SIXTEENTH CONGRESS OF THE REPUBLIC OF THE PHILIPPINES Second Regular Session



14 JUN 18 P2:39

SENATE S. NO. **2286** RECEIVED BY:

Introduced by Senator Miriam Defensor Santiago

AN ACT MANDATING PERSONS WHO SELL OR RENT VIDEO GAMES TO DISPLAY WARNING SIGNS INSIDE VIDEO GAME PREMISES

EXPLANATORY NOTE

This bill aims to mandate persons who sell or rent video games to display warning signs inside their video game premises. Seizures caused by the brightly flashing images in video games are more common than most people realize. They can happen even in people with no history of seizures. Most individuals with this type of visual sensitivity (a condition often called photosensitive epilepsy) have their first seizure before knowing they need to be careful around the flash, flicker, on-screen patterns, and intense colors in video games. As exposure keeps growing to increasingly sophisticated computer graphics, more of the population is at risk for seizures.

A seizure is a burst of abnormal electrical activity in the brain. Seizures can originate in a single location and involve a relatively small area (partial seizures), or they may involve the entire brain (generalized seizures). Some seizures are so subtle that they can easily go unnoticed by the person experiencing them or by anyone nearby. While the seizures themselves may not be noticed, the after-effects include disabilities that linger for days: difficulties with mood, focus, memory, learning, sleep, sensory perception, and other functions.

Video games and other visual stimuli can trigger both types. Since partial seizures often are not recognized, it is important to know what the symptoms might be. ¹ Thus, there is a need to display warning signs in video game premises to inform the players about the harmful effects of video games.

MIRIAM DEFENSOR SANTIAGO

¹ This bill is patterned after Senate Bill No. A00464 of the New York State Assembly.



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Be it enacted by the Senate and the House of Representatives of the Philippines in Congress assembled:

AN ACT MANDATING PERSONS WHO SELL OR RENT VIDEO GAMES TO DISPLAY WARNING SIGNS INSIDE VIDEO GAME PREMISES

SECTION 1. Definition. – The term video game shall include any video game system, video game cartridge, video game compact disc, video game digital versatile disc or digital video disc, video game component, video game accessory, or video game controller of any variety.

SECTION 2. Epilepsy Warning Sign – Any person who sells, offers for sale, rents or offers to rent video games to the public shall display a sign or poster in a prominent or conspicuous location within the area where such video games are sold or rented which has printed thereon an epilepsy warning. Such warning shall be in letters of not less than thirty point type and shall contain the following statement:

EPILEPSY WARNING

READ BEFORE USING YOUR VIDEO GAME SYSTEM

Medical research indicates a small percentage of the population may experience epileptic seizures or seizure-like symptoms when exposed to certain stimuli, including, without limitation, light patterns, flashing lights or certain patterns of backgrounds on a television screen or video monitor exposure to these stimuli while playing video games may induce an

1	epileptic seizure or seizure-like symptoms in these individuals. Certain
2	conditions may induce undetected epileptic symptoms even in persons who
3	have no prior history of seizure or epilepsy. If you experience any of the
4	following symptoms while playing a video game
5	1. Dizziness, altered vision, eye or muscle twitches, loss of
6	awareness;
7	2. Disorientation and involuntary movement or convulsions.
8	You are advised to immediately discontinue use and consult your
9	physician.
10	SECTION 3. Penalty Any person who violates any provision or any rule or
11	regulation promulgated to implement this provision shall be civilly liable for penalty not
12	to exceed fifty thousand pesos (P50,000) for each day during which such violation
13	continues.
14	SECTION 4. Separability Clause If any provision or part hereof is held invalid
15	or unconstitutional, the remainder of the law or the provision not otherwise affected shall
16	remain valid and subsisting.
17	SECTION 5. Repealing Clause Any law, presidential decree or issuance,
18	executive order, letter of instruction, administrative order, rule or regulation contrary to
19	or inconsistent with, the provisions of this Act is hereby repealed, modified, or amended
20	accordingly.
21	SECTION 6. Effectivity Clause This Act shall take effect fifteen (15) days after
22	its publication in at least two (2) newspapers of general circulation.
23	Approved,
24	

/dpm