

Associated Students Inc.



Programs Assessment Committee Meeting

Thu Feb 16, 2023 2:30 PM - 3:45 PM PST

1. Call to Order

Ramon Aquino, Programs Assessment Committee Chair, called the meeting to order at 2:32 p.m.

2. Roll Call

Members Present: Aquino, Furtado, Pugh

Members Absent: Butorac, Martin (E)

Liaisons Present: Galvan, Mikaelian, Nettles

Liaisons Absent: None

According to the ASI Policy Concerning Board of Directors Operations, attendance is defined as being present prior to the announcement of Unfinished Business and remaining until the scheduled end of the meeting.

* Indicates that the member was in attendance prior to the start of Unfinished Business, but left before the scheduled ending of the meeting.

** Indicates that the member was in attendance for a portion of the meeting, but not in attendance prior to the announcement of Unfinished Business.



(Pugh-m/Furtado-s) The absence of Martin due to sickness was excused by unanimous consent.

3. Approval of Agenda



(Furtado-m/Pugh-s) The agenda was approved by unanimous consent.

4. Approval of Minutes



(Furtado-m/Pugh-s) The 11/10/2022 meeting minutes were approved by unanimous consent.

a. November 10, 2022 Programs Assessment Committee Minutes

5. Public Speakers

None.

6. Reports

a. Chair

Aquino, Chair, had no written report but welcomed members to the first meeting of the semester.

b. Director, Student Government

Nettles, Director of Student Government, shared highlights from her report.

Nettles reminded members the election candidate applications for BOD closed yesterday. Nettles informed members of which position applications are open.

7. Unfinished Business

a. None.

8. New Business

- a. Action: A RESOLUTION IN SUPPORT OF THE CREATION OF AN ESPORTS PROGRAM AND SPACE IN THE TITAN STUDENT UNION
PROG001 22/23 (Pugh-m/Furtado-s) The committee will consider approving a resolution in support of the creation of an Esports Program and space in the Titan Student Union.

Aquino yielded the floor to Asha Nettles to discuss.

Nettles yielded the floor to Jeff Fehr to share highlights.

Fehr provided an overview of the resolution in support of the creation of an Esports Program and Space in the TSU.

Fehr focused on these items:

- Playing interactive games
- Prominence of eSports at other colleges in the CSU
- Ways for ASI to be involved, given the thought and research that has started since September
- Support by VP of IT, fund and support eSports
- The importance of today's meeting to support the idea of moving forward with an eSports program
- IT will fix any problems and it is covered by campus, no cost to ASI.
- Interactive place

Aquino opened the floor to questions.

- Furtado asked how the internet connectivity concern would be addressed. Fehr shared that they plan to hardwire and connect all the equipment to the internet.

Aquino opened the floor to discussion.

- Aquino shared support for the Esports program as an accessible option for all students.
- Pugh shared highlights from the CSUF Esports team. One of the teams won a championship and won scholarships and another program won a competition to progress and get more scholarships.

- Aquino shared that the gaming club is one of the largest club on campus.
- Aquino feels that if they can support athletics to the extent they do, they should also support the Esports initiative.

Aquino asked if there were any objections to moving to a roll call vote. There were no objections.

PROG001 22/23 (Pugh-m/Furtado-s) Roll Call Vote 3-0-0 The resolution in support of the creation of an Esports Program and space in the Titan Student Union has been adopted.

9. Announcements/Member's Privilege

Furtado shared that he has met with Professional Staff Leaders in ASI and wants to share his concerns.

Furtado feels that there should be more focus and support for the ASI DEI work.

Furtado also feels there is not enough transparency with how the UCC works when it comes to booking rooms.

Furtado shared that he also has concerns regarding student leadership and marketing and how to access it. Furtado said some students have expressed concerns about not being able to utilize the marketing department within ASI.

Nettles shared that they can discuss these items outside since this portion of the meeting is not for discussion but for announcements.

10. Adjournment

Ramon Aquino, Chair, adjourned the meeting at 2:49 p.m.



