



# ANNUAL REPORT 2025

Date:

**11th Feb, 2026**

Presented by:

**Dr. Kaung Myat San**

[www.me-sf.org](http://www.me-sf.org)

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# President's Impact Message

The year 2025 stands as **a historic milestone for Myanmar esports and for our nation's youth.**

Since the establishment of the Myanmar Esports Federation in 2017, our mission has been clear: to build a structured, disciplined, and internationally respected esports ecosystem that empowers young people. In 2025, that vision delivered its greatest result yet, Myanmar **secured its first-ever Esports World Cup title by winning the PUBG Mobile Esports World Cup.** This achievement is more than a trophy. It is proof that Myanmar youth, when given the right structure, guidance, and opportunity, can compete and win at the highest global level. The victory united the country and earned national recognition from government ministries and institutions, marking a new chapter for esports as a legitimate pillar of youth and digital development.

Beyond international success, we strengthened the National Esports Ecosystem. The **National Esports Championship (NEC Road To TH SEAGAMES)** welcomed a record breaking **11,000 2days Main Event Attendees**, and online viewership of this one event acquired 23M Views and 10M Reach, and with the steadfast support of our valued partners we successfully delivered international-standard national leagues that empowered not only league operations but also athlete preparation and development.

In particular, we extend our deepest appreciation to **KBZ Pay and all strategic partners** whose unwavering support enabled us to prepare our world champions and host historic victory celebrations at People's Square Park in Yangon and in Shan State. **These moments united the nation and elevated esports to a new level of public recognition.**

Most importantly, 2025 was **a breakthrough year for youth and university esports development.** We formally established the University Esports Association and began structuring a nationwide University Esports Network across Myanmar's 151 universities. Through our successfully established **53 campus associations**, future esports gyms, and grassroots expansion, we are building a sustainable talent pathway from township to campus to national team. I believe Versity Esports Championship will serve as the Pathway.

As we prepare to launch our National Team Training Camp in 2026, we look ahead to major sports medal global competitions including **the Asian Games and EWC and the Great ENC.** Our focus remains clear: disciplined preparation, grassroots expansion, and the creation of a strong academy-driven talent pipeline.

Esports is no longer just competition. It is youth empowerment, digital opportunity, and national pride.

2025 showed what Myanmar youth can achieve.

2026 will be the year of growth that we scale that impact for the nation.

Dr. Kaung Myat San  
President & Founder  
Myanmar Esports Federation



# 2025

Year of achieving  
**THE WORLD CUP**

Myanmar Electronic Sports Federation

## 2025 Recap

In 2025, the Myanmar Electronic Sports Federation (MESF) **strengthened Myanmar's esports ecosystem through structured competitions, university expansion, international representation, and governance reform, reinforcing esports as a credible national sport and industry.**

MESF organized **two major national and one major university tournaments**, establishing clear competitive pathways from grassroots to international stages. The National Esports Championship 2025 selected national representatives for the 33rd SEA Games in Thailand, while MESL: Road to WEC25 identified Myanmar's team for the IESF World Esports Championship 2025. The Varsity Esports Championship (VEC) emerged as the highest-level university esports competition nationwide.

**One of the major milestones** was the **expansion of the University Esports Network (UEN)** under the University Esports Committee, with 53 universities joining as University Esports Associations. MESF launched Myanmar's first Esports Governance Dashboard, the UEN Portal ([uenmyanmar.com](http://uenmyanmar.com)), enabling centralized tournament access and university coordination. The **country's first University Esports Gym** was also launched at Dagon University with support from KBZPay.

Through these pathways, **Team ZANAKA** represented Myanmar at **the 33rd SEA Games**, achieving **4th place finishes** in both MLBB Men's and Women's categories, and later competed at the IESF World Esports Championship 2025. In addition, Myanmar's PUBG Mobile national team **won the Esports World Cup 2025**, highlighting the nation's growing global competitiveness. **The ZANAKA Training Camp, supported by KBZPay**, further strengthened elite player development.

Alongside competitive growth, MESF **reinforced esports governance and policy enforcement** and initiated efforts to build a more structured and active Southeast Asia Esports Federation, strengthening regional alignment and international credibility.



