



# ***VIRTUAL EUROPEAN TABLE TENNIS CHALLENGE***

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# 1. ETTU introduction

*ETTU's approach to Virtual Table Tennis*

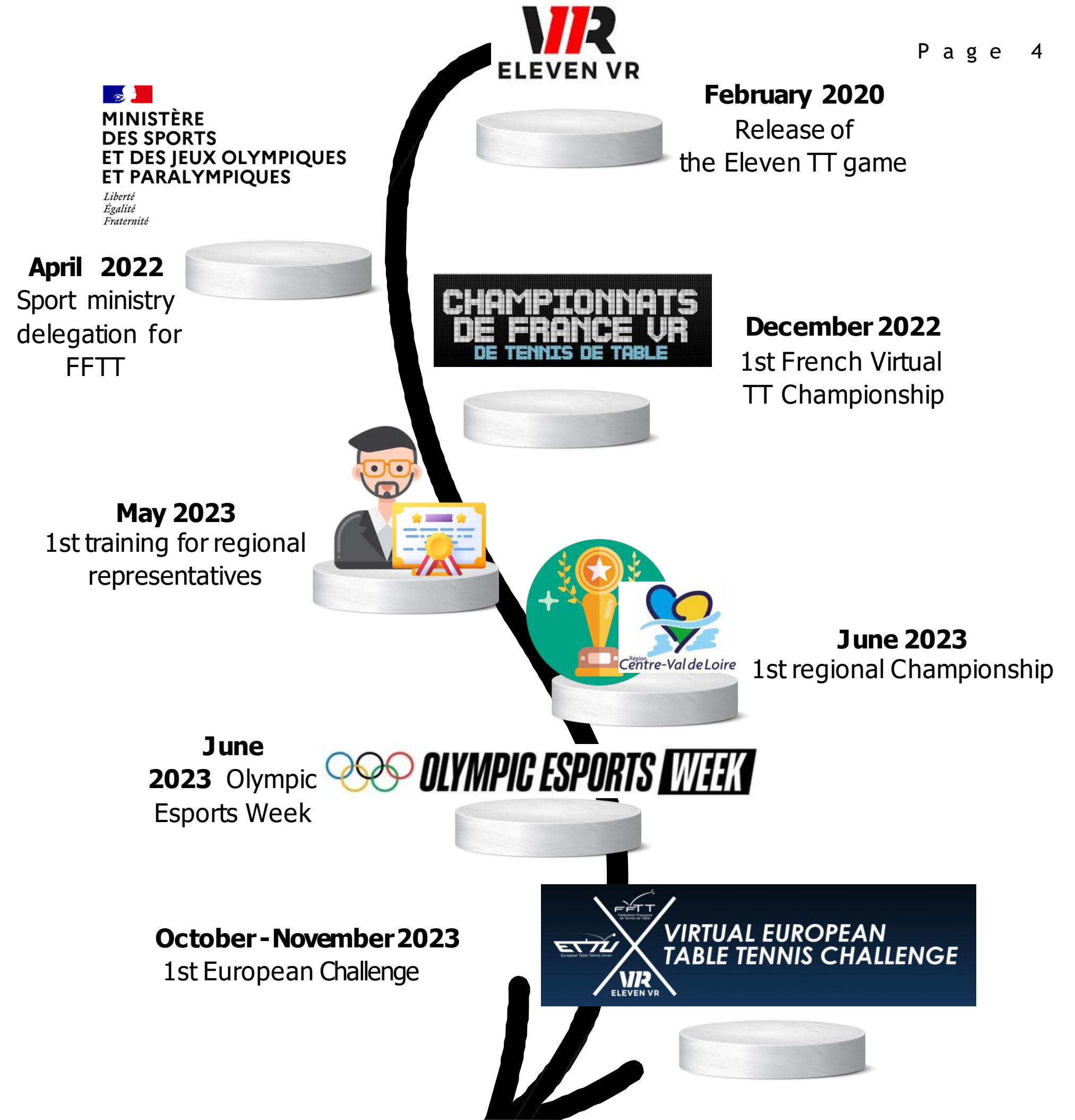


- **Shift in ETTU's vision on development**  
Moving from a high-performance focus to a wider view
- **Virtual Table Tennis potential**  
A growing trend
- **Opportunity**  
Attracting new players
- **Realistic experience with environmental benefits**  
Engaging gameplay with zero carbon footprint
- **Positive impact**  
Potential beyond competitive sport

# 1. ETTU introduction

## The example of France

- Project 2020-2024 to enlarge the community of table tennis players by hybridizing the practice (VR, outdoor, indoor)
- Obtaining the Virtual TT delegation from french sport ministry to structure the activity (rules, titles, training)





# Eleven VR

The ultimate table tennis simulator.



