

SENATE RESOLUTION NO. 83

WHEREAS, The Senate of the State of Texas is pleased to recognize February 3, 2009, as Entertainment Software Day in Texas; and

WHEREAS, Entertainment software has become a recognized part of our cultural landscape, with nearly two-thirds of our nation's households playing computer and video games, and with the average game player being 35 years old; and

WHEREAS, Not only does the technology utilized in computer and video games continue to provide entertainment, but it helps make positive advances in tools used in the medical, health care, and human resources industries and improves our nation's defense capabilities; and

WHEREAS, Texas ranks third nationwide in computer and video game development, and the entertainment software industry provides over 2,000 direct jobs and over 5,000 indirect jobs for Texas residents; and

WHEREAS, Academic facilities, such as Guildhall at Southern Methodist University, Texas A&M University's Department of Visualization, Austin Community College's Technical Certification Program in Video Game Development, and the Videogame Archive at The University of Texas at Austin, provide educational and research opportunities and curricula that develop some of the entertainment software industry's top talent; and

WHEREAS, The entertainment software industry is committed to help parents make informed game decisions for their families through the work of its successful rating system, the Entertainment Software Rating Board, lauded by the Federal Trade Commission as the most comprehensive and effective entertainment ratings system, and by voluntarily providing parental control technology in its latest generation of game consoles; and

WHEREAS, New research shows that computer and video games often provide children with opportunities to develop their problem solving and cognitive reasoning abilities and provide older players with improved memory, reasoning, and multi-tasking abilities; computer and video games are also increasingly providing players of all ages with options to increase physical activity; now, therefore, be it

RESOLVED, That the Senate of the State of Texas, 81st Legislature, hereby designate February 3, 2009, as Entertainment Software Day in Texas; and, be it further

S.R. No. 83

RESOLVED, That a copy of this Resolution be prepared in honor of Entertainment Software Day.

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President of the Senate

I hereby certify that the above Resolution was adopted by the Senate on February 3, 2009.

Secretary of the Senate

Member, Texas Senate