

SHB 1009 - H AMD 219

By Representative DeBolt

FAILED 03/18/2003

1 Strike everything after the enacting clause and insert the
2 following:

3 "NEW SECTION. **Sec. 1.** The legislature finds that the
4 entertainment software industry's computer and video game rating and
5 content descriptor system reflect that some computer and video games
6 are suitable only for adults due to graphic depictions of sex,
7 violence, and/or language. Federal government reports indicate that
8 parents are involved in over eighty percent of the purchase decisions
9 for video games. The legislature encourages parents to utilize the
10 rating system, and also encourages the entertainment software industry
11 to develop strategies aimed at educating retailers regarding the sale
12 of computer and video games with content intended for consumers who are
13 eighteen or older only to age-appropriate consumers.

14 NEW SECTION. **Sec. 2.** (1) The superintendent of public instruction
15 shall convene a working group to design an education effort to be
16 directed at parents and retailers of video and computer games within
17 the state of Washington regarding the entertainment software rating
18 board (ESRB) rating system in order to prevent the sale or rental of
19 "M" rated games to persons under the age of seventeen.

20 (2) The superintendent of public instruction or the
21 superintendent's designee shall chair the working group and the
22 superintendent shall request representatives from the following groups
23 to participate in the working group: Companies that design or develop
24 video or computer games; retailers who sell video or computer games;
25 video and computer game industry associations; and any other directly
26 interested parties. Two members of the senate, one appointed by the
27 majority leader and one appointed by the minority leader and two

1 members of the house of representatives, one appointed by the speaker
2 of the house of representatives and one appointed by the minority
3 leader shall be members of the working group.

4 (3) The working group shall focus on making the following
5 assessments:

6 (a) Work with the computer and video game industry and local and
7 state governments to assess what successful strategies have been
8 implemented to prevent the sale or rental of "M" rated games to persons
9 under the age of seventeen;

10 (b) Determine and assess strategies that have been effective in
11 educating retailers who sell video or computer games about the ESRB
12 rating system; and

13 (c) Assess how government can best educate parents about the ESRB
14 rating system.

15 (4) The working group shall develop recommendations for an
16 education effort to be directed at parents and retailers of video and
17 computer games within the state of Washington aimed at preventing the
18 sale or rental of "M" rated games to persons under the age of
19 seventeen. The working group shall deliver its recommendations in a
20 report to the relevant committees of the legislature by December 1,
21 2003."

22 Correct the title.

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