WHEREAS, the Information Technology Commission is dedicated to improving the life of students through technology; and

WHEREAS, the student technology fee is an allocation of student dollars, to be collected and used by students; and

WHEREAS, the Recreation Department, Learning and Technology Services, as well as the student body have consistently shown interest in the development of a UWEC eSports program on campus; and

WHEREAS, the Information Technology Commission is seeking approval to utilize a range of $18,000 to $24,000 of its innovative technology budget to pursue this program, in collaboration with UWEC Recreation; and

WHEREAS, this allocation is to be spent on computers, monitors, chairs, keyboards, mice, and sound options to populate the space; and

WHEREAS, The Information Technology Commission, along with Student Senate will work in collaboration with Recreation, who will house and run the program; and

WHEREAS, over 40 Wisconsin High Schools already have an eSports program in effect; and

WHEREAS, fluctuations with ongoing promotions require the approval of a budget range on the prospective machine order;

THEREFORE, BE IT RESOLVED, the University of Wisconsin-Eau Claire Student Senate supports a budget expenditure in order to help create an eSports program for the University of Wisconsin-Eau Claire;

BE IT FINALLY RESOLVED, that upon passage, President Johnson transmit a copy of this bill to Dr. James Schmidt, Chancellor; LaRue Pierce, Dean of Students; Patricia Kleine, Provost and Vice Chancellor for Academic Affairs. Albert Colom, Vice Chancellor for Enrollment Management; John Haven III, Vice Chancellor for Finance and Administration; Andy Jepsen, Director of Recreation; Garrett Larson, Competitive Sports Coordinator; Craig Mey, Director of Learning and Technology Services.