**REPUBLIC OF GUINEA**

**Work – Justice – Solidarity**

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# ANNUAL REPORT 2025

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# Guinean Federation of Electronic Sports (FeGeSport)

**Theme :**

Assessment and Prospects of the Guinean Esports Ecosystem: Promotion, structuring and development of electronic sports in the Republic of Guinea.

Publication: DECEMBER 2025 – CONAKRY

## PRESENTATION

- [ ] Message from the President
- [ ] Presentation of FeGeSport
- [ ] FeGeSport in figures – 2025 report
- [ ] Key events of the year 2025
- [ ] Major activities and competitions 2025
- [ ] International reach and participation
- [ ] Structuring the Guinean esports ecosystem
- [ ] Map of the esports ecosystem in Guinea
- [ ] Timeline of activities 2025
- [ ] National Vision and Strategy
- [ ] Institutional challenges and constraints
- [ ] A plea for the recognition of esports
- [ ] Strategic recommendations
- [ ] General Conclusion
- [ ] Thanks
- [ ] Annexes

## 1. PRESIDENT'S MESSAGE

The year 2025 will be remembered as a pivotal moment in the history of sport.
electronics in the Republic of Guinea. It marks an important step in
the structuring of esports and in the organization of competitive activities at
national level.

Thanks to the commitment of the members of the Guinean Sports Federation
Electronics and with the support of our technical and institutional partners, several
Structuring initiatives have emerged.

The Grand Holiday Gaming Tournament 2025, organized with the support of
The United Nations Development Programme (UNDP) has enabled
to mobilize hundreds of young players across different competitions.

On the international stage, Guinea's third place finish at the Afro
West Esports Championship 2025 is a source of national pride and demonstrates the
potential of our players.

FeGeSport remains determined to continue its efforts to make esports a
lever for innovation, opportunities and influence for young people
Guinean.

**Done in Conakry, December 2025**

**Amara Daffé**

**President**

**Guinean Federation of Electronic Sports**

**2. PRESENTATION OF FEGESPORT** The

Guinean Federation of Electronic Sports (FeGeSport) is the national organization responsible for promoting, organizing and developing electronic sports in the Republic of Guinea.

### ☐ Vision

• To make Guinea a benchmark for esports in Africa

francophone.

• Missions

• Promote the practice of esports

• Structuring national competitions

• Mentoring Guinean talent

• Represent Guinea on the international stage

### ☐ FEGESPORT IN FIGURES – 2025

• Key indicators

• Participating players: 500+

• Competitions organized: 10

• Esports disciplines developed: 5

• Institutional and technical partners: 6

• International participation: 2 events

• Performance internationale : 3e place Afro West Esports Championship

### ☐ KEY EVENTS 2025

• The main achievements of the year

• Organization of the Grand Holiday Gaming Tournament 2025

• Participation in the Afro West Esports Championship

• Participation in the General Assembly of the International Esports Federation

(IESF)

• Organization of finals in Gbessia, Coyah and GameBox Conakry

- Introduction of new competitive disciplines

☐ **MAJOR ACTIVITIES 2025**

Grand Holiday Gaming Tournament

Period: August 9 – September 27, 2025 •

**Objectives** •

Talent identification

- Youth mentoring
- Promotion of structured esports

☐ Competitions

- PUBG Mobile
- Mobile Legends Bang Bang
- eFootball
- Tekken 8
- FC25

☐ **Rewards**

- Smartphones
- Smart TV
- Internet subscriptions
- School vouchers

☐ **INTERNATIONAL REACH**

- Afro West Esports Championship
- Guinea's participation in regional competitions
- Result: 3rd place
- IESF General Assembly
- Official participation of FeGeSport in international discussions on the esports governance







## ☐ STRUCTURING THE ESPORTS ECOSYSTEM

• Esports promotes •

The development of digital skills • Strategic thinking • Teamwork •

New careers

• Esports coach •

Caster (commentator) • Event

organizer • Team manager

## ☐ MAP OF THE ESPORTS ECOSYSTEM IN GUINEA

The Guinean esports ecosystem relies on several players

ÿ Governance

ÿ FeGeSport

ÿ Public Institutions

ÿ Ministry of Youth and Sports

ÿ Ministry of Digital Affairs

ÿ International Organizations

ÿ International Esports Federation (IESF)

ÿ Africa Confederation of Esports (ACES)

ÿ World Esports Consortium (WESCO)

☐ **Partners**

• UNDP

• Innovacom Guinea

• Local actors

• Clubs esport

• Gaming centers • Event organizers • Gaming content creators • Community

• Players

• Streamers

• Fans

☐ **2025 ACTIVITY TIMELINE**

August 2025

**Launch of the Great Holiday Gaming Tournament**

August 14–16

**PUBG Mobile Tournament**

August 23–24



**Mobile Legends Bang Bang Tournament**

August 30–31




**eFootball Final – Gbessia**

September 2025,

September 6–7



**Tekken 8 Final – Coyah ,**

September 20–21

Qualifications FC25

September 27




**Final FC 25 – 26 - GameBox Conakry**

Closing of the national tournament



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# TEAM FEGESPORT



**Second semester**

• Guinea's participation in the Afro West Esports Championship – 3rd place • Participation in the IESF General Assembly

☐ VISION ESPORT GUINEA 2030

**Goals**

• Creation of national leagues

• Esports training centers

• Regular participation in international competitions

• Organization of African competitions

☐ **INSTITUTIONAL CHALLENGES AND CONSTRAINTS**

• FeGeSport encountered some difficulties related to clarifying the institutional framework of electronic sport in Guinea.

Administrative and organizational differences have sometimes slowed down the implementation work of certain initiatives.

• The Federation remains committed to a constructive dialogue with the authorities in order to promote the harmonious development of the discipline.

**A PLEA FOR THE RECOGNITION OF ESPORTS**

• Official recognition of esports would allow

• Better structuring of the sector

• Player and club support

• Increased participation in international competitions

• Esports also represents an economic opportunity for young people.

☐ **STRATEGIC RECOMMENDATIONS**

• Official recognition of esports

• Creation of a regulatory framework

• Development of gaming infrastructure

• Training for esports careers

• Support for international competitions

## ☐ GENERAL CONCLUSION

The year 2025 marks an important milestone in the structuring of esports in the Republic of Guinea.

The initiatives undertaken by FeGeSport demonstrate the potential of esports for youth and for the country's international influence.

The Federation continues its efforts to build a solid esports ecosystem and durable.

## ☐ THANKS

- FeGeSport thanks
- The Guinean public authorities
- The players
- Institutional partners
- The media
- The volunteers and members of the federation

## ☐ ANNEXES

- Complete timeline of 2025 activities • List of partners •

Detailed competition statistics

- Photos of activities