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MICROSOFT / 16 MAR 2016

MICROSOFT ANNOUNCES XBOX LIVE TOURNAMENT PLATFORM

Share. Players will see supported games later this year.

BY NICOLE CARPENTER → Microsoft introduced its Xbox Live Tournaments Program, a new initiative allowing game developers to run "easy to integrate tournaments" through Xbox Live.

Jason Ronald, head of the Xbox Advanced Technology Group, announced the program today at the Game Developers Conference in San Francisco. According to [The Verge](#), the Xbox Live Tournaments Program will be supported on Xbox One and Windows 10, creating "a cohesive experience" using the Universal Windows Platform.



The new kit is part of Microsoft's ongoing esports efforts—which include the **Xbox One Elite Controller for pro-gaming**—to foster the growing esports community on Xbox Live. "Esports is not a new trend. It's not a new fad. It's very clearly here to stay," Ronald said. "If you're a developer that's already used to running your own tournaments, you can run your own tournaments. Everything from small, community-driven events," to larger, professional tournaments.

Microsoft is partnering with two esports groups, Facelt and the Electronic Sports League, on its Xbox Live integration. More partnerships will be announced "soon."

The Xbox Live Tournaments Program preview kit is available to game developers starting today. According to Microsoft, the first supported games will launch later this year.

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