

State of Vermont

House of Representatives



Montpelier, Vermont

House Resolution

H.R. 23

House resolution requesting the Executive Branch to use available funds to examine the connection between excessive video game playing and the propensity to engage in gun violence and to propose restrictions on the rental or sale of violent video games to persons under a designated age for legislative consideration during the 2019 session of the General Assembly

Offered by: Representatives Gage of Rutland City, Bancroft of Westford, Baser of Bristol, Batchelor of Derby, Beck of St. Johnsbury, Bissonnette of Winooski, Brennan of Colchester, Briglin of Thetford, Browning of Arlington, Burditt of West Rutland, Canfield of Fair Haven, Carr of Brandon, Chesnut-Tangerman of Middletown Springs, Christensen of Weathersfield, Christie of Hartford, Colburn of Burlington, Copeland-Hanzas of Bradford, Cupoli of Rutland City, Dakin of Colchester, Devereux of Mount Holly, Dickinson of St. Albans Town, Donahue of Northfield, Dunn of Essex, Fagan of Rutland City, Feltus of Lyndon, Forguites of Springfield, Frenier of Chelsea, Gamache of Swanton, Gannon of Wilmington, Grad of Moretown, Graham of Williamstown, Harrison of Chittenden, Hebert of Vernon, Helm of Fair Haven, Higley of Lowell, Hooper of Montpelier, Hooper of Randolph, Houghton of Essex, Howard of Rutland City, Jickling of Randolph, LaClair of Barre Town, LaLonde of South Burlington, Lawrence of Lyndon, Lefebvre of Newark, Lewis of Berlin, Lippert of Hinesburg, Lucke of Hartford, Macaig of Williston, Marcotte of Coventry, Martel of Waterford, Masland of Thetford, McCormack of Burlington, McCullough of Williston, McFaun of Barre Town, Miller of Shaftsbury, Morris of Bennington, Morrissey of Bennington, Mrowicki of Putney, Myers of Essex, Nolan of Morristown, Norris of Shoreham, O'Sullivan of Burlington, Pearce of Richford, Potter of Clarendon, Rosenquist of Georgia, Savage of Swanton, Scheuermann of Stowe, Sharpe of Bristol, Shaw of Pittsford, Sibia of Dover, Smith of Derby, Smith of New Haven, Strong of Albany, Stuart of Brattleboro, Sullivan of Dorset, Terenzini of Rutland Town, Till of Jericho, Toll of Danville, Townsend of South Burlington, Troiano of Stannard, Turner of Milton, Van Wyck of Ferrisburgh, Viens of Newport City, Walz of Barre City, Willhoit of St. Johnsbury, Wood of Waterbury, Wright of Burlington, Yacovone of Morristown, and Yantachka of Charlotte

Whereas, video games have advanced technologically and can now convey images and action sequences with a sharp realism that was not previously possible, and

Whereas, some video games now portray crude and grotesque forms of violence in a favorable light, and

Whereas, former West Point psychology professor, Lt. Col. (Ret.) Dave Grossman, has detailed the negative impact of violent video game playing on some youth in his book, *Assassination Generation: Video Games, Aggression, and the Psychology of Killing*, and

Whereas, he provides graphic depictions of violent stories presented in video games, as well as information on scientific studies assessing the causal link between addictive viewing of video games and the perpetration of real-world violent acts, and

Whereas, in 2014, the Society for the Psychological Study of Social Issues released a statement that “Media violence is an important causal risk factor for increased aggression and violence in both the short- and long-term,” and

Whereas, in 2015, American Psychological Association experts stated that “scientific research has demonstrated an association between violent video game use and both increases in aggressive behavior...and decreases in prosocial behavior, empathy, and moral engagement,” and

Whereas, with the increased attention to gun-related violence in our nation’s schools, restricting the access of young persons to the most violent video games should be a public policy priority, now therefore be it

Resolved by the House of Representatives:

That this legislative body requests the Executive Branch to use available funds to examine the connection between excessive video game playing and the propensity to engage in gun violence and to propose restrictions on the rental or sale of violent video games to persons under a designated age for legislative consideration during the 2019 session of the General Assembly, and be it further

Resolved: That the Clerk of the House be directed to send a copy of this resolution to Governor Philip Scott.