

Media Coalition, Inc.
Legislative Update, April 14, 2004

State Bill #	<u>California</u> H.B. 1792	<u>California</u> H.B. 1793	<u>New York City</u> Int. 18
Intro. date	1/5/2004	1/5/2004	
Subject	Would expand the definition of harmful to minors to include videogames that appeal to a minors morbid interest in violence in any game that allows a user to inflict injuries on characters that are “especially heinous, atrocious, or cruel.” The bill excludes any games pitting two players against each other.	Would require any retailer of videogames to keep all games rated “Mature” to keep the games shelved separately from games non-“M” games. Also, the games must be shelved at least 5 feet above the ground. It would also require retailers to create a separate, adults-only for the display of games or advertising material for games rated “Adults Only.” Also, retailers must post signs with an explanation of the ESRB rating system.	Would bar the sale or rental to minors of videogames rated “M” or “AO” that include certain kinds of violent content.
Committee	Public Safety and Arts Entertainment Sports Tourism and Internet Media	Public Safety and Arts Entertainment Sports Tourism and Internet Media	Consumer Affairs
Status	Hearing scheduled April 13 in Arts Committee.	Hearing scheduled April 13 in Arts Committee.	Hearing held March 30.
Still active	Yes	Yes	Yes

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State Bill #	<u>New York City</u> Int. 60	<u>Washington</u> S.J.M. 8042
Intro. date		1/26/2004
Subject	Would require that all videogames rated "M" or "AO" or are otherwise are packaged to indicate that they include strong language, violence, sexual activity or substance abuse to be segregated from minors, with signage that the videogames are inappropriate for minors.	Asks Congress to enact legislation banning the advertising on television for any videogames rated "AO" or "M."
Committee	Consumer Affairs	Judiciary and Criminal Justice Committee
Status	Hearing held March 30.	
Still active	Yes	No