# 2026

Year of  
**GROWTH &  
SUSTAINABILITY**

Myanmar Electronic Sports Federation

## 2026 Outlook

In 2026, the Myanmar Electronic Sports Federation (MESF) enters a strategic transition from national-level consolidation toward **grassroots expansion, digital governance, and long-term institutional sustainability**. Building on competitive success and structural foundations established in previous years, MESF's focus shifts to widening access, strengthening regional execution, and unifying the national Esports ecosystem under a single coherent framework.

At the core of the 2026 roadmap is the **empowerment of the MESL ecosystem**, expanding community, amateur, university, and professional leagues into a connected national pipeline. Domestic competitions; including the National Esports Championship and University Leagues will be fully aligned with international pathways such as the **Asian Games, Esports Nations Cup, World Esports Championship, and SEA Games**, ensuring a clear progression from local participation to elite global stages.

**Team ZANAKA** remains central to Myanmar's international ambitions in 2026. MESF will prepare national teams for major global competitions through structured selection, centralized training camps, and professional performance support. The 2026 cycle emphasizes long-term athlete development, fan engagement, and legacy-building to establish a sustainable national team system beyond individual events.

The **University Esports Network (UEN)** will be strengthened as a national talent engine, focusing on leadership development, sustainable operations, and controlled expansion through **new varsity IPs**. The **UEN Portal** will function as the single source of truth for university Esports governance, competition management, and student participation.

To support nationwide growth, MESF will decentralize operations through **State and Regional Subsidiary Federations**, enabling localized governance, grassroots leagues, and regional development gyms while maintaining unified national standards.

Digital transformation is a key pillar in 2026, with MESF developing an integrated **National Esports Management Platform** to automate registration, competition oversight, data management, and compliance – strengthening institutional credibility and sponsor confidence.

Complementing structural growth, MESF will invest in **public awareness, education, and stakeholder engagement** through initiatives such as the M-Summit, workshops, monthly Esports Days, and national recognition programs. At the regional level, MESF will contribute to **new SEA Esports IP Development**, reinforcing Myanmar's role in shaping a collaborative and sustainable regional Esports future.

# Events Portfolio

## National Esports Championship 2025

The year's flagship event, the **National Esports Championship (NEC) 2025** in Yangon, brought together **over 850 athletes** from across the country. Beyond competition, NEC served as a formal selection pathway for national athletes to **represent Myanmar at the SEA Games 2025**, reinforcing its role as the pinnacle of domestic Esports competition.



## MESL: Road To WEC25



MESF also organized **MESL: Road to WEC 2025**, an online national tournament **connected with the World Esports Championship** under the **International Esports Federation (IESF)**. Designed to connect Myanmar's Esports ecosystem with global competition, the tournament generated up to **14.8M online views** across **14 days of live broadcasting**, reflecting strong national interest and digital engagement.

## Varsity Esports Championship 2025

In partnership with the **University Esports Network (UEN)**, MESF hosted the **Varsity Esports Championship (VEC)** in Yangon. As the pinnacle inter-university Esports competition in the country, VEC brought together **1,935 student-athletes** from **49 universities** nationwide, reinforcing higher education institutions as a core pillar of Myanmar's Esports ecosystem.



## Campus Legends: Myanmar Qualifier



Complementing this, MESF and UEN jointly delivered the **Campus Legends Myanmar Qualifier**, a **university-level national qualifier for Campus Legends 2025** held in **Singapore**, creating opportunities for the **students across ASEAN countries** to compete on the international stage.

# Photo Gallery

## NEC 2025

NEC 2025 marked a major milestone for Myanmar esports, bringing together the nation's top talent under a unified national championship and setting a stronger foundation for competitive esports development.



## VEC 2025

VEC 2025 was Myanmar's Varsity Esports Championship, a nationwide university-level esports tournament that showcased top collegiate teams competing across popular games, fostering campus engagement and elevating competitive student esports.



## Campus Legends

Campus Legends celebrated student esports talent across campuses, spotlighting rising players and teams in a fun, highly competitive national series.



## MESL - WEC25

WEC25 showed that Myanmar esports is no longer local-only, but ready to operate at an international level.



## M Summit

M-Summit 2025 took place on 16 May 2025 at the Pan Pacific Hotel in Yangon, bringing together the esports community to share MESF's 2026 roadmap and honor key contributors to national esports development.



## Esports World Cup

Representing Myanmar, Yangon Galacticos won the Esports World Cup with PUBG-Mobile Title, setting a major milestone in Myanmar's sport history.



