

MONGOLIAN ESPORTS ASSOCIATION

ACTIVITY REPORT

2025

1. Introduction

The **Mongolian Esports Association (MESA)**, founded in **2003**, is the national governing body for esports in Mongolia. MESA represents Mongolia within the international esports community and maintains active membership and cooperation with leading esports institutions, including the **International Esports Federation (IESF)**, the **Global Esports Federation (GEF)**, and the **Asian Esports Federation (AESF)**.

Since 2019, MESA has continuously expanded its activities through the organization of national and international competitions, athlete development programs, institutional cooperation, and public engagement initiatives. In 2025, MESA continued to strengthen the visibility, competitiveness, and organizational capacity of Mongolian esports through tournament operations, infrastructure upgrades, educational initiatives, and national team development.

Mission

The mission of MESA is to develop esports in Mongolia in a structured, sustainable, and internationally competitive manner, while creating opportunities for athletes, teams, coaches, officials, and young people to grow through organized esports activities.

Long-Term Goals

The long-term goals of MESA are:

- To strengthen Mongolia’s presence in international esports competitions
- To support the development of athletes, teams, coaches, referees, and technical officials
- To create a professional and accessible esports ecosystem in Mongolia

- To expand cooperation with international federations, publishers, and strategic partners
- To promote esports as a positive driver of youth engagement, education, digital skills, and creative industry development

Purpose and Scope of this Report

This Annual Activity Report provides an overview of the principal activities carried out by MESA during the 2025 calendar year. It is intended to inform members, stakeholders, partners, and the public about the Association's operations, events, development initiatives, institutional progress, and future priorities.

The report covers:

- Governance and organizational developments
- Tournament and event operations
- Athlete and national team development
- International representation and cooperation
- Infrastructure and technical improvements
- Education and capacity-building initiatives
- Stakeholder and partner engagement
- Key achievements, challenges, and future priorities

2. Governance and Organizational Developments

In 2025, MESA undertook important governance and organizational measures aimed at strengthening institutional capacity and improving operational effectiveness.

A **General Assembly** was held during which the Association reviewed its governance structure and adopted a series of resolutions concerning leadership reorganization. These resolutions included changes to the composition of the Board of Directors, the election of a new Chairman, and the appointment of Honorary Members and Strategic Advisors. The relevant changes were subsequently filed with the competent state authority of Mongolia in accordance with applicable law and the Association's governing documents.

These governance measures were undertaken to improve leadership effectiveness, ensure continuity of institutional knowledge, and support the long-term development of the Association.

3. Overview of Activities in 2025

During 2025, MESA continued to carry out a broad range of activities focused on competition, athlete development, institutional cooperation, infrastructure improvement, and public engagement.

The year was marked by several major achievements, including:

- The organization and support of internationally recognized tournaments in Mongolia
- Improvement of ranking opportunities for Mongolian players through high-level competition
- Upgrades to MESA's LAN studio and event production capacity

- Launch of an esports certificate program in partnership with a leading university
- Preparation of Mongolia's first youth national esports team
- Advancement of official national recognition for esports representation

These developments contributed to strengthening Mongolia's position within the international esports ecosystem and building a stronger domestic foundation for sustainable esports growth.

4. Tournament and Event Activities

In 2025, MESA continued to organize and support competitions across multiple levels of esports activity. Particular emphasis was placed on increasing international exposure, improving competitive standards, and creating opportunities for Mongolian teams and players to participate in recognized events.

Among the most notable international tournaments and event platforms supported or organized during the year were:

- **Nomadic Masters 2025 Spring**
- **Asian Masters Series**
- **Road to PGL tournaments**

These events were highly significant for the growth of Mongolian esports. In addition to raising the profile of Mongolia as a capable host of competitive esports events, they also helped **boost Valve ranking points for Mongolian players and teams**, thereby improving their international competitiveness and visibility in the global Counter-Strike ecosystem.

By facilitating stronger competition and more structured tournament opportunities, MESA contributed directly to the development of high-level esports performance in Mongolia.

5. Athlete Development and National Team Progress

Athlete development remained one of MESA's core priorities throughout 2025. The Association continued to support competitive pathways for Mongolian athletes through domestic competitions, international tournament exposure, and the strengthening of national team structures.

A major milestone in 2025 was the preparation and dispatch of **Mongolia's first youth national esports team** to the **Asian Youth Games**. This marked the first formal step toward structured youth representation in esports under a national framework and represented an important achievement for both athlete development and institutional progress.

In addition, through cooperation with the **NSA**, **The MongolZ** became the **first nationally recognized esports national team of Mongolia**. This was a historic development for the official recognition of esports within the national sports structure and a significant step toward long-term institutional legitimacy.

The international tournaments organized and supported by MESA during the year also played an important role in athlete progression. By competing in events such as **Nomadic Masters 2025 Spring**, **Asian Masters Series**, and **Road to PGL**, Mongolian players were able to gain higher-level experience and improve their ranking opportunities through recognized competitive systems.

6. Infrastructure and Technical Development

In 2025, MESA made important investments in infrastructure and production capacity in order to improve the quality of esports events hosted in Mongolia.

