ANNUAL ACTIVITY REPORT: FY 2025 – 2026

PREPARED BY: Office of the Community Development Lead

SUBMITTED TO: IESF

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1. FOUNDATION & GOVERNANCE MILESTONES

1.1 Formal Formation of BESA (June 2025) In June 2025, the Bhutan Esports Association (BESA) was formally established, transitioning from its predecessor (BMGA) into a structured National Sports Federation. The formation was driven by the need to professionalize the gaming sector and align with the "Digital Dzong" philosophy of 21st-century Bhutan.

1.2 Recognition by the Bhutan Olympic Committee (BOC) In August 2025, BESA achieved a historic milestone by receiving official recognition from the Bhutan Olympic Committee (BOC). This elevated esports from a recreational pastime to a nationally recognized sport, allowing BESA to operate under the visionary leadership of HRH Jigyel Ugyen Wangchuck.

1.3 International Recognition: IESF Membership BESA successfully secured full membership in the International Esports Federation (IESF). This global recognition ensures that Bhutanese athletes are now eligible to represent the Bhutanese flag at the World Esports Championships and other IESF-sanctioned international arenas.

2. INFRASTRUCTURE & ATHLETE DEVELOPMENT

2.1 Central Esports Registry (CER) Development To ensure competitive integrity and "Healthy Gaming," BESA launched the Central Esports Registry.

- **Purpose:** A unified national database for all competitive players.
- **Impact:** Over 2,100 athletes are currently registered, enabling BESA to track performance, manage "Responsible Gamer" certifications, and ensure anti-cheat compliance.

2.2 Player Training & Capacity Building BESA focused on the "Athleticization" of gamers through:

- **Technical Workshops:** Mentorship programs with international experts (Sangdup Lama & Joel) for 30+ youth in digital broadcast production.
- **Responsible Gamer Initiative:** Mandatory training for all BENC finalists, focusing on mental health, physical ergonomics, and digital etiquette.

3. MAJOR EVENTS & COMPETITIONS

3.1 Bhutan Esports National Championship (BENC 2026) The flagship event of the year, held at the Norling Complex in Thimphu, set a new standard for live events in the country.

- **Scale:** Over **2,158 participants** in the qualifiers; 138 finalists.
- **Titles:** 8 Game Titles including Valorant, MLBB (Male/Female), Dota 2, and Chess.
- **Prize Pool:** A record-breaking **Nu. 1,000,000**, the largest in Bhutanese esports history.
- **Cultural Fusion:** Introduction of the "Digital Mandala" stage design and a trophy blending traditional Bhutanese craftsmanship with digital aesthetics.

3.2 PUBG Mobile & Tencent/PMNC Collaboration BESA solidified its partnership with Tencent Esports for the PMNC (PUBG Mobile National Championship) cycle.

- **Outcome:** The BENC served as an official talent pipeline for PMNC South Asia.
- **Spotlight on Team MAKPEN:** Our national champions demonstrated world-class level play, with official winnings now exceeding **USD 9,000+**, proving that esports is a viable professional path for Bhutanese youth.

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4. CONCLUSION & FUTURE OUTLOOK

The 2025–2026 term has been the "Year of Ignition" for Bhutanese Esports. Having secured our foundation within the Olympic family and the international community, BESA is now poised to:

- Establish an annual tournament circuit.
- Expand the "GG Village" community spaces.
- Secure Bhutan's first podium finish on the global stage.

Approved for Submission:



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