**1,600,000+**

Paid Users



**41,000,000+**

Total Matches Played





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*Overview of Eleven TT*



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*Specifics regarding the  
ETTU Tournament*

# Vital Stats

**1.9M**

Avg matches per month in 2022



41,872,808 total matches played

**127M**

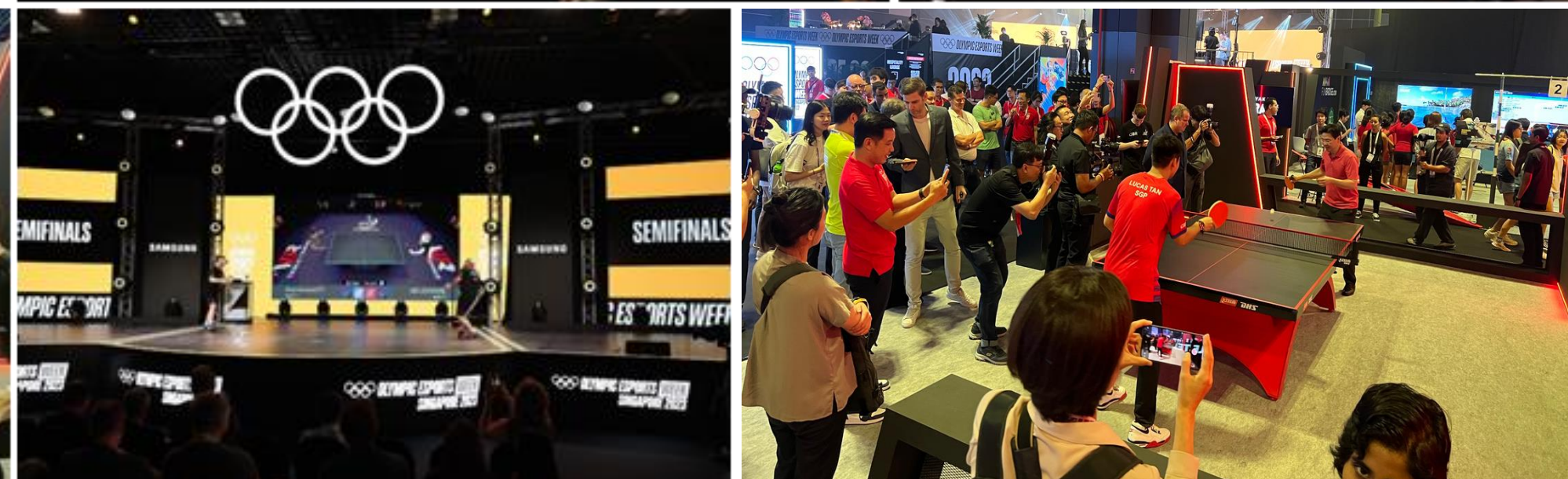
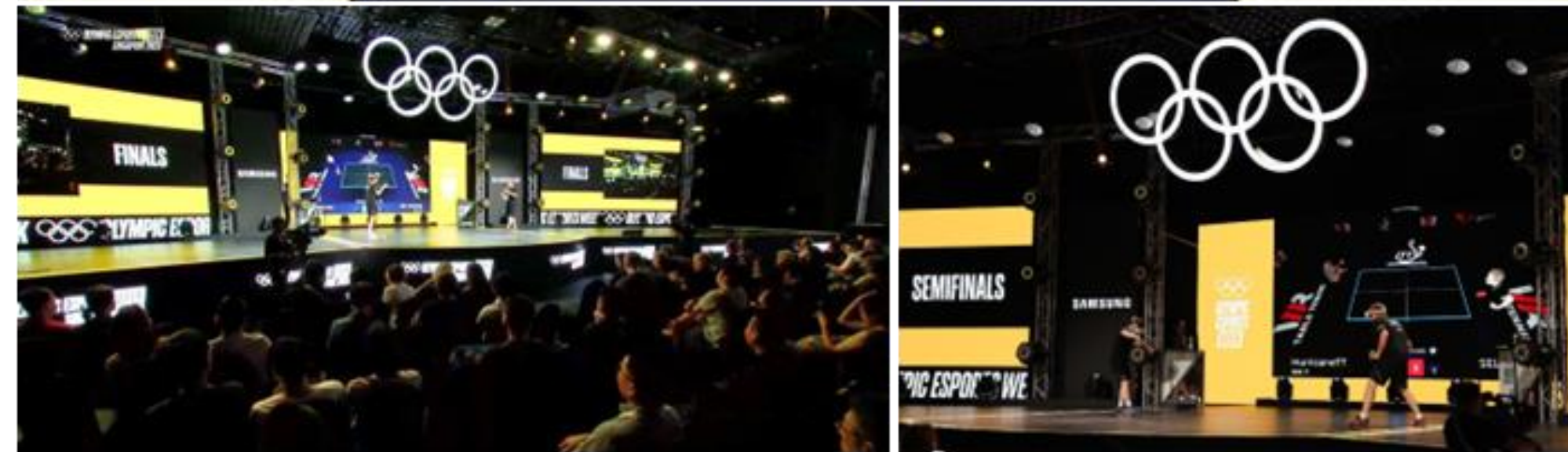
Avg balls hit per month in 2022



