

By: Dukes

H.R. No. 223

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.