
THE GENERAL ASSEMBLY OF PENNSYLVANIA

SENATE RESOLUTION

No. 202 Session of
2023

INTRODUCED BY BOSCOLA AND FONTANA, NOVEMBER 6, 2023

REFERRED TO RULES AND EXECUTIVE NOMINATIONS, NOVEMBER 6, 2023

A RESOLUTION

1 Recognizing the Pennsylvania Interscholastic Esports Association
2 as the official Scholastic Esports State Championship of the
3 Commonwealth; and designating the month of October 2023 as
4 "Scholastic Esports Month" in Pennsylvania.

5 WHEREAS, Esports, or competitive video gaming, is the fastest
6 growing spectator sport in the world, with an estimated global
7 audience of nearly 650 million people by the end of 2025; and

8 WHEREAS, The growth of esports over the last several years
9 has been significant, with global revenues valued at \$1.44
10 billion as of 2023, and is set to reach \$5.48 billion by the
11 year 2029; and

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

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

18 WHEREAS, The PA ESC reports that across this Commonwealth,
19 esports is connecting the remarkable economic benefits of this

1 global sport to Pennsylvania's economic future through
2 successful professional franchises and athletes, technological
3 innovation and development and emerging esports programs at the
4 collegiate and high school levels; and

5 WHEREAS, According to the National Association of Collegiate
6 Esports (NACE), there are more than 700 NACE member schools in
7 the country, with more than 13,000 student-athletes; and

8 WHEREAS, In 2018-2019, NACE schools offered nearly \$16
9 million in esports scholarships and aid to esports student-
10 athletes; and

11 WHEREAS, In this Commonwealth there is a growing number of
12 institutions of higher education with esports programs that are
13 recognized by NACE and other conferences and leagues, and
14 several more college esports teams and clubs participating in
15 leagues and tournaments across the country; and

16 WHEREAS, Several colleges and universities throughout this
17 Commonwealth are integrating esports into degree programs or
18 creating and establishing stand-alone esports degree programs to
19 meet the growing need for skilled workers within the industry;
20 and

21 WHEREAS, With access to scholarships and other financial
22 incentives offered by colleges and universities to compete in
23 esports at the collegiate level and to participate in esports
24 degree programs, high schools are beginning to establish esports
25 programs all across this Commonwealth, offering opportunities to
26 expand science, technology, engineering and mathematics (STEM)
27 education and boost student involvement in school communities;
28 and

29 WHEREAS, The Pennsylvania Interscholastic Esports Association
30 (PIEA), one of the first and only governing bodies in the

1 country solely focused on scholastic esports regulations and
2 standards, provides safe, regulated and structured competitions
3 for high schools throughout this Commonwealth and has seen
4 tremendous growth in the popularity of scholastic esports
5 programs across the State; and

6 WHEREAS, In its first season, during the 2018-2019 academic
7 year, the PIEA had 30 teams from 17 high schools in this
8 Commonwealth compete in its championship event, but during the
9 2022-2023 academic year, the PIEA had more than 400 teams from
10 over 150 schools and more than 2,000 students compete in its
11 esports competitions; and

12 WHEREAS, The PIEA has been successful in expanding the number
13 of high schools and middle schools with esports clubs and
14 programs because significant research has found that regulated,
15 structured scholastic esports programs provide positive outcomes
16 for students; and

17 WHEREAS, According to research conducted by the University of
18 California Irvine (UCI) and the Connected Learning Lab (CLL),
19 students who participate in structured esports programs tend to
20 have higher mathematics achievement, accelerated language
21 learning and technology fluency, as well as improved digital and
22 print literacy; and

23 WHEREAS, Researchers at UCI and CLL also found that students
24 who participated in scholastic esports programs had significant
25 growth in social skills and mental health, including skills
26 related to mentorship, teamwork, communication and leadership;
27 and

28 WHEREAS, Studies by UCI and CLL found that students
29 themselves said they placed a greater focus on their own social
30 and mental health, including realizations of perseverance,

1 critical thinking, sense of belonging, school engagement and
2 spirit and working harder on academic success; and

3 WHEREAS, Scholastic esports also has a significant impact on
4 workforce development for the Commonwealth, as subsequent
5 studies by UCI and CLL show that students who participate in
6 esports programs and competitions exhibit skills that connect to
7 STEM-related entrepreneurship and high-tech sector jobs not only
8 in the gaming industry but also in data science, software and
9 web development, social media marketing and event organizing;
10 and

11 WHEREAS, The commitment to esports at the collegiate and high
12 school levels is evidence that the esports phenomenon is not
13 simply a trend but has the potential to provide the same
14 sustainable economic growth as traditional sports programs; and

15 WHEREAS, Supporting the PIEA in its efforts to organize and
16 develop a Statewide esports organization that provides a safe,
17 regulated and structured competitive program is beneficial to
18 this Commonwealth and its students; therefore be it

19 RESOLVED, That the Senate recognize the Pennsylvania
20 Interscholastic Esports Association as the official Scholastic
21 Esports State Championship of the Commonwealth; and be it
22 further

23 RESOLVED, That the Senate designate the month of October 2023
24 as "Scholastic Esports Month" in Pennsylvania; and be it further

25 RESOLVED, That the Senate recognize the potential of esports
26 and the importance of this growing industry to this
27 Commonwealth; and be it further

28 RESOLVED, That the Senate urge educators, businesspeople,
29 legislators and other individuals in this Commonwealth to work
30 together to increase awareness of the value of scholastic

1 esports, which will serve to provide opportunities for students
2 across this Commonwealth, build a workforce of qualified
3 individuals for high-tech and high-wage jobs, maintain our
4 commitment as innovators and stimulate the economy through
5 emerging technologies.