



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

TWENTIETH CONGRESS
First Regular Session

House Bill No. **9436**



INTRODUCED BY HON. FAUSTINO MICHAEL T. DY III

EXPLANATORY NOTE

Esports in the Philippines has been steadily climbing in popularity over the last decade. As of 2021's statistics, there were already more than 43 million active gamers in the country. The Philippine is also ranked number 18 in the world in terms of e-sports earnings, with 1,777 Filipino esports players pocketing a total of \$20,492,446.42 USD in prize money across 1,363 tournaments.¹

Aside from the monetary reward for excelling in esports, research shows that games trigger intense positive emotions which helps build social relationships, aids coping with failure, nullifies negative emotions, and promotes motivation in general. Studies have also found that people who play action games have displayed neurological changes. They are manifesting faster reaction times and sustain attention, or vigilance more easily compared to people who do not game.²

Article XIV, Section 19 of the Constitution provides that the State shall promote physical education and encourage sports programs, league competitions, and amateur sports, including training for international competitions, to foster self-discipline, teamwork, and excellence for the development of a healthy and alert citizenry.

The State also recognizes the influence of technology in the evolution of modern sports and the future of athletic competitions, with innovations in virtual reality and artificial intelligence creating new opportunities for collaboration, creativity, inclusion and engagement in athletic performance, and transforming the culture of traditional athletic sports intertwined with digital sports that resonates with the younger generation who have been born and are growing up in the digital age.

¹ <https://ncr.dost.gov.ph/dost-eyes-esports-development/>

² <https://www.ijesports.org/article/96/html>

This measure aims to promote esports by designating the month of October of every year as the National Esports Month and allowing the various government agencies to prepare and implement program of activities that will encourage the participation of the digitally-inclined younger generation, thus ensuring the meaningful observance of the National Esports Month.

In view of the foregoing, the immediate passage of this bill is earnestly sought.



HON. FAUSTINO MICHAEL T. DY III
5th District, Isabela



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INTRODUCED BY REP. FAUSTINO MICHAEL T. DY III

AN ACT
DECLARING OCTOBER OF EVERY YEAR AS THE NATIONAL ESPORTS MONTH

Be it enacted by the Senate and House of Representatives of the Philippines in Congress assembled:

SECTION 1. *Short Title.* - This Act shall be known as the *National Esports Month*.

SEC. 2. *Declaration of Policy.* – Article XIV, Section 19 of the Constitution provides that the State shall promote physical education and encourage sports programs, league competitions, and amateur sports, including training for international competitions, to foster self-discipline, teamwork, and excellence for the development of a healthy and alert citizenry.

The State also recognizes the influence of technology in the evolution of modern sports and the future of athletic competitions, with innovations in virtual reality and artificial intelligence creating new opportunities for collaboration, creativity, inclusion and engagement in athletic performance and transforming the culture of traditional athletic sports intertwined with digital sports that resonates with the younger generation who have been born and are growing up in the digital age.

SEC. 3. *Definition of Esports.*- For purposes of this Act, Esports refers to a form of organized multiplayer competition using video games, primarily between competitive gamers that includes the ability to perform in front of an audience, whether through an online platform, broadcasted on television, or at an in-person event.

Esports genre includes multiplayer online battle arena, sport simulations, shooter, fighting games, battle royale, and real-time strategy games.

SEC. 4. *National Esports Month.*- The month of October of every year is hereby declared as National Esports Month.

SEC. 5. *Program of Activities.* – To ensure the meaningful observance of the National Esports Month, the Philippine Sports Commission (PSC) and the Games and Amusements Board (GAB) shall, in coordination with the Philippine Olympic Committee (POC), the Department of Trade and Industry (DTI), Department of the Interior and Local Government (DILG), and concerned National Sports Association (NSA), prepare and implement an annual program of activities which shall include the following:

- (a) National esports tournament;
- (b) Collegiate esports leagues and tournaments;
- (c) Stream marathons, discussion panels, and mini-tournaments;
- (d) Gaming class;
- (e) Program tracks on esports management, video editing, game design and development;
- (f) Viewing parties for major esports games; and
- (g) Local government sponsored tournaments, contests and other similar esports events.

SEC. 6. *Public Education and Awareness.*- In order to encourage players, organizations, content creators, and enthusiasts around the country to commemorate the annual celebration of the National Esports Month, the Department of Education (DepEd), Commission on Higher Education (CHED), and the National Academy of Sports (NAS) shall promote the commemoration of the esports month in schools nationwide, both public and private.

The DepEd may include esports as a demonstration sports in the *Palarong Pambansa*. The Philippine Information Agency shall ensure the effective dissemination of information on and activities during National Esports Month.

SEC. 7. *Private Sector Involvement.* - The PSC, DTI, POC, and concerned NSA shall coordinate with the private sector in preparing events relevant to the commemoration of National Esports Month.

SEC. 8. *Implementing Rules and Regulations.* – The PSC, GAB, DTI, and concerned NSA shall, in coordination with the DILG, DepEd, CHED, and NAS, promulgate the rules and regulations to implement the provisions of this Act within sixty (60) days after its effectivity.

SEC. 9. Separability Clause. - If any part or provision of this Act is held invalid or unconstitutional, the other provisions not affected thereby shall remain in full force and effect.

SEC. 10. Repealing Clause. - All laws, executive orders, issuances, decrees, rules and regulations inconsistent with or contrary to the provisions of this Act are deemed amended, modified or repealed accordingly.

SEC. 11. Effectivity. - This Act shall take effect fifteen (15) days after its publication in the Official Gazette or in a newspaper of general circulation.

Approved,