## Workshop Programs

MESF collaborated with IFB and Impact Hub Yangon on esports-focused workshops under the Phoo Pwint Sa program, supporting education, esports, and community development in Myanmar.



## SECTION 2 | Esports League System

ONE QUEST

ONE GOAL

ONE GOLD MEDAL



# MYANMAR'S FIRST WORLD CHAMPION, HOPE OF THE ENTIRE NATION

Our success story was seen by 23M nearly half of the country's entire population and engaged with by a population 3.5 M larger than Mandalay. We didn't just win, we woke up the nation.

[CHAMPIONS' Aura  
Virality Statistic Report](#)

Click above to check the detailed report



YANGON GALACTICOS

HERE IS WHERE OUR JOURNEY BEGINS

PROJECT

# RECORD BREAKING TOP ESPORTS EVENT OF THE YEAR

HOG

Myanmar's biggest Esports Stage,  
The Pride of HOG Esports.

The National Esports Championship reached millions across the country and brought together the best talents from every region. This wasn't just a tournament — it was the moment esports became a national movement.

**11,000 +** **10.7 M**

Main Event Footfall

Total Reach

**24.3M**

Total View

**2.13M**

Total Engagement

[NEC25 After Event Report](#)



# University Esports Network

The University Esports Network (UEN) is officially authorized and overseen by the Myanmar Electronic Sports Federation (MESF) as the national framework for university esports. UEN holds the primary responsibility of systematically developing and advancing the university electronic sports ecosystem across Myanmar, ensuring structured growth, governance, and long-term sustainability of the sector.



### Uni League by MESL (2024)

The comeback of University Esports tournaments after the Covid-19 Pandemic.



### Rise of Varsity League (2025)

Nation's highest sustainable league system that will bring out the best Players through UEN.

### University Championship League (2020)

The first milestone for University students to participate in nationwide Esports tournament.



### University Esports Network (2025)

The beginning of a structured University Esports Network

### University Esports Championship (2025)

The biggest National level university Esports tournament.



## UNIVERSITY ESPORTS ASSOCIATIONS

## RECOGNITION

TOTAL CONNECTED UNIVERSITIES - 56

TOTAL UEA MEMBERS - 200+



# University Level Tournaments

## RISE OF VARSITY LEAGUE

**TOTAL REGISTERED TEAM** - 262  
**UNIVERSITIES** - 49  
**MAIN EVENT FOOTFALL (NEC25)** - 8000 +



## VARSITY ESPORTS CHAMPIONSHIP 2025

**TOTAL REGISTERED TEAM** - 262  
**UNIVERSITIES** - 49  
**GROUP STAGE, PLAYOFFS FOOTFALL** - 2638 ++  
**MAIN EVENT FOOTFALL** - 2400 ++



## CAMPUS LEGENDS 2025

**TOTAL REGISTERED TEAM** - 12  
**UNIVERSITIES** - 10  
**MAIN EVENT FOOTFALL (MIC)** - 150 ++



# UEN Workshops

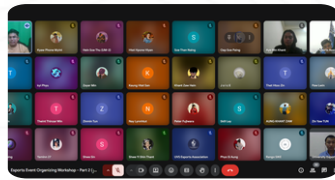
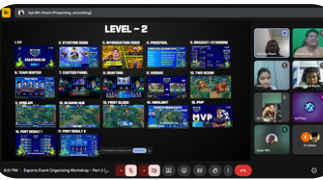
The Myanmar Electronic Sports Federation (MESF), through the University Esports Network (UEN), successfully **conducted three specialized workshops** designed specifically for students from various University Esports Associations. These educational sessions; **covering UEN operations, event organizing, and content creation** laid the groundwork for **professional development within the academic community**. Following these workshops, students were given the opportunity to apply their skills in real-world environments through the **UEN Volunteer Program**, which provided critical job training during major events such as the National Esports Championship (NEC) and the Varsity Esports Championship (VEC).



