



# 2025 Global Virtual Sports Report

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# EXECUTIVE BRIEF

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The **Global Virtual Sports Report 2025** provides a comprehensive review of the evolution, institutionalisation, and future direction of **Virtual Sports** — defined strictly as federation-led or federation-aligned esports, simulated sports, VR/XR competition formats rooted in traditional sport disciplines.

In 2025, **Virtual Sports** moved decisively beyond pilot programmes into structured ecosystems. International Sports Federations increasingly recognise **Virtual Sports** as strategic tools for youth engagement, inclusion, talent identification, and global reach. Unlike commercial Esports titles, these formats prioritise sporting integrity, skill transfer, and governance.

The Olympic Movement continues to shape this trajectory by encouraging federation control, physical activity alignment, and ethical standards.

Regionally, Europe and Asia lead in regulation and technology deployment, the Middle East in infrastructure and global showcases, while Africa represents the strongest growth opportunity due to access challenges that Virtual Sports can address.

Looking ahead to 2026, **Virtual Sports** are expected to feature more prominently in Federation calendars, continental championships, and hybrid qualification pathways.

“Organizations such as Mobiele are emerging as critical enablers, bridging Federations, technology developers, and regional execution.”

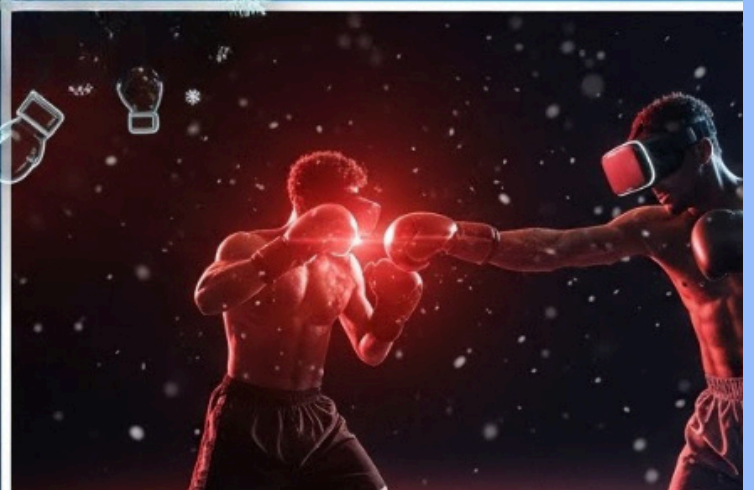
# INTRODUCTION & SCOPE

This Report focuses exclusively on **Virtual Sports** as digital extensions of traditional sports governed by International Sports Federations (IFs).

These include simulated, VR/XR-based, sensor-driven formats that preserve the technical, tactical, and ethical foundations of physical/traditional sport codes.

Excluded from this analysis are mainstream console, PC and mobile Esports titles, fantasy sports, and betting-led virtual products.

The objective is to provide clarity for policymakers, federations, and development partners seeking credible, sport-aligned digital competition pathways.





# INTERNATIONAL FEDERATIONS DEVELOPMENT

2025 marked a significant acceleration in Federation engagement with Virtual Sports. Rather than outsourcing digital competition to commercial publishers, IFs increasingly prioritised ownership, regulation, and athlete pathways.



## VIRTUAL CYCLING

The official UCI Esports World Championships are held on MyWhoosh, featuring global qualifiers and on-stage finals in Abu Dhabi, showcasing elite virtual competition.

This is following up on the 2024 edition showing a level of commitment and consistency by the UCI.



## RUN - X

World Athletics was definitely not to be left out of the growing Esports (Virtual Sports) trend and in 2025, it announced RUN-X - the first ever **World Treadmill Championship** to be held in 2026.

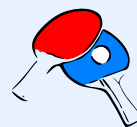
This officially marks the beginning of something interesting and innovative for “Virtual Athletics”.



## VIRTUAL TAEKWONDO

World Taekwondo launched a broader **VTKD Match Operator Certification Program** in 2025 which qualified over 100 specialists across sessions held in Rome, Muju, and Singapore, which included both online and onsite training components.

Co-Founder of Refract Technologies, Chong Ng also made a presentation to the General Assembly of World Taekwondo in Wuxi, China in October, 2025.



## VIRTUAL TABLE TENNIS

International Table Tennis Federation (ITTF) significantly advanced its Virtual Table Tennis (VTT) and Esports initiatives, moving to bridge the gap between the physical and digital worlds of the sport.

