

Porsche Esports Supercup becomes a gateway to real-world motorsport

24/04/2026 A focus on talent development, a multi-stage selection process, and a pathway into real-world racing: Porsche Motorsport is further developing its digital one-make cup. With the new season of the Porsche Esports Supercup (PESC), the competition will be more closely linked to real-world motorsport. For the winner, this opens up the opportunity to enter real-world racing.

“By further developing the series, we are taking the Porsche Esports Supercup to the next level and linking it even more closely with our driver development programmes,” says Nina Braack, Manager Esports at Porsche Motorsport. “Our aim is not only visibility within the sim racing world, but genuine competition in line with Porsche’s DNA. We are creating a structured, performance-based selection process – from digital competition to the final decision on a real racetrack – with the goal of identifying and supporting the greatest talents from virtual motorsport.”

Joshua Rogers exemplifies the transition from virtual to real-world motorsport. The Porsche factory driver for the Porsche Coanda Esports Racing Team has been one of the most successful sim racers worldwide for years. This season, the Australian has the opportunity to compete in real-world racing.

Last weekend, he took part in the Porsche Sprint Challenge Great Britain at the wheel of a Porsche 718 Cayman GT4 RS Clubsport in the RS Pro category. Rogers made a strong start to the season, finishing second once and third twice in the three 20-minute races.

Porsche Esports Supercup 2026

Qualification: Qualification for the online competition, held on the iRacing platform, takes place via two routes. National championships in Porsche markets provide an initial entry point. This year these include the Porsche Esports Carrera Cup Great Britain, the Porsche Esports Carrera Cup North America, and the Porsche Esports Endurance Trophy Nürburgring. Up to three drivers per series qualify for the next stage. In parallel, the Global Open Qualifier offers an open qualification platform across several race weeks in May and June. Drivers are ranked within their regions, with up to 32 participants per region advancing to the regional championships.

Regional Championship: In four regions, the qualified drivers compete against each other in five races each. The races take place between 27 June and 29 August and are held weekly. They are contested on selected tracks within each respective region. Up to 32 drivers per region compete for eight spots in the World Championship.

World Championship: In the World Championship, 32 sim racers compete against each other on an international level. The five races take place between 19 September and 24 October on the virtual tracks of Spa-Francorchamps, Silverstone, Suzuka, Interlagos, and Monza. In addition to sporting success, the drivers compete for a total prize pool of 30,000 US dollars, including 10,000 US dollars for the winner.

Talent Shoot-Out: Based on the World Championship results, up to five participants will be invited to a final selection process at the Porsche Esports Performance Center (PEPC) in Cologne. As part of this talent shoot-out, the young drivers will undergo further testing. The best drivers will have the opportunity to prove themselves in a real race car on track. Porsche Motorsport will support one selected candidate in entering motorsport, with the goal of competing in a Porsche one-make cup.

Live broadcast on the Porsche Twitch channel

The Porsche Esports Supercup races will be broadcast live in full on Porsche's official Twitch channel. The first livestream is scheduled for 27 June and marks the start of the Regional Championships. The full qualification regulations are available for download on the iRacing platform. Further information can be found on the Porsche Motorsport Hub, the Porsche Newsroom, and the X account @PorscheRaces.

About the Porsche Esports Supercup

The Porsche Esports Supercup is Porsche's official global sim racing series and will enter its eighth season in 2026. The championship was launched in 2019 and is considered one of the world's leading series in virtual motorsport. Last season, Australian Cooper Webster secured the title with five wins in seven races. The season begins on 13 May with the Global Open Qualifier, which runs until 6 June.

Esports, sim racing and Porsche

Esports involve competitive gaming with video games. This also includes simulated racing, or sim racing. In professional sim racing, drivers use hardware adopted from real race cars. For example, steering wheels and pedals require the same operating force. The software typically simulates real racetracks and vehicles. Competitors race against each other either online or on a local network. Many major esports championships hold online qualifiers but host their finals on site with a live audience. Esports are particularly popular in Asia and the USA. Vice President of Porsche Motorsport Thomas Laudenbach: "Whether digital or real, motorsport is in our blood. Esports help us connect with a young, tech-savvy audience. Plus, simulations are playing a bigger and bigger role – whether it's preparing for a race or developing our race and road cars."

MEDIA ENQUIRIES



Yannick Bitzer

Spokesperson Formula E and Esports
+49 (0) 1523 / 911 1435
yannick.bitzer2@porsche.de

Link Collection

Link to this article
https://newsroom.porsche.com/en/2026/motorsports/porsche-esports-season-preview-42227.html

Media Package
https://pmdb.porsche.de/newsroomzips/d1e3146e-caf0-45e3-8209-03456e6ff254.zip

Dr. Ing. h.c. F. Porsche Aktiengesellschaft
Porscheplatz 1
70435 Stuttgart