



Veloce Media Group Call to Action to Mobile Network Operators: Enabling the Next Generation of Connected Esports, Gaming and Streaming

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Esports has become one of the world's fastest-growing entertainment sectors, reaching over 550 million global viewers, with a commercial ecosystem exceeding USD \$3.8 billion in combined team revenues, sponsorships, event rights, and adjacent gaming markets. Mobile gaming alone accounts for nearly 50% of all gaming revenue worldwide, driven by high-performance devices and the rapid move toward cloud and mobile-first competitive experiences.

Veloce Media Group, one of the most exciting and innovative teams in global esports sees a once-in-a-generation opportunity for Mobile Network Operators (MNOs). With the right network capabilities, operators can unlock a new category of ultra-low-latency, high-performance, mobile-first esports experiences and associated revenues.

This future became a reality during the MWC Doha 2025, where Veloce, in collaboration with GSMA Fusion, operated four live F1 racing simulators connected via Ooredoo's 5G Standalone network, achieving groundbreaking performance:

- 7 ms end-to-end latency
- ~1 Gbps download speeds
- Highly stable, jitter-free connectivity
- A full live competitive esports competition running on a public commercial 5G network, a world first

The results surpassed expectations and demonstrated a clear truth: mobile networks are now ready to host world-class esports competitions, if operators enable the required Communication Quality API capabilities.

To accelerate the future of mobile networks within esports and unlock the next wave of gaming innovation, Veloce now invites MNOs worldwide to work with GSMA and the gaming ecosystem to standardise and deploy the Open Gateway defined network capabilities required for competitive gaming at scale.

Connectivity Is Now a Competitive Technology for Esports

Competitive gaming has traditionally relied on fixed fibre connections and physically-co-located competitors to eliminate latency variation. For esports to go fully mobile, unlocking new players, venues, sponsors, and revenue, the industry needs guaranteed, consistent, optimized connectivity, not best-effort performance.

Esports competitions require:

- Ultra-low latency (sub-10 ms)
- Zero jitter
- Predictable throughput
- Network resource prioritization
- Zero tolerance for connection drops

Only 5G Standalone networks, supported by programmable Open Gateway CAMARA APIs, can deliver this predictability at scale and globally.

With these capabilities, esports can expand from arenas and gaming cafés into stadiums, festivals, airports, campuses, shopping malls, fan zones, and anywhere with 5G coverage giving much more flexibility and lower set up costs.

Collaboration with GSMA: The Role of Network API Standards for Esports

To ensure consistency and global scale, Veloce supports GSMA's leadership in standardizing network APIs under the Open Gateway framework, including CAMARA-based Communication Quality APIs such as Quality on Demand (QoD).

Standardised, globally available QoD APIs would allow tournament operators, game publishers, broadcasters, and device manufacturers to reliably deliver performance across regions and operators, minimising bespoke integrations and unlocking the full commercial opportunity of gaming with mobile networks.

Live Streaming and IRL Content Enablement

Beyond competitive gaming, Veloce's commercial model increasingly relies on live mobile first streaming, including high growth "IRL" in real life content formats. Global live streaming audiences are now measured in the hundreds of millions, with leading creators such as iShowSpeed and Kai Cenat regularly attracting multi million concurrent views across platforms. This format is inherently dependent on resilient, high throughput

mobile broadband as creators broadcast live from public venues, events and remote locations.

Within the Veloce network, Aarava, a founding creator and member of Quadrant, has begun expanding into IRL streaming alongside his position as one of the world's largest racing gaming content creators. IRL streaming materially increases bandwidth demand due to sustained high-definition video uplink, low latency interaction with audiences and simultaneous multi-platform distribution.

The growth potential of IRL content is significant. It enables creators to activate audience led concepts anywhere globally, provided a stable and prioritised mobile connection is available. Exposure to Quality on Demand and related network APIs would allow operators to support guaranteed uplink performance, reduce stream degradation during peak congestion and create premium, event based streaming propositions for creators, teams and brand partners.

Why Mobile Networks Must Evolve for Esports and Streaming

To fully unlock the potential of mobile networks in esports, Veloce Media Group respectfully requests that MNOs around the world make available gaming-optimised, multi-channel, programmable QoD capabilities that deliver the performance necessary for competitive play.

Timescales and Priorities

The global esports sector continues to scale at pace, with mobile gaming forecast to exceed USD 122 billion in annual revenue by 2026, driven by strong adoption across Asia, MENA and Latin America. Competitive mobile titles now represent a material share of organised esports participation and viewership globally.

Veloce is seeking API exposure in the following priority markets: United States, United Kingdom, Brazil, Germany, India, United Arab Emirates, Saudi Arabia, Italy, South Africa, Sweden and the Netherlands.

Over the next 24 months, Veloce will stage competitions and live gaming events in the United Arab Emirates, Saudi Arabia, Qatar, United Kingdom, United States and France. These territories represent the initial focus for commercial API deployment and live network performance validation.

Our specific requirements include:

1. Priority, Low-Latency Gaming Channels

A prioritised QoS session for gaming traffic, ensuring consistently low latency (<10 ms), near-zero jitter, and stable packet delivery.

2. Guaranteed High Throughput for Live Rendering and Cloud Gaming

Support for high-bandwidth sessions enabling real-time streams, cloud-rendered gameplay, and multi-camera broadcast production.

3. Interoperability Across Operators and Countries

To allow the same gaming setups, simulator rigs, devices, and applications to be deployed consistently across regions, critical for global tournaments and travelling esports activations.

4. Dynamic Network Resource Allocation

Real-time allocation of priority bandwidth to tournament locations, competition pods, mobile network gaming booths, and live broadcast sites, even in dense environments (concerts, stadiums, automotive shows, motorsports fan zones).

5. Multi-Channel Separation for Esports Applications

Differentiated QoS lanes for:

- Gameplay and game data
- Player inputs and actions
- Live voice and text communications
- Real-time rendering
- Broadcast and production uplinks
- Event production systems

Each channel has distinct network performance needs that must be met simultaneously.

6. Predictive Coverage and Performance Tools

Pre-event and live tools enabling tournament organisers to validate expected mobile network performance, plan floor layouts, and design mobile network supported gaming experiences with confidence.

The time to act is now.

By deploying Communication Quality APIs and collaborating with GSMA standards, MNOs can position themselves as foundational enablers of the next evolution of gaming,

mobile competitive esports, fan-zone tournaments, mixed-reality racing, and new forms of connected entertainment.

Together, Veloce Media Group, MNOs, device manufacturers, and GSMA can turn 5G networks into the backbone of global mobile esports. This is a once-in-a-generation commercial opportunity for operators and a new frontier for gaming.

Signed,

Veloce Media Group

About Veloce Media Group

Veloce Media Group is one of the most dynamic and innovative organizations in global gaming, with a footprint across elite gaming competitions, creator and influencer talent, automotive esports, and hybrid real-world racing events. Through cutting-edge technology and fan-centric entertainment, Veloce continues to redefine the future of competitive gaming, building new communities and pioneering next-generation experiences across platforms and regions.

Veloce has approximately 55 million network subscribers/followers across its various channels and has over 600 million views per month.