

113TH CONGRESS
1ST SESSION

S. 134

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

IN THE SENATE OF THE UNITED STATES

JANUARY 24 (legislative day, JANUARY 3), 2013

Mr. ROCKEFELLER (for himself, Mr. BLUMENTHAL, Mr. COBURN, Mr. JOHANNIS, and Mr. HELLER) introduced the following bill; which was read twice and referred to the Committee on Commerce, Science, and Transportation

A BILL

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

1 *Be it enacted by the Senate and House of Representa-*
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Violent Content Re-
5 search Act of 2013”.

6 **SEC. 2. STUDY; NATIONAL ACADEMY OF SCIENCES.**

7 (a) IN GENERAL.—Not later than 30 days after the
8 date of enactment of this Act, the Federal Trade Commis-
9 sion, the Federal Communications Commission, and the

1 Department of Health and Human Services, jointly, shall
2 undertake to enter into appropriate arrangements with the
3 National Academy of Sciences to conduct a comprehensive
4 study and investigation of—

5 (1) whether there is a connection between expo-
6 sure to violent video games and harmful effects on
7 children; and

8 (2) whether there is a connection between expo-
9 sure to violent video programming and harmful ef-
10 fects on children.

11 (b) CONTENTS OF STUDY AND INVESTIGATION.—

12 (1) VIOLENT VIDEO GAMES.—The study and in-
13 vestigation under subsection (a) shall include—

14 (A) whether the exposure listed under sub-
15 section (a)(1)—

16 (i) causes children to act aggressively
17 or causes other measurable harm to chil-
18 dren;

19 (ii) has a disproportionately harmful
20 effect on children already prone to aggres-
21 sive behavior or on other identifiable
22 groups of children; and

23 (iii) has a harmful effect that is dis-
24 tinguishable from any negative effects pro-
25 duced by other types of media;

1 (B) whether any harm identified under
2 subparagraph (A)(i) has a direct and long-last-
3 ing impact on a child's well-being; and

4 (C) whether current or emerging charac-
5 teristics of video games have a unique impact
6 on children, considering in particular video
7 games' interactive nature and the extraor-
8 dinarily personal and vivid way violence might
9 be portrayed in such video games.

10 (2) VIOLENT VIDEO PROGRAMMING.—The study
11 and investigation under subsection (a) shall in-
12 clude—

13 (A) whether the exposure listed under sub-
14 section (a)(2)—

15 (i) causes children to act aggressively
16 or causes other measurable harm to chil-
17 dren;

18 (ii) has a disproportionately harmful
19 effect on children already prone to aggres-
20 sive behavior or on other identifiable
21 groups of children; and

22 (iii) has a harmful effect that is dis-
23 tinguishable from any negative effects pro-
24 duced by other types of media; and

1 (B) whether any harm identified under
2 subparagraph (A)(i) has a direct and long-last-
3 ing impact on a child’s well-being.

4 (3) FUTURE RESEARCH.—The study and inves-
5 tigation under subsection (a) shall identify gaps in
6 the current state of research which, if closed, could
7 provide additional information regarding any causal
8 connection—

9 (A) between exposure to violent video
10 games and behavior; and

11 (B) between exposure to violent video pro-
12 gramming and behavior.

13 (c) REPORT.—In entering into any arrangements
14 with the National Academy of Sciences for conducting the
15 study and investigation under this section, the Federal
16 Trade Commission, the Federal Communications Commis-
17 sion, and the Department of Health and Human Services
18 shall request the National Academy of Sciences to submit,
19 not later than 15 months after the date on which such
20 arrangements are completed, a report on the results of the
21 study and investigation to—

22 (1) Congress;

23 (2) the Federal Trade Commission;

24 (3) the Federal Communications Commission;

25 and

1 (4) the Department of Health and Human
2 Services.

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