

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

EIGHTEENTH CONGRESS
Third Regular Session

HOUSE RESOLUTION NO. 2394



Introduced by Hon. Christopher V.P. de Venecia and Hon. Sharon S. Garin

**A RESOLUTION
URGING THE HOUSE OF REPRESENTATIVES, THROUGH THE SPECIAL
COMMITTEE ON CREATIVE INDUSTRY AND PERFORMING ARTS AND
OTHER APPROPRIATE COMMITTEES OF THE HOUSE OF
REPRESENTATIVES, TO CONDUCT AN INQUIRY, IN AID OF LEGISLATION,
ON THE STATE OF THE PHILIPPINE ESPORTS INDUSTRY AND OTHER
RELATED INDUSTRIES**

WHEREAS, the Philippine Gaming Industry is the world's twenty-fifth (25th) biggest market by game revenues, with the total game revenues exceeding five hundred seventy two million U.S. dollars (USD 572,000,000)¹;

WHEREAS, the Philippines is known to be a key driver of gaming revenues in Southeast Asia, with the total number of 'gamers' in the Philippines surpassing forty three million (43,000,000)²;

WHEREAS, Philippine athletes in the field of ESports have won multiple medals in prestigious international competitions, including the SEA Games and Asian Games³, with Philippine game developers also being internationally recognized in their respective crafts⁴;

¹ Philippine Esports Organization Data; The Philippines' Games Market: Data and Insights (<https://newzoo.com/insights/articles/data-and-insights-on-the-philippines-games-market/>)

² *Id.*

³ Number medals won Philippine team eSports (<https://www.statista.com/statistics/1082266/philippines-number-medals-sea-games-esports-competition-by-type/>)

⁴ Filipino developers helped bring The Last of Us Part 2 to life (<https://www.ungeek.ph/2020/06/filipino-developers-help-bring-the-last-of-us-part-2-to-life/>); House Resolution No. 1524: "Resolution Commending and Congratulating Bren Esports for Winning the Mobile Legends: Big Bang M2 World Championship Held in Singapore on January 18-24, 2021"

WHEREAS, ESports is a top sporting event, where competitions have reached half a million simultaneous and live viewers, becoming one biggest avenues of media that is consumed by Filipinos;

WHEREAS, ESports is also a key component of of the creative industry, and is a key player in the sector of Digital Interactive Media;

WHEREAS, ESports plays an important role in the development of the creative economy, and provides many opportunities for creatives, such as in the fields of streaming⁵, shoutcasting⁶, and content creation⁷;

WHEREAS, unlike traditional sports, the ESports industry has no off-seasons, as those in the sector are still able to generate profit and sustain engagement by creating content regularly⁸;

WHEREAS, ESports provides creative outlets even to those who do not compete professionally, and provides equal opportunities for all people, ranging from toddlers to grandparents⁹;

WHEREAS, ESports and gaming have been one of the few industries to thrive despite the COVID-19 pandemic, with game developers reporting an over one hundred thirty percent (130%) increase in player engagement¹⁰, as people look to gaming as an outlet for recreation and social interaction amidst the constant lockdowns;

WHEREAS, despite the prestige of ESports locally and internationally, the activity itself is still given a negative connotation, with ESports athletes often not getting the respect they deserve¹¹;

WHEREAS, many government agencies are still unaware of how to classify ESports and its constituents, including professional ESports athletes, coaches, managers, 'shoutcasters,' 'streamers,' and even casual players;

⁵ Video Game Live Streaming (<https://encyclopedia.pub/1434>)

⁶ What is Shoutcasting? The Story Behind The Voices of Esports (<https://www.youtube.com/watch?v=bln-Qs0Am6E>)

⁷ Rise of the Content Creator (<https://www.nerdinfinitive.com/rise-of-the-content-creator/>)

⁸ Diversifying esports revenue streams: how are teams making money? (https://esportsinsider.com/2021/06/esports-revenue-streams-teams/?__cf_chl_jschl_tk__=pmd_KO.cRG2O0xhQa6uiSdl6K.d5RHhRXypn1L_oGAp57oE-1630979171-0-gqNtZGzNAjucnBszQi9)

⁹ Meet the Lola Schooling Younger Players in Mobile Legends (<https://www.esquiremag.ph/long-reads/features/lola-gaming-mobile-legends-a00293-20210327-lfrm2>)

¹⁰ How COVID-19 is taking gaming and esports to the next level (<https://www.weforum.org/agenda/2020/05/covid-19-taking-gaming-and-esports-next-level/>); The giants of the video game industry have thrived in the pandemic. Can the success continue? (<https://www.washingtonpost.com/video-games/2020/05/12/video-game-industry-coronavirus/>)

¹¹ Top 3 Reasons People Reject Esports (<https://esportsone.com/blog/reasons-people-reject-esports/>)

WHEREAS, many Filipino ESports athletes are also not given the support they require, such as teams not being able to fly out or participate in renowned international tournaments and competitions due to Visa challenges¹²

WHEREAS, existing regulation is known to be overreaching, and to inhibit the development of ESports, especially its grassroots, which affects the ease of business, and the economy as a whole;

WHEREAS, many people within the industry rely on the income made from ESports as a means of livelihood and support, especially to those who have been able to use this as a means to alleviate themselves and their families from poverty¹³, as more people have access to the internet, while the price of mobile devices are becoming cheaper and more affordable¹⁴;

WHEREAS, the need for government integration and proper regulation is especially important, given that many ESports players and professional athletes are minors¹⁵;

NOW, THEREFORE, BE IT RESOLVED, as it is hereby resolved by the House of Representatives, that the Special Committee on Creative Industry and Performing Arts, as well as other appropriate committees of the House of Representatives, be urged to conduct an inquiry, in aid of legislation, to discuss the state of the Philippine ESports Industry and other related industries, with the end view of promoting Esports as a creative industry, as well as a legitimate sport in the country, and addressing the pressing issues regarding the existing regulation that is detrimentally affecting the sport, its players and its key constituents.

Adopted,


HON. CHRISTOPHER V.P. DE VENECIA


HON. SHARON S. GARIN

¹² Visa Challenges for the Esports Athlete (<https://www.mintz.com/insights-center/viewpoints/2806/2019-02-22-thrill-visa-agony-denial-visa-challenges-esports-athlete>)

¹³ The explosive opportunity of Philippine eSports (<https://www.bworldonline.com/the-explosive-opportunity-of-philippine-esports/>); Professional Gamer Salary (<https://careergamers.com/professional-gamer-salary-the-truth-revealed/>)

¹⁴ Budget Smartphones below ₱8000 for Every “Juan” to Enjoy (<https://productnation.co/ph/1286/best-budget-smartphone-philippines/>)

¹⁵ Protection of Minors in eSports (<https://www.osborneclarke.com/insights/protection-of-minors-in-esports/>)