

HR 9674

Immersive Technology for the American Workforce Act of 2022

Congress: 117 (2021–2023, Ended)

Chamber: House

Policy Area: Labor and Employment

Introduced: Dec 22, 2022

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

Latest Action: Referred to the House Committee on Education and Labor. (Dec 22, 2022)

Official Text: <https://www.congress.gov/bill/117th-congress/house-bill/9674>

Sponsor

Name: Rep. Blunt Rochester, Lisa [D-DE-At Large]

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

Cosponsors

No cosponsors are listed for this bill.

Committee Activity

Committee	Chamber	Activity	Date
Education and Workforce Committee	House	Referred To	Dec 22, 2022

Subjects & Policy Tags

Policy Area:

Labor and Employment

Related Bills

No related bills are listed.

Summary (as of Dec 22, 2022)

Immersive Technology for the American Workforce Act of 2022

This bill establishes a grant program to assist community colleges and career and technical schools in developing immersive technology education and workforce training programs.

Actions Timeline

- **Dec 22, 2022:** Introduced in House
- **Dec 22, 2022:** Referred to the House Committee on Education and Labor.