One of the key developments during the year was the **upgrade of the MESA LAN studio**, which now includes a dedicated **stage**. This improvement significantly strengthened MESA's capacity to host professional live tournaments, studio-based productions, interviews, and other public-facing esports activities.

MESA also introduced **automated in-game operational systems** and production-related processes. These improvements enhanced the technical efficiency of match administration and broadcast delivery, while also raising the professional standard of tournament operations.

Together, these upgrades represented a meaningful step forward in establishing a more advanced and professional esports event environment in Mongolia.

7. Education and Capacity Building

One of the most important achievements of 2025 was the launch of a **one-year certificate program in esports** in partnership with the **University of Finance and Economics in Mongolia**.

This initiative marked an important step in connecting esports with formal education and professional training. The program was designed to provide students and young people with structured knowledge and practical understanding of esports as an industry, including its competitive, organizational, and commercial dimensions.

The certificate program contributes to:

- The professionalization of esports in Mongolia
- The creation of educational pathways for young people interested in esports
- The development of future talent for management, event operations, communications, and industry support roles
- Greater recognition of esports as a legitimate field of study and professional activity

This partnership represented a significant milestone in the long-term development of the esports ecosystem in Mongolia.

8. International Representation and Cooperation

In 2025, MESA continued to represent Mongolia in the international esports community through cooperation with **IESF**, **GEF**, and **AESF**, as well as through engagement with publishers, tournament organizers, and regional stakeholders.

Through its tournament operations, international event participation, and athlete development activities, MESA continued to strengthen Mongolia’s visibility in global esports. The successful support and organization of recognized tournament platforms also contributed to Mongolia’s growing reputation as an emerging esports hub in the region.

MESA remained committed to fostering international cooperation and ensuring that Mongolian athletes and teams have pathways to compete, learn, and grow within the international esports system.

9. Media, Visibility, and Public Engagement

In 2025, MESA continued to improve the public visibility of esports in Mongolia through media cooperation, tournament promotion, and stakeholder engagement. By working with media partners and supporting high-profile events, the Association contributed to a broader understanding of esports as an organized and professionally managed field.

The upgrade of MESA's LAN studio and the addition of a dedicated stage also enhanced public-facing event presentation and content possibilities, improving the quality of live and recorded esports productions.

MESA remains committed to presenting esports as a constructive platform for youth engagement, competitive excellence, education, and digital innovation.

10. Key Achievements in 2025

The main achievements of MESA during 2025 include:

- Successful organization and support of major international esports events, including **Nomadic Masters 2025 Spring**, **Asian Masters Series**, and **Road to PGL**
- Improved competitive opportunities and increased **Valve ranking points for Mongolian players**
- Upgrade of the **MESA LAN studio** and installation of a dedicated **stage**
- Implementation of **automated in-game operational systems**
- Launch of a **one-year esports certificate program** in partnership with the **University of Finance and Economics in Mongolia**

- Preparation and dispatch of **Mongolia's first youth national esports team** to the **Asian Youth Games**
- Establishment of the first formal **youth national team structure** in Mongolian esports
- In partnership with the **NSA**, official recognition of **The MongolZ** as the **first nationally recognized esports national team of Mongolia**
- Continued progress in governance, infrastructure, and institutional development
- Strengthened cooperation with sponsors, media partners, volunteer networks, and esports clubs

11. Challenges

Despite the progress made in 2025, a number of challenges remain for the sustainable development of esports in Mongolia.

One of the continuing challenges is the pace of institutional recognition within the traditional sports system. In particular, the **National Olympic Committee (NOC)** has not yet reached full certainty regarding the recognition of esports, and related processes have moved slowly. This has created delays in broader institutional alignment and in advancing esports recognition within the national sports framework.

Additional challenges include:

- Limited long-term infrastructure and investment capacity
- Need for stronger and more sustainable funding mechanisms
- Need for broader public and institutional understanding of esports

- Continued need for structured development pathways for athletes, coaches, referees, and administrators
- Need to further improve technical, educational, and organizational capacity across the ecosystem

MESA remains committed to working constructively with all relevant institutions and stakeholders in order to address these challenges and support the gradual and sustainable recognition of esports in Mongolia.

12. Future Priorities

Looking ahead, MESA will continue to focus on the following priorities:

- Expanding national and international tournament activity
- Strengthening athlete and team development systems
- Supporting greater participation in international esports events
- Further improving infrastructure for events, production, and broadcasts
- Expanding educational and certification initiatives in esports
- Deepening cooperation with national and international institutions
- Supporting broader institutional recognition of esports in Mongolia
- Strengthening the long-term sustainability and professionalism of the Mongolian esports ecosystem

13. Conclusion

The year 2025 was an important period of growth and institutional progress for the Mongolian Esports Association. Through its work in tournament operations, infrastructure development, education, youth national team preparation, and stakeholder cooperation, MESA continued to strengthen the foundation of esports in Mongolia.

The Association remains committed to developing a professional, inclusive, and internationally competitive esports ecosystem that creates opportunities for athletes, teams, students, and the wider community. MESA will continue to work with its partners and stakeholders to build a stronger future for Mongolian esports.

14. Links

https://www.youtube.com/@mesa_tv

https://liquipedia.net/counterstrike/MESA