

POLICIES AND LEGISLATION OF E-SPORTS IN KOREA

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I. Introduction¹

At the World E-sports Games & Leagues (WEGL) 2017 finals held in BEXCO, Busan in November, 2017, a total of 245.7 million won was awarded to 120 athletes from 12 countries. The event attracted about 225,329 visitors in four days., And in some e-sports competition, there were over 170,000 viewers who enjoyed it online. Participants were trained for several hours during this time and even received professional management and training by physical therapists and psychologists. G-Star 2017, the largest global game exhibition in Korea, has created an opportunity to bring e-sports to a new stage. 'G-Star 2018' will be held in BEXCO, Busan, from November 15th.

Meanwhile, as EA Sports promotes the FIFA series e-sports league, while the popularity of e-sports and the professionalism of its competitions have increased, soccer prominent European teams have also joined the e-sports market. France PSG, Schalke 04 and VFL Wolfsburg have joined the e-sports market by creating or sponsoring an e-sports team. As such, although e-sports is still in the game competition level, it is expected that the possibility of being adopted as an official event in the international sporting events is expected to open gradually in the world enthusiasm.

I will present here the current state of e- sports policy and legislation of the Korean government. In particular, it introduced the contents of the "Act on the Promotion of the E-Sports (Electronic Sports)," a special law on e-sports in 2012, and analyzed the government's "Mid- and Long-term Sports Promotion Plan 2015-2019" I will summarize. In addition, I will examine the legal status of e-sports organizations when e-sports are adopted as a game in international competitions such as Asian Games and Olympic Games.

II. Definition and Status of e-Sports

1. Definition of e-Sports

According to Article 2 of the "e-Sports Promotion Act" (hereinafter referred to as "e-Sports Act") in 2012, "e-sports" means matches and events between person and person through game product. The term " game product "refers to the use

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of information processing technology such as a computer program, or a video that is designed to enhance entertainment, or equipment or apparatus manufactured for the main purpose of using the video material.

In addition to defining legal concepts for e-sports, Korea e-Sports Association (KeSPA) defines e-sports as narrow and broad. The KeSPA is incorporate body established on July 1, 1999 to manage and nurture Korea's e-sports. Initially, it was launched under the name Korea Pro Game Association (KPGA). It also has the name '21st Century Pro gaming Association', but it was changed to the present name in 2003.

e-Sports is divided into "professional e-sports", a sports activity performed by athletes, and "e-sports for all," a voluntary, everyday e-sports activity conducted for leisure and social activities.

2. Main status of e-sports

(1) e-sports related organization

1) Domestic association and affiliated organizations

In July 1999, the establishment of e-sports association in Korea began with the application for the establishment of Korea Pro-Game Association. In February 2000, for the purpose of establishing e-sports as a healthy leisure sports culture in Korea, the 21st Century Pro-Sports Association was established and changed its name to Korea Pro-Game Association in February 2001, In February 2014, the Korea e-Sports Association was designated as the "e-Sports Event Selection Institution" and the e-Sports Authority (KeSPA) The e-sports system was established as a representative organization of domestic e-sports from before the official launch of Korea e-Sports Association, and the first official professional gamer was born in November 2000, Infrastructure was established.

At the StarCraft Final in Busan, 2004, more than 100,000 spectators gathered to raise awareness of e-sports, and since 2006, the acquisition of game companies by large corporations has rapidly increased. As of 2017, there are a total of 28 teams from 14 e-sports professional clubs.

2) Korean Sports & Olympic Committee (KOC) membership registration process

KOC has the exclusive position as the best organization among domestic sports related organizations. In principle, a parent organization may be obligated to approve any entity that wishes to register as a member, if it meets the registration requirements. If the e-sports association meets the registration criteria of the KOC, it should be recognized as a member organization. One of the fundamental reasons for joining a top sports organization is that it can receive financial support from top organizations.

KOC deliberates every year the membership requirements of regular mem-

bers, associate members, and accredited organizations (Article 8, Clause 1 of the Joining and Dismissal Regulations). If the regular member or associate organization satisfies the requirements for membership of the associate organization (Article 5 of the Regulation) or the qualification requirement of the recognized organization (Article 6 of the Regulation) in the review of the grade, If the requirements are not met, it is designated as a reserve organization.

