

112TH CONGRESS
2D SESSION

H. R. 4204

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

IN THE HOUSE OF REPRESENTATIVES

MARCH 19, 2012

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

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 “E”
10 (Everyone), “Everyone 10+” (Everyone 10 and older),

1 “T” (Teen), “M” (Mature), or “A” (Adult) by the Enter-
2 tainment Software Ratings Board.

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

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

○