R E S O L U T I O N

1   WHEREAS, Entertainment software has become a recognized part

2 of our cultural landscape, with nearly two-thirds of our nation's

3 households playing computer and video games, and with the average

4 game player being 35 years old; and

5   WHEREAS, The technology utilized in computer and video games

6 continues not only to provide entertainment, but also to help make

7 positive advances in tools used in the medical, health care, and

8 human resources industries and to improve our nation's defense

9 capabilities; and

10   WHEREAS, Texas ranks third nationwide in computer and video

11 game development, and the entertainment software industry provides

12 more than 2,000 direct jobs and over 5,000 indirect jobs for Texas

13 residents; and

14   WHEREAS, Academic facilities, such as the Guildhall at

15 Southern Methodist University, the Department of Visualization at

16 Texas A&M University, the Technical Certification Program in Video

17 Game Development at Austin Community College, and the Videogame

18 Archive at The University of Texas at Austin, provide educational

19 and research opportunities and curricula that develop some of the

20 top talent in the entertainment software industry; and

21   WHEREAS, Committed to helping parents make informed game

22 decisions for their families, the entertainment software industry

23 has established a self-regulatory body, the Entertainment Software

24 Rating Board (ESRB), which has been lauded by the Federal Trade

1 Commission for its comprehensive and effective entertainment

2 rating system; moreover, the industry is voluntarily providing

3 parental control technology in its latest generation of game

4 consoles; and

5   WHEREAS, New research shows that computer and video games

6 often help children to develop their problem-solving and cognitive

7 reasoning skills, while enabling older players to develop improved

8 memory, reasoning, and multitasking abilities; in addition,

9 computer and video games are increasingly providing players of all

10 ages with ways to increase their physical activity; now, therefore,

11 be it

12   RESOLVED, That the House of Representatives of the 81st Texas

13 Legislature hereby recognize February 3, 2009, as Entertainment

14 Software Day in Texas.

Dukes

Straus
Allen
Alonzo
Alvarado
Anchia
Anderson
Aycock
Berman
Bohac
Bolton
Bonnen
Branch
Brown of Kaufman
Brown of Brazos
Burnam
Button
Callegari
Castro
Chavez
Chisum
Christian
Cohen
Coleman
Cook
Corte
Crabb
Craddick
Creighton
Crownover
Darby
Davis of Harris
Davis of Dallas
Deshotel
Driver
Dukes
Dunnam
Dutton
Edwards
Eiland
Eissler
Elkins
England
Farabee
Farias
Farrar
Fletcher
Flores
Flynn
Frost
Gallego

Gattis
Geren
Giddings
Gonzales
Gonzalez Toureilles
Guillen
Gutierrez
Hamilton
Hancock
Hardcastle
Harless
Harper-Brown
Hartnett
Heflin
Hernandez
Herrero
Hilderbran
Hochberg
Hodge
Homer
Hopson
Howard of Fort Bend
Howard of Travis
Hughes
Hunter
Isett
Jackson
Jones
Keffer
Kent
King of Parker
King of Taylor
King of Zavala
Kleinschmidt
Kolkhorst
Kuempel
Laubenberg
Legler
Leibowitz
Lewis
Lucio III
Madden
Maldonado
Mallory Caraway
Marquez
Martinez
Martinez Fischer
McCall
McClendon
McReynolds

Menendez
Merritt
Miklos
Miller of Comal
Miller of Erath
Moody
Morrison
Naishtat
Oliveira
Olivo
Orr
Ortiz, Jr.
Otto
Parker
Patrick
Paxton
Pena
Phillips
Pickett
Pierson
Pitts
Quintanilla
Raymond
Riddle
Rios Ybarra
Ritter
Rodriguez
Rose
Sheffield
Shelton
Smith of Tarrant
Smith of Harris
Smithee
Solomons
Strama
Swinford
Taylor
Thibaut
Thompson
Truitt
Turner of Tarrant
Turner of Harris
Vaught
Veasey
Villarreal
Vo
Walle
Weber
Woolley
Zerwas

3

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Speaker of the House

I certify that H.R. No. 223 was adopted by the House on February 3, 2009, by a non-record vote.

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Chief Clerk of the House