

The IOC and electronic sports join forces against corruption



Havana, June 10 (JIT).- The International Olympic Committee (IOC) and the Electronic Sports Integrity Commission (ESIC) signed a historic agreement that will allow them to work together to prevent misconduct within the sport.

This is a guide and advisory tool that seeks to avoid manipulation and will guarantee that contests are free and transparent.

The new alliance between the organizations will be developed in a series of key areas that could lead to electronic sports becoming Olympic, according to information shared by Inside The Game.

The support of the ESIC is necessary to guarantee the integrity and credibility of eSports competitions within the Olympic movement.

The collaboration between both entities marks an important milestone for the global esports industry and demonstrates the IOC's commitment to the eSports industry.

The main objective of the ESIC is to protect young people, encourage investment and safeguard the sporting integrity of eSports. Its mission is to guarantee fair play and a safe and equitable environment for

all video game and electronic sports practitioners, combating cheating, match-fixing and doping.

The intention is for eSports to have a space in the Olympic Games, although with its own identity, as proposed by the president of the IOC, Thomas Bach.

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