

---

---

THE GENERAL ASSEMBLY OF PENNSYLVANIA

---

# HOUSE RESOLUTION

No. **647** Session of  
2019

---

INTRODUCED BY BIZZARRO, HENNESSEY, SCHLOSSBERG, BURNS, MURT,  
HILL-EVANS, KOSIEROWSKI, READSHAW, SONNEY, NEILSON,  
YOUNGBLOOD, KORTZ AND MILLARD, DECEMBER 18, 2019

---

REFERRED TO COMMITTEE ON COMMERCE, DECEMBER 18, 2019

---

A RESOLUTION

1 Designating the month of February 2020 as "Esports Month" in  
2 Pennsylvania.

3 WHEREAS, Electronic sports or competitive video gaming, known  
4 as esports, is the fastest growing spectator sport in the world,  
5 with a total global audience of 395 million people in 2018; and

6 WHEREAS, Estimates of esports viewership for 2019 and 2022  
7 are projected to be nearly 454 million and 644 million people  
8 respectively; and

9 WHEREAS, The growth of esports over the last few years has  
10 been significant, with global revenues from esports reaching  
11 \$865 million in 2018 and a projected \$1.8 billion by the end of  
12 2022; and

13 WHEREAS, Nearly 60% of esports revenues come from advertising  
14 and paid sponsorships for teams or individual players; and

15 WHEREAS, Professional esports leagues and tournaments provide  
16 legitimate competition for viewers of traditional sports, as the  
17 2018 League of Legends World Championship drew nearly 100

1 million viewers compared to the 2018 Super Bowl that reported  
2 just over 103 million viewers; and

3 WHEREAS, According to the Pennsylvania Esports Coalition (PA  
4 ESC), esports fosters leadership, communication skills,  
5 confidence and a sense of community and teamwork; and

6 WHEREAS, The benefits of esports are wide and diverse,  
7 including the improvement of visual acuity and attention,  
8 increasing problem solving skills, fostering scientific  
9 reasoning, accelerating language learning and technological  
10 fluency and increasing interest in STEM subject areas such as  
11 website creation, streaming, analytics and digital design; and

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

19 WHEREAS, According to the National Association of Collegiate  
20 Esports (NACE), there are more than 170 NACE member schools in  
21 the country, with more than 5,000 student athletes and nearly  
22 \$16 million in esports scholarships and aid currently offered;  
23 and

24 WHEREAS, There are a growing number of colleges and  
25 universities in this Commonwealth offering esports programs,  
26 including Edinboro University and Harrisburg University of  
27 Science and Technology; and

28 WHEREAS, Harrisburg University's esports team The Storm won  
29 the first ESPN Overwatch National Championship in May 2019 after  
30 a 33-0 undefeated season; and

1       WHEREAS, Esports offers gamers with disabilities the  
2 opportunity to participate competitively in a way that they may  
3 not otherwise be able to do with traditional sports; and

4       WHEREAS, Gamers with conditions like scoliosis,  
5 arthrogyrosis and spinal muscular atrophy have gone on to  
6 compete nationally in tournaments and earn sponsorships; and

7       WHEREAS, The commitment to esports on the professional,  
8 collegiate, high school and amateur levels shows that the  
9 esports phenomenon is not simply a trend but has the potential  
10 to provide the same sustainable economic growth as traditional  
11 sports programs; and

12       WHEREAS, With access to scholarships and other financial  
13 incentives to attend college, high school esports programs are  
14 beginning to grow in communities across this Commonwealth,  
15 offering opportunities to expand science, technology,  
16 engineering, arts and mathematics education; therefore be it

17       RESOLVED, That the House of Representatives designate the  
18 month of February 2020 as "Esports Month" in Pennsylvania; and  
19 be it further

20       RESOLVED, That the House of Representatives recognize the  
21 potential of esports and the importance of this growing industry  
22 to this Commonwealth; and be it further

23       RESOLVED, That the House of Representatives urge educators,  
24 businesspeople, legislators and other individuals in this  
25 Commonwealth to work together to increase awareness of the value  
26 of esports, which will serve to build a workforce of qualified  
27 individuals, maintain our commitment as innovators and stimulate  
28 the economy through emerging technologies.