



# GeF

## STUDY GUIDE

2025



# Global Esports Federation

## About the committee

The Global Esports Federation (hereafter GEF) aims to promote the credibility, legitimacy and prestige of esports. The GEF convenes athletes, players and industry leaders together on one inclusive platform. With a mission to cultivate competition along with developing communities and the connection between sport, esports and technology. The GEF cultivates the authentic voice for the worldwide esports movement. Furthermore, The GEF prioritizes the development of an inclusive, safe, healthy and sustainable Esports ecosystem with a particular focus on responsible gaming, holistic wellness, fair play, education and career pathways for players and athletes.

The GEF is a relatively new organization, starting in 2019, much after the boom of eSports worldwide, furthermore, due to its relative infancy, the GEF currently is headquartered in Singapore and is registered under Singapore's registry of societies, delegates are recommended to look into unique policies that may lead to interesting debate due to the GEF being headquartered in Singapore.

It is imperative that delegates are cognizant of the fact that the GEF is not the only organization in complete control of and singularly heralding the eSports world. There are a multitude of other organizations that also aim to maintain, govern and regulate global eSports such as the International Esports Federation (IESF) in South Korea or the Worlds Esports Association (WESA) among others. Delegates must keep in mind the multipolarity of global eSports and how these organizations may react with the GEF.

## Upcoming Events by GEF

The GEF hosts a multitude of events throughout the year, either in unison with other regional organizations or independently, the most recent event being the Riyadh 2023 Global Esports Games, held from December 12 to 16, 2023, in Riyadh, Saudi Arabia. This event marked the largest gathering in the history of the Global Esports Games, featuring 950 athletes from over 100 countries.

It is imperative that delegates understand the importance of the Riyadh Games to the GEF, it was by far the largest event hosted by the GEF, where upward of 250 teams and 50 nations participated in the games, alongside the creation of subsidiary events such as GEFestival.

The GEF will be organizing its flagship event, the Global Esports Games (GEG) in 2025 at Peru. After successive years of the Global eSports Games, the one at Peru will be the largest yet and hence comes with as many issues and potential threats that must be faced by delegates within the committee. The committee will be held before the start of the Global eSports Games in 2025.

Furthermore, delegates are suggested to look into the future Global eSports Games that will be held in other nations and potential changes that delegates ought to be aware of.

The GEF also plans on starting Season 5 of the Global Esports Tour (GET) in 2025, where it aims at expansion into the developing world, with plans of expansion into countries such as India, Italy, North America, Peru, Brazil, and Türkiye. This session will be simulated right before the GET starts hence delegates are urged to keep in mind the timeframe of the conference.

## **Global Collaborations**

As mentioned previously, as the GEF is not the singular organ in charge of the global gaming industry, it has led to the GEF having to increase its collaborative efforts with other regional organizations and other eSport bodies such as the IESF, which was highlighted by the signing of the Strategic Framework Agreement as means of increased collaboration and development of eSport.

Furthermore, until now, the GEF has accumulated over 175 partnerships including member federations, global brands, publishers, developers, and strategic partners. With special examples being TenCent being a global partner of the GEF and other agreements signed with international organizations such as UNESCO on promoting SDGs through eSports.

Currently, the GEF's ties with the Olympics primarily remain under the Esports Leadership Group (ELG), led by the International Olympic Council. Under this, both the GEF and IESF have created a memorandum of understanding under which both organizations plan on working together toward achieving key initiatives. Plans of Esports Olympics Games are in the process and delegates must explore the dynamics between the two parties and the overarching olympic goal and how delegates can maximize the benefit and growth of the GEF.

The GEF has a multitude of commercial partnerships as well, as they become a strong stakeholder in the financial stability of the GEF, agreements with corporations such as Amazon MGM reality and Infinite reality studios to further expand the powers of the GEF.

The chairs expect delegates to research diligently into all current and potential partnerships that can be obtained by the GEF and the potential impacts this may have within the organization. This may also include potential discussions of mergers with other global eSport organizations.

