FEGESPORT

Guinean Esports Federation

STRATEGIC DEVELOPMENT PLAN 2025–2030

Member: IESF • WESCO • ACES

contacts@fegesport224.org • +224 625 87 87 64 • fegesport224.org

FOREWORD BY THE PRESIDENT

La Guinean Esports Federation (FEGESPORT) s'est fixé une ambition claire : faire de la Guinée un acteur incontournable du sport électronique en Afrique. Depuis sa création, la FEGESPORT œuvre sans relâche à structurer, professionnaliser et démocratiser l'esport dans toutes les régions du pays.

This 2025–2030 strategic development plan translates our vision into concrete actions: opening regional branches, registering athletes, digitalizing processes, combating illiteracy, and including Guinean youth through esports.

"Esports is not just a game. It is a genuine driver of opportunities, careers and international recognition for our youth."

The President of FEGESPORT

1. ABOUT FEGESPORT

1.1 Identity & Mission

FEGESPORT is the official national organization for esports in the Republic of Guinea. It develops and promotes esports by creating a structured, inclusive and professional environment for all stakeholders in the ecosystem.

Information	Details
Official name	Guinean Esports Federation (FEGESPORT)
Site web	fegesport224.org
Contact	contacts@fegesport224.org • +224 625 87 87 64
Facebook Community	FEGe-Sport — 8,468 followers
Recognition	Ministry of Sports of the Republic of Guinea
Affiliations	IESF • WESCO • ACES • Esports Association Ghana
Headquarters	Conakry, Republic of Guinea

1.2 Mission, Vision & Values

Our Mission

To develop and promote esports in Guinea by creating a structured, inclusive and professional environment for all ecosystem stakeholders.

Our Vision

To position Guinea as a major player in African esports, building a sustainable, equitable and innovative ecosystem that creates opportunities for all.

Our Values

- Sporting excellence and competitiveness
- Inclusion and equal access for all youth
- Transparency and good governance
- Digital innovation in the service of sport
- National and international recognition for Guinea

2. NEWS & EVENTS

2.1 eCAN 2026 — Casablanca, Morocco (January 2026)

> ***Guinea participated in the 1st edition of the Africa Cup of Nations eFootball (eCAN 2026), organized by ACES — January 15–16, 2026, Casablanca.***

At the heart of the Sacré-Cœur Cathedral in Casablanca, transformed into a high-level esports arena, Guinean representative Moussa Barry (eFootball Mobile specialist) defended the national colors against the best African teams.

- Athlete: Moussa Barry — eFootball Mobile
- Organizer: ACES (African Confederation of Electronic Sports)
- ACES General Assembly — Marriott Hotel, January 16, 2026

2.2 FREE – FUN & FAIRPLAY (3F) Championchip

This national competitive event was a major springboard for structuring Guinean esports and discovering new talents nationwide. Its success laid the groundwork for the expension of FEGESPORT.

3. OFFICIAL DISCIPLINES

> ***These games are the most popular and accessible, with strong potential for recruitment, sponsorship and training. Events are adapted according to regions covered by 4G.***

3.1 Main Disciplines (PC, Mobile & Console Platforms)

#	Discipline	Plateforme	Category
a	EA Sports FC 25 (anciennement FIFA)	PS5 / PC	Virtual football
b	Tekken Series (Tekken 8)	PS5 / PC	Fighting game
c	Mobile Legends : Bang Bang (MLBB)	Mobile	MOBA 5v5
d	PUBG Mobile	Mobile	Battle Royale
e	Counter-Strike Series (CS2 / CS:GO)	PC (explored)	Tactical shooter
f	eFootball (Konami)	Mobile / PC	Virtual football
g	eFIBA (NBA 2K)	Console / PC	Virtual basketball
h	Trackmania	PC	Arcade racing
i	Gran Turismo	PlayStation	Racing simulation

