

MAR 12 2021

SENATE RESOLUTION

REQUESTING THE BOARD OF EDUCATION TO AUTHORIZE AN E-SPORTS
PROGRAM FOR PUBLIC HIGH SCHOOLS IN THE STATE.

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

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

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

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

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24 WHEREAS, a University of Hawaii e-sports program could
25 promote career development, research, and competition amongst
26 other universities; and

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28 WHEREAS, the support of high school e-sports in Hawaii
29 could aid in creating a path for students to attend college
30 through networking, scholarships, and mentorship; and

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32 WHEREAS, high school e-sports have been resilient with
33 keeping tournaments on schedule through 2020, during a time
34 when the coronavirus disease 2019 (COVID-19) pandemic has led to
35 the suspension and cancellation of traditional sporting events
36 around the country; and



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1 WHEREAS, during the ongoing COVID-19 pandemic, e-sports
2 offer a safe alternative to other forms of competition, which
3 often involve direct contact between players, or which put
4 players in close proximity; and

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6 WHEREAS, a school-based e-sports program in the State's
7 public high schools could promote competition and school pride
8 amongst students; and

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10 WHEREAS, the support of high school e-sports could inspire
11 student interest in Science, Technology, Engineering, and
12 Mathematics (STEM) topics at a young age; and

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14 WHEREAS, high school e-sports, along with the development
15 and support of college e-sports at the University of Hawaii
16 and Hawaii Pacific University, could lead to new ways of
17 diversifying the State's economy for the future; and

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19 WHEREAS, the overall promotion of e-sports in education
20 could put Hawaii at the cutting edge of digital youth culture,
21 which may attract interests from video game publishers and
22 developers for further investments in the State in this
23 burgeoning area; and

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25 WHEREAS, in 2019 the Legislature previously adopted House
26 Resolution 216 House Draft 1, Senate Draft 1, which expressed
27 support of the University of Hawaii's development of a
28 comprehensive e-sports program designed to promote students'
29 passion for video games through competition and social
30 interactions, foster personal growth and academic research, and
31 educate and prepare students for opportunities in the video game
32 industry; now, therefore,

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34 BE IT RESOLVED by the Senate of the Thirty-first
35 Legislature of the State of Hawaii, Regular Session of 2021,
36 that the Board of Education is requested to authorize an
37 e-sports program for public high schools in the State; and



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1 BE IT FURTHER RESOLVED that certified copies of this
2 Resolution be transmitted to the Chairperson of the Board of
3 Education, Superintendent of Education, and Executive Director
4 of the State Public Charter School Commission.

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OFFERED BY: _____

A handwritten signature in black ink, appearing to be 'JBL', is written over a horizontal line.