4,301,856,867 total balls hit

# **OLYMPIC ESPORTS WEEK** **SINGAPORE 2023**

- Over 500,000 viewers on IOC website across various games
- 20,000 entries (accumulated over the four days)
- Feedback from the 130 players on the event was excellent
- The IOC managed to bring together 13 different game publishers for a shared esports event



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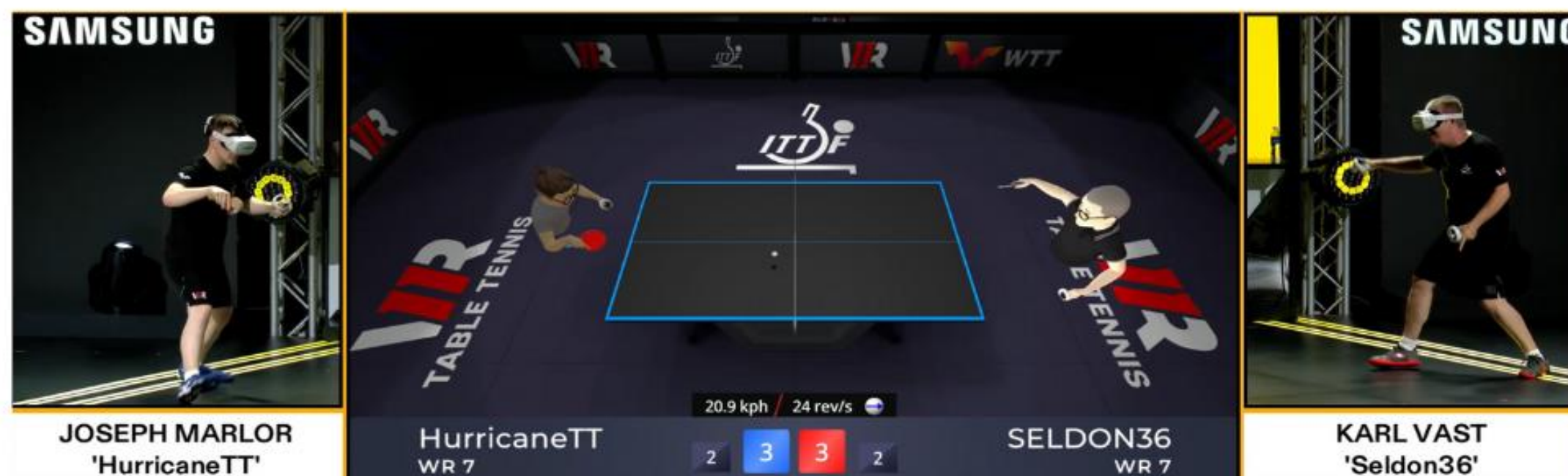


# Tournament Management:



Almost three years of experience in managing tournaments and streaming tournament matches.

I will assist the ETTU with all tournament operations to ensure a smooth run of the event.



