

IEF SURVEY REPORT · 2025/26

Gaming in Ireland: What the Data Tells Us

Over 440 responses gathered from the Irish gaming community — with a significant focus on secondary school students. Here's what the numbers say.



440+
TOTAL RESPONSES

92%
STUDENTS WITH NO ESPORTS CLUB

65%
WOULD JOIN A CLUB IMMEDIATELY

— THE OPPORTUNITY

The demand is there. The infrastructure isn't.

92% of secondary school students have no access to an esports club or team — yet 65% say they'd join one immediately. This isn't a lack of interest. It's a lack of infrastructure.



92%

of students have **no esports club** at school

65%

would **join immediately** if one existed

"The demand isn't latent. It's vocal, it's ready — and it's being met with silence."

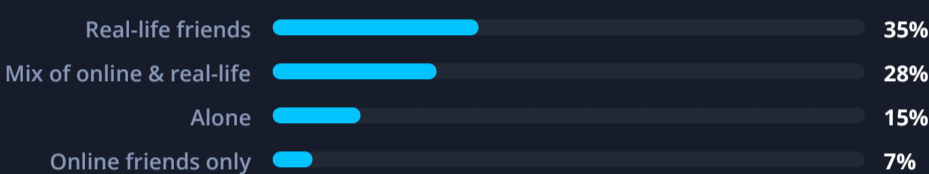
— SOCIAL CONNECTIONS

Gaming builds real friendships.

Over 60% of Irish gamers say they have made real-life friends through gaming. Over 70% play most commonly with others.



— WHO DO THEY PLAY WITH?



— HEALTH & WELLBEING

Gamers are athletes too — and they know it.

75%

regularly play a **physical sport** outside of gaming

86%

rate **mental health** as vital to performance



— WHAT THEY BELIEVE DRIVES PERFORMANCE



— SKILLS DEVELOPMENT

Gaming builds skills that employers want.

Strategic thinking and teamwork led as the life skills most developed — cited by a combined 37% of respondents as their primary answer.



DID YOU KNOW?

The skills Irish gamers develop most match the skills employers rank #1 for **future-ready workers**.

#1 SKILL
Strategic Thinking
Reading situations, planning under pressure

#2 SKILL
Teamwork
Shared goals, mutual trust, focused collaboration

#3 SKILL
Decision-Making
Fast, high-stakes choices

#4 SKILL
Communication
Clearly under pressure

— WHAT IRISH GAMERS PLAY

A diverse, competitive gaming landscape.

- Fortnite
- EA FC
- Rainbow Six Siege
- Call of Duty
- Valorant
- Rocket League
- Overwatch

Ireland's top titles span every genre — from battle royale to football to tactical shooters. Among school students interested in the School Esports Cup 2026, **Rocket League led at 47%**, followed by EA FC26 (42%) and Clash Royale (37%).



— MOTIVATIONS & CAREERS

Why they play — and where they want to go.

79%

game to **relax**

55%

game to **compete**

70%

considered an **esports career**

51%

would join an **academy**



"70% of Irish gamers have considered a career in esports. The pipeline exists. What it needs is infrastructure, credibility, and visibility."

— KEY FINDINGS

Ireland's esports opportunity is now.

AT A GLANCE — 2025/26

- 440+ responses from the Irish gaming community
- 92% of students have no esports club at their school
- 65% would join an esports club immediately if one became available
- 60% made real-life friends through gaming
- 75% also play physical sport — gamer and athlete often the same person
- 86% rate mental health as important or vital to performance
- Strategic thinking #1 skill built through esports, followed by teamwork
- 70% have considered a career in esports or gaming

