

Republic of the Philippines  
**HOUSE OF REPRESENTATIVES**  
Quezon City, Metro Manila  
  
**NINETEENTH CONGRESS**  
First Regular Session  
  
HOUSE BILL NO. **1285**



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**Introduced by Hon. Christopher V.P. de Venecia**

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**AN ACT DECLARING THE MONTH OF OCTOBER OF EVERY YEAR AS  
“NATIONAL ESPORTS MONTH” AND FOR OTHER PURPOSES**

**EXPLANATORY NOTE**

The gaming industry saw a massive player base boost during the pandemic mostly from the youth who sought alternative hobbies. There are an estimated 52.8 million Filipinos who play video games.

A Statista report shows that in 2020, the revenue of the video games market in the Philippines was estimated to be at \$1.26B, an increase of around 300 million compared to 2019. The strongest segment continued to be the mobile games market with a revenue of around 900 million U.S. dollars.

In the competitive Esports scene, Filipino athletes were recognized internationally through stellar runs in competitions. In 2021 alone, Filipino Teams Bren Esports and Blacklist International won first place in two consecutive Mobile Legends: Bang Bang world championships. Blacklist International also finished first in the Call of Duty Mobile World Championship East Finals. Lastly, Filipino team Team Secret placed within the Top 10 in the world in both League of Legends: Wild Rift, and Valorant Championships.

Esports was also recognized in the Southeast Asian Games as one of the featured sports in 2019. Moreover, the Philippines has played host to international competitive Esports tournaments, as early as 2016 with the Dota 2 Spring Major, the *Manila Major*.

The continuous development of the Esports industry has also inspired the initial development of Esports-related degrees at the university level, and initial incorporation of the digital sphere as early as the primary level.

Further, the Global Esports Federation, the British Esports Organization, and the Singapore Esports Organization have designated the 23rd of October as “World Esports Day” to raise awareness and appreciation to the global Esports industry

Thus, to recognize the contributions of Esports to the Filipino society, as well as for the continuous promotion of the Esports industry, it is thus proposed that October of every year be recognized as National Esports Month.

A handwritten signature in black ink, appearing to read 'Christopher V.P. De Venecia', written in a cursive style.

**HON. CHRISTOPHER V.P. DE VENECIA**  
Fourth District, Pangasinan

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**DECLARING THE MONTH OF OCTOBER OF EVERY YEAR AS “NATIONAL**  
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*Be it enacted by the Senate and the House of Representatives of the Philippines in Congress assembled:*

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

**SEC. 2. *Declaration of Policy*** - The State, through the Constitution, recognizes the need for sports programs and league competitions, to foster self-discipline, teamwork, and excellence for the development of a healthy and alert citizenry. The State also recognizes that technology is essential for national development and progress, and thus recognizes the evolution of traditional sports to include that of digital sports or Esports.

**SEC. 3. *Definition of Esports***. - For purposes of this law, Esports refers to a form of 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 a physical event.

**SEC. 4. *National Esports Month*** - The month of October of every year shall be designated as “National Esports Month”.

**SEC. 4. *Public Education and Awareness***. - Pursuant to the observance of National Esports Month, an annual program of activities shall be prepared and implemented by the Department of Trade and Industry, and the Philippine Olympic Committee, through its national governing body, as lead agencies, to promote public education and awareness of the history and development of Esports.

The Department of Education, Commission on Higher Education, and the National Academy of Sports are highly encouraged to promote the commemoration of the month in schools, both public and private, nationwide.

The Philippine Information Agency shall ensure the effective information dissemination during National Esports Month.

**SEC. 5. *Private Sector Involvement.*** - The DTI, and POC, through its national governing body, shall coordinate with the private sector in preparing events relevant to the commemoration of National Esports Month.

**SEC. 6. *Separability Clause.*** – If any part, section or provision of this Act is declared invalid or unconstitutional, the other provisions not affected by such declaration shall remain in full force and effect.

**SEC. 7. *Repealing Clause.*** – All laws, decrees, orders, rules and regulations, or other issuance or parts thereof inconsistent with the provision of this Act are hereby repealed, amended or modified accordingly.

**SEC. 8. *Effectivity.*** – This Act shall take effect after its publication in the *Official Gazette* or in a newspaper of general circulation

*Approved,*