Major win for ITTF was the **E-Smash** held alongside the WTT China Smash and also the **VTT Showcase** held in Lagos Nigeria.





# NON - FEDERATION DEVELOPMENTS

Here we X-Ray potential Virtual Sports titles that are yet to be activated by Federations but have a potential for growth and unlocking and exciting new world for their different Sports Federations.



## VIRTUAL TENNIS

2025 was a landmark year for Tennis Esports, defined by global recognition, rapid growth, and ecosystem expansion. National championships across multiple countries culminated in the first **World Tennis Esports Championships** in Las Vegas.

The launch of the ELITE Tour created a professional, ATP-style competitive pathway. Community participation surpassed 500,000 players, supported by major event showcases, education initiatives, and strong strategic partnerships worldwide.

**Virtual Archery** became popular for both training and entertainment, offering realistic, immersive experiences.

**Archery Pro** has seen steady development into a competitive and immersive virtual sports experience. With over one million downloads worldwide, the game features improved physics realism, refined mechanics, and structured online tournaments.

Growing global participation and rising interest from private Archery bodies, Esports communities, and schools have positioned Archery Pro as a credible bridge between traditional archery and digital competition.



## VIRTUAL ARCHERY

## OTHERS



VIRTUAL  
BOXING



VIRTUAL  
BASEBALL



VIRTUAL  
ROWING



## REGIONAL & CONTINENTAL DEVELOPMENTS

**Europe:** Governance-led adoption, university-linked competitions, structured IF integration. Strong federation oversight ensures competitions are compliant and globally recognised.

**Asia-Pacific:** Technology-driven innovation, government-backed hubs, VR in martial arts, precision sports, and other federation-led simulations. Regional competitions often link to National Olympic Committees.

**Pan-America:** Club and university-based adoption dominates, with strong innovation hubs in Canada, the US, and Brazil. Continental federations beginning to integrate competitions into structured calendars. National Olympic Committees increasingly fund pilot programmes, particularly in youth development.

**Middle East:** Infrastructure-first approach, hosting global showcases and federation-backed events. Governments support federation-aligned VR initiatives for international visibility.

**Africa:** Emerging ecosystem focused on access, youth engagement, and capacity-building pilots. Federations and agencies like Mobiele play a critical role in deployment and development as seen in its collaboration with ITTF Africa.

## ESTABLISHED PLATFORMS:

Eleven Table Tennis VR, MyWhoosh — Federation-compliant, scalable competition models.

## EMERGING TECH PROVIDERS

Refract Technologies - Sensor & motion-capture companies enabling fair, realistic, and data-driven competitions.

Creating for Taekwondo, Rowing and Boxing



# DEVELOPERS & TECHNOLOGY ENABLERS

## UNTAPPED PROVIDERS

Developers/Publishers like SavySoda (Archery Pro and VR Motion Learning (Virtual Tennis) continue to build viable games with proven competitive elements that will make them easy to be adopted as official platforms for their respective Federations.

## KEY INSIGHT:

DEVELOPERS MUST ALIGN WITH FEDERATION GOVERNANCE; CREDIBILITY AND SUSTAINABILITY IS INDIRECTLY LINKED TO ADOPTION AT CONTINENTAL AND NATIONAL LEVEL FOR IT TO BECOME A GRASSROOTS ENGAGEMENT TOOL.







## COMMERCIALISATION & DEVELOPMENT

The economic value of **Virtual Sports** is still a long way to go but the greatest aid for this to be fast tracked is a global development strategy that makes it widely acceptable beyond just competitions and activations.

