

111TH CONGRESS  
1ST SESSION

# H. R. 231

To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

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## IN THE HOUSE OF REPRESENTATIVES

JANUARY 7, 2009

Mr. BACA (for himself and Mr. WOLF) introduced the following bill; which was referred to the Committee on Energy and Commerce

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## A BILL

To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

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

3 **SECTION 1. CONSUMER PRODUCT SAFETY COMMISSION**

4 **REGULATION.**

5 (a) REGULATION.—Not later than 180 days after the  
6 date of enactment of this Act, the Consumer Product  
7 Safety Commission shall promulgate regulations to require  
8 the warning label described in subsection (b) to be placed  
9 on the packaging of any video game that is rated T (Teen)  
10 or higher by the Electronics Software Ratings Board.

1       (b) WARNING LABEL CONTENT.—The warning label  
2 required under a regulation issued under subsection (a)  
3 shall be placed in a clear and conspicuous location on the  
4 packaging of the applicable video game and shall state:  
5 “WARNING: Excessive exposure to violent video games  
6 and other violent media has been linked to aggressive be-  
7 havior.”.

8       (c) VIDEO GAME DEFINED.—As used in this Act the  
9 term “video game” means any product, whether distrib-  
10 uted electronically or through a tangible device, consisting  
11 of data, programs routines, instructions, applications,  
12 symbolic languages, or similar electronic information (col-  
13 lectively referred to as “software”) that controls the oper-  
14 ation of a computer or telecommunication device and that  
15 enables a user to interact with a computer controlled vir-  
16 tual environment for entertainment purposes.

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