# Presentation of the game:



# 3. Benefits of Virtual TT development to expand the table tennis community

Figures on trends

## The "Typical" athlete :



### France :

- Autonomous (47%)
- Whenever they want (40%)

### Mainly for :

- Health (52%)
- Relaxation (34%)
- Fitness (29%)
  
- With connected equipment (36%)
- Multiple sports (20%)
- Changed practice location (20%)

Source:  
INJEP, Ministry of Sport, CRÉDOC,  
National Sports Practices  
Barometer, 2020, 2022

## The "Typical" gamer :



### France :

- Plays more than 2 times per week (25%)
- Average age: 39 (M/F)

### Real sports practices :

- Autonomous (85%)
- Active mobility and fitness (45%)

### The different profiles of gamers:

- General public (9.8 million)
  - > Without ranking, without competition
- Recreational Esport player (2.8 million)
  - > With ranking, without competition
- Amateur Esport player (2 million)
  - > With ranking, with competition

### Europe :

#### Age groups :

- 25-41 (50%)
- 16-24 (26%)

#### Gender :

- Male (63%)
- Female (37%)

Sources:  
Statista, 2022  
France Esport, 2022  
SELL, 2023

# 3. Benefits of Virtual TT development to expand the table tennis community

*"First, a willingness to engage with communities that are outside the Olympic movement in order to create connections that do not currently exist. Second, to promote the development of new practices for traditional sports and create spaces to connect with the younger generations."*

*Vincent Pereira, responsible for esports at the IOC, from France.*

## Attracting practitioners distant from traditional clubs

- Geographical accessibility
- Flexible schedule
- Affordable cost

## Engaging beginners and promoting hybridization of sports practices

- Gradual and fast progression\*
- Accessibility for beginners
- Immersive experience
- Diversity of practices

## Retaining traditional players and enabling clubs to welcome more members

- New competitive challenges
- Global community
- Recruitment of new members



\*Australian survey : "Using virtual reality to improve real table tennis skills"

Stefan Carlo Michalski, Ancret Szpak, Dimitrios Saredakis, Tyler James Ross, Mark Billingham, Tobias Loetscher

# 4. Development strategies at FFTT, applicable to other associations



Combat sedentary behavior and promote an active practice

National competition circuit

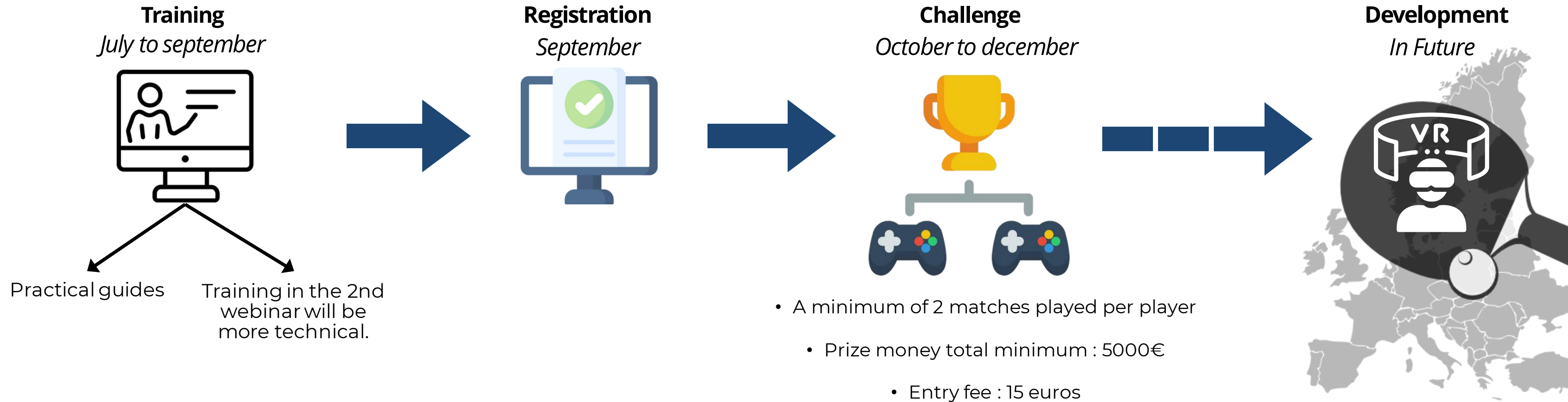
**Development axes:**  
Raise awareness  
Engage in play  
Shape the future

