



Office of the City Clerk

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Legislation Details (With Text)

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Title: Call for hearing(s) on relationship between violent video games, antisocial behavior and childhood health
Sponsors: Balcer, James
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Attachments: 1. R2013-179.pdf

Date	Ver.	Action By	Action	Result
5/20/2015	1	City Council	Failed to Pass	Fail
2/13/2013	1	City Council	Referred	

RESOLUTION

WHEREAS, more than 90% of our Nation's children and adolescents regularly play video games;
and

WHEREAS, a recent study found that 49% of the top-selling video games contain intense violence;
and

WHEREAS, analyses of current video games reveal that the most popular narrative approach features a human perpetrator engaging in repeated acts of violence involving weapons;

WHEREAS, in 2005, the American Psychological Association passed a resolution entitled "On Violence in Video Games and Interactive Media," formally recognizing the significant negative impact of violent video games on children; and

WHEREAS, in its 2009 Policy Statement on Media Violence, the American Academy of Pediatrics concluded that playing violent video games creates "a significant risk to the health of children and adolescents";
and

WHEREAS, in 2010, a group of 116 leading scholars, researchers, and professionals signed a formal statement endorsing the conclusion that violent video games increase the likelihood of aggressive behavior, thinking, and feelings in regular players, desensitize players to violence, and decrease players' pro-social behavior; and

WHEREAS, laboratory studies have found that subjects randomly assigned to play a violent video game subsequently displayed more aggressive characteristics than those who played nonviolent games; and

WHEREAS, research reveals that adolescents who regularly play violent video games are more hostile

in school, get into arguments with teachers more frequently, and perform more poorly in their classes than other students; and

WHEREAS, numerous studies have specifically concluded that sexualized violence in video games increases violence towards women and anti-women attitudes; and

WHEREAS, in addition to psychological research, neuroscience research has identified a link between perpetration of virtual violence in video games and reduced activation of a neural mechanism known to be crucial for self-control; now, therefore,

James A. Balcer Alderman, 11th Ward

BE IT RESOLVED, That we, the Mayor and Members of the City Council of the City of Chicago, assembled this thirteenth day of February, 2013, do hereby direct the City Council Committee on Public Safety to hold one or more informational hearings for the purpose of exploring the relationship between violent video games, antisocial behavior, and childhood health, and to call upon members of the video game industry, parents' and community groups, academics and researchers, and other interested parties to testify at such hearings.