4. COMPETITIONS & TOURNAMENTS

History of completed competitions & Calendar of upcoming tournaments

4.1 History of Completed Competitions

Competition	Discipline	Period	Result / Impact
FIFA Champions Guinée	EA Sports FC / eFootball	2023–2024	National success — starting point of FEGESPORT
eCAN 2026 — Casablanca	eFootball Mobile	Janv. 2026	Guinea's 1st official participation in the eCAN
Assemblée Générale ACES	Institutionnel	Janv. 2026	Strengthening African esports governance
Tournois locaux Conakry	Multi-disciplines	2024–2025	Talent scouting, community structuring

4.2 Upcoming Tournament Calendar

> ***Program : Competitions récurrentes toutes les 2 semaines (week-ends, hors heures d'études), sur plateformes PS5, Mobile et PC, avec cash prizes incitatifs.***

I. Discipline Tournaments — Every 2 Weeks

Each discipline has a bi-monthly tournament, keeping athletes in continuous activity, energizing local communities and progressively identifying talents.

Period	Discipline	Plateforme	Format	Cash Prize
1st fortnight	EA Sports FC 25	PS5 / PC	32 joueurs, single elimination	To be defined
2nd fortnight	eFootball / PUBG Mobile	Mobile	64 joueurs, group stage	To be defined
1st fortnight	Counter-Strike 2	PC	8 équipes, bo3	To be defined
2nd fortnight	Mobile Legends MLBB	Mobile	8 équipes 5v5	To be defined
1st fortnight	Tekken 8	PS5 / PC	16 joueurs, double elim.	To be defined
2nd fortnight	PUBG Mobile	Mobile	Battle Royale — 50 joueurs	To be defined

II. International Tournament — Every 3 Months

At least one international event every 3 months, with a minimum of two international competitions per year, allowing Guinean athletes to regularly compete against their African and international counterparts.

Quarter	Competition type	Level	Target discipline
T1 (Janv.–March)	Online international tournament	African	eFootball / EA FC
T2 (Avr.–June)	ACES competition participation	Continental	Multi-disciplines
T3 (Juil.–Sept.)	Online international tournament	African / World	PUBG Mobile / CS2
T4 (Oct.–Déc.)	Esports Nations Cup (ENC) + Sacré	International	Multi-disciplines

III. ESPORTS AWARD NIGHT — December (Annual)

> ***Grand annual closing event: awards ceremony for the best actors in Guinean and African esports, entertainment, gameplay demonstrations and trophy presentations.***

The Esports Award Night brings together players, teams, content creators, referees, organizers and partners around an awards ceremony. Winners are selected based on:

- Competitive performance and consistency throughout the season
- Fair play and community impact
- Creativity, innovation and digital engagement
- Contribution to structuring Guinean esports

4.3 Annual Summary Calendar

Mois	Event	Type	Level
January	eCAN / Competition ACES + Tournois bimensuels	International + National	African
February	Bi-monthly EA FC & eFootball Tournaments	National	Local
March	Online international tournament (T1)	International	African
April	Bi-monthly MLBB & PUBG Tournaments	National	Local
May	Competition ACES (T2)	Continental	African
June	Bi-monthly CS2 & Tekken Tournaments	National	Local
July	Online international tournament (T3)	International	World
August	Multi-discipline bi-monthly tournaments	National	Local
September	PUBG Mobile / CS2 International	International	African
October	Esports Nations Cup (ENC) + Tournois	International	World

November	Annual National Grand Tournament	National	National
December	Soirée SACRÉ DU ESPORT 🏆	Ceremony	African / Guinean

5. OPENING OF REGIONAL BRANCHES

5.1 Strategic Vision

The expansion of FEGESPORT across the entire national territory is an absolute priority. Opening regional branches will decentralize activities, detect talent in all prefectures and ensure equitable access to esports for all Guinean youth. Bi-monthly tournaments will be adapted according to 4G coverage in each region.