The Korean e-Sports Association has been carrying out a project to be recognized as a national sports since 2007. On September 15, 2009, the KOC announced that the Korea e-Sports Association was recognized as a recognized organization on the grounds that e-Sports should be recognized as a regular sporting event, to overcome limitations of market creation, to secure a foundation for the development of academy sports, and to lead international competitiveness. In 2014, 11 city / provincial councils were established nationwide, and it was promoted to affiliated sports association for 6 years after the approval of the recognized organization. As a result, the e-Sports is recognized as a formal sports recognized by the KOC, and the Korean e-Sports Association can participate in all official sports activities and official sports activities conducted by the KOC, As well as the development of new technologies.

However, in the process of unification the Korea Sports Council in 2016 with the National Life Sports Association(Sports for All), the new classification requirements such as the establishment of city and province sports groups have been newly established in order to strengthen the competitiveness of elite sports and expand the basis of life sports, The standard was slightly strengthened. According to the strengthened standards, at least nine city and provincial sports organizations had to be affiliated to the city and provincial sports association in order for the Korean e-sports association to maintain the associate organization. As a result of the reevaluation of the member organizations by the KOC, the Korea e-Sports Association, which was a semi-affiliate organization, had 11 cities and provincial councils nationwide at that time. However, In August 2016, the association and recognition organization was deprived of membership and became a deferred (disqualified) group. If the qualification requirements are not met within one year, the Korean Sports Association will be disqualified. The Korean e-Sports Association was not allowed to join any city or provincial sports association until August 2017, when the grace period expired.

According to a member of the International E-Sports Federation, 40 of the IeSF member states must be affiliated with the Olympic committees or sports-related government departments of the IeSF in order to become a sports accord or IOC certification body. 28 of the IeSF member countries It is said that the Korean e-Sports Association has been disqualified as a member of the KOC.

E-Sports was selected as a pilot sport in the Asian Games of Jakarta-Palembang in 2018 to be held in August this year, and the Korea e-Sports Association had to qualify as a Korean Sports Council (KOC) . On May 28, the Korea e-Sports

Association was approved by the Daejeon Sports Association as an accreditation group and approved by the Korea Sports Association (KOC). On May 30th, it was finally approved as an associate member of the KOC. The Korean government has been informed of the amendment of the terms and conditions of the KOC. The Korean e-Sports Association submitted a list of players to participate in the East Asian Games qualifying session on May 31, and the Korea Sports Association officially selected 18 players and supervisors from six e-Sports events in the Asian e-Sports Federation (AESF), and submitted a list.

3) International e-sports federation and international convention

In 2008, the International e-Sports Federation (IeSF) was established as an international organization related to e-sports. Currently, 46 countries are divided into four. The national e-sports association has joined. Under the leadership of the Korean e-Sports Association, the International e-Sports Federation will be held on August 11, 2008 at Nurimaru in Busan, Korea.

The international e-sports federation aims to standardize international e-sports through the establishment of international e-sports infrastructure, selection criteria for official sports events, international athletes and judging standards, and to establish an international e-sports event. The International e-Sports Federation has officially joined the World Anti-Doping Agency in May 2013, and participated in the '2013 Indoor Martial Asian Games' as a jurisdiction for e-sports. It was the first time the e-Sports and International e-Sports Federation was introduced. The International E-Sports Federation has revised its existing policies to divide men into women and women in order to allow women to participate in men's services from July 2014.

Nearly half of the members of the International Federation of e-Sports Federations recognize e-sports as a formal sport within their own countries. The International Olympic Committee (IOC) is also constantly discussing e-sports as a future sporting event. E-sports such as North America, Europe, and China are establishing e-sports game groups in famous pro clubs or investing in related markets with budget of hundreds of millions of won at the enterprise level. On April 15, 2017, the IeSF took the first step towards IOC approval, and submitted an application for approval of the IOC on February 19, 2017, with the first evaluation in December 2017.

(2) Status of e-sports related infrastructure

Korea's e-sports support institutions were put into 18 institutions by 7,767 million won as of 2017. The average number of experts in e-sports organizations in Korea was 3.7 in 2017 as a whole. In the case of stadiums, there are a total of 8 stadiums that can play e-sports games.

Team status as of 2017, there are a total of 28 e-Sports pro teams in Korea.

