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Budget 2022: E-sports industry players hoping for infrastructure, grassroots programmes

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JOHOR BAHRU, Oct 24 – The development of infrastructure and grassroots programmes to unearth new talents is among the hopes of industry players for e-sports (electronic sports) in Budget 2022 to be tabled on Friday.

For international e-sports player Muhammad Mukhriz Lutfi Fariq Adlan, 22, despite having been involved in the field since the age of 16, there are still not many in the community who know about the potential and rewards offered in this field of competitive video gaming.

"To further develop this sport, for example, the sponsorship factor also plays an important role. There are still many shortcomings including in terms of financing. Our community seems isolated ... there are still many who do not know its potential or the income it generates. An income derived from e-sports is actually all right but less than if sponsorship is involved.

"Like other sports, such as football for example, when there is sponsorship, they (players) have the opportunity to develop themselves and after this it can be seen in terms of performance," he said when met by reporters at the e-sports hub, HomeBois, here today.

Earlier, Deputy Finance Minister I Mohd Shahar Abdullah visited HomeBois, which is part of his itinerary in touring the state in conjunction with Budget 2022.

Apart from that, Muhammad Mukhriz, or better known as "IronPro", also thinks it is necessary to create an academy to find new talents in e-sports as there is no specific platform for grassroots programmes.

HomeBois production manager Mohamad Nor Mohd Mochtar, 30, concurs with this.

"Malaysia is indeed a country that has proven talent abroad and there may be many talents that have not been identified so with the allocation in this Budget, we can unearth new talent," he said.

He also said the allocations in previous Budgets had to some extent helped in creating public awareness and understanding about e-sports.

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