General Meeting Minutes

Myanmar Electronic Sports Federation (MESF)

Date: 10/02/2026

Time: 11:00 am

Location: Room 801, Building (C), Dagon Center(1), Bagaya Road, SanChaung Tsp, Yangon, Myanmar.

Chairperson: Dr. Kaung Myat San (President)

Minute Taker: Shwe San Htar Oo (General Secretary)

1.Call to Order

The President welcomed all attendees to the MESF General Assembly Meeting and expressed appreciation for the continued commitment of members in advancing the Esports ecosystem in Myanmar.

The President highlighted that the purpose of the meeting was to review the federation's progress and formally present the **2026 National Esports Development Plan**, which aims to strengthen Myanmar's position in international

Esports while simultaneously expanding grassroots participation and institutional governance.

The President explained that while previous years focused primarily on international competitive representation, the 2026 roadmap shifts toward **ecosystem sustainability, digital governance, and grassroots expansion**.

The development plan consolidates competitive excellence, education, governance reform, and industry growth into a unified national strategy for Esports development in Myanmar.

Members were encouraged to participate actively in discussions and provide recommendations to ensure successful implementation of the 2026 initiatives.

2.Attendance

No	Name	Position	Attandance
1	Dr.Kaung Myat San	President	✔️
2	Kyaw Htet Lin	Vice-President	✔️
3	Kaung Myat Tun	Vice President	✔️
4	Shwe San Htar Oo	General Secretary	✔️
6	Kyaw Zay Ya	Executive Board Committee Member (Government)	✔️
7	Sai Thiha Aung	Executive Board Committee Member (Public Relations)	✔️
8	Hannah Moe	Athletes Central Committee	✔️
9	Wei Yan	University Esports Central Committee	✔️
10	Oak Soe Khant	General Central Committee	✔️

3.Agenda Items

3.1. National Esports Development Plan 2026

The General Assembly reviewed the **National Esports Development Plan 2026**, which outlines the strategic direction of MESF for the coming year.

The plan introduces **eight key development areas**, focusing on expanding grassroots esports participation while strengthening national competitiveness and institutional capacity.

Key Strategic Areas

Development Area	Description
Empowering MESL Ecosystem	Expanding domestic tournaments and community competitions to discover emerging esports talent nationwide.
Empowering National Team ZANAKA	Strengthening national team preparation and representation in international competitions such as the Asian Games, World Esports Championship, and Esports Nations Cup.
Empowering States & Divisions Governance	Establishing regional esports federations to decentralize governance and strengthen grassroots development.
Empowering Digitalization & E-Governance	Developing an integrated national esports management platform and automated governance system.
Empowering MESF Public Image	Improving public engagement through awareness programs, esports events, and industry reporting.

Empowering SEA New IP Development	Collaborating with Southeast Asian federations to develop regional esports intellectual properties and competitions.
Empowering National Esports Academy Complex	Developing a national esports academy to train athletes, coaches, analysts, and industry professionals.

The Assembly acknowledged that this roadmap represents a **strategic shift toward long-term ecosystem development**, with particular focus on talent identification, regional development, and digital governance infrastructure.

3.2. MESL Ecosystem Development

The meeting reviewed the **2026 MESL Ecosystem framework**, which connects grassroots tournaments with national and international competitions.

The MESL ecosystem will include:

National Level Tournaments

- **National Esports Championship (NEC26)** – National qualifier for international competitions including the Asian Games.

- **GG Fest 2026** – A national esports and gaming festival aimed at expanding community engagement.

Professional Level

- **MESL Pro Series** – A professional-level tournament where teams compete for qualification into NEC.

University Level

- **Varsity Esports Championship (VEC S2 & S3)** – University competitions providing pathways from campus esports to national leagues.

Development Level

- **Foundation League** – State and regional development tournaments aimed at grassroots talent discovery.

These tournaments will form a **tiered competitive ecosystem** enabling players to progress from community competitions to international representation.

3.3. National Team ZANAKA Program

The Assembly reviewed the national team program **Team ZANAKA**, which represents Myanmar in international esports competitions.

The program's objective is to identify, train, and prepare elite athletes capable of competing at the highest international level.

Major Competitions in 2026

- **20th Asian Games – Aichi-Nagoya, Japan**
- **Esports Nations Cup – Riyadh, Saudi Arabia**
- **IESF World Esports Championship 2026**
- **Esports World Cup – Riyadh**
- **PMGC 2026**
- **MLBB M8 World Championship**

To support these events, MESF will organize:

- National team selection processes

- ZANAKA press announcement and public engagement
- Intensive national training camps
- International scrims and preparation programs

A **ZANAKA National Bootcamp training facility** will also be established to provide professional training environments for athletes.

3.4. University Esports Network Development

The Assembly reviewed the development roadmap for the **University Esports Network (UEN)**.

The strategic goal is to position university esports as the **primary talent pipeline for Myanmar's professional esports ecosystem**.

Key initiatives include:

- Expanding varsity league competitions
- Organizing regional varsity tours and campus tournaments
- Establishing workshops, job fairs, and esports educational programs
- Creating sustainable funding through sponsorships and partnerships

The UEN Portal will serve as the **central platform for university esports operations and data management**.

3.5. Regional Esports Governance

The Assembly discussed the expansion of **regional esports federations** to decentralize governance and strengthen development at the grassroots level.

Regional offices will be established in:

- Yangon
- Mandalay
- Nay Pyi Taw
- Shan State

These regional federations will oversee:

- Local esports leagues
- Community engagement
- Talent scouting programs
- Development training gyms

This governance structure ensures that esports development reaches **rural and underserved communities across Myanmar**.

3.6. Digitalization & E-Governance

The Assembly approved the development of a **National Esports Management Dashboard**, which will serve as MESF's centralized digital governance system.

The platform will integrate:

- Player and team registration
- National tournament calendars
- Competition results and rankings
- Federation governance tools

This digital transformation aims to replace fragmented spreadsheets and manual systems with a **unified automated platform**, improving transparency and operational efficiency.

3.7. MESF Public Image & Ecosystem Engagement

The Assembly endorsed initiatives aimed at strengthening the public perception of esports in Myanmar.

Key programs include:

- **M-Summit** – annual stakeholder conference
- **Monthly MESF Esports Experience Day**
- **National Esports Leaderboard**
- **National Annual Esports Industry Report**
- **National Esports Awards**

These initiatives aim to enhance transparency, promote esports education, and strengthen collaboration among players, sponsors, and institutions.

4. Resolution

After reviewing the proposed initiatives and strategic roadmap, the MESF General Assembly unanimously approved the **National Esports Development Plan 2026** as the official development framework for the federation.

Members agreed to support the implementation of the roadmap and collaborate across committees to ensure the successful development of Myanmar's esports ecosystem.

5. Adjournment

The President thanked all attendees for their participation and constructive contributions. The meeting concluded with a reaffirmation of MESF's commitment to developing a sustainable and internationally competitive esports ecosystem for Myanmar.

The meeting was adjourned at **1:30 PM**.

Signatures



Chairperson: _____ Date: 10/02/2026

Name: Dr. Kaung Myat San



Minute Taker: _____ Date: 10/02/2026

Name: Shwe San Htar Oo