> ***Objectif 2025–2030 : Couvrir toutes les régions administratives de la Guinée avec une antenne active.***

5.2 Branch Map for next coming eLeague

Region	Mayn city	Status	4G Coverage
Conakry — National Headquarters	Conakry	Operational	✅ Covered
Boke – Fria - Kamsar	Boke	Operational	✅ covered
Kindia	Kindia	Opening 2025	✅ covered
Mamou	Mamou	Opening 2026	⚠ partially
Labé	Labé	Operational	✅ covered
Faranah	Faranah	Opening 2026	⚠ Partially
Kankan	Kankan	Opening 2027	✅ covered
N’Zérékoré	N’Zérékoré	Operational	⚠ Partially

5.3 Branch Missions & Equipment

- Detection and training of local talents in all prefectures
- Organization of regional bi-monthly tournaments
- Management of athlete registrations for the region
- Running digital and educational workshops
- Minimum equipment: 6 PCs/consoles, high-speed internet access, esports peripherals

6. ATHLETE REGISTRATION & LICENSING

> ***Target 2025–2030: Register more than 2,000 esports athletes across all regions of Guinea.***

6.1 Categorys de licences

License type	Description	Fee
Amateur License	Recreational practice — access to local tournaments	Free / symbolic
Competitor License	Athletes in official FEGESPORT competitions	To be defined
Elite License	Syli Virtuel players — national team	Covered
Club License	Accreditation for official esports clubs and structures	To be defined
Official License	Certified referees, coaches and managers	To be defined

6.2 Procedure & Deployment

Phase	Period — Zones	Target
Phase 1 — Conakry	2025 — Capital	200+ registered athletes
Phase 2 — Major cities	2026 — Boke, Kindia, Labé, Kankan	800 registered athletes
Phase 3 — Interior	2027 — All prefectures	2,000 registered athletes
Phase 4 — Consolidation	2028–2029 — National renewal	Normalization

7. DIGITAL, TRAINING & INCLUSION

Strategic axis: Esports as a lever for human development

7.1 Strategic & Global Vision 2026

Axis	Concrete actions
Digitalization	Online registration platform + FEGESPORT mobile app
Communication	Partnership with local influencers and Twitch / YouTube channels
R&D Enhancement	Modules on esports history, content creation and streaming
Partnerships	Continue with UNDP, expand to UNFPA, involve Orange, MTN, FIFAe

7.2 Digitalization

- National platform for online license and registration management
- FEGESPORT mobile app for athletes and clubs
- National database of registered players
- Live broadcasting of official competitions (Twitch, YouTube, Facebook Live)
- Partnerships télécom : Orange Guinea, MTN, Cellcom pour la connectivité 4G

7.3 Combating Illiteracy

- Partnership with the Ministry of National Education — “Esports & Education” program
- Reading/writing workshops linked to video games (tutorials, rules, manuals)
- Training in basic digital tools (PC, internet, office software)
- Bilingual sessions (French / local languages) to maximize accessibility
- FEGESPORT Training Center in Conakry

7.4 Youth Inclusion

- Inclusive tournaments: women, rural areas, people with disabilities
- Esports scholarship program for youth from disadvantaged backgrounds
- Creation of the Syli Virtuel Espoirs — national youth team
- Awareness of esports careers: pro player, coach, streamer, analyst
- Partnerships avec les entreprises numériques pour des stages et emplois

8. PROVISIONAL BUDGET 2025–2026 (Inaugural Season)

> ***Budget global de la saison 2025–2026, couvrant l'organisation des tournois, la logistique, les équipements et les voyages internationaux.***

Item	Amount (GNF)
Tournament organization & prizes (incl. staff bonuses)	418 600 000 GNF
Logistics + Merchandise + Communication	110 000 000 GNF
Office & board equipment	109 000 000 GNF
International travel (1/year)	120 000 000 GNF
TOTAL PROVISIONAL BUDGET	757 600 000 GNF
Reserve fund / contingency (5%)	37 880 000 GNF
TOTAL WITH CONTINGENCY	795 480 000 GNF

Le poste le plus important est l'organisation des tournois et la rémunération des athlètes et du staff (55% du budget), suivi des voyages internationaux (16%) et de la logistique/communication (14%).

9. SPONSORSHIP OFFER — PARTNER PACKAGES

To support the implementation of this roadmap, FEGESPORT offers structured sponsorship packages, allowing companies to benefit from strategic visibility and a strong positioning among Guinean youth.

