



Ministry of Digital Economy  
and Entrepreneurship

# JORDANIAN STRATEGY FOR E-GAMING AND E-SPORTS

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2023-2027



## Introduction

The e-gaming and e-sports industry is receiving increasing attention worldwide and experiencing rapid growth. Today, it has become an independent technical market, and a focus of interest for many companies, sponsors and investors who aim to enter the market and benefit from the great potential it provides.

The rapid progress in the e-gaming industry is due to developments and innovations in modern PCs. Sound cards were initially developed to add a digital quality to the sounds used in e-games, and display cards were designed to provide more color and visual features were later used to support user interfaces and games that require higher accuracy and 3D acceleration, in addition to the development of high-speed central processing units and specialized processing units.

E-games vary depending on the platform used. There are video, computer, and smartphone games, where playing e-games requires the presence of specialized software through applications, design and content development, and the use of animation and graphics. Then comes the production, marketing, distribution, and developer network stages.

As a result of the e-gaming industry, e-sports emerged, as video games in which players compete using the Internet or local computer networks which require specific skills and strategies that must be followed to achieve advanced levels.



## Introduction

E-sports is one of the fastest emerging sports in the world and enjoys great popularity, especially in Asian countries, where it witnesses a noticeable increase in players, fans, and tournaments worldwide. This sector is expected to grow as companies and investors continue to rush to invest in it. E-sports is also considered a good opportunity for young people to develop their skills in technology and creativity and develop cooperation among them. It represents an opportunity to promote digital cultures and entertainment at the global level.

E-sports include numerous games: fighting games, like Street Fighter, strategy games, like StarCraft, sports games, like FIFA, and other games by which players compete in tournaments at the local, regional, or global level while the winners receive significant cash prizes.

The origins of this type of sport go back to 1980, when the first official e-sports video game tournament was held, with about 10,000 players from various countries. Due to the popularity of this tournament and the massive media coverage it received, many similar competitions were held. Different countries recognized e-sports as an official sport during the 1980s and 1990s. Non-profit organizations and associations were established to organize such events within countries and managed their relations abroad.

There are increasing calls around the world for e-sports to be recognized as official sports in all countries and to receive equal legitimacy as other traditional sports. Accordingly, the International E-Sports Federation (IESF) was established in South Korea in 2008 and is considered the main international body responsible for organizing and managing e-sports at the international level, whose membership currently includes 109 countries, including Jordan.



# Economic Modernisation Vision



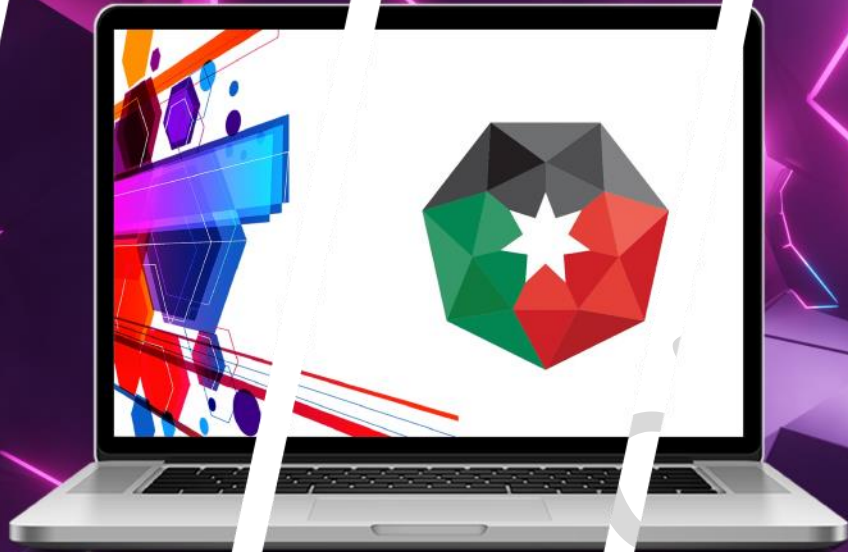
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## Vision of Economic Modernisation

The Kingdom's economic modernisation vision has the slogan (A Better Future) and it is based on two strategic pillars: The pillar of accelerated growth by unleashing the full economic potential to achieve qualitative leaps in economic growth and creating job opportunities during the next decade, and the pillar of improving the quality of life for all citizens in a tangibly, so that Jordan is placed at the forefront of countries in the region in this regard. Sustainability is an essential pillar in this future vision which will be implemented through eight economic growth drivers covering 35 main and sub-sectors.

Among the drivers of economic growth and improving the quality of life are future services. They aim to achieve excellence in service sectors, support national development, and increase service exports at the regional and global levels, such future services is the creative industries sector (to which e-gaming and e-sports belong) is considered one of the most important sectors that must be worked on to be developed and take advantage of its promising potential to support economic growth and raise its contribution to the gross domestic product.

The vision demonstrated that the creative industries sector represents a small, promising local market with a strong and well-known regional brand. But, it is characterized by limited access to international markets. It also contains untapped potential and a talent base that needs more skills and necessary appreciation from the public and private sectors.



