VIOLENCE IN VIDEO GAMES AND OTHER INTERACTIVE MEDIA

WHEREAS, The term “video games” is defined broadly to include any interactive computer game including all software and hardware and future developments in video game technology and interactive media; and

WHEREAS, Research studies have found that, at least in the short term, children who play violent games are significantly more aggressive afterwards than those who play less violent video games; and

WHEREAS, Studies show that violent TV programs and video games have similar effects in raising children's subsequent levels of aggression; and

WHEREAS, Research shows violent video games can suppress children's inclination toward engaging in pro-social behaviors; therefore be it

RESOLVED, That the Tennessee PTA, through its constituent bodies, work to educate and to increase awareness of the impact of violent video games and other interactive media; and be it further

RESOLVED, That the Tennessee PTA, through its constituent bodies, support federal legislation to provide for the development of ratings or other appropriate information systems by a commission, independent of the industry, to inform parents and consumers about the content of video games and other interactive media; and be it further

RESOLVED, That the Tennessee PTA and its constituent bodies actively support efforts to end violence in video games and other interactive media that desensitizes consumers to the value of life, human or animal.

Adopted by the 1996 Convention Delegates
Reaffirmed by the 2001 Convention Delegates