## **Mandate**

At COMUN 2025, the GEF will be simulated as a policy and discussion forum, where all members have equal opportunities and powers within comm, hence all members will be treated the same for voting rights, opportunities to sponsor resolutions and passing solutions.

The committee will follow the pre existing mandate of the GEF with the below amends made to allow for more engaging debate. Representatives will be part of the GEF or other designated organizations and not the respective country, however the past of each representative is up for debate and are able to be held accountable for Policy Violations that contradict falsifying statements from former roles held outside the GEF by each representative.

# **PRACTICE DEBATE 1**

## **Fair Play, Equality, and Regional Barriers in eSports**

### **Introduction**

- One of the biggest problems currently facing eSports is inequality. This exists in multiple paradigms, be it gender inequalities, where men dominate the eSport arena and societal boundaries for women in eSports are significantly higher than it is for men, but also racial inequality, where more often than not, racial majorities often are hired more within gaming corporations and esports organizations, but also often have stronger barriers to access, but also, the disparity between developed and developing countries, and the limited access within less economically powerful nations which makes it harder to increase access to gaming.

### **Important Context**

- The recently signed ELG memorandum of understanding and the timeframe of needed changes, with special emphasis on the upcoming Global Esports Tour 2025.
- The global criticisms emerging post olympics regarding gender based biases with special emphasis on non-cisgender athletes

## Expected Points of Discussion





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# **PRACTICE DEBATE 2**

## **The impacts of doping and hardware cheats in eSports**

### **Introduction**

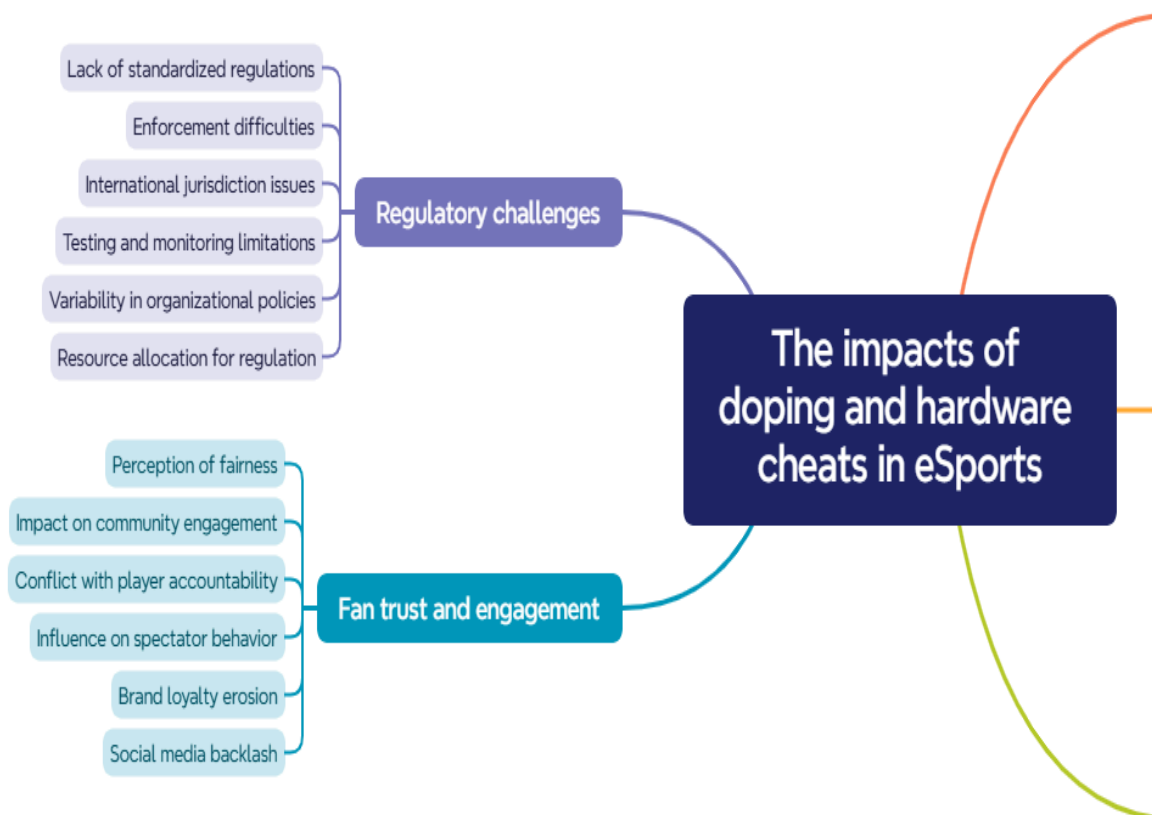
- Just like any other sport, the issue of doping in eSports are equally as prevalent if not, more likely due to the inability to have online detectors for online tournaments. Cheating in eSports materializes in 2 main ways, one being the use of traditional performance enhancing drugs (PED's) such as adderall or ritalin, which come with their own risks to the players and esports, another way is through cheating hardware, such as aimbot or trainers, that allow disproportionate advantages for some over others.

