TÜRKİYE ESPOR FEDERASYONU (TESFED)

ANNUAL ACTIVITY REPORT 2025

Official body for esports in Türkiye under the Ministry of Youth and Sports

In 2025, TESFED expanded its operational capacity across leagues, national cups, national team activities, education, and public events, while strengthening its institutional relationships with international federations and game publishers. The federation launched two of its flagship competition structures for the first time, achieved significant international results with its national teams, and continued to grow esports across the country. This report summarizes TESFED's main activities over the year.

TESFED CS2 League

The TESFED CS2 League was held for the first time in 2025, organized in cooperation with ESA Esports across two seasons spanning almost the entire year. In total, 1,180 players from 236 teams competed for a prize pool of 1,000,000 TRY, with 500,000 TRY allocated to each season. The Season 1 final was played online, while the Season 2 grand final was held physically at ESA Arena, where MISA Itemsatış defeated Bushido Wildcats 2-1 to win the title, with the trophy presented by TESFED President Alper Afşin Özdemir. Across both seasons the league generated more than 7.9 million social media views and over 873,000 livestream views, using Kick, Twitch, YouTube, Instagram, and X as its main broadcast and communication channels.

TESFED Türkiye Kupası

The TESFED Türkiye Kupası was also organized for the first time in 2025, held in a festival atmosphere across four disciplines: PUBG Mobile, EA FC, Chess, and VALORANT. Approximately 2,258 players competed for a total prize pool of 1,000,000 TRY. The physical finals were held at ESA Arena in İstanbul and were attended by 1,174 spectators, with Red Bull, Void, and Exvega as event sponsors. The cup reached more than 8.6 million social media views and over 600,000 livestream views. The champions were Beşiktaş Esports in PUBG Mobile, Berk Turan in EA FC, Dinçer Taşdöğen in Chess, and Eternal Fire in VALORANT, with trophies and medals presented by TESFED President Alper Afşin Özdemir.

National Teams and International Results (2025 and recent)

TESFED's national teams represented Türkiye across a wide range of international events, achieving notable results:

- Dota 2 National Team: World Champion at the Global Esports Games (GEG) Mumbai, and third place (European bronze) at the European Esports Championship 2025
- Mobile Legends: Bang Bang National Team: third place at the IESF World Esports Championship 2025 in Kuala Lumpur, Malaysia
- NBA 2K National Team: world runner-up at eFIBA
- Tekken 8, Emre Öztürk: fourth place at the Islamic Solidarity Games 2025 and runner-up at the BRICS Tournament 2025

- CS2 National Team and EA FC player Kaan Tüzün: each champions in their respective disciplines at the Turan Masters national teams tournament in Azerbaijan
- CS2 Women's and Men's National Teams: competed at the IESF World Esports Championship 2025
- Continuous national team representation at major international events, including the Esports Nations Cup 2026 (ENC26)

Education and Certification

Throughout 2025, TESFED continued its official coach and referee education programmes in connection with the Ministry of Youth and Sports. Individuals who completed the Ministry's foundational sport education and passed its examinations attended the discipline-specific coach and referee training sessions organized by the TESFED Education Board, held twice a year. These programmes support the supply of certified personnel across TESFED's leagues, cups, and registered training centers.

Public Events and Activations

TESFED brought esports to the wider public through exhibition matches, watch parties, and activations in publicly accessible spaces. At the TESFED Esports Festival, the professional teams Papara SuperMassive Blaze and Eternal Fire played an exhibition match and met directly with fans. Together with watch party venues, clubs, organizations, and publishers, TESFED hosted watch parties and activations in public spaces such as Terminal Kadıköy, continuously raising the visibility and public awareness of esports across the country.

Institutional Relations

In 2025, TESFED continued to strengthen its institutional relationships with leading game publishers, including Riot Games, Tencent, KRAFTON, Moonton, KONAMI, and EA. These relationships, which continue to develop, support the official organization of publisher-recognized leagues and competitions in Türkiye and reinforce TESFED's role as the official approval and regulatory authority for esports in the country. In parallel, TESFED expanded its provincial representative network and advanced cooperation with national and international federations, further integrating Türkiye into the global esports framework.