## Vision of Economic Modernisation

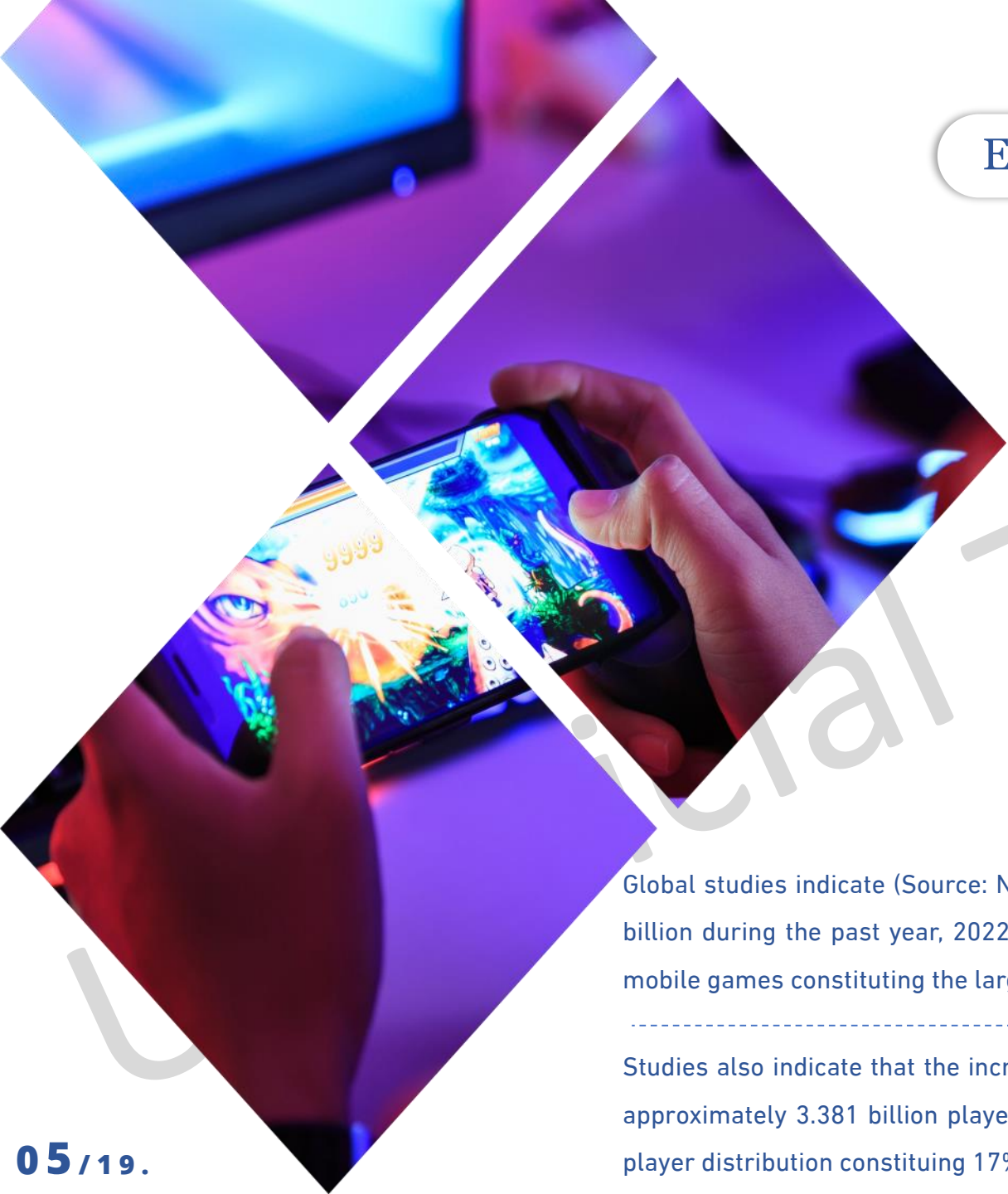
The creative industries sector in Jordan contributes by 1.9% to the total gross domestic product and by 1.1% to the total Jordanian exports, with an employment rate of 10,400 jobs during 2021.

To improve and advance this sector, the Economic Modernisation Vision set a national priority of making Jordan's status as a center for developing e-gaming and e-sports at the regional and international levels. The Executive Program of the Economic Modernisation Vision (Priorities of 2023-2025) also set the priority of providing support for the e-gaming and e-sports industry and simplifying its procedures. It is at the top of the government's priorities, as it committed to implement from 2023 to 2025.

Accordingly, the Ministry of Digital Economy and Entrepreneurship prepared the Jordanian Strategy for E-Gaming and E-Sports 2023-2027 ("the Strategy") in cooperation with all relevant partners and stakeholders and in accordance with international best practices in this field.

# Economic and Social Impact





## Economic and Social Impact

The importance of the e-gaming and e-sports industry is increasing significantly around the world, as it is a source of economic income for many people, companies and countries and achieves huge profits.

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Jordan is one of the leading countries in the region in developing and promoting e-games. Jordanian companies, developers and publishers are highly skilled and professional globally, with more than 15 SMEs in Jordan specializing in developing e-games, and employing more than 300 people, in addition to hundreds of independent game developers. Jordanian companies partner with many international companies to develop and promote games in the Arab and international markets. Since 2011, Jordan is hosting the World Game Developers Conference, where more than 400 people from Jordan and the region meet with the largest international companies to discuss and develop plans for this industry.

