

111TH CONGRESS
2D SESSION

S. RES. 623

Commending the encouragement of interest in science, technology, engineering, and mathematics by the entertainment industry, and for other purposes.

IN THE SENATE OF THE UNITED STATES

SEPTEMBER 15, 2010

Mr. KAUFMAN (for himself, Mrs. FEINSTEIN, and Mrs. BOXER) submitted the following resolution; which was referred to the Committee on Commerce, Science, and Transportation

RESOLUTION

Commending the encouragement of interest in science, technology, engineering, and mathematics by the entertainment industry, and for other purposes.

Whereas science, technology, engineering, and mathematics (referred to in this preamble as “STEM”) are vital fields of increasing importance in driving the economic engine of the United States;

Whereas STEM-educated graduates have and will continue to play critical roles in helping to develop clean energy technologies, to find life-saving cures for diseases, to solve security challenges, and to discover new solutions for deteriorating transportation and infrastructure;

Whereas through 2018, STEM occupations are projected to provide 2,800,000 job openings;

Whereas over 90 percent of STEM occupations require at least some postsecondary education;

Whereas students across the country, especially young women and underrepresented minorities, need greater understanding and appreciation of STEM careers, and access to quality STEM opportunities;

Whereas the entertainment industry of the United States, comprised of movies, television, theater, radio, DVDs, video games, as well as other video and audio recordings and means of communications, has an extraordinary ability to reach the people of the United States, especially young people;

Whereas the entertainment industry has begun to make significant investments in support of STEM education; and

Whereas, for example, the Entertainment Industries Council has developed the Ready on the S.E.T. and . . . Action! initiative to elevate the importance of science, engineering, and technology in national entertainment and news productions by connecting STEM experts, companies, and organizations with the entertainment industry in order to disseminate accurate information about STEM professionals and careers, and producing the first-ever S.E.T. Awards Show this year to award accurate and impactful portrayals of STEM in movies, television series, radio and television news programs, and print and online journalism: Now, therefore, be it

1 *Resolved*, That the Senate—

2 (1) commends the effective use of the substan-
3 tial influence and resources of the entertainment in-

1 industry of the United States, by those members of
2 the entertainment industry, such as the Entertain-
3 ment Industries Council, who are working to encour-
4 age interest in the fields of science, technology, engi-
5 neering, and mathematics; and

6 (2) urges the entertainment industry to con-
7 tinue to use the creative talent, skills, and audience-
8 reach at its disposal to communicate the importance
9 of science, technology, engineering, and mathe-
10 matics.

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