



AUSTRALIAN ESPORTS ASSOCIATION

ATHLETE'S COMMITTEE

REVISION 1.00
26 FEBRUARY 2018

WHAT IS ESPORTS?

ESPORTS IS COMMONLY REFERRED TO AS THE COMPETITIVE SIDE OF PLAYING VIDEO GAMES.



106 COUNTRIES

Feature an active esports industry



USD \$23.8 MILLION

Total prize pool for the 2017 Dota 2 International



192 MILLION

World wide audience in 2017
(19% CAGR)



27 COUNTRIES

Recognise esports as an official sport



USD \$1 BILLION

Global industry revenues by 2019
(41% CAGR)



FOCUS ON GOVERNANCE, INTEGRITY AND PARTICIPATION

ESTABLISHED IN 2013, THE AESA REPRESENTS AUSTRALIA AS A FULL
MEMBER OF THE INTERNATIONAL ESPORTS FEDERATION.



*“SUPPORTING
AUSTRALIAN
ESPORTS,”*



As esports is maturing a need is arising to ensure the industry is supported by sound governance, clear policy and frameworks, and a level of transparency that allows for fair play, the development of code and protections for athletes and their rights.



The AESA is a non-profit organisation building the framework for greater integrity in the esports environment through its members and sanctioned esports events.

OUR CORE VALUES:

The Australian Esports Association is dedicated to:

- Advancement of esports in Australia
- Recognition of esports
- Good governance and creation of a fair play environment
- Inclusiveness and diversity
- Education and research
- Supporting the players and athletes

Photo: IeSF Australia Qualifiers 2016, SBS Viceland

AESA LANDSCAPE



The AESA is the only body in Australia with recognition from an International Federation. The AESA is the official Australian partner of the International Esports Federation (IESF), the World Esports Consortium (WESCO) and the World Esports Games (WESG).

INTRODUCTION: **ATHLETE'S COMMITTEE**

Vision

To maintain fair and equal representation, to work together with the broad athlete body and implement the necessary procedures to voice their rights, interests and welfare.

Objectives

- Open, inclusive and fair forum
- Dialogue about athlete's rights and needs
- Player inclusiveness and diversity
- Athlete outreach and membership growth
- Base line of support
- Recognition of achievements and behaviour
- Encourage role models and adherence to code of conduct
- Review governance and policy
- Recommendations to the AESA board and other key stakeholders

Esports Athlete

Noun

A person who is proficient in video games, a player, a participant or competitor in an esports event, league or production.

The Australian esports community is increasingly growing in size and attracting new audiences.

The Athletes Committee is an initiative to provide a representative body and voice for athletes, whom are a crucial component of esports. It is an important step forward in the development of esports in Australia.

This committee will work with the AESA and other stakeholders to improve the governance, sustainability, inclusiveness, safe environment and fair play for all in the esports industry.

COMMITTEE **BENEFITS**



ADVOCATE

The committee promotes esports and best practice.

Showcasing players, competition and recognition of esports.



SUPPORT

The committee is a first step forming a baseline of support.

Providing a formal channel of communication for players, their families and the community.



ENGAGE

The committee provides an important voice in the community.

Engaging government and stakeholders about esports and the participants.



GOVERNANCE & POLICY

The committee promotes adherence to code of conduct. Ensuring good governance, athlete rights, welfare and issues.

It is representative, contributing to policy and advancement of esports.

COMMITTEE **STRUCTURE**

Independent, equal and fair representation.

Providing a platform and framework for athletes in Australia.

COMMITTEE MEMBERS

The committee will comprise of seven members for 2018, there must be a minimum of three.

The members must have been an active player for more than 1 year and of good repute, in good standing with the AESA.

The committee must meet 4 times each year.

- There will be one Chairperson elected annually.
- Each member is elected annually and may be re-elected for more than one term.
- Each member must hold current membership to the AESA.
- Committee meeting minutes must be recorded and published.

RESPONSIBILITIES

The committee will work with the AESA to build governance, policy and implement improvements.

Solely for furthering the objectives of the AESA, the committee is responsible for:

- Represent athlete rights and welfare.
- Oversee athlete outreach and development.
- Encourage athletes to adhere to the AESA code of conduct and compliance to policies.
- Recommend improvements to policies.
- Oversee national team selection, award ceremony and uniform design.
- Recognition of role model players, award selection and presentation.

INTERNATIONAL ACCREDITATION

The Australian Esports Association is committed to developing a fair, inclusive and safe esports environment.

Promoting industry best practice, sound governance and sustainability.

The AESA is affiliated and accredited by a number of major international bodies.

International Esports Federation

The International Esports Federation (IeSF) is an international sporting body working with the IOC and SportAccord to gain esports recognition and acceptance as a sport. It currently features over 47 member nations, 26 of which are government or National Olympic Committee recognised.

The AESA was incorporated and formally established as a non-profit association in April 2013, being admitted as a full member of the IESF in the same year.



Other bodies

The WESG (WESG) is an Ali Baba backed initiative that runs and operates an annual World esports tournament featuring USD \$5 million in prizes and is responsible for the inclusion of esports at the 2018 and 2022 Asian Games.

The World Esports Consortium (WESCO) is a B2B international body of stakeholders involved in the esports industry that openly collaborates on the betterment and growth of esports.

International University Sports Federation (FISU) is responsible for the organisation and governance of worldwide sports competitions for student-athletes between the ages of 17 and 28. Recently kick-starting a global esports initiative.



Photo: Team Australia 2016 – CS:GO



BUILDING A LEGACY

THE ATHLETE'S COMMITTEE PROVIDES A PLATFORM FOR CLOSE COLLABORATION BETWEEN ATHLETES IN AUSTRALIAN ESPORTS.

It is clear that athletes face a number of challenges in esports. Including career pathways, support networks, access to assistance, recognition and appreciation, industry framework and regulation.

Through the Athletes Committee we can begin an industry wide collaborative movement to build recognition of Australian esports and the participants. Through measures that safeguard the integrity of Australian esports, ensure a safe environment for all who participate, and the adoption of good governance.



www.aesa.org.au
