THE GAMES OF THE FUTURE

What is the Games of the Future?

The Games of the Future (GOTF) is an annual international sporting event where physical sports meet the digital gaming world, in a new format called 'phygital sports'. Top athletes and elite gamers from around the world will compete in revolutionary formats across various sporting disciplines, each aiming for glory and a multimillion-dollar prize fund. This international spectacle celebrates inclusivity and innovation, offering a unique and open arena for competitors and audiences alike. The Games of the Future is set to redefine the sports and gaming landscape, blending excitement and cutting-edge technology on a global stage.

What are the disciplines?

There are several categories of competitions that are included in the Games of the Future:

- Phygital Sports Where the digital meets the physical in the ultimate crossover. Picture yourself shooting hoops, scoring goals, or showcasing dance moves seamlessly across both virtual and real-world arenas.
- Esports This is gaming at its competitive core, featuring legendary tournaments, precision plays, and next-level skills. From nail-biting finishes to clutch moments, it's all about the grind, the glory, and the hype. If it dominates the leaderboard and gets the crowd roaring, it's here.
- Tech Sports Perfect for tech enthusiasts and adrenaline seekers, this is where innovation and excitement collide. From high-speed drones to epic robot battles, if it's high-tech, you'll find it here. Get ready to elevate your game.

Within the phygital sports category, a discipline is a unique double-event that combines virtual and physical competition. Teams first compete in a video game and then transition to its real-world counterpart. For example, in "Phygital Football", the event begins with a digital round where participants face off in a football simulator video game, followed by a second round of traditional football on the field. The disciplines at the Games of the Future 2025 will include:

- Phygital Basketball
- Phygital Football
- Phygital Shooter
- Phygital Dancing

How do teams reach the Games of the Future?

Qualifying tournaments, called GOTF Minors and Majors, occur where teams participate in country-specific events. These then lead onto further competitions for the chance to compete at the Games of the Future.

GOTF Minor: A series of tournaments, each of which is held in a certain territorial unit of a country (city, province, district, region, etc.). Multiple GOTF Minor winners emerge within a territorial unit.

GOTF Major: All the GOTF Minor winners within a country will compete against each other, to become the GOTF Major winner. The 2 best ranked GOTF Major clubs from around the world, will directly qualify for the Games of the Future.

GOTF Qualifier: The 3rd to 26th best ranked GOTF Major clubs will compete in order to qualify for the main event. The top 4 clubs will then qualify for the Games of the Future.

Games of the Future: The main event will host the best of the best. The top 16 teams will compete against each other at the Games of the Future.

Key Stats and figures from the Games of the Future 2024:

The inaugural Games of the Future event attracted over 300,000 visitors and reached a staggering 3.2 billion IPSOS verified cross-platform views. The prize pool for the competition stood at an impressive \$10 million. These numbers emphasize the global scale and increasing popularity of phygital sports.

- 3.2 billion IPSOS verified cross-platform views
- 300 000+ Visitors
- · 850,00+ Website users
- · 800+ Hours of live broadcast
- · 280+ Broadcast channels
- · Audience: 61% under the age of 34 & 82% under 44.
- 2000+ Volunteers from 20 countries
- 2000+ Participants from 116 Nations
- \$10M Prize money

When and where are the next Games of the Future taking place?

2025 Edition: The next Games of the Future will be in November 2025, in the United Arab Emirates.

2026 Edition: Looking ahead, the Games of the Future 2026 has been announced and will be hosted in Kazakhstan.