

Associated Students, Inc.  
California Polytechnic State University  
San Luis Obispo

Resolution #25-09

RESOLUTION CALLING FOR ALLOCATION OF A PHYSICAL SPACE FOR  
CAL POLY ESPORTS AND GAMING

- WHEREAS: The ASI Board of Directors serves as the official voice of students at California Polytechnic State University (Cal Poly), San Luis Obispo, and
- WHEREAS: According to Pew Research Surveys, 65% of college students across the nation regularly participate in video games<sup>1</sup>, and
- WHEREAS: According to Statista, video gaming is the fourth most popular hobby in the U.S. as of December 2024<sup>2</sup>, and
- WHEREAS: There are over two thousand current and past students present in online Cal Poly gaming club communities<sup>3</sup>, and
- WHEREAS: From the 2024 ASI Needs and Feasibility Survey, 45% of on-campus survey respondents are interested in expansion for our esports and gaming programs<sup>4</sup>, and
- WHEREAS: There are currently over fifty-five students participating in collegiate esports<sup>5</sup>, representing Cal Poly against other national colleges, and
- WHEREAS: Cal Poly Esports has already been donated 6 full PCs<sup>6</sup>, and
- WHEREAS: Cal Poly Esports has many events scheduled weekly across the multiple gaming communities<sup>7</sup>, and dozens of competitive scrimmages and matches each week<sup>8</sup>, and
- WHEREAS: The ability for players to be in the same room enhances the experience for both casual and competitive play, and is an integral component for collegiate teams to feel like a team<sup>6</sup>, and
- WHEREAS: The Esports community is working to combat the history of discrimination in video game culture through close relationships

1 <https://www.pewresearch.org/internet/2003/07/06/college-students-and-computer-video-and-internet-games/>

2 <https://www.statista.com/forecasts/997050/most-popular-hobbies-and-activities-in-the-us>

3 <https://docs.google.com/document/d/1OYexsspHGfoehzPDRUIRnp01WdEhEl3yk-eDSkIISZo/edit?usp=sharing>

4 ASI and University Union Advisory Services Survey July 2024 <https://acrobat.adobe.com/id/urn:aaid:sc:US:d2795c7-ab5c-4491-97b4-971fb07e6100>

5 <https://calpolyesports.com/teams>

6 <https://mustangnews.net/cal-polys-esports-club-works-to-create-updated-computer-lab-for-players/>

7 Cal Poly Now events and internal tracking <https://calpolyesports.com/calendar>

8 Discord Statistics and schedules <https://docs.google.com/document/d/1OYexsspHGfoehzPDRUIRnp01WdEhEl3yk-eDSkIISZo/edit?tab=t.0>

and support through clubs such as Gender Inclusive Gaming providing safe spaces for anyone<sup>9</sup>, and

WHEREAS: The Kennedy Library is set to reopen in Fall 2025<sup>10</sup>, with it bringing many of its designated services back under its roof, and

WHEREAS: Current temporary spaces for library functions will become available as a result<sup>11</sup>, and

WHEREAS: Many other college campuses – especially in the CSU system – have built Esports facilities, examples including Fullerton, Long Beach, and Dominguez Hills<sup>12</sup>, and

WHEREAS: The recently built CSUDH esports facility has reported high levels of usage and engagement in their space with 916 unique lab visitors, 4,581 total lab visits, and 15,153 hours of engagement<sup>13</sup>, showing an obvious interest from the student body, and

WHEREAS: Partnering with gaming and technology companies can streamline efforts to incubate and develop Esports programs, as well as build industry connections such as with ViewSonic at CSUDH<sup>14</sup>, and

WHEREAS: Upon collaboration with the ASI Board of Directors, individuals and groups on campus may seek help to advocate for change through the resolution writing process<sup>15</sup>, and

WHEREAS: Space on campus is limited for multiple groups, Cal Poly Esports and Gaming has taken the initiative to seek out ASI Board of Directors' help in advocating for the allocation of physical space for our growing community<sup>15</sup>, and

THEREFORE  
BE IT  
RESOLVED:

To better accommodate the needs and serve as a hub for all gaming that takes place on the Cal Poly Campus, the ASI Board of Directors urges for the allocation of a space for Cal Poly Esports that is central on campus and provides convenient access for students, and

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9 <https://mustangnews.net/inside-cal-polys-gender-inclusive-gaming/>

10 <https://afd.calpoly.edu/facilities/planning-capital-projects/project-news/kennedy-library/>

11 <https://afd.calpoly.edu/facilities/planning-capital-projects/project-news/kennedy-library/temporary-locations>

12 Esports Best Practices <https://acrobat.adobe.com/id/urn:aaid:sc:US:1806c596-7222-4931-a0ce-0d744650f11e> Page 24

13 CSU Counselor Conference 2024 <https://www.calstate.edu/apply/counselor-resources/counselor-conferences/Documents/2024-presentations/Esports-A-New-Strategy-in-Learner-Support-Engagement-and-Community.pdf> slide 8

14 <https://news.csudh.edu/esports-viewsonic/>

15 Resolution #24-03 [https://www.asi.calpoly.edu/wp-content/uploads/2024/05/24-03-Resolution\\_Transfer-Center\\_BODAppr.pdf](https://www.asi.calpoly.edu/wp-content/uploads/2024/05/24-03-Resolution_Transfer-Center_BODAppr.pdf)

FURTHERMORE

BE IT

RESOLVED: Only with the lack of space resolved will Cal Poly Esports be able to provide the necessary experience deserved by the Cal Poly student body including:

A place to socialize over games, participate in in-person gaming events, an effective practice environment for collegiate Esports athletes, space for lockers for gamers who live off campus, space to have private coaching sessions, and space to foster an inclusive gaming environment, and

FURTHERMORE

BE IT

RESOLVED: This resolution be sent to University President Jeffery D. Armstrong, Vice President of Student Affairs and Strategic Enrollment Management Terrance Harris; Associate Vice President for Student Affairs, Campus Life Jo Campbell; Associate Vice President for Student Affairs Jamie S. Patton; Dean of Students Dr. Joy Pederson; Acting Provost Dr. Lynnette Zelezny; Associate Director of Space Optimization Ted Ludwick; ASI Executive Michelle Crawford; and Chair of the University Union Advisory Board Marc Cabeliza.

Certified as the true and correct copy, in witness thereof, I have set my hand and Seal of the San Luis Obispo Cal Poly Associated Students, Inc. this 30th day of May 2025.

ADOPTED at the regular meeting of the Board of Directors at San Luis Obispo Cal Poly Associated Students, Inc. this        day of

Attest:

\_\_\_\_\_  
ASI Secretary

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Signed:

ASI Chair of the Board

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Signed:

ASI President

Authored By:

Aaron Posternack, ASI Board of Directors, College of Architecture and Environmental Design

Aiden Smith, President of Cal Poly Esports, College of Engineering