



Day/Date: Friday, February 7th, 2025
 Time: 11:45am-1:00pm
 Location: Centaurus,
<https://cpp.zoom.us/j/81500851479>
 Attendees: Committee, General Public
 Type of Meeting: Regular- Public

Organizational Items:

Call to order by: Chair, Pro-Tempore– Anissa Patel@ 11:51 am

Quorum Check

Name	Position	Present (P) Absent (A) Tardy (T) Excused Absent (EA) Excused Tardy (ET)
1. Cade Wheeler	President	P
2. Megan Shadrick	Vice President	P
3. Anissa Patel	Pro-Tempore, Chair	P
4. Aliuddin Khaja	Science Senator	P
5. Moises Gonzalez	RSA Senator	P
6. Madison Dina	CCHM Senator	A
7. Christian Enkerlin	Student at Large	A
8. Jasmine Brown	Student at Large	P
9. Vic Martin	F&O Advisor	P
10. Kaycee Martin	The Director of Campus Recreation	P
11. Jonathan	The Director of the Bronco Student Center, Designee	A
12.	The Director of the Children's Center, or Designee	
13.	The Executive Director of Foundation, or Designee	
14. Krista Smith	ASI Executive Director, or Designee	A

Approval to table the Minutes from last meeting (**Action**)

Offered By:	PRES	Seconded by:	SCIENCE
All in Favor	6	Opposed	
		Abstained	0
Motion: PASSED			

Approval of Agenda (**Action**) voice vote

Offered By:		Seconded by:	
Approve Items as listed on Agenda			
All in Favor		Opposed	
		Abstained	0
Motion: PASSED			

Open Forum

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Action Items

OREP: Open House Space Approval and 3-Year Priority Reservation of BSC Space (**Action**)

Offered By:	PRES	Seconded by:	SCIENCE
Approval of Action Item			
All in Favor	5	Opposed	
		Abstained	0
Motion: PASSED			

Discussion Items

Esports Space

<p>PRES: what is your idea of utilizing computers? Is it a matter of having secure steam logins? Or a preselection of games on each pc. ANS: there is a program which allows you to access all games and platforms JASMINE: what space were you looking to use? ANS: up to you, whatever space is available in the bsc or bric</p>
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PRES: Vic, do we have realistic space we could adapt for a e-sports lounge that wouldn't negatively impact asi departments

VIC: we used to have a tv lounge, but it wasn't big enough, to put it out on the floor of the games room requires more security and technical difficulties. Not much open space in the bsc. Experiencing taking a meeting room offline, repurposing other rooms. Not really an open space that can be converted into a gaming lounge.

PRO t: how much would it cost for each gaming piece?

ANS: not sure, IT department paid for it at Fullerton

SCIENCE: for reference, a midrange for a PC is 1300-1700.

JASMINE: if we aren't able to have a space rented out every day, are you open to a certain day of reserving a space?

VIC: one issue storage for those, constantly being set up and taken down, needs to be more of a static space, other vendors have had a cut out area, high price point, contract for repairs.

What is the typical life expectancy of a gaming pc? How long would we need to replace the pcs. Be mindful of cost for upkeep, managing, etc.

ANS: in Fullerton they used daily wear, and it replaces it 3-4 years. The graphics card makes the pc's run so they would change it out

SCIENCE: in the college of science, we have a computer lab with machines, possibly reach out to those vendors.

New presentation

VIC: you mentioned gaming peripherals what are they

ANS: everything surrounding the gaming area

PRO T: for frag fest how were you able to host it? For the people present in person how did you operate?

ANS: we operate in the business building and having the largest facilities for the largest titles. Put typical arcade fighting style games in the biggest rooms. We operate with pixio and they make gaming monitors, at the last event we had 30, 10 per station. During the event we had pop up banners and fliers that involved the product being showcased.

PRO T: you rent them without paying a price?

ANS: yes we operate on a tight budget. The first iteration of the frag fest was 2018. Built up a connection with these vendors.

Discussion

PRES: point of clarification do we have enough time for the rest of the discussion items?

ANS: yes

PRES: those numbers alone for having almost 500 people are really good. Accomplishes the goal of student engagement really well. If they're consistently meeting those numbers every semester we should really consider this and making a space available to them. Not sure what it would look like possibly convert a space in the games room into a cubby.

PRO T: agree, they're making it work, if we're able to we should. Just a matter of how it will fit into our spaces, we need staff, attendants, relations with tech brands.

SCIENCE: what would be a realistic space and turnaround time regardless of how big it is

VIC: nothing could happen this semester possibly in the next fiscal year. The hub I saw was it's own space at up which we could put in the middle of the games room, hard part is data and power. In it's own room it would take more discussion to repurpose a meeting room. Working with IT has more restrictive policies and procedures, understanding Gen G. not sure if our campus IT would be supportive of that. Could be prioritized as a capitol project.

PRO T: we don't have anything to support it right now, wont happen right away.
 RSA: having an e sports room that's open to the public but also reservable is good. Finding where and how to do it.

Feedback on Recommended ASI Facility Enhancements

VIC: Working with a group on a feasibility study on the bsc. See if they could explore a gaming lab and get it integrated. Feedback?
 PRES: heard something about the old beat office being repurposed and re opened?
 VIC: we are close to having final drawings of the final exterior. Water pools in front of the doors and drips into the beat office. We don't know what it'll look like
 PRES: if beat is able to move back into their office, their old space could become an e-sports lounge, not in the same layout they're hoping for but enough.
 SCIENCE: definitely do that
 PRO T: talk logistics abut this
 SCIENCE: sleeping pods we need somewhere on campus to sleep since we are heavily commuters.
 PRES: can we have the food places open longer? Many students are frustrated they close early on Fridays.
 VIC: an enterprises thing but we can reach out to them about it. They're looking to extend certain hours in the building.

ASI Facility Operating Hours 2025-2026

Insert proposed calendar
 VIC: Major change explores additional closure dates in January when the facility is extra slow and the week after finals before the holiday closures.
 PRO T: not many students will be using the spaces
 SCIENCE: agree
 PRES: concur
 JASMINE: agree
 PRO T: suspend roberts rules to move it into action item if we are in agreement.
 VIC: does not need to be approved, it's simply a discussion item.

Informational Items

General (Information)

a. Next meeting Feb. 21st!

Meeting Adjournment (Action)

Offered By:	PRES	Seconded by:	SCIENCE			
Meeting Adjournment						
All in Favor	5	Opposed	0	Abstained	0	Motion: PASSED

Adjournment by: Chair, Pro-Tempore– Anissa Patel @ 12:50 pm

GUEST OF THE GALLERY

1. Amy Tjeltveit
2. Janet Castro
3. Rachel
4. Jonathan Day
5. Collins Dang
6. Nicholas Yalda
7. Roman Lopez