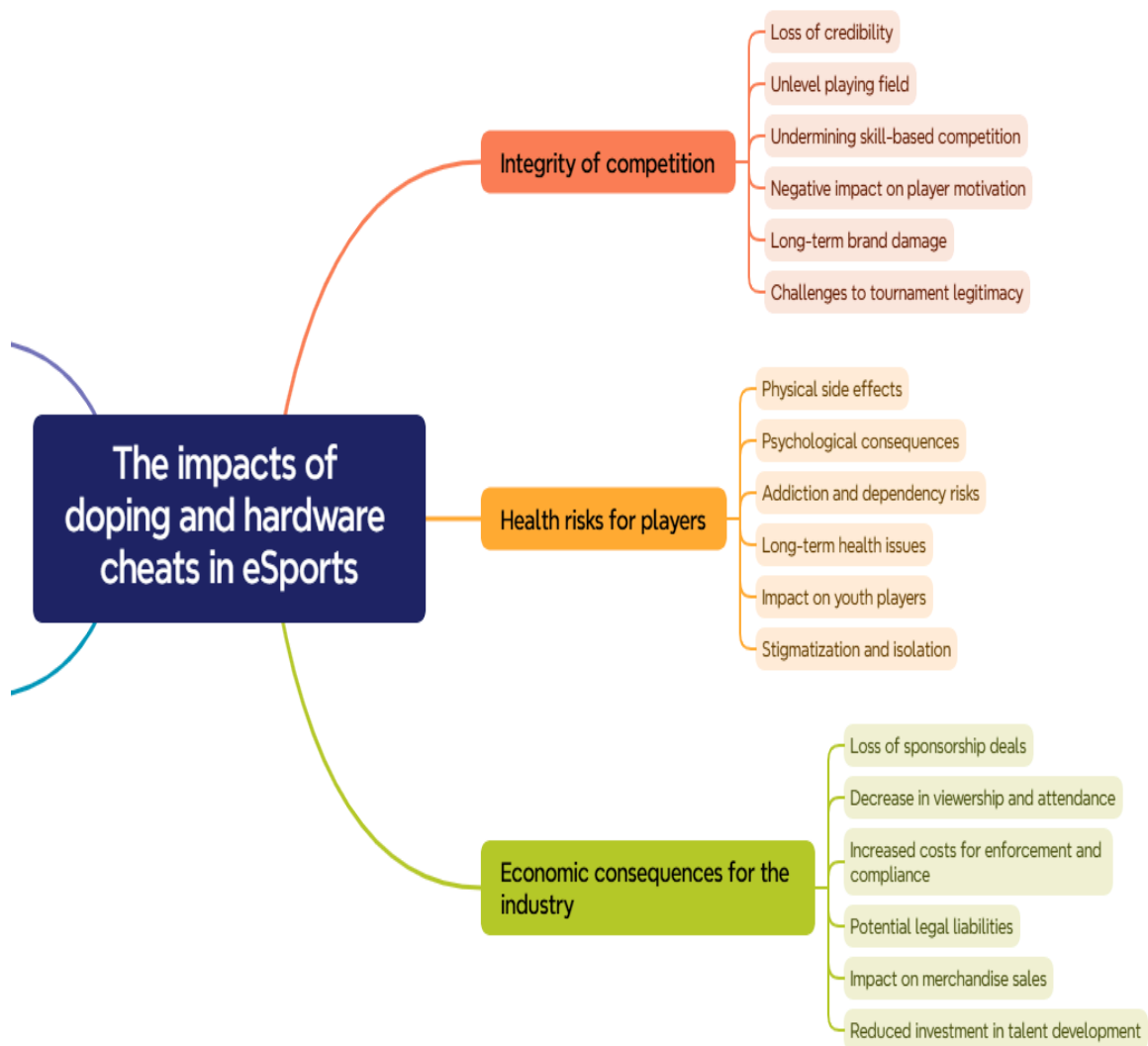
### **Important Context**

- The rising accessibility of cheating hardware compounded by increased toxicity in eSports.
- The prevalence of hardware in online comps which is significantly harder to monitor.
- Reduction in player confidence due to the rise in unfair play.