Ramon Aquino, Chair



Crystaal Washington, Recording Secretary

Roll Call 2021-2022

02/16/2023 PROGRAMS ASSESSMENT Committee Roll Call

Attendance			Board Members	
			Present	Absent
CHAIR/ARTS	AQUINO	RAMON	1	
CBE	BUTORAC	MICHAEL		1
NSM	FURTADO	NICHOLAS	1	
ECS	MARTIN	BRAULIO		1
EDU	PUGH	NATALY	1	
			Present	Absent
			3	2

Attendance	Liaisons			Present	Absent
CHAIR	GALVAN	ISABELLA		1	
VICE PRESIDENT	MIKAELIAN	CHRISTOPHER		1	
DIR STU GOVT	NETTLES	ASHA		1	
				Present	Absent
				3	0

*Recording Secretary: Crystaal Washington

Roll Call Votes	start 001		001 - ESPORTS PROGRAM		
			Yes	No	Abstain
CBE	BUTORAC	MICHAEL	Absent		
NSM	FURTADO	NICHOLAS	1		
ECS	MARTIN	BRAULIO	Absent		
EDU	PUGH	NATALY	1		
CHAIR/ARTS	AQUINO	RAMON	1		
			Yes	No	Abstain
			3	0	0



CALIFORNIA STATE UNIVERSITY, FULLERTON™

**A RESOLUTION IN SUPPORT OF THE CREATION OF AN ESPORTS PROGRAM AND
DEDICATED SPACE IN THE TITAN STUDENT UNION**

Sponsors: Nataly Pugh

WHEREAS, The Associated Students, Incorporated (ASI) is a 501 (c)(3) nonprofit organization that operates as an auxiliary organization of California State University, Fullerton; and

WHEREAS, ASI is governed by ASI Board of Directors, sets policy for the organization, approves all funding allocations to programs and services, and advocates on behalf of student interests on committees and boards; and

WHEREAS, ASI's mission is to provide students and campus community members with important social, cultural, and recreational opportunities as well as a wide range of programs and services; and

WHEREAS, Esports, also known as electronic sports, is a form of organized sports involving multiplayer video game competitions; and

WHEREAS, Esports allows video gamers to compete and mirrors the experience of watching a sporting event; and

WHEREAS, the Esports industry has seen immense growth over the last 10 years¹ and colleges across the United States have launched Esports programs, adding to the over 100 programs in existence; and

WHEREAS, California State University, Fullerton (CSUF) currently has a number of gaming focused student organizations at CSUF including Titan Esports, League of Legends, Gaming Club, Melee at CSUF and Super Smash Brothers Club; and

WHEREAS, Esports has many factors that affect student life and outcomes including student recruitment, retention, community building and career development²; and

WHEREAS, Esports space can create inclusive gaming as a means to alternative wellness³; and

¹ <https://www.digitaltrends.com/gaming/college-esports-2022/#:~:text=Much%20like%20the%20esports%20industry,have%20their%20own%20esports%20leagues.>

² <https://www.calstate.edu/attend/student-services/Pages/esports.aspx>

³ <https://today.csuchico.edu/wildcat-gaming-lobby-opens/>

WHEREAS, the Esports space will can support a positive social atmosphere and sense of community, and create opportunity to work on skills such as strategy, logic, time management, collaboration, and teamwork; and

WHEREAS, the CSU has formed Esports Cal State, a system-wide network and collective to engage students, staff, faculty, and administrators to promote each campus Esports program and promote best practices in sustaining vibrant competitive communities⁴; and

WHEREAS, ASI and the Titan Student Union have received numerous requests from gamers and gaming clubs to create a dedicated Esports space; and

WHEREAS, CSUF Information & Technology has committed to supplying the computer televisions, peripherals, software and furniture; construction costs; and the replacement and repairs of equipment; and therefore be it

RESOLVED, ASI approves the creation of an Esports program in the Titan Student Union; and let it be

RESOLVED, that the day-to-day oversight of the Esports Lounge shall be managed by Titan Bowl & Billiards; and let it be finally

RESOLVED, that this Resolution be distributed to the applicable ASI departments for appropriate action; Framroze Virjee, CSUF President; Amir Dabirian, CSUF Vice President of Information & Technology; Dr. Tonantzin Oseguera, CSUF Vice President of Student Affairs; Alisa Flowers, Director of CSUF Student Life & Leadership.

⁴ <https://www.calstate.edu/attend/student-services/Pages/esports.aspx>