PACK BRONZE
Supporting Sponsor

Contribution : 15 000 000 GNF

- Logo on official posters (small format)
- Mention on social media (2 posts/month)
- Logo on partner roll-ups
- Presence on streaming visuals (small area)
- 2 VIP invitations to the Esports Award Night
- Official recognition certificate

PACK ARGENT
Official Sponsor

Contribution : 35 000 000 GNF

- Logo on all official posters (medium format)
- 4 posts/month + 2 sponsored stories on social media
- Sponsor banner during live broadcasts (streaming)
- Regular mention by hosts during competitions
- Promotional stand at the Annual Grand Tournament
- 5 VIP invitations to the Esports Award Night
- Official speaking time (2 minutes) at the major event

PACK OR
Sponsor premium — Partner stratégique

Contribution : 70 000 000 GNF

- Mayn sponsor on all communication materials (large format logo)
- Stage branding at the Annual Grand Tournament
- Logo on official staff and organization t-shirts
- Ad spot (audio/video) broadcast during live competitions
- Premium stand with marketing activation (distribution, entertainment, demo)
- 10 VIP invitations + reserved table at the Esports Award Night
- Trophy presentation to the main winner of the Annual Grand Tournament
- Mention officielle : « Partner Officiel FEG-ESPORT 2025–2026 »

PACK PLATINIUM
Partner institutionnel majeur

Contribution : 150 000 000 GNF

- Official naming of a major tournament
- Full branding: stage, visual materials, trophies and jerseys
- Co-branded digital campaign (sponsored advertising + media)
- Systematic ad spot in all live events and competitions
- Full sector exclusivity for the season
- Protocol presence and official address at the Esports Award Night

9.1 General Benefits for All Sponsors

- Media visibility on digital platforms (Facebook, TikTok, Instagram, YouTube)
- Association with an innovative and positively image-building initiative
- Direct access to a young, connected and engaged community
- Marketing activation opportunities (stands, distribution, entertainment, branding)
- Rapports de visibilité et bilans médiatiques après les événements majeurs

8. HUMAN DEVELOPMENT — From Esports to Digital Careers

Esports: a gateway to tomorrow's careers

Esports is not just a competition: it is a complete professional ecosystem that generates transferable skills toward the most dynamic sectors of the digital economy. FEGESPORT is committed to making electronic sport a concrete springboard toward employment and entrepreneurship for Guinean youth.

8.1 Careers Directly Linked to Esports

These careers are accessible from entry into the FEGESPORT ecosystem, through licenses, tournaments and internal training.

Career	Description	Access via FEGESPORT
Professional player	Competitive athlete representing a club or the Syli Virtuel	Elite License / National Tournaments
Coach & Analyst	Tactical preparation, video analysis and game strategy	FEGESPORT Certification
Team Manager	Administrative, logistical and commercial management of a club	Club License officielle
Official Referee	Direction and supervision of matches according to FEGESPORT / ACES rules	Referee training & certification
Commentator / Shoutcaster	Live commentary and narration of competitions (streaming)	Media / branch partnership
Event Organizer	Tournament planning, venue management and logistics	FEGESPORT Events Program

8.2 Careers du numérique accessibles via l'Esport

Practicing esports naturally develops digital skills (mastery of digital tools, teamwork, performance management) that form a solid foundation for accessing fast-growing digital careers in Guinea and across Africa.

Career numérique	Link to esports	Opportunities in Guinea
Video game / App Developer	Understanding of game mechanics and interfaces	Tech startups, digital agencies, freelance
Streamer & Content Creator	Live streaming, video editing, community management	YouTube, Twitch, TikTok, Facebook Live
Graphic Designer & Motion Designer	Creating esports visuals: posters, overlays, logos	Comm. agencies, esports clubs, brands
Community Manager	Social media management, fan and gaming community management	Companies, brands, federations
Network & Infrastructure Technician	Installation and maintenance of tournament and branch equipment	Telecom operators, cybercafes, schools

Cybersecurity	Protection of platforms, athlete data and systems	Banks, government, companies
Digital Marketing & Sponsorship	Partnership management, advertising campaigns, esports branding	Agencies, brands, sports organizations
Esports Journalist & Analyst	Media coverage, writing and competition analysis	Media, news portals, platforms