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Global studies indicate (Source: Newzoo) that the international e-games market recorded revenues of approximately \$182 billion during the past year, 2022, while the value of the e-games sector is expected to reach \$187.7 billion in 2023, with mobile games constituting the largest share of the market in terms of revenues and users.

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Studies also indicate that the increase in revenues will be accompanied by an increase in the number of players, reaching approximately 3.381 billion players around the world in 2023, where the Middle East and Africa ranks second in terms of player distribution constituting 17% of the total number of players, with 574 million players.



## Economic and Social Impact



Accordingly, the government expects that the strategy will contribute to enhancing the economic and social impacts in significant proportions during its implementation period.

### Economic Impact

- 1. Promoting economic growth:** Development and growth in the e-gaming and e-sports industry will lead to increased economic activity and enhanced economic growth in Jordan. By increasing the number of startups specialized in programming e-games, and increasing the number of talented Jordanian young professional players this will improve the economic returns and tangible financial income resulting from playing e-games.
- 2. Job Creation:** The e-gaming and e-sports sector requires many skilled and specialized human resources, which enhances the creation of new job opportunities and contributes to reducing unemployment rates.
- 3. Increasing investment:** The e-gaming and e-sports sector is expected to attract new investments to Jordan, whether from local, regional or international companies, which will contribute to developing the sector and enhancing the necessary infrastructure for it.
- 4. Promoting sports tourism:** Major sporting events enhance tourism attractions improve local economies, and generate economic benefits for the hosting country.

### Social impact

- 1. Enhancing communication and collaboration:** The e-gaming and e-sports sector serves as a platform for communication and interaction between individuals which enhances cooperation and social relationships.
- 2. Developing skills and capabilities:** Interest in e-gaming and e-sports contributes to developing the skills of strategic thinking, teamwork, problem-solving, and facing challenges, it also helps to develop the abilities of players and participants to think creatively and make quick decisions outside the box and in an innovative manner.
- 3. Promoting digital culture:** Engaging in e-gaming and e-sports contributes to enhancing awareness of digital technologies and their various developments and increases the use of technology in society.
- 4. Mitigating racial discrimination:** E-gaming and e-sports work to strengthen the bonds of cooperation between players, regardless of race, gender, color, or nationality, as team members participate in developing, promoting, and playing games on an equal manner and without distinction except in the degree of skill of the participants during playing.

# Vision and Strategic Goals



## Vision and Strategic Goals

Jordan as a center for developing e-gaming and e-sports at the regional and international levels

Raising community awareness on the importance of e-gaming and e-sports.

Encouraging competition and investment in the e-games industry at the local, regional and international levels.

Providing an enabling environment to develop and enhance the e-gaming industry in Jordan.



Enhancing contribution to the gross domestic product and providing new job opportunities.

Increasing the number of local events and enhancing Jordan's representation in international and regional e-sports events and tournaments.

Providing a safe and healthy environment for Jordanian players and supporting them.

# Strategic Pillars





## 1 – E-Gaming Industry

Jordan embraces many SMEs, developers, and promoters in the e-gaming industry. Jordanian companies are classified as the most developed and active e-gaming app developers in the Arab region and globally. The e-gaming industry provides great opportunities for creativity and innovation, establishing distinguished pioneering projects, and creating job opportunities, especially, for young people, thus increasing productivity, achieving economic growth, attracting foreign investments, and improving the national economy.

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Despite the tremendous development in the electronic and video game industry over the past few years and the rapid and unprecedented rise in the number of e-game consumers, especially, during COVID-19, this sector needs support and development to advance it and reach the completion stage, so that the Jordanian e-gaming industry sector become one of the leading sectors at the local, regional and global levels.

# 1 – E-Gaming Industry

To achieve this, the government looks forward to working hand in hand with private sector companies and interested entrepreneurs to develop and support the Jordanian e-gaming industry. Therefore, the government will work to advance the e-gaming industry in the following areas:

## Legislative and regulatory environment

The government realizes that providing a favorable legislative and regulatory environment is one of the most important areas that contribute significantly to advancing the industry and programming of e-games. Accordingly, the government will work to review the legislation and regulatory tools that will facilitate the work of this sector and facilitate the establishment of companies specialized in designing and programming e-games, and regulate the procedures for granting possible incentives and privileges to working in the fields of developing, programming and promotistartups and medium-sized companies ng e-games, like tax incentives and providing financial and technical support to these companies.

In addition to the above mentioned, the government will work to adopt a model based on unifying government references about organizing and supporting the sector under the Ministry of Digital Economy and Entrepreneurship as a governing body that is responsible for supporting, stimulating, and encouraging the youth, entrepreneurship and transforming creative ideas into successful startups that contributed to economic income and drive forward the economic growth in the Kingdom.

## Capacity building and skill development

The government realizes the need for talented and qualified human resources with specialized experience in designing and programming e-games is one of the most difficult and influential challenges. Therefore, the government called the Ministry of Digital Economy and Entrepreneurship, in cooperation with government agencies and the private sector, to take the necessary measures to build capabilities and develop more efficient skills, in order to develop and program Jordanian e-games to keep pace with the local and global market requirements.

Measures must include establishing specialized and qualified training centers with the latest equipment for training in programming and designing e-games, developing specialized training programs and making them available to young people at reasonable prices, and providing additional qualified training sites, whether in schools, universities, knowledge stations spread throughout the Kingdom, youth creativity clubs, complexes, sports cities, and other sites in order to develop youth skills in this field in various governorates of the Kingdom, in addition to create university programs specialized in teaching the designing and programming e-games, as well as create programs to support innovative ideas that work to support and encourage young people and direct them to enter and compete in regional, local and international markets specialized in designing and programming e-games.



