

**ASSOCIATED STUDENTS OF
MICHIGAN STATE UNIVERSITY
GENERAL ASSEMBLY
SIXTY-FIRST SESSION**



BILL NO. 61-61

INTRODUCED BY: Allmand (Broad)

SECONDED BY: Salinas (CSS)

CONTRIBUTORS: A. Peckham (Advisor), C. Bilski (Esports)

A BILL TO: Send a Letter of Endorsement for the MSU E-Sports Program

THE ASSOCIATED STUDENTS OF MICHIGAN STATE UNIVERSITY ENACT:

WHEREAS, In August of 2022, significant student interest culminated in the creation of the MSU E-Sports Team¹; and,

WHEREAS, Since their creation, the MSU E-Sports team has achieved the title of most awarded collegiate program in first year of official conference competition, and currently serves 1,500 students through 16 different RSOs²; and,

WHEREAS, At the time that the team was created, they were given funding for operations through the College of Communication Arts and Sciences for three years; and,

WHEREAS, Because of this, the ESports team now has a financial gap in their budget that they need filled in order to continue operating and are seeking endorsements from departments and organizations on campus in order to get this funding; therefore be it,

RESOLVED, That the Associated Students of Michigan State University shall sign a letter of endorsement, which can be found in Appendix A, asking for additional funding for the MSU E-Sports team

INTRODUCED ON 01.30.2025

¹ [W DEAN-COMMUNICATIONS-2024-2025-Esports_Pre_Read.docx](#)

² [W DEAN-COMMUNICATIONS-2024-2025-Esports_Pre_Read.docx](#)

REFERRED TO Academic COMMITTEE ON 01.23.2025

SPECIAL ACTION TAKEN _____ DATE _____

COMMITTEE ACTION	<u>X</u>		<u>Voice Majority</u>	<u>01.23.2025</u>
	PASSED	FAILED	VOTE	DATE

FINAL ACTION TAKEN	<u>X</u>		<u>Voice Majority</u>	<u>01.30.2025</u>
	PASSED	FAILED	VOTE	DATE

	
PRESIDENT: Connor Le	VPIA: Kathryn Harding

Appendix A:

FROM: Connor Le, ASMSU President

SUBJECT: Letter of Endorsement from ASMSU for MSU Esports

DATE: XXX

On behalf of ASMSU, I am writing to lend our endorsement for additional university-funded support for the Esports program at Michigan State University.

Since its inception in August of 2022, the Michigan State University Esports program has achieved a national reputation as the most awarded collegiate program in the first year of official conference competition.

Further, the Esports program serves more than 1,500 students through 16 RSOs and employs more than 30 students annually with career skill-building jobs.

The Esports team has also established a partnership with the Michigan High School Esports League, which will host the state championship here at Michigan State University for the next five years.

From what we have seen, the Michigan State University Esports program has shown to assist students with career-building and will help bring more students to Michigan State University for the program if it is able to continue.

This is an important campus initiative that benefits students across campus, and here at ASMSU, we collectively support further investment in Esports at MSU.

In Green and White,

Connor Le

ASMSU and Student Body President