



Structure and funding

ESPORTS ACADEMY NETWORK

THE ESPORTS TRAINING NETWORK





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An international network supported by a solid organizational structure and diversified funding, EAN fosters collaboration among Federations, Training Companies, and Partners to drive the growth of the global esports ecosystem.

The Esports Academy Network (EAN), led by Independent Electronic Sports (IES), is an international network that brings together National Esports Federations, Training Companies, and Strategic Partners with a focus on developing high-quality training pathways in esports. EAN's structure facilitates targeted and synergistic cooperation among its members, ensuring coordinated growth within the global esports ecosystem.

Network Structure

EAN is divided into three main categories of members, each with specific roles:

- National esports federations: represent the institutional side of the network, promoting training activities within their countries.
- Training companies: comprising academies and institutes that provide pathways for athletes, coaches, and developers, maintaining high standards in education.
- Strategic partners: including sponsors and technology companies, they offer resources and visibility, supporting the network's international expansion.

Funding

EAN is funded through annual membership fees contributed by its members:

National Esports Federations: Contributions are proportional to their size within the national esports landscape.

Training Companies: Fees vary depending on the type of company and the services offered.

Strategic Partners: Sponsors and technology companies also support the network through resources for events and infrastructure.

These funds finance new training programs, international events, and ensure adherence to educational standards. Additionally, EAN offers incentives to members who sign multi-year agreements, such as a 10% discount on membership fees for each additional year of collaboration.

Through this model, EAN effectively supports the professional development of athletes and coaches and fosters the global expansion of the esports sector.

Summary of EAN Structure and Funding

- Three categories: Federations, Training Companies, Partners.
- Includes federations, educational entities, industry partners.
- Funded through differentiated annual fees.
- Funds for training, events, and quality standards.
- Incentives with reductions for multi-year agreements and partnerships.

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