



General Assembly

January Session, 2013

**Committee Bill No. 328**

LCO No. 3472



Referred to Committee on CHILDREN

Introduced by:  
(KID)

**AN ACT CONCERNING MINORS AND VIOLENT POINT-AND-SHOOT VIDEO GAMES.**

Be it enacted by the Senate and House of Representatives in General Assembly convened:

1 Section 1. (NEW) (*Effective October 1, 2013*) (a) For purposes of this  
2 section, "facsimile of a firearm" means (1) any imitation of a firearm, as  
3 defined in subdivision (19) of section 53a-3 of the general statutes,  
4 which was manufactured, designed and produced since 1898, or (2)  
5 any representation of a firearm, other than an imitation of an original  
6 firearm, that a reasonable person would understand was intended to  
7 depict a weapon of violence; and "violent point-and-shoot video game"  
8 means any electronic gaming device that utilizes a facsimile of a  
9 firearm as an essential component of game play.

10 (b) No owner or operator of any public establishment or amusement  
11 arcade shall allow any individual under eighteen years of age to  
12 operate a violent point-and-shoot video game on the premises of such  
13 establishment or arcade.

14 (c) Any person who violates the provisions of subsection (b) of this  
15 section shall have committed an infraction.

16       Sec. 2. (*Effective October 1, 2013*) (a) There is established a Violent  
17 Video Game Task Force within the Department of Children and  
18 Families to study the effects of violent video games on youth behavior.  
19 The task force shall consist of the following members: (1) The  
20 Commissioner of Children and Families, or said commissioner's  
21 designee, (2) the Commissioner of Social Services, or said  
22 commissioner's designee, (3) the Commissioner of Correction, or said  
23 commissioner's designee, (4) the executive director of the Court  
24 Support Services Division of the Judicial Branch, or said director's  
25 designee, (5) the Chief State's Attorney, or said attorney's designee, (6)  
26 one member of the General Assembly appointed by the president pro  
27 tempore of the Senate, (7) one member of the General Assembly  
28 appointed by the speaker of the House of Representatives, (8) one  
29 member of the General Assembly appointed by the majority leader of  
30 the Senate, (9) one member of the General Assembly appointed by the  
31 majority leader of the House of Representatives, (10) one member of  
32 the General Assembly appointed by the minority leader of the Senate,  
33 (11) one member of the General Assembly appointed by the minority  
34 leader of the House of Representatives, and (12) one member  
35 designated by the Commission on Children.

36       (b) The Violent Video Game Task Force shall: (1) Study the effects of  
37 violent video games on youth behavior; (2) make recommendations to  
38 the General Assembly and the Governor for new or enhanced policies  
39 to address the findings of the task force; (3) gather and maintain  
40 current information regarding violent video games that can be used to  
41 better understand the impact of violent video games on youth  
42 behavior; and (4) advise the General Assembly and Governor  
43 concerning the coordination and administration of state programs that  
44 may reduce the effects of violent video games on youth behavior.

45       (c) Not later than October 1, 2014, the task force shall submit in  
46 accordance with the provisions of section 11-4a of the general statutes  
47 a report to the General Assembly and the joint standing committee of  
48 the General Assembly having cognizance of matters relating to

49 children specifying the task force's findings and recommendations  
50 pursuant to subsection (b) of this section.

This act shall take effect as follows and shall amend the following sections:		
Section 1	<i>October 1, 2013</i>	New section
Sec. 2	<i>October 1, 2013</i>	New section

**Statement of Purpose:**

To prevent minors from using violent point-and-shoot video games in public arcades and to create a task force to study the effects of violent video games on youth behavior.

*[Proposed deletions are enclosed in brackets. Proposed additions are indicated by underline, except that when the entire text of a bill or resolution or a section of a bill or resolution is new, it is not underlined.]*

Co-Sponsors: SEN. HARP, 10th Dist.

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