

FOR IMMEDIATE RELEASE

The Future of Tennis Arrives in Australia: AEL & Tennis Esports Launch National VR Tennis Qualifier at Oz Comic-Con

Winners to Represent Australia at the World Tennis Esports Championships in Las Vegas

Sydney, Australia – 10th February 2025 – After the overwhelming success of virtual reality (VR) tennis tournaments around the globe, the next exciting chapter of VR tennis is coming to Australia. The **Australian Esports League (AEL)**, in partnership with **Tennis Esports**, an award-winning VR app developed by **VR Motion-Learning GmbH**, is proud to announce the inaugural **Australian VR Tennis League**, the official Australian league of the **International Virtual Tennis Federation (IVTF)**.

Open to tennis lovers of all ages, genders, and physical abilities, this groundbreaking league aims to revolutionize how we play and experience the sport. The Australian VR Tennis League will hold its **national qualifier at Melbourne Oz Comic-Con, June 7–8**, where competitors will battle it out for the chance to represent Australia at the **World Tennis Esports Championships (WTEC)** in Las Vegas in September 2025.

“We’re thrilled to launch this VR tennis league in Australia,” said Darren Kwan, CEO of the Australian Esports League.

“By bringing together cutting-edge technology and the nation’s love of tennis, we hope to make the sport accessible to everyone, whether they’re seasoned athletes or completely new to VR.”

A New Era for Esports and Tennis

The Australian VR Tennis League builds on the momentum seen in the UK, Ireland, and other regions, where VR tennis has quickly grown into a popular competitive platform. Backed by the AEL’s commitment to top-tier esports events, the league will blend tennis tradition with the excitement of immersive gameplay.

“It’s fantastic to see our VR tennis app ‘Tennis Esports’ powering Australia’s first official VR tennis league,” said Gregory Gettinger, CEO of VR Motion-Learning GmbH.

“Innovative technologies like VR create new ways to enjoy and participate in sports, and we’re eager to see how Australian players embrace this evolution.”

Oz Comic-Con Qualifier: June 7–8

Fans attending Melbourne Oz Comic-Con can look forward to:

- Live VR tennis matches featuring Australia’s best virtual players.
- Open play sessions where attendees can try their hand at VR tennis.
- Exclusive giveaways and brand activations from leading esports and technology partners.
- High-stakes qualifiers that will determine who advances to the league finals and potentially onto the WTEC in Las Vegas.

“This launch represents an exciting opportunity for sponsors, brands, and fans,” added Darren Kwan.

“By merging sports and technology, we’re inspiring a new generation of tennis enthusiasts and forging innovative paths for collaborations.”

Get Ready to Serve, Rally, and Smash!

As virtual tennis continues to gain traction worldwide, the Australian VR Tennis League is poised to be a game-changer for both esports and traditional sports enthusiasts. Don’t miss your chance to witness, and be a part of, tennis history in the making at Melbourne Oz Comic-Con on June 7–8.

Contact

For media inquiries or to learn more about registration and sponsorship opportunities, please contact:

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