



WHEREAS, perpetrators of violence go unpunished 73 percent of the time in all violent scenes in video games and interactive media; according to psychologist Elizabeth Carll of the American Psychological Association (APA), showing violent acts without consequences convey the wrong idea to the youth that violence is an effective means of resolving conflict;


WHEREAS, studies have also documented unhealthful effects on weight, attention span, reading skills, and socialization among children who spend hours daily playing video games;

WHEREAS, the APA has adopted a resolution recommending that all violence be reduced in video games and interactive media marketed to the youth;

WHEREAS, the government should launch an information campaign to raise the awareness level of parents, educators, health care providers, and concerned citizens about the adverse effects of the violence content of video games and interactive media on the personality development of children, and about the need to help young people make more informed choices about which video games to play;

WHEREFORE, be it resolved, as it is hereby resolved by the Philippine Senate, to direct the Senate Committee on Youth, Women and Family Relations and the Senate Committee on Public Information and Mass Media to conduct an inquiry in aid of legislation on the adverse effects of the violence content of video games and interactive media on the Filipino youth.

Adopted,

  
MIRIAM DEFENSOR SANTIAGO

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