



Daniel Cossi

ENTREPRENEUR, BUSINESSMAN & LECTURER

CONFERENCES – SUMMITS –
FORUNS SYMPOSIUMS –
EXPO – TV SHOWS

**DIGITAL SPORTS, INNOVATION,
EDUCATION & INVESTMENTS**
(FOR DIGITAL SPORTS LEGISLATION AND
REGULATION - BUSINESS MANAGEMENT
BUSINESS MODELS – EDUCATION and SOCIAL
INCLUSION - MOTIVATIONAL)

THE MOST IMPORTANT POSITIONS



- Membro da CECC - Câmara do Comércio Eletrônico da China
- Membro da CADPA - Associação de Audio-visual e Publicações Digitais da China
- Representante no acordo bilateral para negócios com Casinos de Macau e com os Casinos da Comunidade Indígena dos EUA.
- Representante no acordo bilateral para ações conjuntas entre Governo da China e Brasil com os Esports
- Membro da Board e VP da IESF (Federação Internacional de Esports)
- Membro da Board da Confederação Africana de Desportos Digitais
- Membro da Board da Confederação Panamericana de Esportes Eletrônicos
- CEO e Chairman da WESCO - Consórcio Mundial do Esports (maior entidade da categoria, no mundo)
- Palestrante Oficial de eventos como: Casino Esports Congress, Online Gaming Show e Brazilian Gaming Congress
- Presidente da Confederação Brasileira de Desportos Eletrônicos (CBDEL)

DREAMS IN REALITY

CAREER ENTREPRENEUR

ASIAN OLYMPIC GAMES – ESPORTS

Historic Esports Moment: Medal Event 2023

In a historic moment for Esports around the world, where for the first time the sport had Olympic medals as its prize, between the 24th and 5th of October 2023, Mr. Daniel Cossi was in Hangzhou, China, for the Asian Olympic Games, and for the AESF Grand Meetings, as a guest of the AESF – Asian Esports Federation, and the Chinese Government. On September 27, 2023, I was at the AESF Grand Meeting, where I was invited to talk about Esports in Asia and its importance in the Olympic Movement,

in addition to being a witness to the MOU signed between AESF and ACDS – African Confederation of Digital Sports. Together with affiliated members of the entity, and alongside the President of AESF, Mr. Kenneth Fok, the CEO of AESF, Mr. Sebastian Lau, the COO of AESF, and his friend Mr. . Yifan Gao, General Director of Esports of the Chinese Government.



TENCENT ESPORTS SUMMIT

The largest Tech, Esports and Game Publisher in the World

In 2023, speaking at the Tencent event, one of the largest esports, video games and diversified technology companies, Mr. Daniel Cossi spoke about “Link to the Future!”, exploring the ways in which Esports can add value to training of the global citizen, and what are the impacts of technology on this same development. Representing WESCO and CBDEL, he was accompanied by other notable speakers from different entities and categories.

President of the Brazilian N
Sports Confederation (CB



GENERAL DIRECTOR OF THE MASTERS MBA ESPORTS AT UNIVERSITY OF CATALUNYA

EDUCATION

DANIEL COSSI has been invited to become the General Director of the MASTERS and MBA Esports Course of the University of Catalunya / EUNCET Business School.

The course is the first in the world to have a certification official to the European Educational System and for the Commonwealth.

WESCO has partnered to offer his full know how and share it's own esports university course to implement Euncet Master and MBA ourse.

The purpose of the online master's degree in Global eSports Management is to train and prepare professionals to correctly attend to the management needs of activities and relationships linked to the eSports sector, which has a clear growing demand. Thus, the maxim of the online master's degree is to turn students into specialists in this new sector, trained to manage different types of companies and operating entities in the activity, from video game developers themselves to clubs and players, creators and promoters. And the whole Esports scosystem.



ENTREPRENEUR, PERSISTENT, DISCIPLINED, PASSIONAT, DETERMINED AND VISIONARY

Seeing Beyond His Time

He started his career as an entrepreneur prior to his computer science training. HAVING A MASTER IN ARTIFICIAL INTELLIGENCE IN THE 90S, HE WAS ALREADY A BUSINESSMAN IN THE TECHNOLOGY AREA CREATING HIS FIRST DATE CENTER (GHI) AND PROVIDING INTERNET SERVICES AT THE SAME TIME (DCC).

HAD A QUICK PASSAGE AS OWNER OF HOLISTIC MEDICAL CLINICS (LOWTH) AND EXPANDED ITS BUSINESS AREA BY CREATING AN INTERNET MARKETING MANAGEMENT COMPANY (WDA). STILL IN THE 90S CREATED INTELLECTUAL PROPERTY, BRANDS AND PATENTS COMPANY (DCC), AND EXPANDED THIS WITH THE CREATION OF ANOTHER COMPANY IN THE AREA OF LICENSING AND MERCHANDISING (GNCONSULTING).

