
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE RESOLUTION

No. 94

Session of
2007

INTRODUCED BY WATERS, BISHOP, BLACKWELL, FREEMAN, GIBBONS,
HERSHEY, JAMES, KIRKLAND, MELIO, MYERS, PALLONE, READSHAW,
STABACK, STERN, WALKO, YOUNGBLOOD AND SIPTROTH, MARCH 6, 2007

REFERRED TO COMMITTEE ON CHILDREN AND YOUTH, MARCH 6, 2007

A RESOLUTION

1 Directing the House Children and Youth Committee to investigate
2 the effects of violent interactive video games on the
3 children of this Commonwealth.

4 WHEREAS, Within the last ten years the video game market,
5 particularly the use of home video game systems, has exploded
6 throughout this Commonwealth and the nation; and

7 WHEREAS, Video games are available to children not only at
8 traditional places of business specializing in amusement but
9 also through a variety of retail outlets and magazine sales for
10 home use and by communication on the Internet; and

11 WHEREAS, Improvements to the picture, speed and resolution of
12 the new age of video games have made the depiction of
13 characters, places and events contained in the games amazingly
14 realistic; and

15 WHEREAS, Some, but not all, video games contain graphic and
16 repeated scenes of violence which include decapitation,
17 bloodshed, dismemberment, killing and death by the use of lethal
18 weapons or hand-to-hand combat; and

1 WHEREAS, The General Assembly recognizes that violent crime
2 is a serious and persistent problem in our society, especially
3 among our youth; and

4 WHEREAS, The General Assembly further recognizes that, as
5 confirmed by current scientific data, the repeated exposure to
6 graphic violence and participation in violent interactive games
7 may contribute to violent behavior by our youth and desensitizes
8 them to acts of violence; and

9 WHEREAS, Information regarding the content of graphic
10 violence in movies and television programs as well as the lyrics
11 of music is provided to consumers and parents so that they may
12 make choices concerning the depiction of violence and whether
13 they elect to have their children exposed to violent content;
14 therefore be it

15 RESOLVED, That the Speaker of the House of Representatives
16 direct the House Children and Youth Committee to investigate the
17 effects of violent interactive video games on the children of
18 this Commonwealth; and be it further

19 RESOLVED, That the committee be authorized to hold hearings,
20 take testimony and make its investigations at such places as it
21 deems necessary in this Commonwealth; and be it further

22 RESOLVED, That the committee be authorized to issue subpoenas
23 under the hand and seal of its chairman commanding any person to
24 appear before the committee and to answer questions touching
25 matters properly being inquired into by the committee and to
26 produce such books, papers, records and documents as the
27 committee deems necessary; and be it further

28 RESOLVED, That subpoenas be servable upon any person and have
29 the same effect as subpoenas issued out of the courts of this
30 Commonwealth and that any person that willfully neglects or

1 refuses to testify before the committee or to produce any books,
2 papers, records or documents be subject to the penalties
3 provided by the laws of this Commonwealth in such cases; and be
4 it further

5 RESOLVED, That each member of the committee have power to
6 administer oaths and affirmations to witnesses appearing before
7 the committee; and be it further

8 RESOLVED, That the committee report to the House of
9 Representatives on its activities, findings and recommendations
10 within 180 days of the adoption of this resolution.