



**ESPORTS MANAGER
INVICTUS GAMES FOUNDATION**

INTRODUCTION

The Invictus Games Foundation (IGF) uses sport to inspire international communities through the power of the unconquered human spirit. It aims to:

Inspire our community through the Invictus Games to prove to themselves and the world that they can rise above adversity.

Improve lives through access to all-year round international opportunities for sports, esports and adventurous challenge, building a supportive digital and physical community.

Influence the development of research and knowledge around trauma recovery, rehabilitation, and the power of sport, in order to shift attitudes towards disability and mental health.

The Invictus Games is an international multi-sport event first held in 2014, for wounded, injured and sick servicemen and women, both serving and veterans. The word 'Invictus' means 'unconquered', chosen as an embodiment of the fighting spirit which reflects the will to achieve.

This esports manager role has been created in order to provide support to the Invictus Games Foundation and to future Invictus Games host organisations to ensure we maximise the potential of esports for recovery.

The Invictus Games Vancouver Whistler 2025 will be held in Canada between February 8-16.



OUR ESPORTS STRATEGY:

We are seeking an innovative go-getter who can hit the ground running, who understands the production values and infrastructure associated with an esports gaming event, with a focus on the individuals and their recovery over elite performance.

Through this role, we are looking to:



Position the Invictus Games Foundation as a thought-leader in esports for recovery

Provide a platform for the Invictus Games Foundation to communicate to new target audiences and markets

Provide a blueprint which delivers value to host cities and commercial partner brands

Reflect current and future trends in the esports landscape

Deliver regular quality opportunities for engaging the international community beyond the Games with gaming and active esports

Generate research and best practice guidelines to evidence the benefits of esports for recovery

WHAT YOU WILL BE DOING

Gamestime key responsibilities:

- Establish a blueprint and model for delivery of esports (gaming or active esports) within an Invictus Games context (either as an integrated or standalone event)
- In conjunction with Invictus Games Vancouver Whistler 2025, develop a model for participation in esports, measure the impact of participation, and create a report on the merits of inclusion in future Games.
- Establish a categorisation system to provide a blueprint for accessibility in esports competitions, to include physical and mental injuries in line with the categorisation for physical sports.

Beyond the Games key responsibilities

- Regular provision of activity for international community members to benefit from access to opportunities to participate.
- Create and facilitate an online community around games titles, platforms or type of active esports.
- Work with existing executive team to facilitate the role of the app WeAreInvictus in providing access to the opportunities.
- Develop the esports moderator program drawn from international volunteers.
- Develop best practice and research programs to help position IGF as a thought-leader in esports for recovery for international wounded injured and sick service personnel and veterans.
- Develop a training program to best provide guidance to the community of nations supporting teams for future esports competitions.



Next Steps

To discuss the role and expectations, please contact the Director of Communications Sam Newell on: Sam.Newell@invictusgames.org.

You must have the right to work in the UK.

[Further information can be downloaded here](#), including details of how to apply and click [here for the application form](#).