## 1st - UEA Workshop - 21st June, 2025

Speaker - Wai Yan Myo Myat (UEN) - UEA Operation

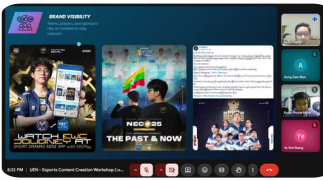
- Total Participants - 46
- Present - 40
- Absent - 6
- Total Connected Universities - 38
- Regional Universities - 14
- Yangon Universities - 24



## 2nd - Esports Event Organizing Workshop - 4<sup>th</sup> & 7<sup>th</sup> July, 2025

Speaker • Ko Ye Htet Aung (HOG) - Broadcast & Tournament Format  
• Ko Aye Min Khant (HOG) - Broadcast Event Production

- Total Participants - 56
- Present - 29
- Absent - 28
- Total Connected Universities - 27
- Regional Universities - 14
- Yangon Universities - 13



## 3rd - Esports Content Creation Workshop - 25<sup>th</sup>, 31<sup>th</sup> July & 8<sup>th</sup> Aug 2025

Speaker • See Sein Khant (UEN) - Content Plan & Data Analysis  
• Ko Kaung Si Thu (HOG) - Content Creation  
• Ko Thu Rein Htet (UEN/MESF) - Content Visual

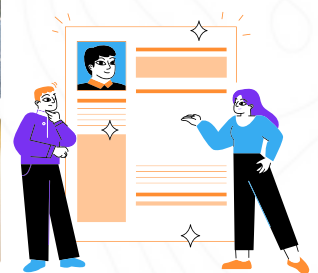
- Total Participants - 41
- Present - 20
- Absent - 21
- Total Connected Universities - 37
- Regional Universities - 10
- Yangon Universities - 27

# Volunteer Program



### UEN WORKSHOPS & PROGRAMS

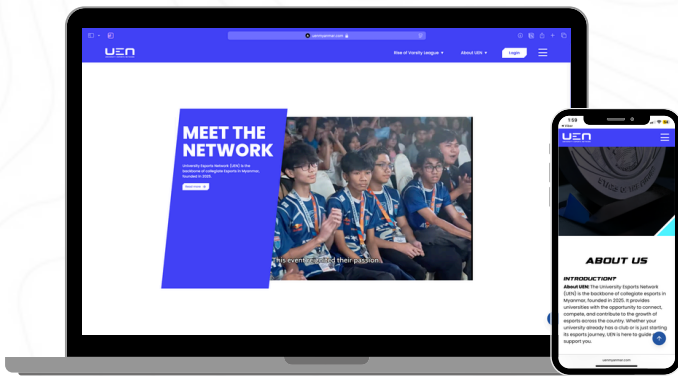
- Casters x 2
- Panelists x 2
- Talents x 2
- Cheerleaders x 37
- Volunteers x 17



# UEN Portal


Designed as a **centralized digital hub** for the university community, the platform reached a significant milestone with **422 total users** and **46 participating** universities. The portal's rollout was structured into two phases: Phase 1 introduced core functionalities like account creation, KYC verification, and tournament creation, while Phase 2 expanded into advanced management tools, including a CMS system, controlled decentralized access, and club-level management. This digital infrastructure serves as a vital bridge, connecting student gamers and associations across the country through a unified professional interface.

<https://uenmyanmar.com>




Portal Publishing Date - 12, August 2025

Phase 1 Features	Phase 2 Features
Webpage	CMS System
Account Creation	Controlled Decentralized Access
KYC Verification	Club-Level Management
Tournament Creation	University Profile Management



