

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.