SENGAMES
Association de droit sénégalais
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OFFICIAL MINUTES OF THE GENERAL ASSEMBLY

Date: 5 December 2025
Venue: Mermoz, Dakar, Senegal

1. CONVENING OF THE GENERAL ASSEMBLY

The General Assembly of SENGAMES was duly convened and held on 5 December 2025 at Mermoz, Dakar, Republic of Senegal.

The session was formally opened by Mr. Baba Dioum, in his capacity as President of SENGAMES, who welcomed all attendees and expressed appreciation for their continued commitment to the advancement, structuring, and promotion of esports and gaming development in Senegal.

The President confirmed that the Assembly was properly constituted and proceeded with the review of the agenda.

2. ATTENDANCE

2.1 Board Members Present

The following members of the Executive Board were present:

- Baba Dioum – President
- Mamoudou Soumaré – General Secretary
- Abdoul Aziz Sall – Treasurer
- Bacary Faye – Technical Director
- Abdou Ndiaye – Technical Support Officer
- Moussa Diedhiou – Athletes' Committee Representative
- Akim Diedhiou – Communications Officer

2.2 Staff Members Present

The following staff members were also in attendance:

- Mr. Cherif Diop – Community Manager
- Mr. Zeusmo Ba – Event Manager
- Ms. Anta Seye – Programs and Partnerships Officer
- Ms. Mame Diarra Kane – IT Manager

The attendance register was noted and accepted as part of the official record of the meeting.

3. AGENDA

The Assembly considered and discussed the following agenda items:

1. Presentation and Strategic Review of Efest Africa
2. Preparation for the ACES General Meeting – January 2026
3. Participation in the eFootball Nation Cup – Casablanca, Morocco
4. Youth Olympic Games Dakar 2026 – Institutional Engagement and Activation Opportunities

The agenda was unanimously adopted by the Assembly.

4. PROCEEDINGS AND DELIBERATIONS

4.1 Presentation and Strategic Review of Efest Africa

The Assembly received a presentation on Efest Africa, identified as one of SENGAMES' flagship strategic initiatives, dedicated to the promotion of gaming, esports, digital culture, youth engagement, and innovation across Africa.

It was recorded that Efest Africa 2026 is scheduled to take place in Dakar, Senegal, on 28 and 29 March 2026.

The event was presented as a multi-dimensional platform bringing together:

- gamers and esports athletes;
- ecosystem stakeholders;
- content creators and media actors;
- industry professionals;
- youth innovators and digital communities.

The Assembly noted that the event is designed to include **competitive activities, panels, exhibitions, networking opportunities, and ecosystem-building initiatives** aimed at strengthening the local and continental esports landscape.

Following discussion, the Assembly acknowledged the strategic importance of **Efest Africa** as a platform for:

- enhancing the visibility of esports in Senegal and Africa;
- mobilizing communities and youth audiences;
- fostering institutional and private sector engagement;
- reinforcing the long-term structuring of the ecosystem.

The Assembly further emphasized the importance of ensuring:

- improved operational planning;
- stronger partnership development;
- increased financial sustainability;

- enhanced institutional positioning for future editions.

4.2 Preparation for the ACES General Meeting – January 2026

The Assembly reviewed preparations relating to the forthcoming ACES General Meeting, scheduled for January 2026.

The Executive Board unanimously agreed on the strategic importance of ensuring that SENGAMES is appropriately and effectively represented at this continental gathering.

Deliberations focused on the following priorities:

- the preparation of SENGAMES' official positions, talking points, and strategic priorities;
- the reinforcement of Senegal's institutional visibility and engagement within African esports structures;
- the identification of potential collaboration and partnership opportunities with fellow African member associations and stakeholders.

The Assembly agreed that participation in the ACES General Meeting should contribute to consolidating SENGAMES' role as a credible, structured, and proactive stakeholder within the African esports ecosystem.

4.3 Participation in the e-Can – Casablanca, Morocco

The Assembly reviewed the planned participation of Senegal in the upcoming eCan, scheduled to be held on 15 and 16 January 2026 in Casablanca, Kingdom of Morocco.

It was formally noted that Momogaming is expected to represent Senegal in the competition.

The Assembly discussed the following matters in relation to this participation:

- support for national representation in international competition;
- coordination of administrative and logistical requirements;
- athlete preparedness and visibility;
- the strategic importance of international exposure for Senegalese esports talent.

The Assembly expressed its support for the participation of the Senegalese representative and reaffirmed the importance of maintaining regular involvement in regional and international esports competitions as part of SENGAMES' broader development and representation objectives.

4.4 Youth Olympic Games Dakar 2026 – Institutional Engagement and Activation Opportunities

The Assembly considered the opportunities arising from the forthcoming Youth Olympic Games Dakar 2026, to be hosted in the Republic of Senegal.

The President informed the Assembly that ongoing discussions are currently being held with the City of Dakar concerning the possibility of organizing a workshop and a small-scale

gaming and esports activation event in connection with the Youth Olympic Games.

The Assembly noted that, subject to confirmation and institutional alignment, such an initiative would be managed and coordinated by SENGAMES.

The proposed initiative would aim to:

- promote awareness of the role of esports and gaming among youth audiences;
- highlight the value of digital culture, innovation, and youth engagement;
- position SENGAMES as a relevant and responsible stakeholder in youth-focused digital and sporting initiatives connected to a major international event.

The Assembly welcomed this development and encouraged the Executive Board to continue the relevant institutional discussions and to prepare a structured concept and implementation proposal should the opportunity materialize.

5. RESOLUTIONS AND GENERAL OBSERVATIONS

Following deliberation on the above agenda items, the Assembly reaffirmed the following institutional priorities for the 2026 cycle:

- strengthening SENGAMES' national and international representation;
- consolidating its role in esports ecosystem development in Senegal and Africa;
- expanding strategic partnerships and institutional cooperation;
- supporting the visibility and participation of Senegalese esports athletes and initiatives on the continental and international stage.

No objections were raised regarding the proceedings or the matters recorded herein.

6. CLOSING OF THE SESSION

There being no further business to discuss, the President thanked all participants for their presence, engagement, and constructive contributions.

The session was officially adjourned.

Done and signed for record purposes.

Prepared by:

SENGAMES Secretariat

Mamoudou Soumaré

Approved by :

President

Baba Dioum

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