

Stricken language would be deleted from and underlined language would be added to the law as it existed prior to this session of the General Assembly.

1 State of Arkansas
2 83rd General Assembly
3 Regular Session, 2001

A Bill

HOUSE BILL 1025

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5 By: Representatives Minton, Parks
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For An Act To Be Entitled

9 AN ACT TO PROVIDE FOR THE RATING OF INTERACTIVE VIDEO
10 GAMES; TO ESTABLISH A CRIMINAL OFFENSE FOR THE SELLING
11 OR FURNISHING OF VIOLENT INTERACTIVE VIDEO GAMES TO
12 MINORS; AND FOR OTHER PURPOSES.
13

Subtitle

14 TO PROVIDE FOR THE RATING OF INTERACTIVE
15 VIDEO GAMES; TO ESTABLISH A CRIMINAL
16 OFFENSE FOR THE SELLING OR FURNISHING OF
17 VIOLENT INTERACTIVE VIDEO GAMES TO
18 MINORS.
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22 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF ARKANSAS:
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24 SECTION 1. The General Assembly finds and declares:

25 (1) Within the last ten (10) years the video game market, particularly
26 the use of home video game systems, has exploded throughout this state and the
27 nation;

28 (2) Video games are available to children not only at traditional
29 places of business specializing in amusement, but also through a variety of
30 retail outlets, through magazine sales for home use, and by communication on
31 the internet;

32 (3) Improvements to the picture, speed and resolution of the new age of
33 video games have made the depiction of characters, places, and events
34 contained in the games realistic;

35 (4) Some, but not all, video games contain graphic and repeated scenes
36 of violence, which include decapitation, bloodshed, dismemberment, killing,

1 and death by the use of lethal weapons or hand-to-hand combat;

2 (5) Violent crime is a serious and persistent problem in our society,
3 especially among our youth;

4 (6) The repeated exposure to graphic violence and participation in
5 violent interactive games may contribute to violent behavior by our youth and
6 desensitizes them to acts of violence; and

7 (7) Information regarding the content of graphic violence contained in
8 movies and television programs as well as information regarding the lyrics of
9 music is provided to consumers and parents so that they may make choices
10 concerning the depiction of violence and whether they elect to have their
11 children exposed to such content.

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13 SECTION 2. For purposes of this act:

14 (1) "Graphic violence" includes, but is not limited to, depictions of:

15 (A) Decapitation;

16 (B) Bloodshedding;

17 (C) Dismemberment; or

18 (D) Grotesque cruelty.

19 (2) "Minor" means any person eighteen (18) years of age or younger.

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21 SECTION 3. (a) The Attorney General shall establish a rating system to
22 provide consumer information regarding the content of video and computer
23 software games.

24 (b) Included in the rating, the Attorney General shall determine which
25 video and computer software games contain scenes or depictions of graphic
26 violence.

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28 SECTION 4. (a)(1) A person commits an offense if the person sells,
29 rents or otherwise provides for use for a charge to a minor any video game
30 which contains scenes or depictions of graphic violence as determined by the
31 Attorney General.

32 (2)(A) The first violation of this subsection (a) shall be a
33 Class B misdemeanor.

34 (B) A person commits a Class A misdemeanor for a second
35 violation or subsequent violations of this subsection (a).

36 (b)(1) Any person or business offering any video game or computer game

1 for sale, loan or use shall make available the most recent listing of the
2 Attorney General for the inspection and review by any potential purchaser,
3 user, or transferee of the video or computer game.

4 (2)(A) Failure to make the information available shall constitute
5 a Class B misdemeanor for a first offense.

6 (B) Failure to make the information available for a second
7 time or subsequent times shall constitute a Class A misdemeanor.

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