

HR 4103

VR TECHS in Government Act of 2019

Congress: 116 (2019–2021, Ended)

Chamber: House

Policy Area: Government Operations and Politics

Introduced: Jul 30, 2019

Current Status: Referred to the House Committee on Oversight and Reform.

Latest Action: Referred to the House Committee on Oversight and Reform. (Jul 30, 2019)

Official Text: <https://www.congress.gov/bill/116th-congress/house-bill/4103>

Sponsor

Name: Rep. Clarke, Yvette D. [D-NY-9]

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

Cosponsors (3 total)

Cosponsor	Party / State	Role	Date Joined
Rep. DelBene, Suzan K. [D-WA-1]	D · WA		Jul 30, 2019
Rep. Flores, Bill [R-TX-17]	R · TX		Jul 30, 2019
Rep. Lieu, Ted [D-CA-33]	D · CA		Jul 30, 2019

Committee Activity

Committee	Chamber	Activity	Date
Oversight and Government Reform Committee	House	Referred To	Jul 30, 2019

Subjects & Policy Tags

Policy Area:

Government Operations and Politics

Related Bills

No related bills are listed.

Summary (as of Jul 30, 2019)

Virtual Reality Technologies Enabling Coaching and Honing Skills in Government Act of 2019 or the VR TECHS in Government Act of 2019

This bill directs the General Services Administration, in coordination with the National Institute of Standards and Technology, to create the Federal Advisory Committee on the Usability of Reality Technologies Within the Federal Government.

Among other things, the advisory committee must promote the importance of reality technology as a form of professional development for federal workers and establish best practices with respect to the use of reality technology.

Actions Timeline

- **Jul 30, 2019:** Introduced in House
- **Jul 30, 2019:** Referred to the House Committee on Oversight and Reform.