

**Calendar No. 262**113TH CONGRESS  
1ST SESSION**S. 134****[Report No. 113-126]**

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

---

## IN THE SENATE OF THE UNITED STATES

JANUARY 24 (legislative day, JANUARY 3), 2013

Mr. ROCKEFELLER (for himself, Mr. BLUMENTHAL, Mr. COBURN, Mr. JOHANNIS, Mr. HELLER, Ms. KLOBUCHAR, and Mr. PRYOR) introduced the following bill; which was read twice and referred to the Committee on Commerce, Science, and Transportation

DECEMBER 17, 2013

Reported by Mr. ROCKEFELLER, with an amendment

[Strike out all after the enacting clause and insert the part printed in *italic*]**A BILL**

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

1 *Be it enacted by the Senate and House of Representa-*  
2 *tives of the United States of America in Congress assembled,*

1 **SECTION 1. SHORT TITLE.**

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

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

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

12 (1) whether there is a connection between expo-  
13 sure to violent video games and harmful effects on  
14 children; and

15 (2) whether there is a connection between expo-  
16 sure to violent video programming and harmful ef-  
17 fects on children.

18 (b) **CONTENTS OF STUDY AND INVESTIGATION.**—

19 (1) **VIOLENT VIDEO GAMES.**—The study and in-  
20 vestigation under subsection (a) shall include—

21 (A) whether the exposure listed under sub-  
22 section (a)(1)—

23 (i) causes children to act aggressively  
24 or causes other measurable harm to chil-  
25 dren;

1           (ii) has a disproportionately harmful  
2 effect on children already prone to aggres-  
3 sive behavior or on other identifiable  
4 groups of children; and

5           (iii) has a harmful effect that is dis-  
6 tinguishable from any negative effects pro-  
7 duced by other types of media;

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

11           (C) whether current or emerging charac-  
12 teristics of video games have a unique impact  
13 on children, considering in particular video  
14 games' interactive nature and the extraor-  
15 dinary personal and vivid way violence might  
16 be portrayed in such video games.

17           (2) VIOLENT VIDEO PROGRAMMING.—The study  
18 and investigation under subsection (a) shall in-  
19 clude—

20           (A) whether the exposure listed under sub-  
21 section (a)(2)—

22           (i) causes children to act aggressively  
23 or causes other measurable harm to chil-  
24 dren;

1           (ii) has a disproportionately harmful  
2           effect on children already prone to aggres-  
3           sive behavior or on other identifiable  
4           groups of children; and

5           (iii) has a harmful effect that is dis-  
6           tinguishable from any negative effects pro-  
7           duced by other types of media; and

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

11          (3) FUTURE RESEARCH.—The study and inves-  
12          tigation under subsection (a) shall identify gaps in  
13          the current state of research which, if closed, could  
14          provide additional information regarding any causal  
15          connection—

16                (A) between exposure to violent video  
17                games and behavior; and

18                (B) between exposure to violent video pro-  
19                gramming and behavior.

20          (e) REPORT.—In entering into any arrangements  
21          with the National Academy of Sciences for conducting the  
22          study and investigation under this section, the Federal  
23          Trade Commission, the Federal Communications Commis-  
24          sion, and the Department of Health and Human Services  
25          shall request the National Academy of Sciences to submit,

1 not later than 15 months after the date on which such  
2 arrangements are completed, a report on the results of the  
3 study and investigation to—

4 (1) Congress;

5 (2) the Federal Trade Commission;

6 (3) the Federal Communications Commission;

7 and

8 (4) the Department of Health and Human  
9 Services.