**Federation-centric monetisation includes:**

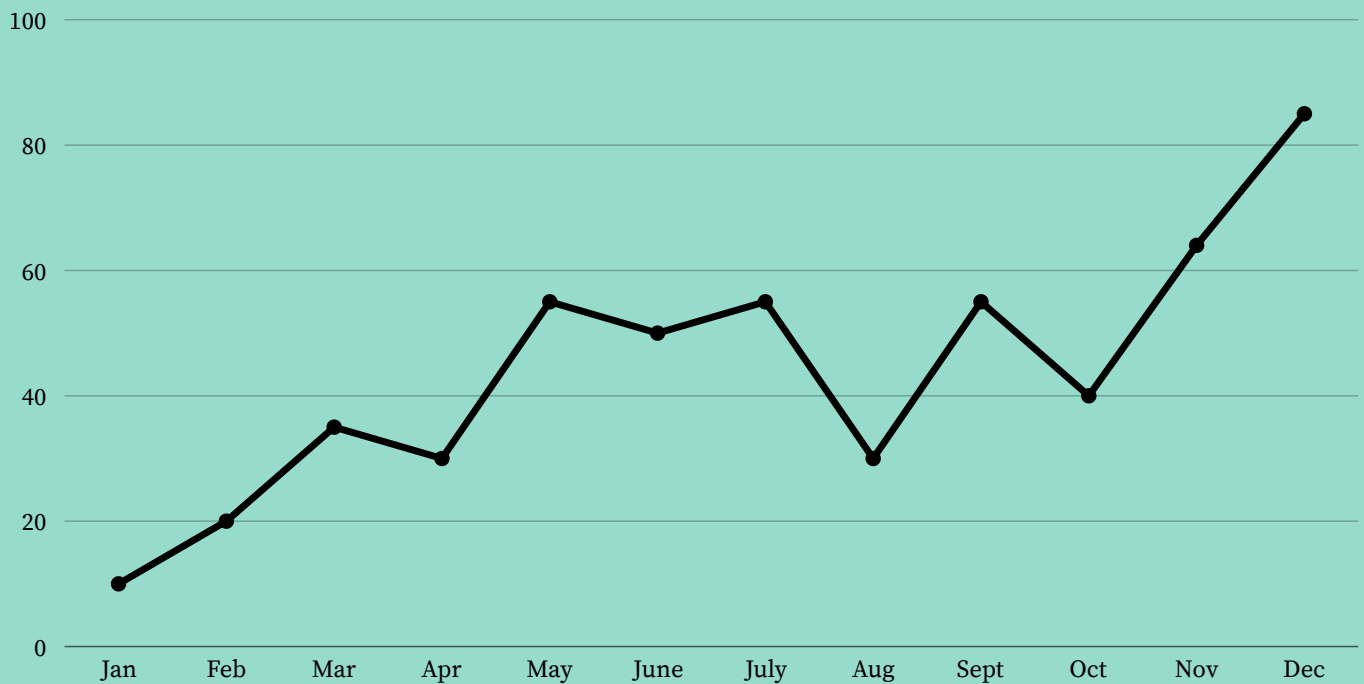
- Licensing & sanctioning
- Development grants & government/CSR partnerships
- Education, training, and certification programmes
- Event-based virtual competitions and leagues

**Emerging markets rely on grant-funded and partnership-driven models prior to full commercialisation.**

Developer-centric models are synergistic, not competitive with Federation monetisation. Developers **gain revenue, scale their technology, and establish credibility** while Federations **retain sport ownership, governance, and athlete pathways**.

**Developers-centric monetisation includes:**

- Licensing & platform provision (VR/XR solutions for Federations)
- Technology services & integration (hardware, sensors, scoring systems)
- Event & competition support (platform hosting for virtual or hybrid events)
- Training & education modules (coaching, officiating, analytics)
- Data & analytics monetisation (performance, engagement, and audience insights)
- Partnerships & pilot funding (grants, sponsorships, government collaborations in emerging markets).



## 2026 OUTLOOK & PROJECTION

- **Virtual Sports embedded in Federation calendars.** This has been confirmed by World Taekwondo, ITTF, UCI and more.
- **Continental Championships emerging.** This will serve as qualification pathways for World Championships.
- **Technology trends:** AI-assisted officiating, affordable and accessible VR hardware, hybrid finals.
- **A Multi-title Global Virtual Sports Championships** will further create pathways for adoption and development.
- **Integration of Virtual Sports Clubs in Schools** (especially at Secondary/High School level).
- **Hardware manufacturers - Pico, Meta, Samsung, Apple, etc** must begin to play pivotal role as they are critical for adoption of the games. They should also make integration to their headsets seamless.

**Africa and emerging regions: accelerated adoption for development, inclusion, and global engagement**



# KEY MOMENTS...





# MOBIELE'S POSITIONING ...WHY MOBIELE?

**Mobiele** a Full Service Esports Agency has been at the forefront of driving Virtual Sports Development and Enablement focused on Federation-aligned growth and grassroots to pro pathways through Education.

## Value Proposition:

- Deep understanding of how IFs should structure their Esports Division
- Strategic partnerships with VR/XR developers (Refract Technologies, Eleven VR) and brands.
- Collaboration with ITTF Africa, African Taekwondo Union
- Expertise in Train-the-Trainer, grassroots deployment, and capacity building.
- Emerging Markets-first execution, aligned with global standards

## Expected Outcome:

Mobiele ensures Virtual Sports initiatives are **credible, scalable, development-focused. and commercially viable**