Communication strategies

Virtual TT animation

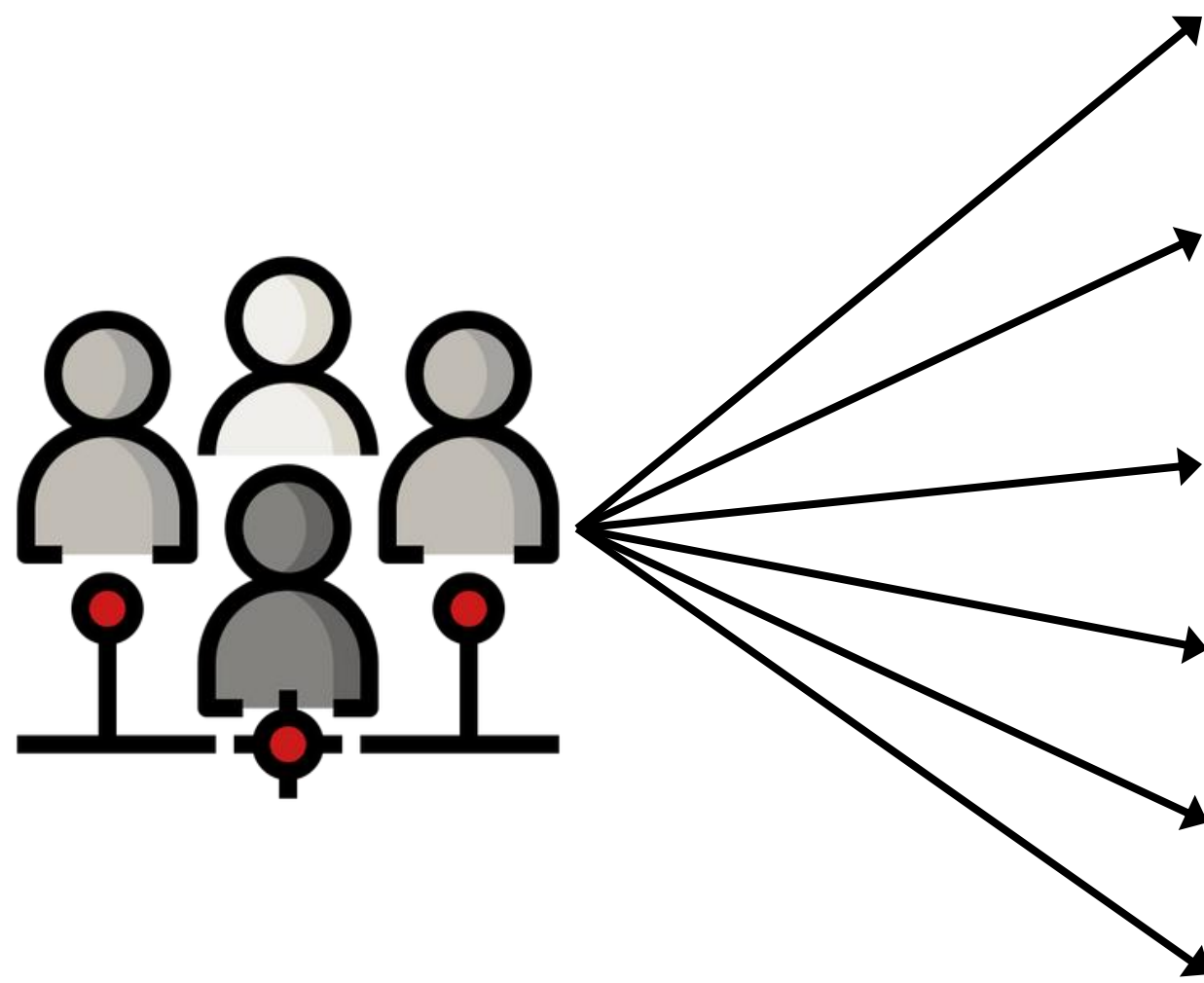


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# 5. Organization of a European challenge to engage associations, players, and communities

Organization and Calendar



Communicate about the upcoming tournament

Promote the new discipline by highlighting its benefits for users

Studying the gatherings of players in the territory and contact them to solicit their involvement in building the development of the practice

Organize meetings with the players

Collaborate with local institutions

Build upon existing communities

## 5. Organization of a European challenge to engage associations, players, and communities

Role of each association

# Questions / Answers





# Contacts

## ETTU

- Galia Dvorak (Deputy Secretary General - Development Manager) - [galia.dvorak@ettu.org](mailto:galia.dvorak@ettu.org)

## FFTT

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# Links

- [Official website of the ETTU](#)
- [PingVR page of the French Table Tennis Federation](#)
- [Official website of Eleven VR](#)
- [Eleven France community site](#)
- [Performance monitoring site \(11clubhouse\)](#)
- [Esport infographic in France](#)
- [Australian survey](#)
- [Olympic Esports Week 2023](#)
- [Representation at the Viva Technology trade show](#)
- [1st French Virtual TT Championship](#)
- [Can Virtual Reality Improve Real Life Table Tennis?! | 30 Day Challenge](#)
- [Presentation video of Eleven VR](#)