Large companies operate one or two teams mainly in the league of legend teams. Small independent teams tend to operate e-sports teams in various sports such as over-watch and hairstone as well as league of legends. The total number of teams belonging to the 28 teams of 14 teams is 70 including the coaches and supervisors, and 167 are professional players. The total budget of the 14 clubs declined from 22.1 billion won in 2015 to 20.66 billion won in 2017.

The domestic e-sports market has a total of 83 billion KRW as of 2016, including the prize size, budgets, broadcasting, streaming and portal, and offline media. Of the total, 37.23 billion won (44.8%) is the highest in the broadcasting sector, which is the sum of sales of OGN and SPOTV Games, which are specialized game stations. In addition, sales in the streaming and portal sector increased from 9.55 billion KRW in 2015 to 13.64 billion KRW in 2016, which is the highest in the market with 41.3%.

III. E-sports national policies

The Korean government's interest in e-Sports has been driven by the expansion of the game industry, and since its establishment as a new cultural industry in 2001 after the transitional period of 1999 and 2000. It was true that the e-sports industry has developed as a result of the development of the Internet and the game industry, has developed as a communication tool that is breaking down the walls between generations and countries, and as a new leisure for the masses.

e-sports appeared as a new cultural phenomenon in the late 1990s when the game 'StarCraft' got a big response and played, viewed and relayed the game with the name 'electronic sports' and then spread to 'e-sports' The government has been providing policy support in order to become a representative example of digital culture in the real world. The Korean government declared the 'e-Sports Vision' in 2004 and moved away from the secondary means for promoting the game industry. Through the promotion of the sports culture, the Korean government established a policy of shifting from the negative image of the game industry and leading the promotion of the game industry. . In 2004, we announced four key tasks: building a healthy game culture and establishing the e-sports successor status, and establishing basic infrastructure, establishing e-sports culture, strengthening international cooperation, strengthening legal system and support system.

In 2006, the "Act on the Promotion of the Game Industry" (enacted on April 28, 2006, enacted on October 29, 2006) was enacted and Article 15 of the Act stipulated the provision for "activating this sport". In 2006, the Korean Government provided legal support base for e-sports promotion by stipulating matters related to e-sports promotion including e-sports related research activities, standardization, international exchange, facility installation support.

In 2010, the e-Sports Innovation 2.0: e-Sports mid- to long-term development plan (2010-2014) (hereinafter referred to as "mid-term and long-term plans" Development plan '). The e-sports mid-to-long term development plan of the e-Sports Ministry of Culture, the Ministry of Culture and Sports, will evaluate e-Sports as a new digital cultural phenomenon in the last 10 years and achieve industrial and cultural achievements. Key strategies and policy challenges were presented

According to the 'e-Sports Promotion Act' enacted in 2012, the e-sports policy will be more scientific and systematic. The e-sports competition for e-sports as a leisure culture in the digital era will be promoted by the government. As well as the political will. In February 2014, the Korea e-Sports Association was called the e-Sports Related Law. And it was designated as an event selection agency and this sports industry support center. The Korean government has announced its mid- to long-term plan for promoting e-sports in 2014 (2015 ~ 2019) and has been promoting policies.

A summary of the contents is as follows:

- (1) Establishing e-sports industry infrastructure
- (2) Settled this sport as cultural activities and leisure activities of the people
- (3) strengthening e-sports global leadership

IV. Legislation of e-Sports

1. Enactment of "e-sports (electronic sports) Promotion Act"

Since 1999, e-sports has been developed for promotion of the game industry, and legislative policy debate has been made, but legislation has not been realized. There was no special law on e-sports until the "Act on the Promotion of Sports" was enacted in 2012. However, in Article 15 of the 'Game Industry Promotion Act' enacted in 2006, there was a legal basis for establishing and promoting the national policy for revitalizing e-sports.

The Act on the Promotion of the Game Industry Article 15: The Regulations Applied before the Act on the Promotion of Sports (2012) [Enforcement Oct. 29, 2006] [Law No. 7941, April 28, 2006]

GAME INDUSTRY PROMOTION ACT

Article 15 (Vitalization of E-Sports) (1) For the creation of a healthy game use culture and practical use of the leisure time of the people, the Minister of Culture, Sports and Tourism shall support and foster sports played by making use of game products and the incidental activities thereto (hereinafter referred to as "E-sports [electronic sports]"). <Amended by Act No. 8852, Feb. 29, 2008>

- (2) In order to support and foster E-sports [electronic sports], the Minister of

Culture, Sports and Tourism may promote the activities referred to in the following subparagraphs: <Amended by Act No. 8852, Feb. 29, 2008>

1. Research activities, standardization and management of records related to E-sports [electronic sports];
2. E-sports [electronic sports]international cooperation and exchange;
3. Installation and support of relevant facilities, such as E-sports [electronic sports]competition venues or such;
4. Vitalization of E-sports [electronic sports]industries and improvement in the rights and interests of E-sports [electronic sports]players;
5. Other matters prescribed by Presidential Decree as matters concerning the promotion of E-sports [electronic supports].

