

SENATE BILL No. 333

DIGEST OF INTRODUCED BILL

Citations Affected: Noncode.

Synopsis: Loot boxes and video games as gambling. Requires the attorney general to: (1) study certain issues concerning the use of loot boxes in video games; (2) make a recommendation whether loot boxes should be regulated as gaming in Indiana; and (3) report the result of the study and recommendation to a study committee. Urges the legislative council to assign to the appropriate committee a study of predatory gambling in video games.

Effective: Upon passage.

Grooms, Ford

January 10, 2018, read first time and referred to Committee on Public Policy.



PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in **this style type**, and deletions will appear in ~~this style type~~.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2017 Regular Session of the General Assembly.

SENATE BILL No. 333

A BILL FOR AN ACT concerning gaming.

Be it enacted by the General Assembly of the State of Indiana:

- 1 SECTION 1. [EFFECTIVE UPON PASSAGE] (a) **As used in this**
- 2 **SECTION, "attorney general" refers to the office of the attorney**
- 3 **general created by IC 4-6-1-2.**
- 4 (b) **As used in this SECTION, "loot box" means a virtual item**
- 5 **that can be redeemed to receive other virtual items within a video**
- 6 **game.**
- 7 (c) **The attorney general shall:**
- 8 (1) **conduct a study to determine if loot boxes in video games:**
- 9 (A) **are predatory;**
- 10 (B) **prey on children; and**
- 11 (C) **are gambling under IC 35-45-5; and**
- 12 (2) **make a recommendation whether loot boxes should be**
- 13 **regulated as gaming in Indiana.**
- 14 (d) **The attorney general shall:**
- 15 (1) **report the results of the study described in subsection**
- 16 **(c)(1); and**
- 17 (2) **submit the recommendation described in subsection (c)(2);**
- 18 **by October 1, 2018, to the study committee assigned to study**



1 predatory gambling in video games, as described in SECTION 2 of
2 this act.
3 (e) This SECTION expires December 31, 2018.
4 SECTION 2. [EFFECTIVE UPON PASSAGE] (a) As used in this
5 SECTION, "legislative council" refers to the legislative council
6 created by IC 2-5-1.1-1.
7 (b) As used in this SECTION, "study committee" means either
8 of the following:
9 (1) A statutory committee established under IC 2-5.
10 (2) An interim study committee.
11 (c) The legislative council is urged to assign to the appropriate
12 study committee the task of studying predatory gambling in video
13 games.
14 (d) If an appropriate study committee is assigned the topic
15 described in subsection (c), the study committee shall issue to the
16 legislative council a final report containing the study committee's
17 findings and recommendations, including any recommended
18 legislation concerning the topic, in an electronic format under
19 IC 5-14-6, not later than November 1, 2018.
20 (e) This SECTION expires December 31, 2018.
21 SECTION 3. An emergency is declared for this act.