## 1 – E-Gaming Industry

### Providing a supportive and attractive environment for investment in the e-games industry

Given the importance of the e-games industry and its inclusion of broad fields that open horizons for young people to create their own projects and improve their economic reality in a way that contributes to raising the rate of productivity and achieving economic growth and progress for the Kingdom, the government calls the Ministry of Digital Economy and Entrepreneurship, the Ministry of Investment, and relevant authorities to work to provide an enabling and supportive environment for investment and establishing companies and private projects in designing and programming of e-games in the Kingdom.

The required measures include providing support, incentives, and possible privileges to emerging SMEs in the e-gaming industry, such as high-speed internet networks, high-speed devices, and equipment required for their work in designing and programming e-gaming apps, as well as providing incentives on taxes and fees resulting from establishing companies working in this field, in addition to facilitating these companies' access to sources of financing, skills and markets, and making it possible for startups and SMEs working in the field of designing and programming e-games to benefit from entrepreneurs supporting programs and government business and innovation incubators in all governorates of the Kingdom.

The government also calls the Ministry of Digital Economy and Entrepreneurship, the Ministry of Investment, and relevant authorities to work to attract international companies to open their headquarters in Jordan, and to attract investments and capital to invest in the Jordanian e-games industry.

Given that the partnership with the private sector's has a positive impact in strengthening the e-gaming sector and other sectors, the government calls its various government entities to partner with the private sector in order to provide programs and initiatives that work to support the sector and young people to advance and develop their work in this sector, similar to the Jordanian Gaming Lab, which was established in 2011 as an initiative from His Majesty King Abdullah II Ibn Al Hussein (may God protect him), and with the support of the King Abdullah II Fund for Development, to meet the needs of developers and companies working in designing and programming e-games, and to create an incubating environment for e-game developers in Jordan, provide them the opportunity to work on developing their ideas, and network between Jordanian youth interested in this field and international companies.

## 1 – E-Gaming Industry

### Raising awareness on the importance of the e-games industry

The lack of awareness of the designing and programming of e-games and their importance, whether among Jordanian youth, their families, or even businessmen and owners of major companies, is considered one of the most important challenges facing the growth and development of the sector at the local level. Therefore, the government asks the Ministry of Digital Economy and Entrepreneurship, in cooperation with the relevant authorities, to work on developing strong awareness and promotion plans targeting different groups in Jordanian society by organizing workshops, lectures, and educational events for young people in schools and universities, in addition to members of the local community to raise awareness of the importance of the sector and urge young people to enter the e-games industry sector and to come up with pioneering and creative ideas in this field and shed light on the government's efforts in cooperation with the private sector, in providing support and incentives to young people to transform these creative ideas into e-games apps developing companies, in addition to promoting the importance of the e-game designing and programming sector and the enormous potential of this sector and its positive effects in achieving economic growth.

### Marketing and Promotion

To gain the desired benefits from the e-gaming sector, the government calls the Ministry of Digital Economy and Entrepreneurship and the Ministry of Investment, in cooperation with the private sector and relevant authorities, to develop plans and marketing and promotional programs for the Jordanian e-games industry sector, Jordanian startups, and SMEs operating in this sector, and to market their products and capabilities in the region and the world by providing support and encouraging Jordanian companies to participate in e-games industry events and conferences around the world, and expanding the network of international partnerships working in this field, in addition to exploring opportunities for international expansion targeting competing in regional and global markets.

Moreover, providing the necessary support and facilities to hold events, competitions (hackathons), and conferences specialized in the designing and programming e-games, to attract global interest in the Jordanian e-games sector and promote Jordan's advanced position at the regional and international levels.





## 2- E-Sports



The importance of the e-sports sector has grown significantly over the past few years due to its great popularity worldwide, as it is practiced and followed by millions on various broadcast platforms worldwide. In addition, e-sports are considered a major source of income for many people, companies, and at the country level as well, through holding many global events, tournaments and competitions in many countries and organizations that pay great attention to the e-sports sector, which contributes to attracting massive audiences to attend such events, and thus achieve large profits at the level of individuals, companies, and hosting countries.

E-sports are “a game, competition, or activity that requires physical effort and skill that is played or performed according to rules as entertainment or as a job.” E-sports depend heavily on physical effort, high technical and strategic skills, and the ability to create, innovate, and think outside the box to win various competitions.

Among the high physical skills required by e-sports are:

- Neuromuscular synergy and precise control of the fingers and hands for optimal playing performance.
- Hand-eye synergy and a high ability to focus on the game, follow events, and execute orders accurately and effectively.
- Speed of reaction and quick response to any change in the game.



## 2- E-Sports

To benefit from the Jordanian e-gaming sector and its role in advancing technical and technological development, and in contributing to achieving economic growth at the level of beneficiaries, players and the Kingdom, the government will work to advance the e-gaming sector in the following areas:

### **Legislative and regulatory environment**

The government realizes that providing a suitable legislative and regulatory environment that keeps pace with international best practices is the corner stone for developing the Jordanian e-sports sector and raising the Kingdom's reputation in the local, regional, and even global competitions and tournaments.

