
THE GENERAL ASSEMBLY OF PENNSYLVANIA

SENATE RESOLUTION

No. 378 Session of
2020

INTRODUCED BY KILLION, COSTA, FARNESE, MENSCH AND STEFANO,
OCTOBER 2, 2020

REFERRED TO RULES AND EXECUTIVE NOMINATIONS, OCTOBER 2, 2020

A RESOLUTION

1 Directing the Legislative Budget and Finance Committee to
2 conduct a study regarding the opportunities for economic
3 growth of Esports in this Commonwealth.

4 WHEREAS, Esports is expected to grow 60% globally from 2018
5 through 2023; and

6 WHEREAS, Estimates show that 40% of the global Esports
7 viewership will come from the United States, highlighting the
8 rapid growth of the industry's popularity in this country; and

9 WHEREAS, According to the Pennsylvania Esports Coalition (PA
10 ESC), Esports already provides significant opportunities for
11 economic growth in this Commonwealth; 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

1 WHEREAS, Pennsylvania will see an increase in demand upon
2 technology infrastructure, traditional gaming, job training,
3 higher education curriculum and economic development related to
4 the growth of Esports; and

5 WHEREAS, As this emerging and rapidly growing industry
6 evolves, the Commonwealth must study the many aspects of the
7 industry that will be subject to existing laws or regulatory
8 structures and evaluate if the Commonwealth's current framework
9 related to taxation, regulation, consumer protection and
10 community safety, and any other way in which the Commonwealth
11 may interact with this industry, adequately contemplate the way
12 in which Esports will operate in this Commonwealth and evaluate
13 what steps can be taken to help foster the industry's growth
14 while also protecting the interests of Commonwealth residents;
15 and

16 WHEREAS, The Commonwealth has the opportunity to
17 strategically invest in Esports-related infrastructure,
18 workforce development and business operations-related
19 investments; and

20 WHEREAS, Prior to making such investments, the Commonwealth
21 should study which type of Commonwealth investments would yield
22 the greatest qualitative and quantitative return for
23 Commonwealth residents; and

24 WHEREAS, Pennsylvania has demonstrated success and commitment
25 to the Esports industry; and

26 WHEREAS, Pennsylvania has suffered an unprecedented economic
27 hardship during the pandemic; and

28 WHEREAS, New businesses are forming and existing models are
29 adapting to incorporate Esports; and

30 WHEREAS, Esports impacts higher education and future

1 technology development; and

2 WHEREAS, Future tax base definitions may be challenged in a
3 new post-COVID economy; and

4 WHEREAS, The Senate is planning ahead to grow Pennsylvania's
5 economy on a long-term outlook; and

6 WHEREAS, The Senate is seeking input to create opportunity
7 from a comprehensive evaluation of this large and fast-growing
8 industry; therefore be it

9 RESOLVED, That the Senate direct the Legislative Budget and
10 Finance Committee to lead a comprehensive evaluation of the
11 issues expressed in this resolution, in consultation with the
12 Community, Economic and Recreational Committee of the Senate;
13 and be it further

14 RESOLVED, That the Legislative Budget and Finance Committee
15 produce a comprehensive report on the issues raised in this
16 resolution; and be it further

17 RESOLVED, That the Legislative Budget and Finance Committee
18 report shall include:

19 (1) an overview of the recent growth of Esports and the
20 creation of new businesses directly and indirectly related to
21 Esports;

22 (2) the potential opportunities for State government to
23 invest in and grow Esports in Pennsylvania;

24 (3) an accounting for the recent economic downturns that
25 growth in Esports could mitigate, such as future tax revenue,
26 future private sector investment and higher education
27 enrollment;

28 (4) recommendations on what existing Commonwealth laws
29 and regulations should be revised to help foster growth of
30 the industry and ensure proper governance and oversight;

1 (5) an overview of what infrastructure resources are
2 most critical for the future growth of the Esports sector;

3 (6) a discussion of what workforce training programs
4 will be required to help foster the growth of the Esports
5 industry;

6 and be it further

7 RESOLVED, That the Legislative Budget and Finance Committee
8 shall submit the report to the General Assembly and the Governor
9 no later than May 1, 2021.