

SIXTEENTH CONGRESS OF THE REPUBLIC )  
OF THE PHILIPPINES )  
Second Regular Session )



'14 JUL -1 P2:17

SENATE  
S. No. 2294

RECEIVED BY: *[Signature]*

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Introduced by Senator Miriam Defensor Santiago

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AN ACT  
ESTABLISHING THE INTERACTIVE ENTERTAINMENT RATING BOARD

EXPLANATORY NOTE

The Constitution, Article II, Section 13, provides:

The State recognizes the vital role of the youth in nation-building and shall promote and protect their physical, moral, spiritual, intellectual, and social well-being. It shall inculcate in the youth patriotism and nationalism, and encourage their involvement in public and civic affairs.

Research shows that playing or viewing video games have effects on the player, especially on adolescents and children. Studies show that playing video games may affect some children's physical functioning,<sup>1</sup> or that the social content of video games may influence children's attitudes towards gender roles.<sup>2</sup> Further, since there is similarity in the effect of viewing television programs and playing violent video games on the aggressive behavior of an individual, one should also take note of correlative research on the matter.<sup>3</sup>

According to studies, banning video games may not prove to be in the child's best interest. The best way may be to limit the playing time and monitor game selection according to developmental level and game content.

This bill creates an Interactive Entertainment Rating Board to provide parents with useful information about the nature of video games so they can be more effective in managing the child's recreational privileges.<sup>4</sup>

*[Signature]*  
MIRIAM DEFENSOR SANTIAGO  
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<sup>1</sup> Funk, J.J., "Reevaluating the Impact of Video Games," *Clinical Pediatrics* (1993).

<sup>2</sup> Provenso, E.F., Jr, "The Video Generation," *American School Board Journal* (1992).

<sup>3</sup> Clark, C.S., "TV Violence," *CO Researcher* (1993).

<sup>4</sup> A version of this bill was filed during the Thirteenth Congress, First Regular Session.

'14 JUL -1 P2:18

SENATE  
S. No. 2294

RECEIVED BY: WV

Introduced by Senator Miriam Defensor Santiago

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

1 AN ACT

2 ESTABLISHING THE INTERACTIVE ENTERTAINMENT RATING BOARD

3 SECTION 1. *Short Title.* – This Act shall be cited as “Interactive Entertainment Rating  
4 Act.”

5 SECTION 2. *Declaration of Policy.* – It is the policy of the State to recognize the vital  
6 role of the youth in nation-building, and to promote and protect their physical, moral, spiritual,  
7 intellectual, and social well-being.

8 SECTION 3. *Definition of Terms.* – For purposes of this Act, the term:

9 (A) “Video games” and “video devices” mean any interactive computer game,  
10 including all software, framework, and hardware necessary to operate a game available  
11 commercially; and

12 (B) “Video game industry” means all manufacturers, wholesalers, retailers, and  
13 distributors of video games and related products.

14 SECTION 4. *Interactive Entertainment Rating Board.* –

15 (A) *Establishment.* – There is established the Interactive Entertainment Rating Board,  
16 hereafter referred to in this Act as the “Board,” which shall be under the Office of the President  
17 of the Philippines.

18 (B) *Members of the Board.* – The Board shall be composed of five (5) members, as  
19 follows:

- 1 (1) Secretary of Education, who shall serve as chairperson of the Board;
- 2 (2) A commissioner of the Commission on Higher Education (CHED);
- 3 (3) A member who shall represent the education sector;
- 4 (4) A member who shall represent parents and guardians; and
- 5 (5) A member who shall represent the video game industry.

6 The members shall be appointed by the President of the Philippines. All members shall  
7 be appointed within sixty (60) days after the date of the enactment of this Act.

8 SECTION 5. *Authority and Functions of the Board.* –

9 (A) *Voluntary Standards.* – The Board shall –

- 10 (1) Coordinate with the video game industry in the development of a  
11 voluntary system of providing information concerning the content of video  
12 games to purchasers and users; and
- 13 (2) Within one (1) year after the date of enactment of this Act –
  - 14 (a) Evaluate whether any voluntary standards proposed by the video  
15 game industry are adequate to warn purchasers and users about the  
16 violence or sexually explicit content of video games; and
  - 17 (b) Determine whether the voluntary industry response is sufficient to  
18 adequately warn parents, guardians, educators, and users of the  
19 violence or sexually explicit content of video games.

20 If before the end of the one-year period beginning on the date of the enactment of this  
21 Act, the Board makes a determination of adequate industry response under paragraph (A)(2)(a),  
22 and a determination that sufficient voluntary standards are established, the Board shall submit a  
23 report of such determination and the reasons therefor to the President and the Congress.

24 (B) *Rules and Regulations.* – The Board shall promulgate the rules and regulations  
25 requiring manufacturers, wholesalers, retailers, and distributors of video games to provide  
26 adequate information relating to violence or sexually explicit content of video games to  
27 purchasers and users.

1           SECTION 6. *Registration.* – No person, whether natural or juridical, may engage in the  
2 importation, exportation, production, reproduction, exhibition, showing, sale, lease, or  
3 distribution of video games unless such person is first registered with and permitted by the Board  
4 to operate as such. The registration and permit issued by the Board is a condition precedent for  
5 securing a business permit or license from the appropriate authorities.

6           SECTION 7. *Assistance in the Enforcement Functions of the Board.* – The Board may  
7 solicit the direct assistance of other agencies and units of the government, and may deputize, for  
8 a fixed and limited period, the heads or personnel of such agencies and units to perform  
9 enforcement functions of the Board. The government agencies and units exercising the  
10 enforcement functions for the Board shall, insofar as such functions are concerned, be subject to  
11 the direction and control of the Board.

12           SECTION 8. *Penalty.* – Any person who violates any of the provisions of this Act or  
13 rules and regulations to be promulgated pursuant thereto shall, upon conviction, suffer a  
14 mandatory penalty of three (3) months and one (1) day to one (1) year imprisonment or a fine of  
15 not less than Fifty Thousand Pesos (P50,000.00) but not more than One Hundred Thousand  
16 Pesos (P100,000.00), or both. Should the offense be committed by a juridical person, the  
17 corporate officer responsible therefor shall be penalized.

18           SECTION 9. *Annual Reports.* – The Board, in addition to the other reports required in  
19 this Act shall, within three months after the end of every fiscal year, submit its annual report to  
20 the President. The annual report shall include, among others, a statement of the Board's  
21 accomplishments together with its plans and recommendations to improve and develop its  
22 operations and the supervision and regulation of the video game industry.

23           SECTION 10. *Separability Clause.* - If any provision or part hereof is held invalid or  
24 unconstitutional, the remainder of the law of the provision not otherwise affected shall remain  
25 valid and subsisting.

1           SECTION 11. *Repealing Clause.* – Any law, presidential decree or issuance, executive  
2 order, letter of instruction, administrative order, rule, or regulation contrary to or inconsistent  
3 with the provisions of this Act is hereby repealed, modified, or amended accordingly.

4           SECTION 12. *Effectivity Clause.* – This Act shall take effect fifteen (15) days after its  
5 publication in at least two (2) newspapers of general circulation.

Approved,

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