At that time, he was a partner in a RISK MANAGEMENT COMPANY (NGO) where he created business, financial, operational and risk management models for several different financial institutions in addition to creating financial security standards.





LICENSING, MERCHANDISING, DESIGN AND PRODUCTION

CULTURE, EDUCATION AND SOCIAL

In 1996, he founded the Brazilian Tolkien Society, a non-profit organization that aims to propagate the works of British writer JRR Tolkien and use his creation to bring education, humanitarian values and culture to various participants, and is hired as a consultant to Warner Bros. Brazil and New Line Cinema, for the cinematic trilogy The Lord of the Rings and later The Hobbit. In addition to being a consultant, he was a Portuguese translation reviewer for the cinematographic work, trailers, and was the designer and responsible for the creation of each licensed product, as well as the licensing and promotion of the products created from the Lord of the Rings film trilogy.

REALITY SHOW “BATTLE OF STARTUPS”

Broadcasted Nationally by TV STATION “Record News”

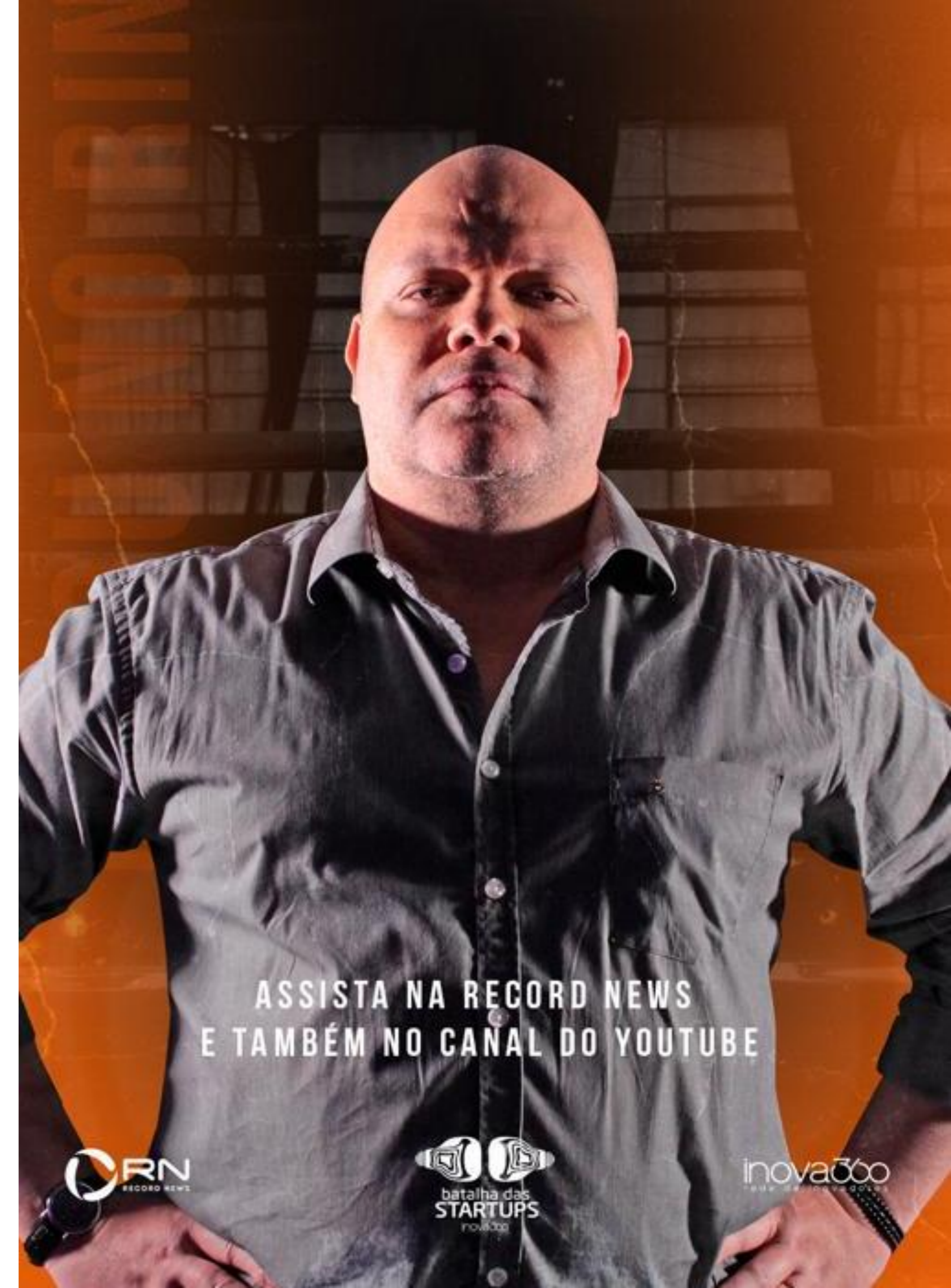
Since August 2020, he has participated as a Jury and Mentor of the Reality Show “Batalha das Startups”, broadcast by Record News on national network.

