



Considered the largest in Europe

Barcelona will host the most important international esports congress in Europe

The Global Esports Summit, held to date in Madrid, takes its headquarters to Barcelona and will take place on October 25 and 26

Barcelona, March 15, 2023.-

Esports professionals from all over the world will gather next October at the Global Esports Summit (GES), the most important international electronic sports congress in Europe, which will take place at the Hyatt Regency Tower in Barcelona. An appointment that estimates a participation of 900 specialists from 30 countries. This is a congress that aims to focus on this emerging industry, which has nearly 600 million viewers worldwide –mostly between 18 and 35 years old– and which moves more than a billion dollars a year.

Previous editions, held annually and with great participation, were held in Madrid. This year GES chooses Barcelona as its venue after the success of its GESX thematic edition last December, received with great interest by institutions, brands and entities. In this decision, the mediation of the PuntCat Foundation has been essential, which has worked to attract the organization of the congress to this change of venue.

The GES23 will offer two intense days around the concept of “esportainment”. Through twenty presentations and with the participation of international experts, GES 23 will focus on the dissemination of knowledge about the esports ecosystem, innovation, and will serve to promote entrepreneurship in this field by transmitting trends and also for contributing to the creation of networks and networking among the participants.

The novelty of GES23 will be the GESX space, a presentation space where events and assemblies of institutions, special presentations, workshops and thematic seminars will be held. It will also have a space for the press and content where media professionals will be able to carry out their streaming and live programs and interviews will be carried out. As in past editions, during the two days there will be a VIP room to host meetings and reception of speakers and authorities.

electronic sports

eSports are online and live competitions in which players compete in teams or individually in games like League of Legends, Dota 2, Fortnite or Overwatch, among others. These competitions are broadcast online to a global audience, but they can also be held in stadiums or large venues, with thousands of live spectators.

Asia is the continent in which this sector is most developed, especially in China and South Korea. However, North America and Europe are beginning to have a prominent place in this industry.



The International Olympic Committee (IOC) has recently announced the creation of the Olympic Esports Series, an Olympic esports competition that will be held from June 22 to 25 in Singapore and that will feature 9 disciplines, including chess, sim racing, shooting with archery, baseball, cycling, sailing, tennis and taekwondo, this being one more step to include electronic sports in the Olympic movement.

More info in www.globalesportssummit.com and www.ges.cat
Or to 651 33 26 43 (Albert Juanico)

GLOBAL ESPORTS SUMMIT® – GES is an event owned by Global Sports And Entertainment, S.L.