In this context, Jordan seeks to support young and talented Jordanians in e-sports through Jordanian E-Sports Federation. Jordanian E-Sports Federation (formerly Jordanian E-Sports Committee) was established at the end of 2019 under the chairmanship of His Highness Prince Omar bin Faisal aiming to promote and develop this field in Jordan and to regulate it at the local and international levels by embracing its practitioners of both genders, supporting them and developing their skills, and organizing and supporting their participation in local and international tournaments. The Federation has formed many Jordanian teams and brought together players in various e-games, who participated in many international tournaments and competitions. The Federation organizes and supervises local, regional and international activities, events, and tournaments and issues the necessary permits and approvals.

Jordanian E-Sports Federation has also joined the International E-Sports Federation (IESF), the leading international body responsible for organizing and managing e-sports globally. This joining aims to support and promote e-sports in Jordan and achieve recognition at worldwide level.

Accordingly, the government calls Jordanian E-Sports Federation, in cooperation with the Ministry of Digital Economy and Entrepreneurship and relevant government agencies, to work jointly to overcome the legislative obstacles and regulatory procedures that still hinders the development of the e-sports sector and to facilitate the holding of local, regional and international tournaments and competitions in the Kingdom.

## 2- E-Sports

### Capacity building and skills development

E-sports depend primarily on players, physical effort, and high physical and mental skill to win competitions and challenges in which players participate within different communities. Therefore, it is certain that players need professional and specialized training and exercises to develop their skills and improve their performance permanently. Accordingly, the government requests the Ministry of Economy Digital and Entrepreneurship, in cooperation with Jordanian E-Sports Federation and relevant authorities, along with the private sector, to work to establish specialized training centers equipped with the latest technologies, equipment, and devices to train on the skills of playing e-games and developing them, and to create training programs, workshops, and training camps, and provide advanced training for beginner and professional players, coaches, and young Jordanians talents and make them available at reasonable prices in specialized training centers, universities, schools, knowledge stations spread throughout various regions of the Kingdom, as well as youth creativity clubs, sports complexes and cities.

In addition, the government, in cooperation with private sector companies, calls the provision of support and financing programs for beginner and qualified players and coaches during their training periods and to provide adequate facilities and support the players and enable them to play professionally to best represent Jordan in e-sports forums and events around the world.

### Providing a supportive environment for e-sports

To achieve great benefit from e-sports and its significant role in advancing development, the government calls the Ministry of Digital Economy and Entrepreneurship, in cooperation with the relevant authorities from the public and private sectors, to work to activate and provide a qualified and supportive environment for the e-sports sector and advance it at the national level, through providing specialized gaming areas equipped with the latest equipment and designed according to the best international practices around the world in order to hold local tournaments and host regional and global tournaments in the Kingdom.

The government also requests for the preparation of a guide for practicing and professionalizing e-sports to raise awareness of the importance of e-sports and the physical, mental and moral skills required by this type of sports, in addition to explaining playing rules and players behavior.

For the purpose of registering, monitoring, tracking and protecting the integrity of players in the field of e-sports and their participation in local, regional and international tournaments and competitions, and for the purpose of encouraging players to practice and play professionally in e-sports and urge females to participate in e-sports, the government calls the Ministry of Digital Economy and Entrepreneurship and Jordanian E-Sports Federation to launch a specialized digital platform that includes all data and information about players and events related to e-sports and which is constantly updated.

## 2- E-Sports



### Raising awareness of the importance of e-sports

The government recognizes the importance of encouraging the development of e-sports in Jordan, improving the public image of e-sports, and raising awareness of the social, cultural and economic benefits that accrue to players and society when practicing or professionalizing e-sports, in addition to spreading awareness about healthy practices and positive behaviors in e-sports.

Accordingly, the government calls the Ministry of Digital Economy and Entrepreneurship, in cooperation with Jordanian E-Sports Federation, to work on launching promotional and advertising campaigns for local e-sports at the local, regional, and global levels, targeting children and youth in schools and universities, in addition to launching awareness campaigns for Jordanian families to spread the correct concepts about e-sports and its values, as well as its positive effects and benefits for youths, provided that these campaigns include information about the healthy practices of children and youth when practicing e-sports and the positive behaviors that players should follow when playing e-games and while competing against each other.

The government also realizes that despite the great benefits derived from e-sports, they may include wrong practices that may lead to addiction among children or young people interested in playing and practicing e-sports, or playing e-games that encourage violence among players. Therefore, awareness campaigns should include spreading awareness about these practices, preparing and publishing a guide and instructions about practicing e-sports, as well as organizing workshops, lectures, and educational events in schools and universities and via social media sites.

## 2- E-Sports

### Marketing and Promotion

The government calls e-sports stakeholder, especially the Ministry of Youth and Jordanian E-Sports Federation, to work continuously to market Jordan, Jordanian players, and young talents and promote them locally, regionally, and internationally by launching promotional campaigns, introducing Jordanian e-sports, players, success stories, and the achievements that Jordanian youths make at the local and international tournaments in which they participate.

Promoting also happens by organizing events and conferences specialized in e-sports to promote the status of e-sports and their importance in the Kingdom, as well as encouraging the exchange of experiences and knowledge among players, those interested, and the public regarding e-sports at the international level.