(3) Where an association or an organization which conducts activities related to E-sports [electronic sports]promotes the activities referred to in the subparagraphs of paragraph (2), the Minister of Culture, Sports and Tourism may subsidize, in whole or in part, such expenses. <Amended by Act No. 8852, Feb. 29, 2008

In 2010, the e-Sports Innovation 2.0: e-Sports mid- to long-term development plan (2010-2014) (hereinafter referred to as "mid-term and long-term plans" Development plan ') was established and according to this plan, enactment of special law for the promotion of e-sports could be realized. The "Act on the Promotion of Sports in this Sport (Electronic Sports)" consists of 18 articles, the Enforcement Decree of the Act is 10 articles, and the Enforcement Rules of the Act is 7 articles.

2. Main contents

1) Purpose of this Act

Article 1 of the Act stipulates that "This law stipulates the necessary elements for the promotion of the sport, thereby promoting the foundation of the culture and industry of the sport and strengthening its competitiveness ".

2) Definition of e-sports

First of all, "e-Sports" refers to games and sub-activities in which people compete against each other for a record or a game between a person and a person using the game product according to Article 2 (1) of the "Act on Promotion of the Game Industry" (Article 2 (1) of the Act). The term "game product" in accordance with Article 2, Paragraph 1 of the [Game Industry Promotion Act] means the use of information processing technology such as a computer program or a machine tool for entertainment, Means a

device or apparatus manufactured for the main purpose of using a video image or a video image produced to enhance the quality of a video image.

In addition, the definition of concepts such as 'professional 2 sports', 'life e sports', 'e sports industry', 'e sports facility', 'e sports player', 'e sports organization'

3) Responsibility for national and local government

Article 4 of the Act stipulates that "national and local governments should establish and implement measures necessary for the promotion of the sport."

4) Establishment of the basic plan of the government and securing financial resources

In order to achieve the purpose of this Act, the Minister of Culture, Sports and Tourism shall establish and implement basic and comprehensive mid-term and long-term promotion basic plans and detailed plans for each field and year of the sport promotion Article 6 (1)). The basic plan includes basic directions for promoting this sport, establishing the basis for promoting this sport, nurturing and strengthening the sports professionals, promoting events such as international sporting events, international cooperation and exchanges, And the establishment of funding and the foundation of academic promotion (Article 6 (2) of the Act).

In addition, the government shall conduct surveys on the actual condition of the sport annually and publish its results in order to establish and implement the policies related to sports (Article 7 of this law).

5) Support for professional training, international exchanges and overseas promotion

The government can support the training of e-sports specialists (Article 10 of this law), support for international exchanges and overseas promotion (Article 14 of this law), upbringing and support of this sports competition (Article 11 of this law) (Article 12 of this law) and support of industrial support center (Article 13 of this law).

ACT ON PROMOTION OF E-SPORTS (ELECTRONIC SPORTS)

[Enforcement Date 18. Aug, 2012.] [Act No.11315, 17. Feb, 2012., New Enactment]

Article 1 (Purpose)

The purpose of this Act is to establish infrastructure for the culture and industry of e-sports, enhance competitiveness in e-sports, and contribute to increasing people's opportunities to enjoy leisure time with e-sports and the robust development of the national economy by providing for matters necessary to promote e-sports.

Article 2 (Definitions)

The terms used in this Act shall be defined as follows:

1. The term "e-sports" means games in which players compete with one another for a score or for victory with game products defined in subparagraph 1 of Article 2 of the Game Industry Promotion Act and activities incidental to such competitions;
2. The term "professional e-sports" means e-sports activities of e-sports players;
3. The term "e-sports for all" means spontaneous and daily e-sports activities for enjoying leisure time and promoting friendship;
4. The term "e-sports industry" means the industry of creating added value with goods and services relating to e-sports;
5. The term "e-sports facilities" means stadiums and other facilities for e-sports;
6. The term "e-sports player" means a person registered with an e-sports organization as stipulated by the organization;
7. The term "e-sports organization" means a corporation or organization established for the purpose of engaging in activities or a business relating to e-sports.