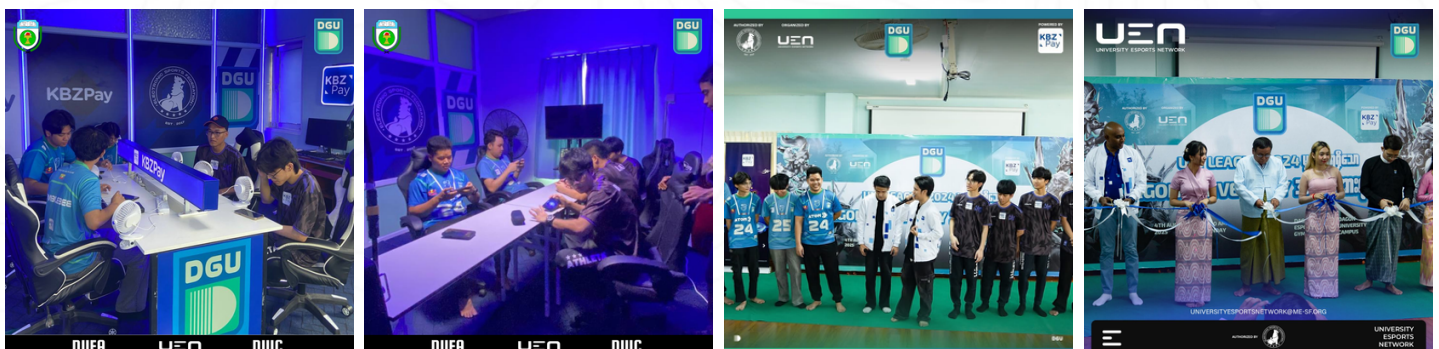
**TOTAL USERS**  
**422**



**TOTAL UNIS**  
**46**

# Dagon University Esports Gym

- 1 Individual Practice**  
Students can hone their skills on top-tier gaming rigs during opening hours.
- 2 Team Scrimmages**  
Dedicated spaces for university teams to practice strategies and teamwork.
- 3 Coaching Sessions**  
Professional esports coaches will offer guidance to aspiring players.
- 4 Performance Analysis**  
State-of-the-art software will help players analyze and improve their gameplay.



# Executive Board

The MESF Board provides supervision and guidance to the strategies of the MESF and its Executive Leadership Team. The terms of the MESF Constitution outline the responsibilities of the Board, elected for a period of four years. The Board draws experience from experts and global leaders in the realms of Esports, sport, technology, and business. The MESF Board acts as guardians of the MESF values and national ambassadors of the MESF’s vision and mission.



**Dr. Kaung Myat San**  
President



**Kyaw Htet Lin**  
Vice-President



**Kaung Myat Tun**  
Vice-President



**Kyaw Zay Ya**  
Secretary General



**Shwe San Htar Oo**  
Secretary General



**Zan Tay Zar Htut**  
International Relations



**Wei Yan Myo Myat**  
Public Relations

# MESF Committes

The MESF has established expert Committees and Councils as key components of its governance structure with the overarching ambition to inform, guide, and support the development of tangible initiatives and programs that serve the nation’s Esports community.

<b>National League Committee</b>	<b>University Esports Committee</b>
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**MESF has issued;**

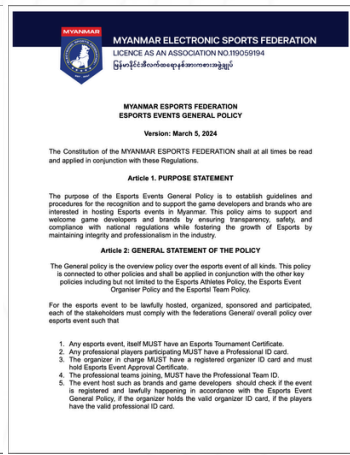
<b>235</b>	<b>22</b>	<b>7</b>	<b>12</b>	<b>53</b>
Pro Athlete Cards	Pro Team Certificates	Organizer Certificates	Tournament Certificates	UEA Certificates

# Governance & Policy Framework

In 2025, the Myanmar Electronic Sports Federation (MESF) continued to strengthen the foundation of Esports governance in Myanmar through the implementation and enforcement of a clear, structured policy framework. These policies serve as the backbone of a fair, transparent, and sustainable Esports ecosystem – ensuring that all stakeholders operate under shared standards and professional conduct.

MESF’s policies are designed to regulate and support the core pillars of the Esports ecosystem: athletes, teams, event organizers, and competitions. By formalizing these frameworks, MESF ensures competitive integrity, protects stakeholder interests, and aligns Myanmar Esports with international best practices recognized by regional and global Esports bodies.

Throughout 2025, these policies guided the organization and certification of national tournaments, the recognition of Esports athletes and teams, and the approval of official Esports events across multiple levels – from grassroots to professional competitions. Collectively, they reinforce MESF’s role as the national governing body for Esports and its commitment to build a trusted, inclusive, and professionally governed Esports environment in Myanmar.



# Strategic Partnerships & Development

The Myanmar Electronic Sports Federation achieved transformative milestones in a pivotal year, shaping the landscape of Myanmar Esports with the support of its Partners. In 2025, MESF strengthened its role as an ecosystem enabler by deepening strategic partnerships that support long-term Esports development in Myanmar. Rather than operating in isolation, the Federation worked through collaborative platforms spanning education, competition, and governance to expand participation, professionalize standards, and build sustainable national structures. These partnerships form the backbone of Myanmar's Esports development model.

## Global Esports Partners



## Key Strategic Partners



## Sponsors





# Annual Impact Report

## End Cover