FEDERATION BENINOISE DES SPORTS ELECTRONIQUES
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FOUR-YEAR STRATEGIC PLAN 2025–2029

Benin Federation of Electronic Sports (FBSE)

Under the presidency of Médard Djékété, the FBSE aims to make Benin a leader in esports in West Africa. This plan builds on initiatives already undertaken by the FBSE and AfriGamers, including the Benin Esports League, the organization of departmental associations, educational initiatives, and Benin's international representation.

PILLAR 1: STRUCTURING THE NATIONAL ESPORTS SCENE

Objective

Create an organized esports ecosystem across Benin's 12 departments.

Actions 2025-2029

Action	Période	Objectif
Creation of departmental leagues	Yearly	Cover the entire country
Affiliation of new associations	Permanent	Reach 30 affiliated organizations
Training of referees and officials	Each Semester	Train 50 certified referees
Establishment of a national ranking	2026	List the top players

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PILLAR 2: SCHOOL ESports CHAMPIONSHIPS

Objective

To establish esports as a recognized educational and extracurricular activity.

This initiative builds on AfriGamers' ongoing discussions regarding the role of esports in Beninese school life.

Programme

2026

- Launch of the pilot School Esports Championship.
- 20 participating middle and high schools.
- EA FC, Just Dance, Chess.com, and educational games.

2027

- Expansion to all departments.
- Creation of school esports clubs.

2028

- FBSE National School Championship.
- Participation of over 100 schools.

2029

- Organization of the Benin Digital School Games.

Résultats attendus

- 10,000 students reached.
- Identification of young talent.
- Promotion of responsible video game use.

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PILLAR 3: FBSE MONTHLY TOURNAMENTS

Objective

Maintain ongoing competitive activity.

Calendrier

Each month:

- EA SPORTS FC
- Tekken
- Street Fighter
- Mobile Legends
- PUBG Mobile
- eFootball

Monthly tournaments are already a key focus for AfriGamers and serve as a talent pool for national competitions.

Résultats attendus

- 500 active competitors per year.
- Updated national rankings.
- Talent scouting for national teams.

PILLAR 4 : BENIN ESPORT LEAGUE

Objective

To establish the Benin Esports League as the premier national championship.

The Benin Esports League has already laid the groundwork for a structured national league featuring regional qualifiers and a national grand final.

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2026

- 3 regions (North, Center, South)
- 500 players

2027

- 6 regional stages

2028

- TV broadcast and professional streaming

2029

- Participation of foreign delegations

Overall objectives

- 2,000 annual participants.
- 50,000 online viewers.

PILLAR 5: TRAINING AND PROFESSIONAL DEVELOPMENT

Objective

To establish esports careers in Benin.

Quarterly training programs

Players

- Performance

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- Nutrition
- Mental preparation

Coaches

- Coaching
- Team management

Referees

- Refereeing
- Competition organization

Métiers du numérique

- Streaming
- Community Management
- Content creation
- Esports commentary (casting)
- Event management
- Digital Marketing

Expected Results

- 500 young people trained over 4 years.
- 100 jobs or income-generating activities created.

PILLAR 6: INTERNATIONAL PARTICIPATION

Objective

To position Benin on the African and global stage.

The FBSE and AfriGamers have already supported Beninese players at international events and developed relationships with African and global organizations.

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Planned Outings

Each year:

- African Esports Championships
- Gaming Arena Lomé
- FEJA
- EWC or ENC
- EVO France
- African Games (ACES)
- IESF Qualification
- Global Esports Games
- International video game trade shows

Objectifs

- Participation of at least 20 athletes per year.
- 10 continental medals by 2029.
- Ranking Benin among the top esports nations in Francophone Africa.

PILLAR 7: NATIONAL AWARENESS

Objective

To change perceptions of gaming and esports.

“Esports Is a Career” Campaign

Activities :

- School presentations
- University panel discussions
- Radio and television broadcasts
- Regional roadshows
- National Esports Day

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Themes

- Gaming and academic success
- Career opportunities
- Women in esports
- Digital citizenship
- Addiction prevention

Expected Results

- 50,000 young people reached.
- 5,000 parents reached.
- 1 million people reached through the media.

PILLAR 8: WOMEN AND GAMING

Objective

Increase the presence of women in the ecosystem

Actions

- Women in Gaming Tour
- Annual women's championship
- Mentoring program
- Training in digital professions

Objectif 2029

- 40% women in FBSE activities.
- 200 women trained.

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KEY MILESTONES 2025–2029

Each Year

- School championships
- Benin Esports League
- Monthly tournaments
- Women in Gaming
- National awareness campaign
- Referee training
- Participation in international competitions

By 2029

✓ 30 affiliated associations
✓ 2,000 licensed players
✓ 500 people trained
✓ 12 departments covered
✓ National school championship operational
✓ Regular participation in African and global competitions
✓ Recognition of Benin as a major player in esports in West Africa.

This plan aligns with the vision championed by the FBSE and AfriGamers: to establish a sustainable structure for esports, professionalize the industry, and make gaming a driver of education, inclusion, and economic development for Beninese youth.