

## S 1696

Green Gaming Act of 2009

**Congress:** 111 (2009–2011, Ended)

**Chamber:** Senate

**Policy Area:** Energy

**Introduced:** Sep 23, 2009

**Current Status:** Committee on Energy and Natural Resources. Hearings held. Hearings printed: S.Hrg. 111-402.

**Latest Action:** Committee on Energy and Natural Resources. Hearings held. Hearings printed: S.Hrg. 111-402. (Mar 10, 2010)

**Official Text:** <https://www.congress.gov/bill/111th-congress/senate-bill/1696>

### Sponsor

**Name:** Sen. Menendez, Robert [D-NJ]

**Party:** Democratic • **State:** NJ • **Chamber:** Senate

### Cosponsors

No cosponsors are listed for this bill.

### Committee Activity

Committee	Chamber	Activity	Date
Energy and Natural Resources Committee	Senate	Hearings By (full committee)	Mar 10, 2010

### Subjects & Policy Tags

#### Policy Area:

Energy

### Related Bills

No related bills are listed.

### Summary (as of Sep 23, 2009)

Green Gaming Act of 2009 - Directs the Secretary of Energy (DOE): (1) to study video game console energy use and opportunities for energy savings; (2) to determine whether minimum energy efficiency standards for video game console energy use should be established; and (3) within three years after determining that such standards should not be established, to conduct a follow-up study.

### Actions Timeline

- **Mar 10, 2010:** Committee on Energy and Natural Resources. Hearings held. Hearings printed: S.Hrg. 111-402.
- **Sep 23, 2009:** Introduced in Senate
- **Sep 23, 2009:** Read twice and referred to the Committee on Energy and Natural Resources.