In addition to mentor and Jury, also acting as Sparring for competitors.

Companies from all categories of Startups enroll in the program to have an acceleration program in amounts ranging from R \$ 1 million to R \$ 9 million.

The Reality Show is maintained by INOVAHUB, a company of which Daniel Cossi is a shareholder, in an invitation accepted after his participation in the TV program.

In addition, Startups that participate in the program receive individual and private consultancy after the end of the program by the INOVAHUB accelerator





SPEAKER AT EVENTS ABOUT BETTING, CASINOS AND ESPORTS

ONLINE GAMING SUMMIT / BRAZILIAN GAMING CONGRESS / ESPORTS AND CASINOS CONGRESS

From 2017 to 2021 Daniel Cossi has been a invited Key Note Speaker and Debate Moderator for 3 of the major events in Brazil and worldwide. Always talking about electronic sports, technology security in the transactions, and how all the themes interact to each other. Highlighting the importance of the activity within the scope of the Olympics. "Several private leagues are spreading and this will be very important in the future, by expanding the presence of these modalities to the world society," he said. And connecting the Esports with Casinos and Betting not to mention Fantasy Games.



ELECTRONIC SPORT, AND ITS STANDARDIZATION

LEGISLATION, REGULATION AND PADRINIZATION IN BRAZIL AND THE WORLD

In 2010 began a process of market research in the still new electronic sport, better known at the time as electronic games. Upon completion of the marketing study both in Brazil and around the world, he saw that the opportunity to generate standards and legislation of this category, as well as its recognition in various national and international areas would then be a necessity within a few years. The first actions were the creation of a women's esports team, and the creation of the National Electronic Sports League (at level

Brazil and the world). Promoting small competitions initially, and later negotiating representation and operation as CEO of an International Championship with finals and headquarters in China, the well-known World Cyber Arena (WCA) between 2015 and 2018.

In 2015 drafted together with São Paulo State Parliamentary, a State Bill for the recognition of electronic sport as a regular sport category and its practitioners as regular athletes.

NATIONAL AND INTERNATIONAL CONFEDERATIONS

WORLD PARTNERSHIPS WITH GOVERNMENT AND PRIVATE

In 2015 he created the current CBDEL - Brazilian Confederation of Electronic Sports, and began his career as a speaker, lecturer and international debater on electronic sports, the Olympic movement and Olympism, education, social inclusion and regulation, legislation and recognition of electronic sports. In 2016, he closed the first international partnership with China's national government, and its Ministry of Sport and the Ministry of Culture for the development of the

electronic sport and cooperation between Brazil and China. Also in 2016, he lectured in China in many cities in 6 different provinces. In Jakarta he gave a youth lecture on electronic sport, and later that year he went to Macau where he gave a speech at the anniversary ceremony of the Macao Reconquest of China, also on electronic sport. Since then he has lectured in dozens of countries, to governments, private events and various sports institutions.





IN BRAZIL AND WORLDWIDE

INTERNATIONAL LEGISLATION

Among the most impactful works was the creation of not only the Electronic Sports Laws in all 26 states of the Brazilian Federation, but also the creation of the Brazilian Federal Law Project, in addition to the direct and indispensable performance in the creation of e-sport law for countries such as Mexico, China, Ecuador, among others, as well as private representation business between Macau casinos from 2018, and other entrepreneurs in China.

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It offers direct support and support for the recognition of electronic sport in more than 61 countries through the Pan American Confederation of Electronic Sport (PAMESCO), created in 2016 by 3 countries, and through the World Sports ESPORTS CONSORTIUM (WESCO), an international esports entity created in 2016 with 4 other countries, today with more than 54 member countries (national federations and private companies).



WORLD EXAMPLE AND MODEL

PAMESCO AND WESCO

In 2016 realizing the need for regulation, legislation and standardization, as well as advice for many countries regarding the sustainable business model for esports and the maintenance of national federations of countries around the world and the support needed for these countries to have recognition of their entities, and esports itself as a regular sport, in addition to the protection and integrity of their practitioners (athletes), he creates PAMESCO alongside with Argentina and Costa Rica. Now with the current 17 countries members (national esports federations only). After that the WESCO (World Esports Consortium) was created to reach the world with the institutional esports model. WESCO also makes the private sector, bringing even more homogeneity and sustainability to countries and to private companies from various sectors belonging to the esports ecosystem, currently with more than 54 countries from all continents and their national esports federations and private sector companies. several.



