

**Priority question for written answer P-001475/2020  
to the Commission**

Rule 138

**Christine Anderson (ID)**

**Subject:** Support for the founding of the European Esports Federation (EEF)

On 21 February 2020, the European Esports Federation (EEF) — an umbrella organisation of 23 member organisations — was founded within the premises of the European Parliament. The EEF is led by Hans Jagnow who stood unopposed and was elected almost unanimously.

The founding members include the Cologne-based tournament and league operator ESL Gaming, the Russian ESforce Holding and the PR and lobby agency Burson Cohn & Wolfe. Rights holders and league operators other than ESL (Electronic Sports League) are not represented.

1. Is the Commission aware of the reasons as to why the founding of the EEF was supported rather than that of an alternative organisation?
2. What is the Commission's view of the support provided to the EEF from a gender equality perspective, given that women seem to be vastly under-represented — a group photo <sup>1</sup> of the founding event of shows 49 men and one woman — and the Federation thus seems to stray a long way from the EU gender equality strategy?
3. How much funding does the EU give to the EEF and other Esports leagues?

**Supporters<sup>2</sup>**

---

<sup>1</sup> <https://www.gameswirtschaft.de/sport/eef-e-sport-dachverband-jagnow/>

<sup>2</sup> This question is supported by Members other than the author: Markus Buchheit (ID), Nicolaus Fest (ID), Lars Patrick Berg (ID)