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THIRTEENTH CONGRESS OF THE OF THE PHILIPPINES Second Regular Session	E REPUBLIC)))	5 SEP -6 P1 :30
P. S. R.	SENATE No. <u>33:</u>	RECEIVED BY:

Introduced by Senator Miriam Defensor Santiago

RESOLUTION

DIRECTING 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

WHEREAS, the Constitution, Article 15, Section 3(2) mandates: "The State shall defend: $x \propto x$ The right of children to assistance, including proper care and nutrition, and special protection from all forms of neglect, abuse, cruelty, exploitation and other conditions prejudicial to their development $x \propto x$ ";

WHEREAS, the UN Convention on the Rights of the Child, Article 17(E) provides: "States Parties recognize the important function performed by the mass media and shall ensure that the child has access to information and material from a diversity of national and international sources, especially those aimed at the promotion of his or her social, spiritual and moral well-being and physical and mental health. To this end, States Parties shall: x x x Encourage the development of appropriate guidelines for the protection of the child from information and material injurious to his or her well-being, bearing in mind the provisions of articles 13 and 18";

WHEREAS, according to International Data Corporation, a Philippine-based market research firm, around 500,000 local gamers spend an average of two hours each day playing a variety of massive multiplayer online role-playing games; the number of online gamers in the country is expected to reach 6.3 million by 2008;

WHEREAS, numerous studies show that violent video games can increase aggressive behavior in children and adolescents, especially boys;

WHEREAS, one study showed that children who took a mood assessment test shortly after playing a violent video game for less than ten minutes rated themselves with aggressive traits and aggressive actions;

WHEREAS, Pepita Edna Carvajal of the Ateneo de Davao University Guidance Office affirms that relational dysfunction in the family, such as lack of connection and communication, transposes a child's attention into something that will give the child appreciation and achievement, such as video games;

WHEREAS, teachers of 600 8th and 9th graders, aged 13 to 15, in the United States, said children who spent more time playing violent video games were more hostile than other children and more likely to argue with authority figures and other students;

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,

AM DEFENSOR SANTIAGE

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