WORLD EXAMPLE AND MODEL

ACDS – AFRICAN CONFEDERATION

In 2023 by the decision of 41 countries in the African Continent, under the guidance and leadership of Mr. Daniel Cossi, WESCO fully supported and endorsed the initiative of the foundation of ACDS – African Confederation of Digital Sports, that took place in Morocco,. With the direct support of the Morocco s Government, and King of Morocco Your Highness Mohamed VI, it was established the Confederation, and Morocco leads the HUB of innovation, Businesses and Social Inclusion through Digital Sports to the entire African Continent.

The foundation had the support of many different WESCO's partners such as Chine Electronic Chamber of Commerce – CECC, Pan American Electronic Sports Confederation - PAMESCO , Brazilian Govern representative and many other representatives from different categories.



FRESH AIR AND STANDARDS

WESCO – IESF

First approach and membership of IESF (international Esports Federation), left the organization in 2017 and with him CBDEL (Brazilian Confederation of Esports) due to professional non agreement of procedures. After creating WESCO in 2016, the goals was always united the esports worldwide ecosystem to bring stability and standardization to the institucional scene. With the changes on the Board and in the Presidency of IESF, conversations took place from both parts, and in 2020 a partnership was celebrated. After the partnership Mr Daniel Cossi became Board Member and one of the Vice Presidents of IESF, now working together to construct better criterias of affiliation, standards for the esports management and stability and sustainability of all the operation using the WESCO esports business, administration and operational models



VENTURE-WESCO CO., HAIKOU CITY,
HAINAN PROVINCE, CHINA

ESPORTS CITY

An investment of 2.3 billions dollars for 2026, with the presidency of Mr. Daniel Cossi at Venture-WESCO Company based in Hong Kong. Venture-Wesco Group also took advantage of the trend from the operation and management of traditional entertainment and sports events to the professional field of e-sports and the whole industry to carry out innovative project research and development and investment transformation.. It is composed of outstanding professionals in the traditional sports and e-sports field, which is composed of outstanding professionals in the field of traditional sports and esports and has 112 city-based members around the world. It is composed of the American Vanguard Group (Venture Entertainment Inc.) and the World Esports Consortium (WESCO) The unit, professional e-sports institutions of 71 state-level management agencies, jointly used e-sports to integrate young citizens, and jointly created a truly active e-sports community in Hainan, forming an ecosystem to protect sports. The rights and goals of social and industry stakeholders.



VENTURE-WESCO CO., HONG KONG,
SHENZHEN & MACAU – GREAT BAY
AREA, CHINA

ESPORTS CITY II

An investment of 721 millions dollars for 2025, with the presidency of Mr. Daniel Cossi at Venture-WESCO Company based in Hong Kong. Venture-Wesco Group also took advantage of the trend from the operation and management of traditional entertainment and sports events to the professional field of e-sports and the whole industry to carry out innovative project research and development and investment transformation.. It is composed of outstanding professionals in the traditional sports and e-sports field, which is composed of outstanding professionals in the field of traditional sports and e-sports, and has 112 city-based members around the world. It is composed of the American Vanguard Group (Venture Entertainment Inc.) and the World Esports Consortium (WESCO) The unit, professional e-sports institutions of 71 state-level management agencies, jointly used e-sports as a way to integrate young citizens, and jointly created a truly active e-sports community in Hainan, forming an ecosystem to protect sports. The rights and goals of social and industry stakeholders.



ESPORTS EVENT PRODUCER AND
DIRECTOR

WORLD CYBER ARENA (WCA)

Between 2016 and 2019 he was the producer of the largest esports event in the world, the World Cyber Arena, based in the city of Yinchuan, China, the competition had its qualifications and qualifications held in five different regions of the world that comprised more than 29 countries, with dozens of teams and athletes. Mr. Daniel Cossi provided the online management software for teams, athletes and competitions, electronic ranking and coordinated logistics, transportation and accommodation, food, training grounds, main and parallel stages, entertainment events, awards and team competition for 9 current days in Yinchuan, in addition to technically producing the event and directing the same during its entire duration, in addition to coordinating the qualifications in the Americas as CEO of the region.

“CHANGING THE PEOPLE, CHANGING THE WORLD” AND “AMBASSADORS OF ESPORTS”

SOCIAL AND SPORTS PROGRAMS

Through WESCO, Daniel Cossi creates the international programs for social inclusion, professional and grassroots esports, education and citizen training “Changing the People Changing the World” and “Ambassadors of Esports”.

With this the program will open Sports and Football Training Centers in selected countries, bringing investors, sponsorships and a chance to build a better citizen giving opportunities and social inclusion for the citizen within these training centers,

to have access to education (English, math, programming, theater, 3D, MOCAP, Internet, Game Software Programming Languages, Streaming, Caster, Esports Coaching, and esports Athlete).

In addition you will have the example of the profession of being an athlete through established athletes and other celebrities through the Esports International Ambassadors program. Both programs were used in 2019 when CAFU visited China with Mr Kenneth Chang friend and partner of Mr Daniel..



