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