

HCONRES 29

Expressing the sense of the Congress regarding the need for increased diversity and inclusion in the tech sector, and increased access to opportunity in science, technology, engineering, arts, and mathematics (STEAM) education.

**Congress:** 115 (2017–2019, Ended)

**Chamber:** House

**Policy Area:** Education

**Introduced:** Feb 16, 2017

**Current Status:** Referred to the House Committee on Education and the Workforce.

**Latest Action:** Referred to the House Committee on Education and the Workforce. (Feb 16, 2017)

**Official Text:** <https://www.congress.gov/bill/115th-congress/house-concurrent-resolution/29>

Sponsor

**Name:** Rep. Lee, Barbara [D-CA-13]

**Party:** Democratic • **State:** CA • **Chamber:** House

Cosponsors (9 total)

Cosponsor	Party / State	Role	Date Joined
Rep. Butterfield, G. K. [D-NC-1]	D · NC		Feb 16, 2017
Rep. Chu, Judy [D-CA-27]	D · CA		Feb 16, 2017
Rep. Grijalva, Raúl M. [D-AZ-3]	D · AZ		Feb 16, 2017
Rep. Johnson, Eddie Bernice [D-TX-30]	D · TX		Feb 16, 2017
Rep. Kelly, Robin L. [D-IL-2]	D · IL		Feb 16, 2017
Rep. Khanna, Ro [D-CA-17]	D · CA		Feb 16, 2017
Rep. Lujan Grisham, Michelle [D-NM-1]	D · NM		Feb 16, 2017
Rep. Richmond, Cedric L. [D-LA-2]	D · LA		Feb 16, 2017
Rep. Roybal-Allard, Lucille [D-CA-40]	D · CA		Feb 16, 2017

Committee Activity

Committee	Chamber	Activity	Date
Education and Workforce Committee	House	Referred To	Feb 16, 2017

Subjects & Policy Tags

**Policy Area:**

Education

Related Bills

No related bills are listed.

Declares that Congress supports efforts to:

- increase diversity and inclusion in the technology sector;
- eliminate barriers faced by people of color and other underrepresented groups when breaking into the technology sector;
- ensure all students have access to science, technology, engineering, arts, and mathematics (STEAM) education for a 21st century economy;
- strengthen investments in and collaborations with minority-serving educational institutions to sustain a pipeline of diverse STEAM graduates ready to enter the technology sector; and
- improve data collection, disaggregation, and dissemination of information for greater understanding and transparency of diversity in STEAM education and across the workforce.

### **Actions Timeline**

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- **Feb 16, 2017:** Introduced in House
- **Feb 16, 2017:** Referred to the House Committee on Education and the Workforce.