



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 years<sup>1</sup> 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 development<sup>2</sup>; and

**WHEREAS**, Esports space can create inclusive gaming as a means to alternative wellness<sup>3</sup>; and

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

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

<sup>3</sup> <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 communities<sup>4</sup>; 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.

Adopted by the Board of Directors of the Associated Students Inc., California State University, Fullerton on the seventh day of March in the year two thousand and twenty-three.

  
ASI Board Chair (Mar 7, 2023 16:04 PST)

Isabella Galvan  
Chair, Board of Directors

  
Ramon Aquino (Mar 7, 2023 16:12 PST)

Ramón Aquino  
Secretary, Board of Directors

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











# Item 9.c - Resolution - Esports Program in the TSU

Final Audit Report

2023-03-08

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