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UIPM BECOMES MEMBER OF GLOBAL ESPORTS FEDERATION



- New partnership reflects convergence of sport, esports and virtual sports
- Eight International Federations now part of GEF community
- President Schormann underlines commitment to innovation

A year of breaking new ground and embracing digital technology continued today with the announcement of a partnership between the Union Internationale de Pentathlon Moderne (UIPM) and the Global Esports Federation.

After a vote of approval by the Executive Board, UIPM joins World Karate and the International Canoe Federation in bringing GEF's International Federation (IF) membership to eight, reflecting the growing convergence of sport, esports and virtual sports.

The global UIPM community has already been immersed in virtual sports during the COVID-19 Coronavirus pandemic, with athletes from all continents participating in new global competitions such as #LaserAllStars in August and September and #LaserHomeRun in May.

Development work continues on UIPM's own esports products and the new affiliation with GEF will

add further credibility to the advances made in electronic sports by the governing body of Modern Pentathlon, Tetrathlon, Triathle, Biathle and Laser Run.

UIPM President Dr Klaus Schormann said: “We are excited to partner with the Global Esports Federation to provide more opportunities to participate in esports to members of our global UIPM Sports community and the wider world.

“Like the IOC, we see great potential for incorporating electronic and virtual forms of UIPM Sports into our movement.

“Innovation has been a cornerstone of our movement ever since the Modern Pentathlon was founded by Baron Pierre de Coubertin and introduced to the Olympic Games in Stockholm in 1912. Today marks another important milestone in our journey.

“UIPM is committed to innovation and making our sports appeal to younger generations, and we look forward to sharing our esport products with the world.”

The GEF now has more than 70 member federations, sharing the collective mission to bridge the connection between sport, esports and virtual sport – powered by innovative technology.

GEF President Chris Chan said: “The addition of new International Federation members is testament to the vital work the Global Esports Federation has put in to develop the community and facilitating the convergence of esports, sport, technology and innovation.

“We anticipate greater collaboration among our members and partners in developing initiatives that are in service to the esports community through our #worldconnected platform.”

In addition to becoming a member of the GEF, UIPM and the other IF members join the International Federations Advisory Council (IFAC), established to supplement the GEF's knowledge capacity and scale for the benefits and potential of the future of esports.

For more information on the Global Esports Federation, visit www.globalesports.org.