HOUSE DOCKET, NO. 1164 FILED ON: 1/16/2013

HOUSE . . . . . No. 1892

The Commonwealth of Massachusetts

PRESENTED BY:

Ruth B. Balser

To the Honorable Senate and House of Representatives of the Commonwealth of Massachusetts in General Court assembled:

The undersigned legislators and/or citizens respectfully petition for the passage of the accompanying:

Resolve to establish a commission to study the public health risks of video games.

PETITION OF:

NAME:	DISTRICT/ADDRESS:
Ruth B. Balser	*12th Middlesex*
Jessica Solodar	
Angelo M. Scaccia	*14th Suffolk*

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HOUSE . . . . . No. 1892

By Ms. Balser of Newton, a petition (accompanied by resolve, House, No. 1892) of Ruth B. Balser, Jessica Solodar and Angelo M. Scaccia for legislation to establish a commission to study the public health risks of video games. Public Health.

The Commonwealth of Massachusetts

Resolve to establish a commission to study the public health risks of video games.

Resolved, Resolved, that a special commission is hereby established to make an investigation and study into the public health risks to minors of seizures triggered by visual stimuli in video games, as a consequence of the condition known as photosensitive epilepsy.

The commission shall be chaired by the Commissioner of the Department of Public Health or a designee, and shall consist of the undersecretary of consumer affairs and business regulation or a designee; a representative of the Massachusetts Chapter of the American Academy of Pediatrics; a representative of the Massachusetts Medical Society; a representative of the Epilepsy Foundation of Massachusetts; a representative of a consumer protection advocacy organization, such as Health Care for All or MASSPIRG; a parent who has direct experience with video game seizures; the co-chairs of the joint committee on public health or their designees, and the co-chairs of the joint committee on consumer protection and professional licensure or their designees.

The commission shall: investigate and study the prevalence within the known epilepsy population and in the general community, and the effects of photosensitive seizures caused by video games, including, but not limited to, investigating prevalence, effects on physical health, mental health, and cognitive function. The Commission shall address public awareness and seizure prevention issues relative to recreational video game use at home and in educational video games used in school.

The commission shall submit a report to the general court of the results of its investigation and study and its recommendations no later than December 31, 2014.