

**[STAFF DISCUSSION DRAFT]**

DECEMBER 17, 2012

112<sup>TH</sup> CONGRESS  
2<sup>D</sup> SESSION

**S.** \_\_\_\_\_

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

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IN THE SENATE OF THE UNITED STATES

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\_\_\_\_\_ introduced the following bill; which was read twice and referred to the Committee on \_\_\_\_\_

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**A BILL**

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

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. STUDY; NATIONAL ACADEMY OF SCIENCES.**

4 (a) IN GENERAL.—Not later than 30 days after the  
5 date of enactment of this Act, the Federal Trade Commis-  
6 sion and Federal Communications Commission, jointly,  
7 shall undertake to enter into appropriate arrangements

1 with the National Academy of Sciences to conduct a com-  
2 prehensive study and investigation of—

3 (1) whether there is a connection between expo-  
4 sure to violent video games and harmful effects on  
5 children; and

6 (2) whether there is a connection between expo-  
7 sure to violent video programming and harmful ef-  
8 fects on children.

9 (b) CONTENTS OF STUDY AND INVESTIGATION.—

10 (1) VIOLENT VIDEO GAMES.—The study and in-  
11 vestigation under subsection (a) shall include—

12 (A) whether the exposure listed under sub-  
13 section (a)(1)—

14 (i) causes children to act aggressively  
15 or causes other measurable cognitive harm  
16 to children;

17 (ii) has a disproportionately harmful  
18 effect on children already prone to aggres-  
19 sive behavior; and

20 (iii) has a harmful effect that is dis-  
21 tinguishable from any negative effects pro-  
22 duced by other types of media;

23 (B) whether any harm identified under  
24 subparagraph (A)(i) has a direct and long-last-  
25 ing impact on a child's well-being; and

1           (C) whether current or emerging charac-  
2           teristics of video games have a unique impact  
3           on children, considering in particular video  
4           games' interactive nature and the extraor-  
5           dinarly personal and vivid way violence might  
6           be portrayed in such video games.

7           (2) VIOLENT VIDEO PROGRAMMING.—The study  
8           and investigation under subsection (a) shall in-  
9           clude—

10           (A) whether the exposure listed under sub-  
11           section (a)(2)—

12           (i) causes children to act aggressively  
13           or causes other measurable cognitive harm  
14           to children;

15           (ii) has a disproportionately harmful  
16           effect on children already prone to aggres-  
17           sive behavior; and

18           (iii) has a harmful effect that is dis-  
19           tinguishable from any negative effects pro-  
20           duced by other types of media; and

21           (B) whether any harm identified under  
22           subparagraph (A)(i) has a direct and long-last-  
23           ing impact on a child's well-being.

24           (c) REPORT.—In entering into any arrangements  
25           with the National Academy of Sciences for conducting the

1 study and investigation under this section, the Federal  
2 Trade Commission and Federal Communications Commis-  
3 sion shall request the National Academy of Sciences to  
4 submit, not later than 18 months after the date on which  
5 such arrangements are completed, to Congress and the  
6 Federal Trade Commission and Federal Communications  
7 Commission a report on the results of the study and inves-  
8 tigation.