

FOR IMMEDIATE RELEASE

WORK COMMENCES ON MALAYSIA'S NATIONAL ESPORTS HUB

SPACERUBIX, PUCHONG, 18 February 2021 - – Esports Integrated (ESI), announces the start of work on Malaysia's national esports hub at Spacerubix, Puchong. This project is part of the Belanjawan 2020's allocation on esports development, and is scheduled to be constructed from March 2021 until October 2021.

As part of ESI's Phase 2 roadmap and core focus this year, the hub will be used to facilitate esports growth in Malaysia by providing a tournament and events venue, training ground for both professional and amateur esports players, a networking area for industry stakeholders, and as the main hub for ESI's professional and capacity building programmes. This is part of implementing an inclusive and sustainable framework for industry's growth. In addition to the national esports hub, ESI will also kick start a series of capacity building programmes and to develop an effective regulatory framework via a national esports guideline.

“We can't just stop at organisation of esports tournaments or creation of a centralised esports tournament platform alone. We must also compliment those efforts with a physical esports hub that functions as an organic conduit for both networking and knowledge transfer. A holistic approach is the best way to ensure sustainable growth within the industry and this hub is the next step, together with our capacity building programmes,” said Ahmed Faris Amir, CEO of ESI.

“Our first national esports hub will function similarly like any national sports hub, where it will be the primary location and home ground for the Malaysian esports contingent competing in various international tournaments. Rigorous training routine will test all Malaysia esports athletes of their mental and physical strengths, including diet and conditioning at the training centre. I also believe the public will take advantage of this facility, and calls upon all esports enthusiasts locally to utilise the facilities provided at ESI Hub once it's completed and join ESI's training programmes,” said Yang Berhormat Dato' Sri Reezal Merican Naina Merican, Minister of Youth and Sports.

About Impact Integrated

We are the strategic catalyst agency for both youth and sports centric initiatives under the purview of the Ministry of Youth and Sports (KBS). The Company Limited By Guarantee (CLBG) consists of five entities, namely: Impact Malaysia, an initiative for youth development and social innovation; Rakita, a multi-channel infotainment media brand tailored for youth; Spacerubix, an inspirational hub inclusive of event spaces and sports complex in Puchong; Picksum, a marketplace platform for local homegrown products; and Esports Integrated, an initiative to catalyse a vibrant, sustainable and inclusive Esports ecosystem.

About Esports Integrated

Esports Integrated (ESI) is an initiative to catalyse a vibrant, sustainable and inclusive Esports ecosystem powered by Impact Integrated under the purview of the Ministry of Youth and Sports. At ESI, we aim to create structures and programmes to support the establishment of a vibrant, sustainable and inclusive ecosystem which enables growth, ensures protection and expands diversity. As an initiative, ESI cares about nurturing and encouraging the growth and expansion of the Esports ecosystem while at the same time ensuring that the ecosystem's environment embraces healthy values and is inclusive.

Contact Us

Fadzli Rahim

Vice President, Operations & Growth, Esports Integrated

E-mel: media@esportsintegrated.com / fadzli@esportsintegrated.com

Telefon: +60 17-360 6136