simple aim of entertaining an audience.

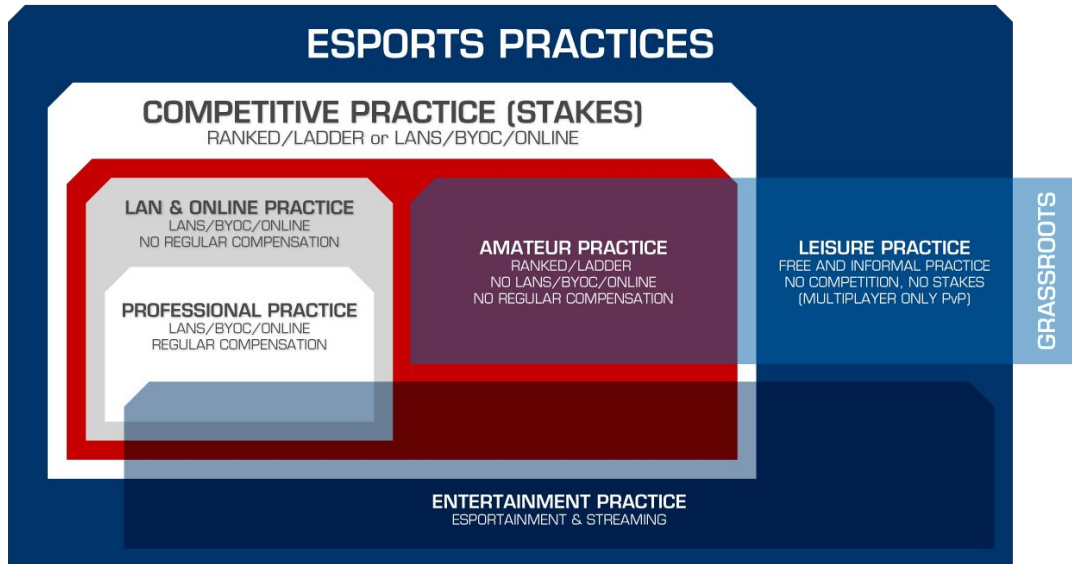
PRACTICE	COMPETITION	REGULAR REMUNERATION	PRIMARY GOAL
LEISURE	NO	NO	FUN, PROGRESS, SOCIAL FACTORS
AMATEUR	LAN/BYOC & ONLINE (including RANKED & LADDERS)	NO (LOTS, CASH PRIZES)	WINNING
PROFESSIONAL		YES (SALARIES, CASH PRIZES)	
ENTERTAINMENT	YES or NO LAN/BYOC & ONLINE (including RANKED & LADDERS)	YES or NO (SUBSCRIPTIONS, DONATIONS, SALARIES)	PLEASURE, CELEBRITY, SHARING, TEACHING, ETC.



ESPORTS:

ESPORTS DEFINED (by France Esports):

“ANY PRACTICES ENABLING PLAYERS TO CONFRONT EACH OTHER IN A VIDEO GAME”



FRANCE ESPORTS 2018 BAROMETER

ESPORTS CONSUMERS
5 066 000
12% of online users

ESPORTS PLAYERS
2 080 000
5% of online users

Recreational gamers
1 149 000
2.8% of online users

Amateur gamers
931 000
2.2% of online users



2019 MANIFESTO

Our aim is to demonstrate esports is a wholesome, responsible practice!

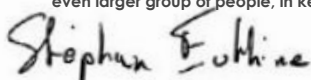
France Esports is the first association of its kind in the world to represent the overall ecosystem of digital sports. Players, clubs, promoters, service-sector companies, developers, publishers... all are seated at the table with the same purpose of securing the common good of the esports ecosystem and the ethical development of digital gaming as a network and industry in France.

Built on a model dating back to November 2017, France Esports worked diligently for over a year to identify the value of video gaming and its participants while prioritizing the ethical development of our field. A massive work site is currently in the works, and is needed for building an infrastructure that can house digital gaming in a smooth way, making it both multi-disciplinary and accessible.

France Esports is now recognized by institutional authorities and works closely with the DGE, right hand of the Ministry of Economy, Industry, and Digital Affairs. This partnership prioritizes the infrastructure supporting the amateur world of gaming from the national level to the most local venues by spearheading conversations as well as partnering with local institutions for regional projects.

France Esports aims to become the federated 2.0 model of tomorrow, gathering healthier practices, both educational and cultural, for the esports universe while instilling strong values in its participants, and addressing concerns specific to the field, like intellectual property and the dematerialization of esports.

