House resolution requesting the Executive Branch to use available funds to examine the connection between excessive video game playing and the propensity to engage in gun violence and to propose restrictions on the rental or sale of violent video games to persons under a designated age for legislative consideration during the 2019 session of the General Assembly


Whereas, video games have advanced technologically and can now convey images and action sequences with a sharp realism that was not previously possible, and

Whereas, some video games now portray crude and grotesque forms of violence in a favorable light, and
Whereas, former West Point psychology professor, Lt. Col. (Ret.) Dave Grossman, has detailed the negative impact of violent video game playing on some youth in his book, *Assassination Generation: Video Games, Aggression, and the Psychology of Killing*, and

Whereas, he provides graphic depictions of violent stories presented in video games, as well as information on scientific studies assessing the causal link between addictive viewing of video games and the perpetration of real-world violent acts, and

Whereas, in 2014, the Society for the Psychological Study of Social Issues released a statement that “Media violence is an important causal risk factor for increased aggression and violence in both the short- and long-term,” and

Whereas, in 2015, American Psychological Association experts stated that “scientific research has demonstrated an association between violent video game use and both increases in aggressive behavior…and decreases in prosocial behavior, empathy, and moral engagement,” and

Whereas, with the increased attention to gun-related violence in our nation’s schools, restricting the access of young persons to the most violent video games should be a public policy priority, now therefore be it

Resolved by the House of Representatives:

That this legislative body requests the Executive Branch to use available funds to examine the connection between excessive video game playing and the propensity to engage in gun violence and to propose restrictions on the rental or sale of violent video games to persons under a designated age for legislative consideration during the 2019 session of the General Assembly, and be it further

Resolved: That the Clerk of the House be directed to send a copy of this resolution to Governor Philip Scott.