MOST DISTINGUISHED POSITIONS AND JOBS

TOP POSITIONS AND JOBS IN ORGNIZATIONS AND PRIVATE
COMPANIES RELATED TO ESPORTS



President



**President of the Board of Directors,
& Former-presidente/Founder**



**General Director of MASTERS
Esports Course(MBA)**



CEO & Chairman



First Presidential Advisor



**Member of the China Electronics
Chamber of Commerce**



Board Member



**Iranian Federation of
Artificial Intelligence**

Member of the Council



**Founding member of Global
Digital Economy Alliance
Representative for Braz**

2022/23 UPCOMING EVENTS, CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER

2022-2023

ASIAN OLYMPIC GAMES ²³

HANZHOU, CHINA
25 Setembro a 05 de Outubro 2023

GAMING CONGRESS SPAIN ²³

BARCELONA, SPAIN
12 a 14 de Outubro 2023

CHINA JOY GAMING CONGRESS ²³

SHANGHAI, CHINA
21 a 24 de Agosto 2023

TENCENT GLOBAL ESPORTS SUMMIT ²³

SHENZHEN, CHINA
16 a 21 de Agosto 2023

AFRICAN CONFEDERATION FOUNDATION ²³

CASABLANCA, MOROCCO
18 a 24 de Junho 2023

UNIVERSIDAD DE MADRI SUMMIT ²²

18 a 21 de Agosto 2022
Madri e Catalunya, Espanha

ICCA LATIM AMERICA SUMMIT ²²

12 A 14 DE setembro 2022
Quayaquil, Equador

IESF GEES WORLD ESPORTS SUMMIT ²²

29 Setembro a 2 de Outubro 2022
Busan, Coréia do Sul

CASINO ESPORTS CONFERENCE ²²

18 a 19 de Outubro 2022
Atlantic City, USA

IESF PANAM OPEN ²²

27 a 30 Outubro 2022
Buenos Aires, Argentina

ESPORTS BUSINESS SUMMIT ²⁰²²

1 a 3 Novembro 2022
MGM Casino Las Vegas, USA

WESCO BEIJING SUMMIT ²²

10 a 14 Novembro 2022
Beijing, China

IESF WORLD CHAMPIONSHIP & SUMMIT ²²

27 Novembro a 09 Dezembro 2022
Bali, Indonesia

WESCO CHAMPIONSHIP & SUMMIT ²²

13 a 20 Dezembro 2022
Shiuzhiaizang, China

CASINO, & ESPORTS CONFERENCE ²³

27 de março a 1 de abril 2023
Las Vegas, USA

2022

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2022



IESF SUMMIT

IESF WORLD SUMMIT
BUSAN



ICCA SUMMIT

ICCA SUMMIT AND COSTA
RICA TOUR



CASINO ESPORTS CONFERENCE

Casino Esports CONFERENCE
ATLANTIC CITY



ESPORTS BUSINESS

ESPORTS BUSINESS SUMMIT LAS
VEGAS



SÃO PAULO GOVERN

BRAZILIAN ADMINISTRATION
NATIONAL DAY SUMMIT

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AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2022

2022



HYPE METAVERSE

Metaverse Forum about
Digital Innovation



INDIA INNOVATION HUB

Innovation and Digital Sports
Hub



CASINO ESPORTS CONGRESS 2022

Casino Esports Congress 2022
Casinos and Esports



UNIVERSIDAD CALI

Key Note and Debate about the
University of Cali Esports Course



SÃO PAULO GOVERN

Lecture about entrepreneurship,
Investments and businesses

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2022

2022



UNIVERSITY OF CATALUNYA

Key Note about how
esports change the society



UNIVERSITY OF COLOMBIA

Key Note and Debate about the
many applications of esports



EUNCET BUSINESS UNIVERSITY SPAIN

Esports courses and certificate
degree and new careers



ESPORTS VENUE SUMMIT 2022

Panel Debate about Venues,
Businesses and Arenas

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BETWEEN 2016-2021

2021



BRICS ESPORTS RUSSIA 2021

BRICS Esports Talk in
Russia



COINGEEK 2021

Blockchain and Crypto in
Esports in New York



CASINO ESPORTS CONGRESS 2021

Talking about Esports and
Casinos in Las Vegas



Dados e o Esports

OpiceBlum Academy Advocacia and
debate about data protection



Shanghai, Hong Kong e Macau

Key Speaker at Esports Grand
Bay Event, China

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AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2021

2021



Mato Grosso State Esports Event 2021

Conference about Esports and Events



Sports Secretary of Capital of Brazil 2021

Talk about Esports and the Capital of Brazil



DigiCom Esports Event 2021

Talking about Esports and Esports Event Production



School Esports Conference 2021

Talking about Esports at Schools in Brazil



Athletes Commission 2021

Talk about esports and the Athletes Carrier

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AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020

