

S 134

Violent Content Research Act of 2013

Congress: 113 (2013–2015, Ended)

Chamber: Senate

Policy Area: Commerce

Introduced: Jan 24, 2013

Current Status: Placed on Senate Legislative Calendar under General Orders. Calendar No. 262.

Latest Action: Placed on Senate Legislative Calendar under General Orders. Calendar No. 262. (Dec 17, 2013)

Official Text: <https://www.congress.gov/bill/113th-congress/senate-bill/134>

Sponsor

Name: Sen. Rockefeller, John D., IV [D-WV]

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

Cosponsors (6 total)

Cosponsor	Party / State	Role	Date Joined
Sen. Blumenthal, Richard [D-CT]	D · CT		Jan 24, 2013
Sen. Coburn, Tom [R-OK]	R · OK		Jan 24, 2013
Sen. Heller, Dean [R-NV]	R · NV		Jan 24, 2013
Sen. Johanns, Mike [R-NE]	R · NE		Jan 24, 2013
Sen. Klobuchar, Amy [D-MN]	D · MN		Feb 7, 2013
Sen. Pryor, Mark L. [D-AR]	D · AR		Jul 24, 2013

Committee Activity

Committee	Chamber	Activity	Date
Commerce, Science, and Transportation Committee	Senate	Reported By	Dec 17, 2013

Subjects & Policy Tags

Policy Area:

Commerce

Related Bills

No related bills are listed.

Violent Content Research Act of 2013 - Directs the Federal Trade Commission (FTC), the Federal Communications Commission (FCC), and the Department of Health and Human Services (HSS), jointly, to undertake to enter into appropriate arrangements with the National Academy of Sciences (NAS) to conduct a comprehensive study and investigation of whether exposure to violent video games and programming has a harmful effect on children that is distinguishable from any other factors.

Requires such study and investigation to consider whether: (1) such exposure causes children to act aggressively or causes other measurable harm to children, has a disproportionately harmful effect on the behavior of children already prone to aggression or on the behavior of other identifiable groups of children, and has a harmful effect that is distinguishable from other types of media; (2) any identified harm has a direct and long-lasting impact on a child's well-being; and (3) current or emerging characteristics of violent video games have a uniquely harmful effect on the behavior of children, considering video games' concretely interactive nature.

Requires an identification of gaps in current research which, if closed, could provide information regarding any causal connection between such exposure and children's behavior.

Requires such agencies, in entering into any such arrangements, to request the NAS to report the results to Congress, FTC, FCC, and HSS.

Actions Timeline

- **Dec 17, 2013:** Committee on Commerce, Science, and Transportation. Reported by Senator Rockefeller with an amendment in the nature of a substitute. With written report No. 113-126.
- **Dec 17, 2013:** Placed on Senate Legislative Calendar under General Orders. Calendar No. 262.
- **Jul 30, 2013:** Committee on Commerce, Science, and Transportation. Ordered to be reported with an amendment in the nature of a substitute favorably.
- **Jan 24, 2013:** Introduced in Senate
- **Jan 24, 2013:** Sponsor introductory remarks on measure. (CR S287-288)
- **Jan 24, 2013:** Read twice and referred to the Committee on Commerce, Science, and Transportation. (text of measure as introduced: CR S288)