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# HOUSE CONCURRENT RESOLUTION

SUPPORTING THE DEVELOPMENT OF COLLEGE ESPORTS AT THE UNIVERSITY  
OF HAWAII.

1           WHEREAS, electronic sports, more commonly known as esports,  
2 are video game competitions, often in organized, multiplayer  
3 video games, among professional players, individually, or as  
4 teams; and

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6           WHEREAS, the esports industry is projected to produce over  
7 \$1,000,000,000 in global revenue with video game companies being  
8 a major driver of jobs in the United States and generating more  
9 revenue than the music and film industries combined; and

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11           WHEREAS, nearly seventy percent of all Americans play video  
12 games and over one hundred colleges in North America have  
13 started scholarship-based esports programs that foster and  
14 develop innovative educational and work opportunities,  
15 sportsmanship, discipline, dedication, and awareness and  
16 education to avoid unhealthy gaming habits; and

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18           WHEREAS, the University of Hawaii has been asked to partner  
19 with other Pacific-Rim universities in South Korea, China, and  
20 the United States that are doing cutting-edge esports research;  
21 and

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23           WHEREAS, a University of Hawaii esports program can promote  
24 career development, research, and competition amongst other  
25 universities; and

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27           WHEREAS, the creation of a University of Hawaii esports  
28 program seeks to provide educational support for students and  
29 establish a connection and pipeline for graduates into the  
30 growing digital gaming industry; and



1 WHEREAS, a fledgling University of Hawaii esports program  
2 is preparing to locate space for a college esports arena with  
3 capable computers, consoles, and peripherals in which training,  
4 competition, and events can take place; now, therefore,  
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6 BE IT RESOLVED by the House of Representatives of the  
7 Thirtieth Legislature of the State of Hawaii, Regular Session of  
8 2019, the Senate concurring, that the Legislature supports the  
9 University of Hawaii in developing a comprehensive esports  
10 program designed to promote students' passion for video games  
11 through competition and social interactions, foster personal  
12 growth and academic research, and educate and prepare students  
13 for opportunities in the video game industry; and  
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15 BE IT FURTHER RESOLVED that certified copies of this  
16 Concurrent Resolution be transmitted to the Chairperson of the  
17 Board of Regents of the University of Hawaii and President of  
18 the University of Hawaii.

