**Definition**

* Defines esports
* Why Australia should act – money
* Booming industry

**Australia’s Lack of Player Representation**

* Skill gap due to populous, not major issue/can’t really be changed
* Players play on other servers to get better but internet is bad
* Address bad internet and scattered data for local organisations as major issues

**Australia’s Lack of International Events**

* Lack of events makes Australia weak
* One event is major proves it’s possible

**Australia’s Internet Problem**

* Why it’s bad
* Expensive
* Puts organisations at a disadvantage
* Input delay
* Playing from home improves players – access to their own equipment

**Solving Australia’s Internet for the Players**

* Address existing solutions
  + NBN
  + Fibre Optics
* My solution
  + Recycle copper wiring
  + Utilises Starlink satellites
  + Cheap and eco friendly
  + What is to be implemented/changed now for this to happen

**Solving Australia’s Lack of Events and Scattered Data**

* Centralised data base
* Makes Australia seem stronger as a country
* Competitive display
* Pull in international viewings more and can allow for more events
* What is to be implemented/changed now for this to happen