H. R. 231

To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

IN THE HOUSE OF REPRESENTATIVES
JANUARY 7, 2009

Mr. BACA (for himself and Mr. WOLF) introduced the following bill; which was referred to the Committee on Energy and Commerce

A BILL
To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

Be it enacted by the Senate and House of Representatives of the United States of America in Congress assembled,

SECTION 1. CONSUMER PRODUCT SAFETY COMMISSION REGULATION.

(a) Regulation.—Not later than 180 days after the date of enactment of this Act, the Consumer Product Safety Commission shall promulgate regulations to require the warning label described in subsection (b) to be placed on the packaging of any video game that is rated T (Teen) or higher by the Electronics Software Ratings Board.
(b) WARNING LABEL CONTENT.—The warning label required under a regulation issued under subsection (a) shall be placed in a clear and conspicuous location on the packaging of the applicable video game and shall state: “WARNING: Excessive exposure to violent video games and other violent media has been linked to aggressive behavior.”.

(c) VIDEO GAME DEFINED.—As used in this Act the term “video game” means any product, whether distributed electronically or through a tangible device, consisting of data, programs routines, instructions, applications, symbolic languages, or similar electronic information (collectively referred to as “software”) that controls the operation of a computer or telecommunication device and that enables a user to interact with a computer controlled virtual environment for entertainment purposes.