

## 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.