8.3 FEGESPORT Training Pathway & Certifications

> ***FEGESPORT structures a progressive training pathway: from amateur player to qualified digital sector professional.***

Level	Title	Content	Audience
Level 1	Introduction (Regional Branches)	Esports workshops, basic digital tools, career discovery	From age 12, free, all regions
Level 2	Specialized Training (Conakry Center)	Coaching, refereeing, streaming, video editing, graphic design, digital marketing	FEGESPORT license holders, university partnerships
Level 3	Certification & Professionalization	Official FEGESPORT / IESF / ACES certificates, digital portfolio, access to professional network	Top performers from Level 2

8.4 Professional Integration & Entrepreneurship

Program	Description	Partners
FEGESPORT Job Board	Platform connecting trained youth with digital employers	Startups, agencies, operators
Esports & Tech Incubator	Supporting youth creating an esports structure or digital startup	UNDP, UNFPA, private sector
Internships & Apprenticeships	Partnerships avec Orange, MTN, agences digitales pour des stages qualifiants	Orange Guinea, MTN, Cellcom
Digital Talent Scholarships	Scholarships for disadvantaged youth accessing certified training	UNDP, UNFPA, private sponsors
FEGESPORT Alumni Network	Community of former trainees: mentoring, professional network, opportunities	FEGESPORT + partners

8.5 Human Development Objectives 2025–2030

Indicator	2025	2026	2027	2028	2029	2030
Jeunes formés (Level 1)	200	600	1 500	3 000	5 000	8 000
Certifiés (Levelx 2 & 3)	50	200	500	1 000	2 000	3 500

Professional placements	20	80	200	500	900	1 500
Structures created (startup/club)	5	15	40	100	180	300
Branches with training space	1	3	6	8	8	8

9. GOVERNANCE & PARTNERSHIPS

9.1 Governance Structure

- National executive board — headquartered in Conakry
- Council of regional directors (1 per administrative region)
- Specialized committees: competition, training, digital, inclusion
- Annual general assembly of members

9.2 Partners stratégiques

Partner	Type	Nature of partnership
IESF	International	International federation — global recognition
WESCO	International	Global esports consortium
ACES	Continental	African affiliation, continental competitions
Esports Association Ghana	Regional	West Africa regional cooperation
PNUD / UNFPA	Institutionnel	Social inclusion, youth, development
Ministère des Sports	National	Official accreditation, grants, institutional support
Ministère de l'Éducation	National	Program Esport & Éducation en milieu scolaire
Orange Guinée / MTN / Cellcom	Privé	4G connectivity for regional branches
FIFAe	Sportif	Competitions officielles eFootball

10. ROADMAP 2025–2030

Year	Key actions
2025	License system launch • Boke & Kindia branches • Digital platform • Bi-monthly tournaments in Conakry • Season budget 795M GNF • 200 youth trained
2026	Antennes Labé, Mamou, Faranah • Ligue Nationale Esport • Application mobile • Program Esport & Éducation • 800 registered athletes • 2 compétitions internationales • 600 jeunes formés
2027	Antennes Kankan & N'Zérékoré • Couverture nationale complète • Centre de formation Conakry • 2,000 registered athletes • Syli Virtuel Espoirs • 1 500 jeunes formés
2028	Branch consolidation • 3,000 registered athletes • 1,000 digital certifications • 500 professional placements • Mid-term strategic review
2029	Expansion régionale avancée • 5 000 jeunes formés • Esports & Tech Incubator actif • 900 placements pro • Label "Guinée Esport Nation"
2030	Global strategic review • 8,000 youth trained • 3,500 certified • 300 structures created • West Africa esports reference • New plan 2031–2035

CONCLUSION

FEGESPORT is committed to an ambitious yet realistic trajectory, rooted in Guinean realities and turned toward the future. Through a structured competitive calendar, the opening of regional branches, athlete registration nationwide, digitalization of processes and the inclusion of all youth, FEGESPORT will build a solid, professional and forward-looking Guinean esports ecosystem.

🎮 Controller in hand, eyes on the future! GN

contacts@fegesport224.org
+224 625 87 87 64
fegesport224.org