10 **SECTION 1. SHORT TITLE.**

11 *This Act may be cited as the “Violent Content Research*  
12 *Act of 2013”.*

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

14 (a) *IN GENERAL.*—Not later than 30 days after the  
15 date of enactment of this Act, the Federal Trade Commis-  
16 sion, the Federal Communications Commission, and the De-  
17 partment of Health and Human Services, jointly, shall un-  
18 dertake to enter into appropriate arrangements with the  
19 National Academy of Sciences to conduct a comprehensive  
20 study and investigation of—

21 (1) *whether there is a connection between expo-*  
22 *sure to violent video games and harmful effects on*  
23 *children that is distinguishable from the effects of any*  
24 *other factors; and*

1           (2) *whether there is a connection between expo-*  
2           *sure to violent video programming and harmful ef-*  
3           *fects on children that is distinguishable from the ef-*  
4           *fects of any other factors.*

5           (b) *CONTENTS OF STUDY AND INVESTIGATION.—*

6           (1) *VIOLENT VIDEO GAMES.—The study and in-*  
7           *vestigation under subsection (a) shall include—*

8           (A) *whether the exposure listed under sub-*  
9           *section (a)(1)—*

10           (i) *causes children to act aggressively*  
11           *or causes other measurable harm to chil-*  
12           *dren;*

13           (ii) *has a disproportionately harmful*  
14           *effect on the behavior of children already*  
15           *prone to aggression or on the behavior of*  
16           *other identifiable groups of children; and*

17           (iii) *has a harmful effect on children's*  
18           *behavior that is distinguishable from any*  
19           *negative effects produced by other types of*  
20           *media;*

21           (B) *whether any harm identified under sub-*  
22           *paragraph (A)(i) has a direct and long-lasting*  
23           *impact on a child's well-being; and*

24           (C) *whether current or emerging character-*  
25           *istics of violent video games have a uniquely*

1           *harmful effect on the behavior of children, con-*  
2           *sidering in particular such games' concretely*  
3           *interactive nature.*

4           (2) *VIOLENT VIDEO PROGRAMMING.*—*The study*  
5           *and investigation under subsection (a) shall in-*  
6           *clude—*

7                   (A) *whether the exposure listed under sub-*  
8                   *section (a)(2)—*

9                           (i) *causes children to act aggressively*  
10                           *or causes other measurable harm to chil-*  
11                           *dren;*

12                           (ii) *has a disproportionately harmful*  
13                           *effect on the behavior of children already*  
14                           *prone to aggression or on the behavior of*  
15                           *other identifiable groups of children; and*

16                           (iii) *has a harmful effect on children's*  
17                           *behavior that is distinguishable from any*  
18                           *negative effects produced by other types of*  
19                           *media; and*

20                   (B) *whether any harm identified under sub-*  
21                   *paragraph (A)(i) has a direct and long-lasting*  
22                   *impact on a child's well-being.*

23           (3) *FUTURE RESEARCH.*—*The study and inves-*  
24           *tigation under subsection (a) shall identify gaps in*  
25           *the current state of research which, if closed, could*

1        *provide information regarding any causal connec-*  
2        *tion—*

3                    *(A) between exposure to violent video games*  
4                    *and harmful effects on children’s behavior; and*

5                    *(B) between exposure to violent video pro-*  
6                    *gramming and harmful effects on children’s be-*  
7                    *havior.*

8        *(c) REPORT.—In entering into any arrangements with*  
9        *the National Academy of Sciences for conducting the study*  
10        *and investigation under this section, the Federal Trade*  
11        *Commission, the Federal Communications Commission,*  
12        *and the Department of Health and Human Services shall*  
13        *request the National Academy of Sciences to submit, not*  
14        *later than 15 months after the date on which such arrange-*  
15        *ments are completed, a report on the results of the study*  
16        *and investigation to—*

17                    *(1) Congress;*

18                    *(2) the Federal Trade Commission;*

19                    *(3) the Federal Communications Commission;*

20        *and*

21                    *(4) the Department of Health and Human Serv-*  
22        *ices.*



Calendar No. 262

113<sup>TH</sup> CONGRESS  
1<sup>ST</sup> Session

**S. 134**

[Report No. 113-126]

---

---

**A BILL**

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

---

---

DECEMBER 17, 2013

Reported with an amendment