Article 3 (Relationship to other Acts)

Except as otherwise expressly prescribed in any other Act, the promotion of e-sports shall be governed by provisions of this Act.

Article 4 (Responsibilities of State and Local Governments)

The State and local governments shall establish and implement policies necessary to promote e-sports.

Article 5 (Promotion of Local e-Sports)

In order to invigorate e-sports activities so that local residents enjoy leisure time and promote amity among themselves, a local government may create an environment for e-sports facilities, etc. establish and operate e-sports organizations, and hold e-sports events.

Article 6 (Formulation, etc. of Master Plans)

(1) In order to achieve the purpose of this Act, the Minister of Culture, Sports and Tourism shall formulate and implement a master plan as a basic and comprehensive plan for the medium/long-term promotion of e-sports (hereinafter referred to as "master plan") and an annual implementation plan for each type of e-sports in detail (hereinafter referred to as "implementation plan").

(2) A master plan shall include the following:

1. Basic direction of the promotion of e-sports;

2. Establishment of infrastructure for invigorating e-sports;
3. Training of professional human resources for e-sports and the maximization of rights and interests of such human resources;
4. Promotion of international tournaments and events relating to e-sports and international cooperation and exchange in e-sports;
5. Securing of financial resources for promoting e-sports;
6. Nurturing of, and support to, professional e-sports and assistance in expanding the base for e-sports for all and invigorating e-sports for all;
7. Promotion of scientific activities for e-sports and the creation of the infrastructure therefor;
8. Other matters specified by Presidential Decree as necessary to promote e-sports.

(3) If the Minister of Culture, Sports and Tourism deems it necessary to formulate and execute a master plan or implementation plan, he/she may request a relevant administrative agency, local government, public institution, research institute, university, private enterprise, or individual to cooperate in formulating and executing such plan as necessary.

Article 7 (Survey on Actual Condition) (1) The Government shall survey the actual condition of e-sports in order to establish and implement policies on e-sports.

(2) If the Minister of Culture, Sports and Tourism deems it necessary for a survey on actual conditions under paragraph (1), he/she may request a business entity, corporation, or organization involved in e-sports to submit data or present its opinion. Upon receipt of a demand to submit data or present an opinion in such cases, a business entity, corporation, or organization involved in e-sports shall cooperate as requested, except in exceptional circumstances.

(3) Matters necessary for surveys on actual conditions under paragraph (1) shall be prescribed by Presidential Decree.

Article 8 (Financial Support, etc.) (1) The State and local governments shall endeavor to secure funds required for effectively implementing the master plan and implementation plan.

(2) When a public institution, an e-sports organization, or a business entity engaged in e-sports intends to take a measure aimed at enhancing the competitiveness of e-sports according to the relevant master plan or implementation plan, the Minister of Culture, Sports and Tourism may fully or partially subsidize such institution, organization, or business entity, within budgetary limits, for expenses incurred therein.

(3) If the Minister of Culture, Sports and Tourism deems it necessary to promote

e-sports, he/she may establish e-sports facilities, consulting with the head of a local government. In such cases, the Minister of Culture, Sports and Tourism may fully or partially subsidize such local government, within budgetary limits, for expenses incurred therein.

(4) Matters necessary for the scope and method of subsidization of e-sports facilities shall be prescribed by Presidential Decree.

Article 9 (Advisory Committee for Promotion of e-Sports) (1) The Minister of Culture, Sports and Tourism may establish an advisory committee for the promotion of e-sports (hereinafter referred to as the "Committee") to seek advice from the Committee.

(2) Matters necessary for the organization and operation of the Committee shall be prescribed by Presidential Decree.

Article 10 (Training of Professional Human Resources for e-Sports) (1) The Minister of Culture, Sports and Tourism shall endeavor to train professional human resources for e-sports, including those for games, broadcasting, and research, as necessary to promote e-sports.

(2) In order to train professional human resources pursuant to paragraph (1), the Minister of Culture, Sports and Tourism may designate a university as defined in the Higher Education Act or other institution deemed necessary as an institution for training professional human resources for e-sports, as prescribed by Presidential Decree.