2020



DAVOS 2020 WORLD ECONOMIC FORUM

Talking about Esports
and its Power of
Integrity and Social
Inclusion



ICE LONDON 2020

In the founding of the
Ampersand Association
on the integrity of
Esports



EGR LATAM 2020

Talking about EsportsAnd betting
on Argentina



MIT EMTECH 2020

Talking about EsportsIntegrity in
the Dominican Republic



WSBN LISBON 2020

Opening Lecture andEsports
Integrity Debate Table

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AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



First Forum of School Sports of State of São Paulo

Lecturer and Debate



Colombian Sports Administration College

Instructor and lecturer of the Sports Administration Course of Colombian University



HAINAN Esports Summit 2020

KEY NOTE, Debate and Opening Ceremony of the Esports City



ESPORTS VENUE SUMMIT 2020

KEY NOTE, Debate regarding esports venue and their reality



EDUCATION AND ESPORTS

Debate about education and how esports can help in that subject

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

ONLINE EVENT
COVID-19
CORONAVIRUS



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BETWEEN 2016-2020



TALK SHOW – “DIA a DIA” at MCTIC

Chat with Minister of Science, Technology, Innovation and Communications, Mr. Marcos Pontes and Mr. Daniel Cossi

Talking about Electronic Sport in the scope Professional sports, education, inclusion and advances in technology and innovations applied in this category

