

AMENDMENT NO. _____ Calendar No. _____

Purpose: In the nature of a substitute.

IN THE SENATE OF THE UNITED STATES—113th Cong., 1st Sess.

S. 134

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

Referred to the Committee on _____ and ordered to be printed

Ordered to lie on the table and to be printed

AMENDMENT IN THE NATURE OF A SUBSTITUTE intended to be proposed by Mr. ROCKEFELLER

Viz:

1 Strike all after the enacting clause and insert the fol-
2 lowing:

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Violent Content Re-
5 search Act of 2013”.

6 **SEC. 2. STUDY; NATIONAL ACADEMY OF SCIENCES.**

7 (a) IN GENERAL.—Not later than 30 days after the
8 date of enactment of this Act, the Federal Trade Commis-
9 sion, the Federal Communications Commission, and the
10 Department of Health and Human Services, jointly, shall
11 undertake to enter into appropriate arrangements with the

1 National Academy of Sciences to conduct a comprehensive
2 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 that is distinguishable from the effects of
6 any other factors; and

7 (2) whether there is a connection between expo-
8 sure to violent video programming and harmful ef-
9 fects on children that is distinguishable from the ef-
10 fects of any other factors.

11 (b) CONTENTS OF STUDY AND INVESTIGATION.—

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

14 (A) whether the exposure listed under sub-
15 section (a)(1)—

16 (i) causes children to act aggressively
17 or causes other measurable harm to chil-
18 dren;

19 (ii) has a disproportionately harmful
20 effect on the behavior of children already
21 prone to aggression or on the behavior of
22 other identifiable groups of children; and

23 (iii) has a harmful effect on children's
24 behavior that is distinguishable from any

1 negative effects produced by other types of
2 media;

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

6 (C) whether current or emerging charac-
7 teristics of violent video games have a uniquely
8 harmful effect on the behavior of children, con-
9 sidering in particular such games' concretely
10 interactive nature.

11 (2) VIOLENT VIDEO PROGRAMMING.—The study
12 and investigation under subsection (a) shall in-
13 clude—

14 (A) whether the exposure listed under sub-
15 section (a)(2)—

16 (i) causes children to act aggressively
17 or causes other measurable harm to chil-
18 dren;

19 (ii) has a disproportionately harmful
20 effect on the behavior of children already
21 prone to aggression or on the behavior of
22 other identifiable groups of children; and

23 (iii) has a harmful effect on children's
24 behavior that is distinguishable from any

1 negative effects produced by other types of
2 media; and

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

6 (3) FUTURE RESEARCH.—The study and inves-
7 tigation under subsection (a) shall identify gaps in
8 the current state of research which, if closed, could
9 provide information regarding any causal connec-
10 tion—

11 (A) between exposure to violent video
12 games and harmful effects on children's behav-
13 ior; and

14 (B) between exposure to violent video pro-
15 gramming and harmful effects on children's be-
16 havior.

17 (c) REPORT.—In entering into any arrangements
18 with the National Academy of Sciences for conducting the
19 study and investigation under this section, the Federal
20 Trade Commission, the Federal Communications Commis-
21 sion, and the Department of Health and Human Services
22 shall request the National Academy of Sciences to submit,
23 not later than 15 months after the date on which such
24 arrangements are completed, a report on the results of the
25 study and investigation to—

- 1 (1) Congress;
- 2 (2) the Federal Trade Commission;
- 3 (3) the Federal Communications Commission;
- 4 and
- 5 (4) the Department of Health and Human
- 6 Services.