
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE RESOLUTION

No. 66 Session of
2019

INTRODUCED BY BIZZARRO, KORTZ, KINSEY, MURT, SCHLOSSBERG,
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FEBRUARY 1, 2019

INTRODUCED AS NONCONTROVERSIAL RESOLUTION UNDER RULE 35,
FEBRUARY 1, 2019

A RESOLUTION

1 Designating the month of February 2019 as "Esports Month" in
2 Pennsylvania.

3 WHEREAS, Esports, or competitive video gaming, is the fastest
4 growing spectator sport in the world, with an estimated global
5 audience of nearly 600 million people by the end of 2020; and

6 WHEREAS, The growth of esports over the last few years has
7 been significant, with global revenues from the sport expected
8 to reach more than \$1.5 billion by the end of 2020; and

9 WHEREAS, Viewership numbers of professional esports leagues
10 and tournaments are consistently mirroring and even edging out
11 the numbers of viewers of other traditional live sports; and

12 WHEREAS, The League of Legends World Championship in 2018 was
13 recorded as having 99.6 million unique viewers, an increase of
14 more than 20 million viewers from 2017, and, in July 2018, more
15 than 20,000 people packed the Barclays Center in Brooklyn, New
16 York, to watch the Overwatch League Grand Finals; and

1 WHEREAS, It is expected that in 2019 esports spectators
2 around the world will have watched 6.6 billion hours of esports
3 highlights and video content; and

4 WHEREAS, Estimates show that 40% of the global esports
5 viewership will come from the United States, highlighting the
6 rapid growth of the industry's popularity in this country; and

7 WHEREAS, According to the Pennsylvania Esports Coalition (PA
8 ESC), esports already provides significant opportunities for
9 economic growth in this Commonwealth; and

10 WHEREAS, The PA ESC reports that across this Commonwealth
11 esports is connecting the remarkable economic benefits of this
12 global sport to Pennsylvania's economic future through
13 successful professional franchises and athletes, technological
14 innovation and development and emerging varsity esports programs
15 at colleges and universities, which are boosting enrollment and
16 recruitment prospects; and

17 WHEREAS, According to the National Association of Collegiate
18 Esports (NACE), there are more than 80 NACE member schools in
19 the country, with more than 1,500 student-athletes and nearly \$9
20 million in esports scholarships and aid currently offered; and

21 WHEREAS, In this Commonwealth there is a growing number of
22 institutions of higher education with esports programs that are
23 recognized by NACE and several more college esports teams and
24 clubs participating in leagues and tournaments across the
25 country; and

26 WHEREAS, The commitment to esports on the professional and
27 collegiate level shows that the esports phenomenon is not simply
28 a trend but has the potential to provide the same sustainable
29 economic growth as traditional sports programs; and

30 WHEREAS, With access to scholarships and other financial

1 incentives to attend college, high school programs are beginning
2 to grow in communities across this Commonwealth, offering
3 opportunities to expand science, technology, engineering, arts
4 and mathematics education; therefore be it

5 RESOLVED, That the House of Representatives designate the
6 month of February 2019 as "Esports Month" in Pennsylvania; and
7 be it further

8 RESOLVED, That the House of Representatives recognize the
9 potential of esports and the importance of this growing industry
10 to this Commonwealth; and be it further

11 RESOLVED, That the House of Representatives urge educators,
12 businesspeople, legislators and other individuals in this
13 Commonwealth to work together to increase awareness of the value
14 of esports, which will serve to build a workforce of qualified
15 individuals, maintain our commitment as innovators and stimulate
16 the economy through emerging technologies.