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House of Representatives
COMMONWEALTH OF PENNSYLVANIA
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MEMORANDUM

TO: All House Members and Legislative Assistants
FROM: Representative J.P. Miranda
DATE: February 11, 2014
SUBJECT: Video Game Production Tax Credit

In the near future, I intend to introduce legislation that would amend the Tax Reform Code of 1971 to establish a Video Game Production Tax Credit in Pennsylvania. This legislation is a companion bill to Senator Daylin Leach's SB 214, which he introduced during the 2013-2014 Legislative Session and modeled after the successful Film Production Tax Credit.

The video game industry has been steadily growing for more than 30 years and recent innovations in everything from video game consoles to computers and mobile phones have expanded the audience of the typical "gamer" to its largest audience ever. As Senator Leach noted, the second highest gaming demographic is now women between the ages of 35 and 55.

Schools around the country are adding video game development programs and Pennsylvania is home to three of the best programs in the country, including Carnegie Mellon University, Drexel University, and the University of Pennsylvania. These graduates are leaving Pennsylvania to find jobs in other states that have already embraced the industry. This legislation would offer tax incentives for studios that move to or start up in the Commonwealth and help Pennsylvania compete with other states – like Connecticut, Georgia, and Massachusetts – that are implementing incentives.

Please join me in supporting this legislation to help grow Pennsylvania's economy and create jobs for our graduates, keeping them in the state.