# Strategic Development Plan of the Belarusian Esports Federation for 2025-2028

1. Recognition of esports as an official sport in Belarus
Goal: Obtaining the official status of esports as a sports discipline, which will open up new opportunities for growth and support for the industry.

2. Development and implementation of a legal framework for esports
Goal: Creating a stable and transparent legal basis for the activities of the federation and esports organizations.
• Creation and implementation of laws regulating esports events, clubs and teams.
• Licensing of tournament organizers, coaches and clubs.
• Protecting the rights of players through official contracts.

3. Investments in the development of esports and growth of media presence
Goal: Creating conditions for the growth of the esports industry in Belarus, attracting new sponsors and investors.
• Attracting large brands and sponsors to the industry.
• Developing online platforms for broadcasts, expanding the audience and engaging viewers.

4. Development of educational programs and infrastructure
Goal: To educate a new generation of esports professionals and improve the training infrastructure.
• Launch educational courses for players and coaches.
• Modernization of training grounds and creation of new esports arenas.

5. Developing tournaments in Belarus
Goal: To increase the quality and quantity of tournaments held in Belarus.
• Increase the number of tournaments held in Belarus by 50%.
• Expand the number of regional tournaments with a focus on less developed cities.
• Create and launch tournaments in new disciplines that may interest different audiences.
• Attract new major partners and sponsors to increase prize funds and improve media coverage.

6. International cooperation and participation in world tournaments
Goal: To include Belarus in the global esports community, to participate in major international tournaments and championships.
• Support Belarusian teams and improve results in world tournaments.

• Attracting international competitions and events to Belarus.

**Expected results:**
• Recognition of eSports as an official sport in Belarus within 1-2 years.
• Establishment of a solid legal framework that supports and protects the rights of all participants in the eSports industry.
• Increase in the number of events, teams, players and spectators in Belarus.
• Creation of favorable conditions for investors and international partners.
• Strengthening the position of Belarus in the global eSports arena.
**Conclusion:** The focus on recognizing esports as an official sport and creating an appropriate legal framework are key steps for the further development and sustainability of the eSports industry in Belarus.