

Taxation in E-Sports & Gaming Industry Training Course

Professional Development Training Course Outline

Category	Taxation and Revenue	Duration	5 Days
Base Fee	\$1,500 USD	Delivery Mode	Online / On-site Hybrid

Course Introduction

The E-Sports and gaming industry has grown rapidly, creating unique tax challenges for professionals navigating digital platforms, prize winnings, sponsorships, and cross-border operations. Taxation in E-Sports & Gaming Industry Training Course equips tax practitioners with the specialized knowledge to address these challenges, ensuring compliance with local and international tax regulations while optimizing tax positions within this dynamic industry. Participants will learn to manage taxation issues for gamers, teams, streaming platforms, tournament organizers, and related digital services, integrating practical strategies and regulatory insights.

The course combines conceptual frameworks, case studies, and practical exercises to enable participants to handle the complexities of e-sports taxation effectively, including digital transactions, international prize money, intellectual property rights, and platform-based earnings. Emphasis is placed on compliance, risk management, and strategic tax planning within the rapidly evolving gaming ecosystem.

Programme Curriculum

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Objectives:

1. Understand the structure and revenue streams of the e-sports and gaming industry.
2. Identify applicable tax laws and regulations affecting gamers and organizations.
3. Analyze tax implications of prize money, sponsorships, and streaming revenues.
4. Apply tax rules for cross-border transactions and digital platforms.
5. Understand VAT/GST and indirect taxation for in-game purchases and services.
6. Explore intellectual property taxation issues in gaming content.
7. Implement compliance and reporting strategies for gaming entities.
8. Develop risk management approaches for emerging e-sports tax challenges.

Organizational Benefits:

- Enhanced understanding of industry-specific tax obligations.
- Reduced risk of tax non-compliance.
- Improved tax reporting accuracy for digital revenues.
- Better management of cross-border tax exposures.
- Optimized tax planning for prizes and sponsorships.
- Streamlined indirect tax administration.
- Strengthened internal controls and audit readiness.
- Increased awareness of regulatory changes.
- Improved strategic decision-making in digital gaming ventures.
- Enhanced competitive advantage through tax efficiency.

Target Audience:

- Tax professionals in gaming and digital platforms.
- Accountants managing e-sports revenues.
- Legal and compliance officers.
- Gaming company executives.
- E-sports team managers.

- Streamers and digital content creators.
- Auditors of gaming companies.
- Tax consultants and advisors.

Course Duration: 5 days

Course Modules:

Module 1: Introduction to E-Sports & Gaming Industry

- Overview of industry growth and structure
- Revenue streams and business models
- Key stakeholders in e-sports and gaming
- Digital platforms and monetization methods
- Regulatory environment overview
- Case study: Taxation challenges of a global tournament

Module 2: Taxation of Prize Money

- Tax treatment of winnings
- Withholding obligations
- Reporting requirements
- Cross-border prize money taxation
- Tax exemptions and incentives
- Case study: International championship winnings

Module 3: Sponsorship & Endorsement Taxation

- Tax implications of sponsorship deals
- Royalties and endorsements
- Contract structuring for tax efficiency
- Reporting obligations for companies and individuals
- Transfer pricing considerations
- Case study: Sponsorship of a pro gaming team

Module 4: Digital Platforms & Streaming Revenue Taxation

- Tax treatment of ad revenues and subscriptions
- Platform commission and VAT/GST implications

- Reporting digital income
- Compliance with multi-jurisdictional rules
- Tax planning strategies
- Case study: Monetization on streaming platforms

Module 5: Intellectual Property Taxation

- IP ownership and licensing in gaming
- Tax treatment of in-game assets
- Royalties and transfer pricing issues
- IP planning for digital content
- Tax incentives for creative content
- Case study: Licensing of a popular game

Module 6: Cross-Border Tax Considerations

- International taxation principles
- Double taxation treaties
- Permanent establishment rules in gaming
- Withholding taxes on foreign payments
- Compliance for remote players and teams
- Case study: Tax issues for global e-sports events

Module 7: Indirect Taxation & In-Game Transactions

- VAT/GST treatment of virtual goods
- Tax collection by platforms
- Reporting obligations
- Exemptions and reduced rates
- Cross-border sales considerations
- Case study: Tax on virtual currencies

Module 8: Compliance, Risk Management & Strategic Planning

- Tax compliance frameworks
- Audit readiness for gaming entities
- Risk management approaches

- Planning for regulatory changes
- Tax efficiency strategies
- Case study: Building a compliant e-sports company

Training Methodology:

- Interactive lectures and presentations
- Practical exercises and hands-on simulations
- Case study analyses
- Group discussions and problem-solving
- Real-world scenario applications
- Expert-led Q&A sessions

Register as a group from 3 participants for a Discount

Send us an email: info@fineskilltrainingcenter.com or call +254769199797

Certification

Upon successful completion of this training, participants will be issued with a globally- recognized certificate.

Tailor-Made Course

We also offer tailor-made courses based on your needs.

Key Notes

- The participant must be conversant with English.
- Upon completion of training the participant will be issued with an Authorized Training Certificate
- Course duration is flexible and the contents can be modified to fit any number of days.
- The course fee includes facilitation training materials, 2 coffee breaks, buffet lunch and A Certificate upon successful completion of Training.
- One-year post-training support Consultation and Coaching provided after the course.
- Payment should be done at least a week before commence of the training, to FINESKILL TRAINING CENTER account, as indicated in the invoice so as to enable us prepare better for you.

Upcoming Scheduled Sessions

Start Date	End Date	Location	Price
07 Sep 2026	11 Sep 2026	Online	\$1,100

Start Date	End Date	Location	Price
14 Sep 2026	18 Sep 2026	Online	\$1,100
21 Sep 2026	25 Sep 2026	Online	\$1,100
28 Sep 2026	02 Oct 2026	Online	\$1,100
05 Oct 2026	09 Oct 2026	Online	\$1,100
12 Oct 2026	16 Oct 2026	Online	\$1,100
19 Oct 2026	23 Oct 2026	Online	\$1,100
26 Oct 2026	30 Oct 2026	Online	\$1,100

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