
SENATE JOINT MEMORIAL 8042

State of Washington 58th Legislature 2004 Regular Session

By Senators Hargrove, Stevens, Carlson, B. Sheldon, Spanel and Rasmussen

Read first time 01/26/2004. Referred to Committee on Children & Family Services & Corrections.

1 TO THE HONORABLE GEORGE W. BUSH, PRESIDENT OF THE UNITED STATES,
2 AND TO THE PRESIDENT OF THE SENATE AND THE SPEAKER OF THE HOUSE OF
3 REPRESENTATIVES, AND TO THE SENATE AND HOUSE OF REPRESENTATIVES OF THE
4 UNITED STATES, IN CONGRESS ASSEMBLED:

5 We, your Memorialists, the Senate and House of Representatives of
6 the State of Washington, in legislative session assembled, respectfully
7 represent and petition as follows:

8 WHEREAS, Video and computer games have become increasingly violent
9 and realistic, are extremely popular with children, and are widely
10 available to and used by children in their own homes; and

11 WHEREAS, There is empirical evidence that use of interactive video
12 and computer games by children has a high tendency to lead to increases
13 in aggressive attitudes and behaviors in children; and

14 WHEREAS, Children who have committed violent or homicidal acts
15 against others have been found to have had significant exposure to
16 violent video and computer games; and

17 WHEREAS, Due to concerns about the relationship between youth
18 violence and video and computer games, the entertainment industry
19 producing these games adopted a rating system that includes ratings of

1 "Early Childhood," "Everyone," "Teen," "Mature," "Adults Only," and
2 "Rating Pending" for computer and video games; and

3 WHEREAS, Teenagers spend millions of dollars annually on video
4 games, making teen purchasers a highly valuable demographic group to
5 the producers and distributors of entertainment products; and

6 WHEREAS, The Federal Trade Commission has found that video game
7 producers routinely target children under age seventeen in
8 advertisements of violent, "M-rated" video games; and

9 WHEREAS, Television advertisements aimed at child users of violent
10 video and computer games are calculated to and succeed in reaching
11 children at all hours on cable and satellite television systems; and

12 WHEREAS, The Nation has a compelling interest in eliminating the
13 negative influences of violent video and computer games and in
14 decreasing the desire of minors to purchase and use violent video and
15 computer games by eliminating, insofar as possible, their exposure to
16 advertisements touting these products;

17 NOW, THEREFORE, Your Memorialists respectfully pray that Congress
18 enact, and the President sign into law, a prohibition against
19 television advertising of violent video and computer games that are
20 rated "M" (Mature) or "For Adults Only."

21 BE IT RESOLVED, That copies of this Memorial be immediately
22 transmitted to the Honorable George W. Bush, President of the United
23 States, the President of the United States Senate, the Speaker of the
24 House of Representatives, and each member of Congress from the State of
25 Washington.

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