We must also work on coordinating and organizing tournaments and competitions at the local and regional levels and host international e-sports tournaments to consolidate the importance of e-sports for the Kingdom, officialize the e-sports sector, and place Jordan on the map of developed countries in the field of e-sports.

## Governance Model

To achieve the objectives of the strategy and ensure the optimal implementation of its various initiatives and projects, the government requires the establishment of a flexible and agile governance model that is characterized by transparency and effective accountability and ensures effective coordination between the various stakeholders in the e-gaming and e-sports sector, with active participation of the private sector, civil society and relevant government entities, so that the model can be modified according to local conditions and specific requirements of the e-gaming and e-sports industry in Jordan.

### E-Sports and E-Gaming Steering Committee

The E-Sports and E-Gaming Steering Committee undertakes the following tasks:

- Supervising and following up the implementation of initiatives and projects emerging from this strategy in cooperation with the relevant authorities.
- Reviewing, updating, and approving the strategy in cooperation with relevant authorities
- Promoting innovation and leadership in the e-gaming and e-sports sector.
- Providing proposals and solutions to provide the necessary support to implement the initiatives and projects contained in this strategy
- Providing the Council of Ministers periodic reports on the strategy's implementation stages.

Forming a steering committee for e-games and e-sports headed by His Excellency the Minister of Digital Economy and Entrepreneurship with membership of each of the following entities:

- Ministry of Digital Economy and Entrepreneurship
- Jordanian E-Sports Federation
- A member from the Ministry of Youth
- Two members from the e-gaming sector
- Two members from the e-sports sector

# Objectives



Increasing the contribution of the e-gaming and e-sports sector by 1% to gross domestic product.



Establishing 4 rehabilitation and training centers specialized in e-games and e-sports



3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.



20 startups and SMEs operating in the e-gaming and e-sports sector



Attracting 5 international companies to invest in the e-gaming and e-sports sector



# Objectives



Hosting 5 regional/international tournaments in the Kingdom



Raising the awareness of the players' parents about the importance of e-sports as a profession by 25%.



Raising the health and moral awareness of players by 80%.



Increasing the participation of the national e-sports team by 50% in regional and international tournaments.



1,500 professional players and certified coaches





## Project card

Estimated time	Strategic objective	Project name	Number
	Providing an enabling environment to develop and enhance the e-gaming industry in Jordan.	Reviewing legislation and regulatory tools for the e-gaming and e-sports sector.	1
<b>Project Goals:</b> <ul style="list-style-type: none"><li>Facilitating the work of the e-games industry and programming sector.</li></ul>		<b>Project Description:</b> <ul style="list-style-type: none"><li>Reviewing legislative and regulatory tools in the e-gaming and e-sports sector.</li><li>Facilitating the establishment of companies specialized in designing and programming e-gaming and e-sports.</li><li>Regulating procedures for granting possible incentives and privileges to startups and medium-sized companies.</li><li>Providing tax incentives and financial and technical support to startups and medium-sized companies.</li></ul>	
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>Attracting 5 international companies to invest in the e-gaming and e-sports sector</li><li>1,500 professional players and certified coaches</li><li>20 startups and SMEs operating in the e-gaming and e-sports sector</li></ul>		<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>Ministry of Digital Economy and Entrepreneurship</li><li>Jordanian E-Sports Federation</li><li>Ministry of Finance</li><li>Ministry of Investment</li><li>Ministry of Interior</li><li>Ministry of Youth</li></ul>	

## Project card

Estimated time	Strategic objective	Project name	Number
	Providing an enabling environment to develop and enhance the e-gaming industry in Jordan.	Establishing specialized training and qualification centers.	2
<b>Project Goals:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Developing youth skills in the field of design and programming e-games.</li><li><input type="checkbox"/> Improving and developing the skills of players in e-games.</li></ul>	<b>Project Description:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Working on establishing specialized training and qualification centers prepared and equipped with the latest technologies and devices.</li><li><input type="checkbox"/> Creating specialized training programs, workshops, and training camps for concepts related to e-games programming and e-sports.</li><li><input type="checkbox"/> Training in programming and creating e-games.</li><li><input type="checkbox"/> Including university programs specialized in teaching creating and programming of e-games.</li><li><input type="checkbox"/> Providing advanced training to beginner and professional players, coaches and young Jordanian talents.</li><li><input type="checkbox"/> Providing additional qualified training sites, whether in schools, universities, knowledge stations spread throughout the Kingdom, or in youth creativity clubs, or sports complexes and cities.</li><li><input type="checkbox"/> Creating support programs for young people's creative ideas to advance them and develop their work and skills.</li></ul>	<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>• Ministry of Digital Economy and Entrepreneurship</li><li>• Ministry of Youth</li><li>• Jordanian E-Sports Federation</li><li>• King Abdullah II Fund For Development</li><li>• Ministry of Education/Ministry of Higher Education and Scientific Research</li><li>• Private sector</li></ul>	
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>▪ 4 rehabilitation and training centers specialized in e-gaming and e-sports</li><li>▪ 1,500 professional players and certified coaches</li><li>▪ Increasing the contribution of the e-gaming and e-sports sector by 3% of the gross domestic product.</li><li>▪ 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.</li></ul>			