Likewise, we collaborate with numerous countries in hopes to develop a universal esports, one accessible to an even larger group of people, in keeping with our values.



Stéphan Euthine
President, France Esports



ECOSYSTEM

A WIDE VARIETY OF DISCIPLINES AND GAMES

The term “esports” suffers often from being confused and misinterpreted. Contrary to received notions, esports is not limited solely to video games that are real-life simulations of actual sports, like football and basketball.

Quite the opposite: esports entail a **great variety of video game genres** that one could classify as esports disciplines, such as strategy games, combat games, shooting games, logical thinking games, card games...

Each of these disciplines can be further **divided into subcategories**: combat games in 2D, 3D, in arenas, on platforms, etc.

Ultimately, each of these categories carries more or less a good selection of video game titles that offer players the possibility to face each other as opponents.

In sum, esports are practiced across **a wide array of video game genres**.

However, **not all esports enjoy the same visibility**. Only certain video games, like League of Legends, Hearthstone, or Counter-Strike are given high visibility, due to a large number of participants, online viewers, the amount of cash prizes, or the broadcast of competitions. At the same time, a majority of games are made up of **several competitive scenes that evolve in relative secrecy**.

© Nicolas Besombes - Doctor of sports science and administrative council member of France Esports







WHO ARE WE?

ABOUT FRANCE ESPORTS

A non-profit association supported by the State Secretariat for Digital Technology, launched in April 2016 under the consideration of the Secretary of Digital Affairs (Axelle Lemaire).

Our objective is to unite all esports stakeholders in France in an effort to provide them with an effective collaboration platform and federated channels of communication.

We act as primary representative amongst public authorities regarding regulation, standards, compensation, and the facilitation of fair competition in esports.

10 founding members (competition organizers, esports teams, specialized media outlets, video game developers)

Creators of:

Legalization of video game competitions (Law #2016-1321, October 12th, 2016)

Legalization of competitive events planning (Decree #2017-871, May 9th, 2017)

Legalization of professional player contracts (Decree #2017-872, May 9th 2017)

On June 2017, the association was reconfigured into 3 colleges.

ABOUT FRANCE ESPORTS

GOVERNING BOARD
(PRESIDENT, VICE-PRESIDENT, GENERAL SECRETARY)

EXECUTIVE BOARD
(12 ELECTED MEMBERS)

4 REPRESENTATIVES



PROMOTERS

Around 60 members
(teams, league
organizers, media,
manufacturers,
agencies)

4 REPRESENTATIVES



PLAYERS

Around 3000
members (grassroots,
semi-pro and pro
players)

4 REPRESENTATIVES



PUBLISHERS

Around 10 members
(including two unions)



MOUNIR MAHJOUBI

Digital Secretary of State for the Prime Minister

From the Baromètre, France Esports/Médiamétrie



DIRECTORS



STÉPHAN EUTHINE
President, France Esports

EMMANUEL MARTIN
Secretary, France Esports



NICOLAS BESOMBES
Vice-President,
France Esports

OUR MISSION

STRUCTURE & STUDIES

Defining: Esports, values and charter

Studies: Esports' impact on health, society, diversity, the disabled, marginalised youth

Ensuring inclusion: Diverse, underprivileged populations

Development, recognition, training

COMMS

Website + social networks

Press + institutional relations

Collaborations with strategic partners (ex. Women in Games)

Mailing list, newsletter

LEGAL

Guides and tutorials

Regulations for betting, clubs, organisers

Standard contracts and statutes

Following the regulation of the 2 decrees

Regulation of online esports competitions

FUNDING

Financial management

Memberships

Budgeting

Long-term financing strategy

CHALLENGES

PROTECTION OF YOUTH	STRUCTURE	Local, national and international level	ESPORTS SUSTAINABILITY
	INTEGRITY	Doping, cheating, match-fixing, corruption, etc.	
	HEALTH	Sedentary lifestyle, violence, addiction, sociability, etc.	
	LEGAL	Intellectual property, employment contracts, lootboxes, betting, etc.	
	SOCIAL	Inclusion, diversity, combatting discrimination, etc.	
	ECONOMIC	Funding models, balancing growth interests vs. immediate economic ones	
	MEDIA	Broadcasting rights, advertising, promotion, etc.	
	EDUCATION	Management, academies, train-the-trainers courses, etc.	
	SPORTS	Performance optimization, scouting, hosting events, etc.	



FRANCE ESPORTS, FOR THE PROMOTION AND DEVELOPMENT OF
ELECTRONIC SPORTS

CONTACT US



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