



UNIVERSITY OF HAWAII SYSTEM

Legislative Testimony

Testimony Presented Before the
House Committee on Judiciary
Wednesday, April 3, 2019 at 2:00 p.m.

by
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HCR 216 Proposed HD1 - SUPPORTING THE DEVELOPMENT OF COLLEGE ESPORTS AT THE UNIVERSITY OF HAWAII

Chair Lee, Vice Chair San Buenaventura, and members of the Committee:

Thank you for the opportunity to provide testimony in support of HCR 216 Proposed HD1, supporting the development of college esports at the University of Hawai'i. The University of Hawai'i (UH) acknowledges that this developing field is growing and wanted to inform the legislature that we are working through multiple efforts to broadly support our students through a wide range of initiatives that include academic and student experience efforts.

UH appreciates the legislative support for the development of a comprehensive esports program and we continue to work with local, national and international collaborations to promote the development of esports programs and activities at UH for further student development opportunities.

Thank you for this opportunity to testify in support of this resolution.



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TO:
Committee on Judiciary
Rep. Rep. Chris Lee, Chair
Rep. Joy A. San Buenaventura, Vice Chair



FROM: HAWAII FOOD INDUSTRY ASSOCIATION
Lauren Zirbel, Executive Director

DATE: April 3, 2019
TIME: 2pm
PLACE: Conference Room 325

RE: HCR 216 Designating September 2019 as Family Meals Month

Position: Support

The Hawaii Food Industry Association is comprised of two hundred member companies representing retailers, suppliers, producers, and distributors of food and beverage related products in the State of Hawaii.

September is National Family Meals Month, by declaring September 2019 as Family Meals Month in Hawaii we can participate in this important movement and create a statewide initiative that celebrates family meals and reminds Hawaii residents why they're so important.

Family Meals have a wide range of benefits, especially for children. Research has found that frequent Family Meals can promote higher self-esteem, greater resilience, better academic performance, and lower instances of substance abuse. Family Meals are also a great opportunity for families to learn about healthy eating and healthy cooking together.

By officially declaring September as Family Meals Month in Hawaii we are creating an important tool that the state government, educators, community organizations, and businesses can all use together to promote Family Meals and their benefits. At HFIA we pride ourselves on feeding Hawaii, and we believe that every meal can be an opportunity to bring our ohana together for good. We hope you'll join us in celebrating and encouraging Family Meals by passing this resolution and Declaring September as Family Meals Month in Hawaii. We thank you for the opportunity to testify.

LATE

HCR-216

Submitted on: 4/2/2019 7:10:44 PM

Testimony for JUD on 4/3/2019 2:00:00 PM

Submitted By	Organization	Testifier Position	Present at Hearing
Edward White	Individual	Support	Yes

Comments:

Aloha to the members of the legislature. I am submitting testimony on behalf of myself, as a resident of Honolulu, a life-long gamer, and a recent graduate of the University of Hawaii at Manoa's computer science program.

I wish to submit my support for HCR216 HD1, which would provide an official statement of support from the Hawaii State Legislature in support of the University of Hawaii at Manoa's efforts to create a comprehensive eSports program.

I can imagine some of the members of the legislature may find the idea of an eSports program frivolous upon first considering it, as video games are often not taken seriously. In my testimony, I hope to establish that creating an eSports program has the potential for very positive follow-on effects for the students and the state.

The direct and most obvious argument is that the eSports industry is very large, at over a billion dollars a year in global revenue, and growing fast with a 22% compound annual growth rate. It's also a subset of the video games market, which has a global revenue of almost \$140 billion and still manages a compound annual growth rate of 11% over the last 10 years. This market size and growth rate eclipses global film industry and music industry revenues...combined. If you've ever wondered what Fortnite is and why all the kids know all the dances, then you can easily see that the market size is supported by the game industry's cultural impact.

Industry-wise, eSports and the video game industry are a great fit for Hawaii, as digital distribution over the internet and the advent of cloud technologies have decentralized development, allowing Hawaii to be competitive with any other location worldwide, as the cost of exporting IP is the same as anywhere else. Additionally, Hawaii is well poised as a potential center for gaming due to our multi-cultural makeup, which gives us closer ties to Japan and Korea, two of the most important nations in gaming.

Despite all this, it's always possible for a fledgeling industry to die, as has been observed before in Hawaii. However, that does not mean eSports is not worth investing in. The video game industry has always been at the cutting edge of technology, human-computer interaction, market research, product development, and many other disciplines. In many cases, it has been video games driving technology forward, such as the need for ever-more-powerful GPUs giving rise to deep learning, or even the fact that

many computer scientists become interested in STEM because they want to make video games. As UH Manoa's vision of eSports includes academic, research, and innovation components in addition to athletics, students would benefit from studying cutting-edge techniques which would be applicable in many other domains. Having a fun reason to learn hard things has been shown to be effective for the industry at large, so it would be great to bring that to Hawaii.

Lastly, there is already a movement among the local high schools to create eSports leagues, which are springing up due to organic interest on the part of students. Creating an eSports athletics program would create an outlet for the building demand, and provide high school students with something in Hawaii they can aspire to.

I believe the first- and second-order benefits of fully committing to an eSports program are too big to ignore, and would appreciate if the legislature would officially support UH Manoa's efforts to pursue them.

Mahalo for your time.