## Project card

Estimated time	Strategic objective	Project name	Number
	Encouraging competition and investment in the e-games industry at the local, regional and international levels.	Providing support, incentives and privileges to companies and participants (players, coaches, e-games developers).	3
<p><b>Project Goals:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Providing a supportive and attractive environment for investment in the e-games industry.</li> <li><input type="checkbox"/> Promoting youth and developing their businesses in the e-games industry sector.</li> </ul>		<p><b>Project Description:</b> Creating an incubating environment for players, coaches, and e-game developers in Jordan allowing them to work on developing their ideas.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Providing support and incentives on possible taxes, fees and privileges to startups and SMEs in the e-gaming and e-sports industry.</li> <li><input type="checkbox"/> Supporting and promoting local and external participation of companies and participants (players, coaches, e-game developers).</li> <li><input type="checkbox"/> Facilitating these companies' access to funding sources and benefiting from entrepreneurs, support programs, government business and innovation incubators, and youth innovation clubs.</li> <li><input type="checkbox"/> Networking between interested Jordanian youth and international companies.</li> <li><input type="checkbox"/> Providing support and financing programs for beginners, qualified players, and coaches during their training periods, and providing adequate facilities and support for the player and freeing him up to play professionally.</li> </ul>	
<p><b>Outputs, results, and key performance indicators:</b></p> <ul style="list-style-type: none"> <li>▪ 20 startups and SMEs operating in the e-gaming and e-sports sector</li> <li>▪ Attracting 5 international companies to invest in the e-gaming and e-sports sector.</li> <li>▪ 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.</li> </ul>		<p><b>Entities responsible for implementing the project:</b></p> <ul style="list-style-type: none"> <li>• Ministry of Digital Economy and Entrepreneurship</li> <li>• Ministry of Investment</li> <li>• Ministry of Finance</li> <li>• Private sector</li> <li>• Jordanian E-Sports Federation</li> <li>• Ministry of Youth</li> </ul>	

## Project card

Estimated time	Strategic objective	Project name	Number
	Encouraging competition and investment in the e-games industry at the local, regional and international levels.	Marketing and promotion of the gaming and e-sports industry.	4
<b>Project Goals:</b> <ul style="list-style-type: none"><li>❑ Achieving the desired benefit from the e-gaming and e-sports industry sector.</li></ul>	<b>Project Description:</b> Work on developing plans, marketing and promotion programs for the e-gaming and e-sports industry sector, Jordanian startups and SMEs. <ul style="list-style-type: none"><li>❑ Encouraging Jordanian companies to participate in local, regional and international e-gaming and e-sports events and conferences.</li><li>❑ Attracting international companies to open their headquarters in Jordan.</li><li>❑ Expanding the network of international partnerships working in the field of e-gaming and e-sports.</li><li>❑ Attracting investments and capital to invest in the e-gaming and e-sports industry.</li><li>❑ Exploring international expansion opportunities and targeting competition in regional and global markets.</li><li>❑ Attracting global attention to the Jordanian e-gaming and e-sports sector and promoting Jordan's position at the regional and international levels.</li></ul>	<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>• Ministry of Digital Economy and Entrepreneurship</li><li>• Jordanian E-Sports Federation</li><li>• Ministry of Investment</li><li>• Ministry of Tourism and Antiquities</li><li>• Jordan Tourism Board</li><li>• Ministry of Foreign Affairs and Expatriates</li><li>• Ministry of Interior</li></ul>	
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>▪ 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.</li><li>▪ 20 startups and SMEs operating in the e-gaming and e-sports sector</li><li>▪ Attracting 5 international companies to invest in the e-gaming and e-sports sector</li></ul>			

## Project card

Estimated time	Strategic objective	Project name	Number
	<p>Encouraging competition and investment in the e-gaming industry at the local, regional and international levels.</p> <p>Increasing Jordan's representation in international and regional e-sports events and tournaments.</p>	Providing support and facilities for holding tournaments, competitions, events and conferences.	5

### Project Goals:

- Marketing and promoting Jordan in the e-games industry and programming sector.
- Developing the E-Sports Sector.

**Project Description:** Work to provide the necessary support and facilities to hold events, competitions (hackathons) and conferences specialized in the industry and programming of e-gaming and e-sports through:

- Encouraging and facilitating the establishment and hosting of specialized international events and conferences.
- Utilizing knowledge stations, youth creativity clubs spread throughout the Kingdom, and youth centers to hold local competitions.
- Facilitating the holding of local, regional and international tournaments and competitions in the Kingdom.
- Attracting and hosting regional and international tournaments and competitions in the Kingdom

### Outputs, results, and key performance indicators:

- Attracting 5 international companies to invest in the e-gaming and e-sports sector
- Increasing the contribution of the e-gaming and e-sports sector by 3% of the gross domestic product.
- 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.
- Hosting 5 regional/international tournaments in the Kingdom
- A 50% increase in the participation of the national e-sports team in regional and international tournaments.