## Expected points of discussion





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# **CONFERENCE TOPIC**

## **Discussing the integration of GeF within the Olympics**

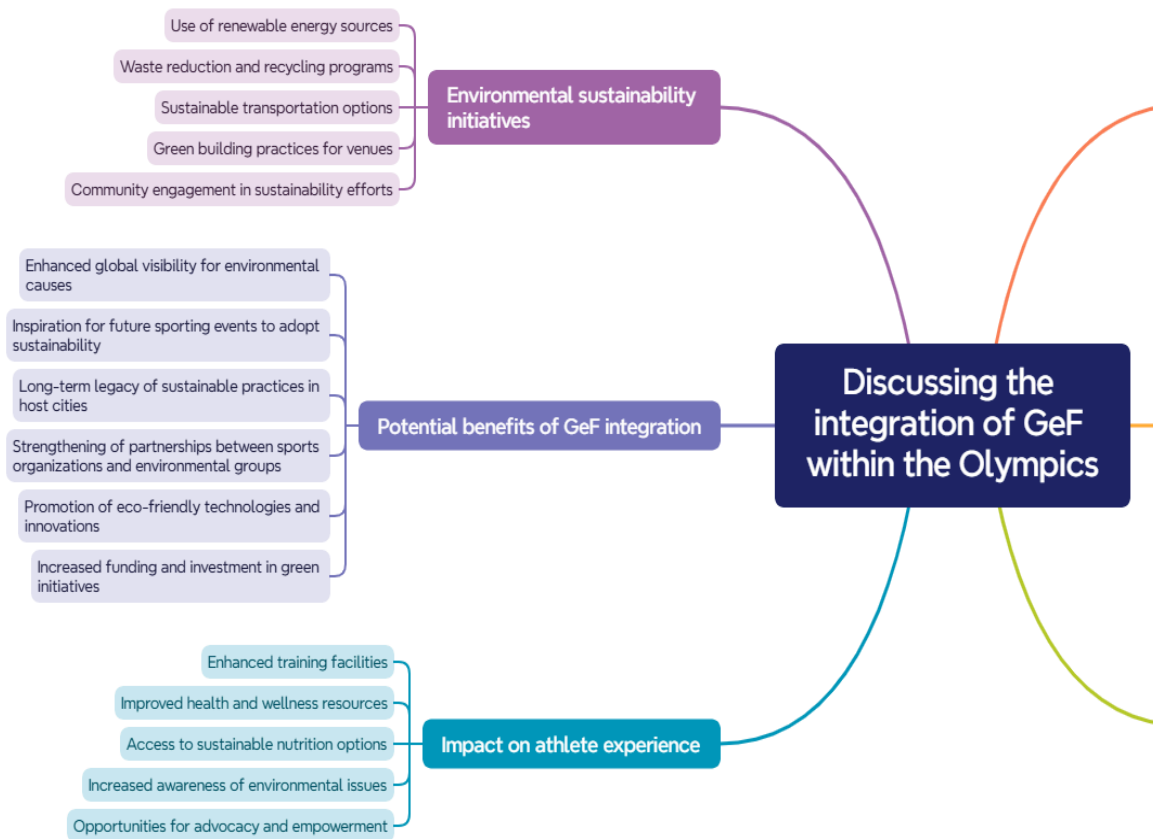
### **Introduction**

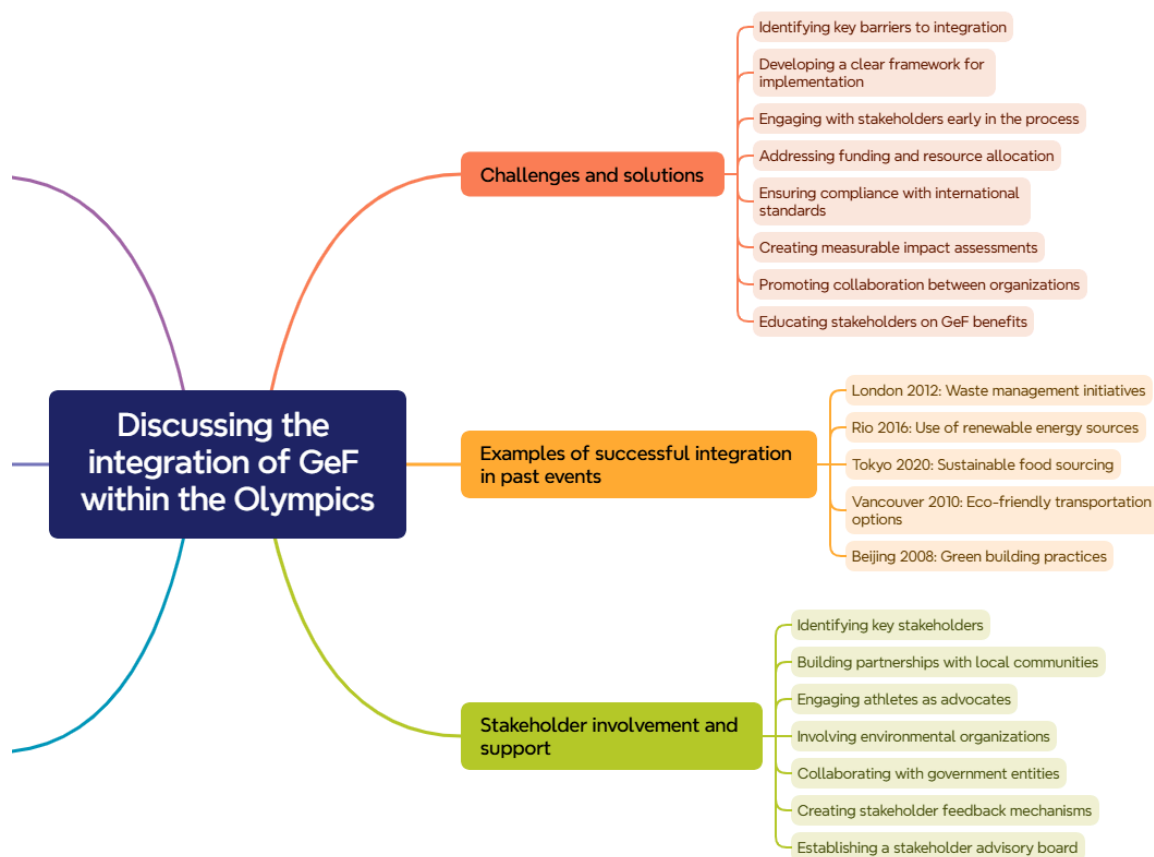
- The Olympics has always heralded the sporting world, with the Olympics being the most widely recognized sporting organization globally. Whilst current talks of collaboration with the Olympics ensue for the GEF, we expect delegates to understand the nuances and intricacies of potential integration and the growth of the GEF.

### **Important Context**

- Current discussions of the ELG and the Olympic esports games, and potential hurdles that the GEF may face.
- The rise of other eSports organizations such as the IESF, especially in contention to the role of the GEF.

## Expected points of discussion





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