AN ACT TO RESTRICT THE SALE OF VIDEO GAMES WITH VIOLENT CONTENT TO MINORS.

Be it enacted by the Senate and House of Representatives in General Court assembled, and by the authority of the same, as follows:

SECTION 1. Section 31 of Chapter 272 of the General Laws, as appearing in the 2004 Official Edition, is hereby amended by deleting the definition “Harmful to Minors” inserting the following new definition:-

“Harmful to minors”, matter is harmful to minors if it is obscene or, if taken as a whole, it (1) describes or represents nudity, sexual conduct or sexual excitement, so as to appeal predominantly to the prurient interest of minors; (2) depicts violence in a manner patently offensive to prevailing standards in the adult community, so as to appeal predominantly to the morbid interest in violence of minors; (3) is patently contrary to prevailing standards of adults in the county where the offense was committed as to suitable material for such minors; and (4) lacks serious literary, artistic, political or scientific value for minors.”
SECTION 2. Said Section 31 of Chapter 272, as so appearing, is hereby further amended by inserting in the definition of “Visual Material” after the word “videotape”, the following:- “interactive media, “.