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

ONLINE EVENT
COVID-19
CORONAVIRUS



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BETWEEN 2016-2020

MINISTRY OF TECHNOLOGY – TALK SHOW

Virtual Cycling

EGR LATAM – Esports Federative System



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BETWEEN 2016-2020

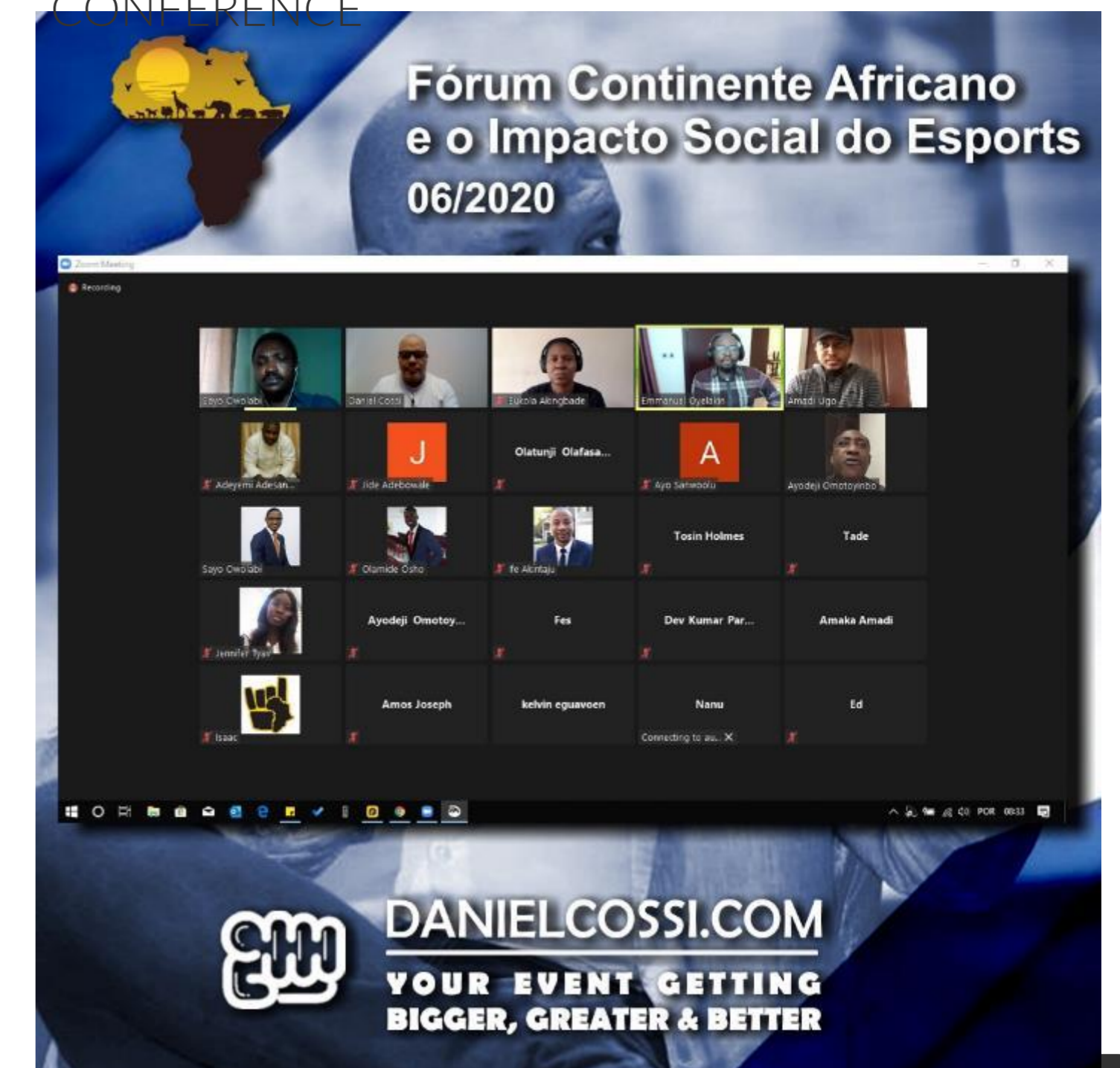
SPORTS CONFERENCE BRASIL



WSBN LISBON
2020

Palestra de Abertura e
Mesa de Debate sobre
Integridade no Esports

AFRICAN ESPORTS FORUM AND
CONFERENCE



MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

ONLINE EVENT
COVID-19
CORONAVIRUS



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BETWEEN 2016-2020

ENAF – THE ESPORTS AND HEALTH



LAYERS OF EDUCATION AND ESPORTS



ESPORTS VENUE SUMMIT 2020



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ONLINE EVENT
COVID-19
CORONAVIRUS



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BETWEEN 2016-2020

AFRICAN WESTERN CONFERENCE



COLOMBIAN UNIVERSITY AS ADM
TEACHER



BRAZILIAN SCHOLAR SPORTS FORUM São Paulo State



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BETWEEN 2016-2020

BRAZILIAN SCHOLAR SPORTS FORUM Goiás State



BRAZILIAN ESPORTS INOVATION SPEECH



BRAZILIAN SCHOLAR SPORTS FORUM Minas Gerais State



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BETWEEN 2016-2020



**ESPORTS GATHERING
DAVOS 2020**

VIP Guest and Speaker at the event
key note and debate panels



ICE LONDON 2020

Lecturer and participant of the
foundation of Ampersand
Association



**EGR PowerLatam
2020**

Lecturer and Debates

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AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



ONLINE GAMING SUMMIT 2019

Lecture at the Online Gaming Summit
2018, in the city of São Paulo, SP,
Brazil



XI WORKSHOP INNOVATION

Main lecture, debate, at the XI Science,
Technology and Innovation Workshop.
The event, which has the support of
Sebrae Rio de Janeiro



SOU DO ESPORTE 2019 AWARD

For the second consecutive year participating
in the Sou do Esporte Award, representing
Brazilian institutional electronic sport

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



SET EXPO 2018

Lecture and signing agreement between the Secretariat of Sport City of Rio de Janeiro and CBDEL and UERJ, in Rio de Janeiro, RJ, Brazil



SET EXPO 2019

Keynote address, debate, mediation and round table at the Esports International Regulatory Congress in Barcelona, Spain



CACESCO FOUNDATION

Lecture and debate and endorsement of the Center America and Caribbean Electronic Sport Confederation Foundation in Mexico City, Mexico in 2019

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



BRAZILIAN GAMING CONGRESS 2018

Palestra no Brazilian Gaming
Congress 2018, cidade de São Paulo,
SP, Brasil



ONLINE GAMING SUMMIT 2018

Palestra no Online Gaming Summit 2018,
na cidade de São Paulo, SP, Brasil



MICBR GOVERNO BRASILEIRO 2018

Palestra para o Ministerio da Cultura, no
MICBR Sendo de 2018, na cidade de São
Paulo, SP, Brasil

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



PAMESCO FOUNDATION

Foundation of the Pan American
Confederation of Sports (PAMESCO)
in Buenos Aires, Argentina in 2016



WESCO FOUNDATION

Foundation of WORLD ESPORTS
CONSORTIUM (WESCO) in Shanghai,
China in 2016



ESPORTS PARTNERSHIP Between Iran and Brazil

CBDEL and Iran Telecommunications
Ministry partnership signed in Tehran city,
Iran in 2017

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



**WCA CHAMPIONSHIP
2018**

WCA Esports Championship Lecture
and Coordination in Zhuhai, China



**WESCO ESPORTS SUMMIT
2018**

Lecture and coordination of WESCO
Esports Summit and Championship 2018
in Shiazhuang, China



**WESCO ESPORTS SUMMIT
2019**

Lecture and coordination of WESCO
Esports Summit and Championship 2018 in
Shiazhuang, China

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



CITY OF Rio de Janeiro 2019 SPORT SECRETARY

Lecture and signing agreement between the Secretariat of Sport City of Rio de Janeiro and CBDEL and UERJ, in Rio de Janeiro, RJ, Brazil



