



General Assembly

January Session, 2013

Committee Bill No. 328

LCO No. 3472

* _____SB00328KIDJUD030113_____*

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

KID

Joint Favorable C/R

JUD