

# Gordon Butler from Johannesburg wins Johannesburg FIFA Interactive World Cup Qualifier event

Issued by [Mscsports](#)

31 Mar 2009

Gordon Butler has won the South African FIFA Interactive World Cup Qualifier to secure his place in the FIFA Interactive World Cup Grand Final 2009.



*South African cricketers, Paul Harris and Dale Steyn.*

The finals were without a doubt rigorous and intense as the two contenders were both competing to make it through to the Grand Final in Barcelona on 2nd May. The South African public came out in full force in support of the event, thus confirming the rainbow nation's passion for the beautiful game is in fact unrivalled.

Gordon Butler has won an all expenses paid trip to join a total of 32 of the world's best virtual footballers at the Grand Final where they will compete for the title of FIFA Interactive World Player 2009 and take home US\$20,000 and an all new KIA 'Soul'. The winner of the Grand Final will also receive a money can't buy opportunity to attend the

FIFA World Player Gala in 2010 where he will have the chance to meet some of the world's elite male and female footballers.

Having beaten Mubeen Gaffoor 3-1 after extra time in a highly entertaining Final, Gordon Butler was shaking with a mixture of excitement and nerves. "I was so close to going out before reaching the final 64 and I just thought I had nothing to lose as the rounds went on. I am shaking now and can't believe I have won! I can't wait to go to Barcelona and will definitely give it my best shot."



*Orlando Pirates enjoying a virtual game of football.*

The South African FIFA Interactive World Cup Qualifier is one of 19 Live Qualifier Events taking place around the world across the six confederations including New Zealand, Australia, Brazil, India, Spain and Italy, all taking place between October 2008 - April 2009. Players will also be able to compete for one of the 13 Grand Finalist spots available in the Online Qualification on PlayStation®Network



*A view from the top balcony looking down at the event.*

This year marks the fifth edition of the FIWC, which is the world's only official FIFA gaming tournament. Last year's FIWC08 tournament witnessed over 25,000 players compete from 179 countries from all six confederations around the world in an attempt to be crowned the FIFA Interactive World Player. After a hardly fought Grand Final, 19-year-old Alfonso Ramos from Spain was crowned the FIFA Interactive World Player for 2008. After his victory Ramos said, "This is the best day of my life so far..."

For further information about the FIFA Interactive World Cup please visit [www.FIFA.com/FIWC](http://www.FIFA.com/FIWC).

**Footage and images of the Johannesburg FIFA Interactive World Cup Qualifier Event can be found on the FIFA Media Channel - <http://mediachannel.extranets.fifa.com/regproc.aspx>**

To request the Official Emblem of the FIFA Interactive World Cup please fill out the marks request form for media on [www.FIFADigitalarchive.com](http://www.FIFADigitalarchive.com).

**About FIFA**

For more than 100 years, the Fédération Internationale de Football Association, founded on 21 May 1904 in Paris and better known as FIFA, has continued to provide the essential leadership role to the international football family. Headquartered in Zurich, Switzerland, the eighth FIFA President, Joseph S. Blatter (Switzerland), guides the organisation today with a commitment to the evolution of FIFA as a modern and dynamic association.

The basis of the world's football family is formed by FIFA's members. From the founding seven, the family has today grown to 208 affiliated football associations, also organised into six confederations spanning the globe. FIFA's worldwide activities go well beyond its various competitions, such as the world's biggest single-sport event, the FIFA World Cup™. In projects such as the Football for Hope movement (incl. SOS Children Villages, UNICEF and street football world) and the FIFA GOAL Programme- just to name a few of its development and charity activities - FIFA gives material, financial and promotional support to develop the game and bring joy to underprivileged worldwide. To stay updated on FIFA's events including the upcoming 2010 FIFA World Cup™, please click on [www.FIFA.com](http://www.FIFA.com).

## About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, cellular handsets and the Internet. Electronic Arts markets its products under four brand names: EA SPORTSTM, EATM, EA SPORTS Freestyle TM and POGOTM. In fiscal 2008, EA posted GAAP net revenue of \$3.67 billion and had 27 titles that sold more than one million copies. EA's homepage and online game site is [www.ea.com](http://www.ea.com). More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

EA, EA SPORTS, EA SPORTS Freestyle, and POGO are trademarks or registered trademarks of Electronic Arts Inc. in the U.S and/or other countries.

## About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP™ (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories.

Since the launch of PLAYSTATION 3 in Europe on 23 March 2007 and the end of March 2007 over 1.6 million units have been shipped across the SCEE territories, over 5.5 million globally. Between its European debut on 24th November 2000 and the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004.

More information about PlayStation products can be found at [www.playstation.com](http://www.playstation.com) or visit the Virtual Press Office at [www.scee.presscentre.com](http://www.scee.presscentre.com).

PLAYSTATION, PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. PSP is a trademark of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.

° Mscsports announces appointment of Carrie Delaney as managing director 11 Jul 2023

° What does it take to win gold? 19 May 2023

° A bumper year predicted for sponsorship as fan events make a comeback 3 Dec 2021

° Mscsports is the Hollard Sport Industry Awards Agency of the Year for 2021 30 Nov 2021

° Watch out for the bouncer. When It comes, it is going to be prolific 19 Jul 2021

## Mscsports



Mscsports was established as a sports memorabilia business in 2000. From humble beginnings with ambitions of shaping the local sports & entertainment industry, Mscsports has evolved into the award-winning full-service sponsorship agency of choice to leading South Africa brands and rights holders.

[Profile](#) | [News](#) | [Contact](#) | [Twitter](#) | [Facebook](#) | [RSS Feed](#)

For more, visit: <https://www.bizcommunity.com>