ESPORTS REGULATION INTERNATIONAL CONGRESS 2019

Keynote address, debate, mediation and round table at the Esports International Regulatory Congress in Barcelona, Spain



2019 DIGITAL ECONOMY CONGRESS AND ALLIANCE

Lecture and representation of Brazil at the 2019 International Digital Economy Congress and Alliance, in Shiazhuang, China

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



4 PROVINCES OF CHINA 2018

Esports partnership and convention with 6 esports associations and 4 provinces of China by CBDEL and WESCO



CHAMBER BUSINESS RIO 2017

Lecture at the Chamber of Entrepreneurs of Rio de Janeiro, RJ, Brazil



MACAU 2018 CASINOS

Sports Operating Agreement and Partnership with Macau Casinos in Zhuhai City, China

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



**MACAU CULTURE SUMMIT
2017**

Lecture for Macao Ministry of
Culture on esports, Macao, China



**9th INTERNATIONAL SPORT
JOURNEY 2018**

Lecture on esports and education at the
International Sport Day in Brasilia, DF,
Brazil



**Olympism and Olympic
Movement PUC / RS 2019**

Lecture and debate at PUC / RS about
esports and the olympic movement and
olympism, in Porto Alegre, RS, Brazil

MOST RELEVANT CONFERENCES, CONGRESSES AND AGREEMENTS

AS A LECTURER AND NATIONAL AND INTERNATIONAL DEBATER
BETWEEN 2016-2020



**RIO 2018 TRADE
ASSOCIATION**

Lecture with Minister of Sport at Rio de Janeiro Trade Association, RJ, Brazil



**RIO BUSINESS CHAMBER
2017**

Lecture at the Chamber of Entrepreneurs of Rio de Janeiro, RJ, Brazil



**BAR BARRA/RJ ESPORTS
COMMITTEE 2017**

Lecture and Possession as member of the OAB Sports Commission Barra, Rio de Janeiro, RJ, Brazil

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**GLOBAL ESPORTS
EXECUTIVE SUMMIT 2016**

Keynote Speaker in Shanghai City,
China,



**WCA ESPORTS
CHAMPIONSHIP AND
SUMMIT 2016**

Keynote Speaker and Coordinator of
Campanate and Summit in Yinchuan
City, China



WORLD ESPORTS SUMMIT 2016

Keynote Speaker in Xiamen City,
China for Chinese Federal
Government

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BETWEEN 2016-2020



CHINA MINISTRY OF ESPORTS AND CULTURE 2016

Private Lecture for the Chinese
Government's Ministry of Sport and
Culture Summit in Beijing



AGREEMENT AND PARTNERSHIP BETWEEN CHINA AND BRAZIL

Signing of the China-Brazil partnership for
10 years, between CBDEL, and worldwide
by PAMESCO and WESCO and China
Ministry of Sports and Culture in Xiamen
City



CHINESE UNIVERSITY LEAGUE OF ESPORTS 2017

Signing of partnership between Chinese
University League of Esports and CBDEL,
and worldwide by PAMESCO and WESCO
in Zhuhai City

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BETWEEN 2016-2020



WCA ALLIANCE PARTNERSHIP 2016-2018

Lecture and sign the WCA Americas
Presidency Contract in Yinchuan City,
China



BRAZILIAN CHAMPIONSHIP OF ESPORTS AT THE OLYMPICS 2016

Lecture and Coordination of CBDEL
Brazilian Esports Championship at the Rio
2016 Olympics, Rio de Janeiro, RJ, Brazil
with Ministry of Sport



JAKARTA ESPORTS SUMMIT AND CHAMPIONSHIP 2017

Lecture and coordination of and
competition in Jakarta City, Indonesia

ABOUT PARTICIPATION AND MEMBERSHIP

A FEW HIGHLIGHTS WITHIN MANY

81 NATIONAL AND INTERNATIONAL ESPORTS TOPICS
AS INVITED LECTURES

IRANIAN FEDERATION MEMBER OF ARTIFICIAL INTELLIGENCE

CHINA ELECTRONIC COMMERCE CHAMBER

MEMBER OF THE INTERNATIONAL DIGITAL ECONOMY ALLIANCE

31 NATIONAL ESPORTS LAW PROJECTS

5 INTERNATIONAL LAW PROJECTS

OVER 15 INTERNATIONAL PARTNERSHIPS WITH
GOVERNMENTS AND ORGANIZATIONS

AMONG OTHER SHARES, ACTIVITIES AND PARTICIPATION



FOR CONTACT AND INFORMATION:

- **REQUESTING LECTURES,**
- **EVENT PARTICIPATIONS,**
- **APPOINTMENTS, AND**
- **INTERVIEWS**

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For videos, biography, events and much more.
For Social Medias follow the URLs bellow.

 <https://www.linkedin.com/in/danielcossi/>

 <https://instagram.com/danielcossi>