

111TH CONGRESS
1ST SESSION

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.

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. CONSUMER PRODUCT SAFETY COMMISSION**

4 **REGULATION.**

5 (a) **REGULATION.**—Not later than 180 days after the
6 date of enactment of this Act, the Consumer Product
7 Safety Commission shall promulgate regulations to require
8 the warning label described in subsection (b) to be placed
9 on the packaging of any video game that is rated T (Teen)
10 or higher by the Electronics Software Ratings Board.

1 (b) WARNING LABEL CONTENT.—The warning label
2 required under a regulation issued under subsection (a)
3 shall be placed in a clear and conspicuous location on the
4 packaging of the applicable video game and shall state:
5 “WARNING: Excessive exposure to violent video games
6 and other violent media has been linked to aggressive be-
7 havior.”.

8 (c) VIDEO GAME DEFINED.—As used in this Act the
9 term “video game” means any product, whether distrib-
10 uted electronically or through a tangible device, consisting
11 of data, programs routines, instructions, applications,
12 symbolic languages, or similar electronic information (col-
13 lectively referred to as “software”) that controls the oper-
14 ation of a computer or telecommunication device and that
15 enables a user to interact with a computer controlled vir-
16 tual environment for entertainment purposes.

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