‘Bangladesh E-Sports Carnival 2025’ launched

The Bangladesh Students Programming and Robotics Club (BSPRC), the first programming and robotics community in Bangladesh dedicated to youth and students under World Ai and Robotics Foundation (WARF), has officially launched the ‘Bangladesh E-Sports Carnival 2025.’ The carnival’s Powered By partner is Gigabyte, Co-hosted by the State University of Bangladesh, with The Asian Age serving as the News Partner, and ATN Bangla as the Media and Broadcasting Partner.

The formal announcement for the commencement of this grand event was made on January 6, 2025, Monday, at a press conference held in a 4-star hotel in the capital. Dr. Mahbubur Rahman, President, WARF; Md. Alimuzzaman, Founder Director, BSPRC; Ms. Farhana Jahan, Founder, BSPRC; Professor Dr. Nawzie Yasmin, Vice Chancellor (Acting), State University of Bangladesh; Khaza Md. Anas Khan, Country Manager, Gygabyte; Mr. Nawazih Ali Khan, Sr. Advisor (Program), ATN Bangla and Shah Reza M Farhad Hossain, Asst. Professor, Dept. of CSE, State University of Bangladesh were present there at the press conference. BSPRC proudly announces the highly anticipated ‘Bangladesh E-Sports Carnival 2025.’ This groundbreaking event will create new opportunities for the youth community through a combination of competitive gaming, innovation, and technology-based inspiration.
The event will feature a variety of exciting activities, including Gaming Model Design Competition and new idea showcasing with models (Open to students of any background), Bot Competition (Including Battle Bot, Bot Soccer, and Line Following Puzzle Solve), Virtual Game Competition.
The primary goal of this carnival is to inspire young people to explore their creative talents in gaming and robotics. It will also help them acquire the technical and strategic skills needed for the modern job market and provide an innovative platform for young talent. The expected outcomes include creating opportunities for Bangladeshi students to showcase their potential on the global e-sports and robotics stage, in

line with BSPRC’s mission to develop a smart, future ready youth.
This carnival will open new opportunities for the youth community as a significant milestone in the field of technology and innovation in Bangladesh. At the press conference, it was announced that registration is now open online for students from all over the country as of January 6, 2025. Following the regional or preliminary phase of the competition, a gala event or final phase will be held in the capital. Any young person or student interested in robotics, mobile & PC games, and applications can. https://esportscarnival.com/