



HR0411

LRB097 12127 KXB 56139 r

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HOUSE RESOLUTION

2 WHEREAS, The Entertainment Software Rating Board (ESRB),
3 established in 1994, is a self-regulatory organization that
4 independently rates interactive entertainment software,
5 including video and computer games; and

6 WHEREAS, The ESRB rating system provides age-based ratings
7 and content descriptors for computer and video games, and
8 through an advertising code requires the display of these
9 ratings on all game packaging and marketing materials; and

10 WHEREAS, The ESRB works to promote the rating system and
11 educate consumers about the use of the rating system, including
12 distributing ESRB educational material and airing and
13 publishing public service announcements in local and national
14 media, including a PSA with the Chicago Blackhawks in 2010; and

15 WHEREAS, Major retailers in the United States have embraced
16 the ESRB rating system and have committed themselves to not
17 sell Mature-rated video games to persons under 17 years of age;
18 the Federal Trade Commission (FTC) recently reported that
19 national retailers successfully enforce this policy 87% of the
20 time; and

21 WHEREAS, The ESRB's successful self-regulatory program has

1 earned the praise of the FTC, which found it to be the most
2 comprehensive rating system for any entertainment medium in the
3 country and recognized its importance for helping parents make
4 informed choices about the games their children play; and

5 WHEREAS, Not all online interactive entertainment games
6 have been rated by the ESRB and therefore parents must be
7 vigilant about what online games their children are playing;
8 and

9 WHEREAS, the Coalition of Entertainment Retail Trade
10 Associations (CERTA) each year declares June to be
11 Entertainment Ratings and Labeling Awareness Month, and, with
12 the start of summer vacation for students, parents need to be
13 vigilant about what their children are watching, playing, and
14 listening to as well as the websites they are visiting;
15 therefore, be it

16 RESOLVED, BY THE HOUSE OF REPRESENTATIVES OF THE
17 NINETY-SEVENTH GENERAL ASSEMBLY OF THE STATE OF ILLINOIS, that
18 we urge parents and caregivers to check the ESRB ratings when
19 selecting computer and video games for children; and be it
20 further

21 RESOLVED, That we strongly encourage interactive
22 entertainment software creators to submit their video,

1 computer, and online games to be rated by the ESRB; and be it
2 further

3 RESOLVED, That we urge all interactive entertainment
4 software creators, including video and computer game creators,
5 to refrain from creating games based on real-life tragedies and
6 violence against children.