

INTERNATIONAL ESPORTS FEDERATION

ESports is an emerging phenomenon among young, dynamic audiences, making IESF events perfect for cities seeking to position themselves as modern and tech-savvy.

World Esports
IESF

About The Federation

- The International Esports Federation (IESF) was founded in 2008 to develop esports worldwide.
- IESF hosts championships in various game titles, uniting elite esports athletes from all continents and shaping the future of esports globally.
- IESF is committed to fostering sustainable growth in the esports ecosystem by promoting fair play and ethical competition.

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HOST FEE DIAGRAM CATEGORISATION

Category 1:
€0 - €50,000

Category 2:
€50,000 - €250,000

Category 3:
€250,000 - €500,000

Category 4:
€500,000+

LINKS



World Esports Championship - 2027

Category 4:
€500,000+

About The Property

- A premier global esports competition featuring elite competitors from around the world.
- Previously hosted in Riyadh (Saudi Arabia, 2024), Iasi (Romania, 2023), and Bali (2022),
- The prestigious event attracts over 850 teams and 3,000 athletes from more than 140 nations.
- The championship is a 14-day event (10 competition days, 4 days for arrival and departure)
- Held between October and December

Headline Requirements

- 2,000 spectator venue with functioning Air Conditioning system, insurance and security. Venue size can vary depending on number of stages
- Accommodation for 950 players, staff and officials provided over 10 nights
- Full board catering services and ground transportation provided to players, staff and officials
- Opening and closing ceremonies and fanzones to be arranged by host
- Signage and access to volunteers provided by host



Host City Benefits

- All spectators cover their accommodation and concessions spend over 14 days
- Potential for host to reduce rights fee by entering into a revenue share model with IESF
- Encourages partnerships with local businesses for event services
- Dedicated focus on female empowerment
- 2022 World ESports Championships in Bali generated \$5M (detailed economic impact breakdown available)
- 460m social media impressions and 130m broadcast viewership during 2025

Continental Esports Championship - 2027

Category 2:
€50,000 - €250,000

About The Property

- Continental Championships are available in Europe, Asia, Africa and The Americas from 2027 and beyond
- Previous hosts include in Kryvyi Rih (Ukraine, 2024), Casablanca (Morocco, 2024), Chengdu (China, 2024), Baku (Azerbaijan, 2023), Riyadh (Saudi Arabia, 2023) and Buenos Aires (Argentina, 2022)
- The event attracts 300-500 participants from 20-40 nations, continent depending
- 7 day event (5 Competition days, 2 for arrival/departure)
- Held between May and September

Headline Requirements

- 1,000 spectator venue with functioning Air Conditioning system. Venue size can vary depending on number of stages
- Accommodation for 450 players, staff and officials provided over 7 nights
- Full board catering services and ground transportation provided to players, staff and officials
- Opening and closing ceremonies and fanzones to be arranged by host
- Signage and access to volunteers provided by host



Host City Benefits

- All spectators cover their accommodation and concessions spend over 7 days
- Potential for host to reduce rights fee by entering into a revenue share model with IESF
- Encourages partnerships with local businesses for event services
- 1.5m-15m broadcast viewership and 21m-138m social media impressions in 2025 continent depending



World Esports Summit - 2027 & Beyond

Category 1:
€0 - €50,000

About The Property

- A global event that advocates for esports recognition as a legitimate sport and uniting nations through competition, innovation, and collaboration
- Previously hosted in Busan (South Korea), the Summit features 10 panels with over 40 speakers
- 4 Day event (2 day summit, 2 days for arrival and departure)
- Held in January

Headline Requirements

- No host fee but operations costs (including catering and ground transportation) must be covered by host
- 40 hotel rooms for 2 nights covered by the host.
- VIP invites dictated by host objectives

Host City Benefits

- Promotion of city & culture
- Multi-year agreements possible
- 100% sponsors/expo retained by city
- Best for education legacy/training including certifying referees for WEC
- Audience pay their own hotels and size varies based on city objectives
- Ticketing revenue not recommended

