Datastat Research
Building Capacity in Training and Research

DATASTAT TRAINING IN

OFFICIAL COURSE PROSPECTUS

Center for Advanced Research & Professional Development

Nairobi Training Center • Global Virtual Academy • Corporate On-Site

TAXATION AND REVENUE

Taxation in E-Sports & Gaming Industry Training Course

Comprehensive Course Syllabus, Practical Modules & Upcoming Schedules

PROGRAM SPECIFICATIONS & HIGHLIGHTS

DURATION
5 Days Practical Hands-on

DELIVERY MODES
In-Person Class & Live Virtual

CERTIFICATION
Accredited Certificate of Completion

INTAKES / DATES
Multiple Cohort Schedules Included

PREPARED FOR:

Valued Participant

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Academic & Professional Training Year: 2026

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Taxation in E-Sports & Gaming Industry Training Course

Taxation and Revenue • 5 Days Intensive • Accredited Certification

Course Overview

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.

Upcoming Training Schedules

Confirmed cohort intakes and venues. Both physical in-person classroom and live virtual online seats are available.

TRAINING DATES	LOCATION / VENUE	FORMAT / DURATION	INVESTMENT (FEE)
29 Dec 2025 – 2 Jan 2026	Nairobi	Classroom / 5d	**$1,500 USD / KES 110,000**
29 Dec 2025 – 2 Jan 2026	Kigali	Classroom / 5d	**$3,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Dubai	Classroom / 5d	**$5,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Cape Town	Classroom / 5d	**$4,500 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Addis Ababa	Classroom / 5d	**$3,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Singapore	Classroom / 5d	**$5,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Istanbul	Classroom / 5d	**$5,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Bangkok	Classroom / 5d	**$5,000 USD / KES 90,000**
29 Dec 2025 – 2 Jan 2026	Accra	Classroom / 5d	**$4,000 USD / KES 90,000**
5 Jan 2026 – 9 Jan 2026	Nairobi	Classroom / 5d	**$1,500 USD / KES 110,000**
5 Jan 2026 – 9 Jan 2026	Kigali	Classroom / 5d	**$3,000 USD / KES 90,000**
5 Jan 2026 – 9 Jan 2026	Dubai	Classroom / 5d	**$5,000 USD / KES 90,000**

* Corporate discounts and customized cohort scheduling are available for teams of 3 or more participants.

Course Curriculum & Modules

Taxation in E-Sports & Gaming Industry Training 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.

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@datastatresearch.org or call +254724527104

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

a. The participant must be conversant with English.

b. Upon completion of training the participant will be issued with an Authorized Training Certificate

c. Course duration is flexible and the contents can be modified to fit any number of days.

d. The course fee includes facilitation training materials, 2 coffee breaks, buffet lunch and A Certificate upon successful completion of Training.

e. One-year post-training support Consultation and Coaching provided after the course.

f. Payment should be done at least a week before commence of the training, to DATASTAT CONSULTANCY LTD account, as indicated in the invoice so as to enable us prepare better for you.

Certification & Learning Methodology

- Hands-on practical delivery with real-world datasets, case studies, and lab exercises.
- Post-training mentorship, access to class resources, and customized follow-up support.
- Participants who successfully complete the course receive an accredited Datastat Certificate of Completion.

How to Enroll & Reserve Your Seat

1. Online Registration: Visit https://datastatresearch.org/courses/taxation-in-e-sports-gaming-industry-training-course to register online.
2. Email Booking: Send participant details to training@datastatresearch.org for official invoice & reservation.
3. Support & Assistance: Inquire via phone +254 724 527 104 | +254 734 969 612.