### Entities responsible for implementing the project:

- Ministry of Digital Economy and Entrepreneurship
- Jordanian E-Sports Federation
- Ministry of Interior
- Ministry of Tourism and Antiquities
- Private sector
- Ministry of Youth
- Ministry of Foreign Affairs and Expatriates

## Project card

Estimated time	Strategic objective	Project name	Number
	Providing a safe and healthy environment for Jordanian players and proving support.	Preparing a guide for e-sports.	6
<b>Project Goals:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Raising awareness of the importance of e-sports and the physical, mental and moral skills required by this type of sports.</li><li><input type="checkbox"/> Statement of the rules of play and player behavior.</li></ul>		<b>Project Description:</b> Work on preparing a health guide for practicing and professionalizing e-sports, clarifying the health and ethical guidelines and rules appropriate for playing professional e-sports.	
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>▪ A 50% increase in the participation of the national e-sports team in regional and international tournaments.</li><li>▪ Raising the awareness of players' parents about the importance of e-sports as a profession by 25%.</li></ul>		<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>• Jordanian E-Sports Federation</li><li>• Ministry of Digital Economy and Entrepreneurship</li><li>• Ministry of Health</li><li>• Royal Health Awareness Society</li></ul>	

## Project card

Estimated time	Strategic objective	Project name	Number
	Increasing Jordan's representation in international and regional e-sports events and tournaments.	Launching a specialized digital platform.	7
<b>Project Goals:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Providing a supportive environment for e-sports.</li></ul>		<b>Project Description:</b> launching a specialized digital platform that includes all data and information about players and events related to e-sports, and updating it on an ongoing basis through: <ul style="list-style-type: none"><li><input type="checkbox"/> Registering, monitoring and protecting the integrity of players in the field of e-sports.</li><li><input type="checkbox"/> Participating in local, regional and international tournaments and competitions.</li><li><input type="checkbox"/> Encourage players to practice and play e-sports professionally.</li><li><input type="checkbox"/> Encourage females to participate in e-sports.</li></ul>	
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>▪ Raising the health and moral awareness of players by 80%.</li><li>▪ 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years</li><li>▪ A 50% increase in the participation of the national e-sports team in regional and international tournaments</li></ul>		<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>• Ministry of Digital Economy and Entrepreneurship</li><li>• Jordanian Federation for E-Sports</li></ul>	

## Project card

Estimated time	Strategic objective	Project name	Number
	Raising community awareness of the importance of gaming and e-sports.	Launching awareness and promotion campaigns for the e-gaming and e-sports industry.	8
<b>Project Goals:</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Promoting e-gaming and e-sports</li><li><input type="checkbox"/> Raising awareness of the importance of e-sports</li></ul>	<b>Project Description:</b> launch promotional and advertising campaigns for e-gaming and e-sports at the local, regional and global levels, in addition to launching awareness campaigns for Jordanian families through: <ul style="list-style-type: none"><li><input type="checkbox"/> Organizing workshops, lectures, and educational events for children and youth in schools and universities, and to local community members, to spread the correct concepts about e-gaming and e-sports, their values, effects, and positive benefits for youth.</li><li><input type="checkbox"/> Campaigns on healthy practices for children and youth while playing e-sports.</li><li><input type="checkbox"/> Presenting the positive behaviors that players should follow when they become professional in e-gaming and during competing against each other.</li><li><input type="checkbox"/> Encourage young people to enter the e-gaming and e-sports sector and to come up with creative ideas.</li><li><input type="checkbox"/> Promoting the importance of the e-gaming and e-sports industry sector and its enormous potential and positive effects in achieving economic growth.</li></ul>		
<b>Outputs, results, and key performance indicators:</b> <ul style="list-style-type: none"><li>▪ Raising the awareness of players' parents about the importance of e-sports as a profession by 25%.</li><li>▪ 1,500 professional players and certified coaches</li><li>▪ 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.</li></ul>	<b>Entities responsible for implementing the project:</b> <ul style="list-style-type: none"><li>• Ministry of Digital Economy and Entrepreneurship</li><li>• Jordanian E-Sports Federation</li><li>• Ministry of Education</li><li>• Ministry of Higher Education and Scientific Research</li><li>• Ministry of Culture</li><li>• Ministry of Health</li><li>• Ministry of Youth</li></ul>		



## Project card

Estimated time	Strategic objective	Project name	Number
	Providing an enabling environment to develop and enhance the e-gaming industry in Jordan.	Preparing a regulatory procedural framework for workers in the e-gaming and e-sports sector.	9

### Project Goals:

- Enhancing contribution to the gross domestic product and providing new job opportunities.
- Providing an enabling environment to develop and enhance the e-gaming industry in Jordan.
- Providing a safe and healthy environment for Jordanian players and supporting them.

### Outputs, results, and key performance indicators:

- Increasing the contribution of the e-gaming and e-sports sector by 1% of the gross domestic product.
- 3,000 job opportunities for young people in the e-gaming and e-sports sector during the next five years.
- 1,500 professional players and certified coaches

### Project Description: Preparing a procedural framework to regulate the following matters:

- Procedures related to registering freelancers in the e-gaming and e-sports sector.
- Procedures related to the availability and facilitation of financial transactions for workers in the e-games and e-sports sector.
- Procedures for approving players and officially registering them in the database of Jordanian workers subject to income and sales tax.
- Holding awareness workshops for banks on the nature and privacy of workers in the e-gaming and e-sports sector to mitigate the procedures and conditions of financial transactions.

### Entities responsible for implementing the project:

- Ministry of Digital Economy and Entrepreneurship
- Jordanian Federation for E-Sports
- Ministry of Industry, Trade and Supply
- Ministry of Finance
- Income and Sales Tax Department
- Central Bank of Jordan
- Association of Banks in Jordan



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