(3) The Minister of Culture, Sports and Tourism may fully or partially subsidize an institution designated for training professional human resources for e-sports, pursuant to paragraph (2), within budgetary limits, for expenses incurred therein, as prescribed by Presidential Decree.

(4) Other matters necessary for training professional human resources for e-sports shall be prescribed by Presidential Decree.

Article 11 (Development, Support, etc. of e-Sports Events)

The Minister of Culture, Sports and Tourism may develop and support e-sports events in accordance with the guidelines prescribed by Ordinance of the Ministry of Culture, Sports and Tourism.

Article 12 (Support for Diversification of Games) (1) In order to promote the diversification of e-sports games, the Minister of Culture, Sports and Tourism may designate an institution responsible for the selection of games and may authorize the institution to select e-sports games.

(2) If an institution responsible for the selection of games under paragraph (1) fails to meet the requisites for designation, the Minister of Culture, Sports and Tourism may revoke the designation thereof, as prescribed by Presidential Decree.

(3) Matters necessary for the requisites for the designation of an institution responsible for the selection of games under paragraph (1), the procedures for filing an application for designation, operating such institution, and selecting games, the subject matter eligible for the selection of games, the standards for the selection of games, and the procedure for filing an application for the selection of games shall be prescribed by Ordinance of the Ministry of Culture, Sports and Tourism.

Article 13 (Designation, etc. of e-Sports Industry Support Centers) (1) In order to develop the e-sports industry, the Minister of Culture, Sports and Tourism may designate an institution that falls under any of the following subparagraphs as an e-sports industry support center (hereinafter referred to as "support center"):

1. A national or public research institute;
2. A university, college, or junior college as defined in the Higher Education Act;
3. Other institutions specified by Ordinance of the Ministry of Culture, Sports and Tourism.

(2) The support center shall perform the following functions:

1. Cooperation with local governments for the development of the e-sports industry;
2. Research and development for the development of the e-sports industry and counseling services and support therefor.

(3) If a support center fails to perform its functions under paragraph (2) in good faith, the Minister of Culture, Sports and Tourism may cancel the designation.

(4) Other matters necessary for the designation of support centers and the cancellation of such designation shall be prescribed by Presidential Decree.

Article 14 (Assistance in International Exchange and Overseas Publicity) (1) In order to invigorate international exchanges of e-sports, the Government may provide necessary assistance to the following institutions relating to e-sports:

1. The International e-Sports Federation;
2. Other institution or organization, the capital of which is partially funded by the Government.

(2) In order to enhance the competitiveness of domestic e-sports and invigorate the expansion of overseas markets, the Government may implement programs for overseas publicity.

(3) In order to efficiently support a program implemented pursuant to paragraph

(1), the Minister of Culture, Sports and Tourism may entrust a relevant institution or organization specified by Presidential Decree with such program or may authorize such institution or organization to implement such program vicariously and may subsidize such institution or organization, within budgetary limits, for expenses incurred therein.

Article 15 (Promotion of Professional e-Sports and e-Sports for All)

In order to promote the development of e-sports and facilitate healthy leisure activities for people, the State shall seek measures necessary to promote professional e-sports and e-sports for all.

Article 16 (Hearings)

When the Minister of Culture, Sports and Tourism intends to make a disposition under either of the following subparagraphs, he/she shall hold a hearing:

1. Revocation of designation of an institution responsible for the selection of games under Article 12 (2);
2. Cancellation of designation of a support center under Article 13 (3).

Article 17 (Delegation or Entrustment of Authority)

The Minister of Culture, Sports and Tourism may delegate part of his/her authority under this Act to the Special Metropolitan City Mayor or a Metropolitan City Mayor, Do Governor, or Special Self-Governing Province Governor or may partially entrust his/her authority under this Act to an institution, corporation, or organization established for the promotion of e-sports, as prescribed by Presidential Decree.

Article 18 (Rewards) (1) The Minister of Culture, Sports and Tourism may select individuals, organizations, enterprises, etc. that have significantly contributed to the development of e-sports to reward them for their contributions.

(2) Other matters necessary for the guidelines for the selection for rewards under paragraph (1) shall be prescribed by Presidential Decree.

ADDENDA

Article 1 (Enforcement Date)

This Act shall enter into force six months after the date of its promulgation.