

BILL ANALYSIS

H.B. 2769
By: Campos
Public Education
Committee Report (Unamended)

BACKGROUND AND PURPOSE

It has been reported that the video game industry is responsible for producing hundreds of thousands of jobs nationwide, many of which have a salary well above the national average. With the ever-increasing popularity of video games, it has been suggested that students should receive instruction on video game coding in order to be equipped to obtain a job in this lucrative market. Further, it has been suggested that doing so would allow students to develop social and interpersonal skills that can be lacking in children who frequently play video games or otherwise engage in the e-gaming industry. H.B. 2769 seeks to require the essential knowledge and skills for the technology applications curriculum for K-12 in all school districts in Texas to provide instruction on coding for video games.

CRIMINAL JUSTICE IMPACT

It is the committee's opinion that this bill does not expressly create a criminal offense, increase the punishment for an existing criminal offense or category of offenses, or change the eligibility of a person for community supervision, parole, or mandatory supervision.

RULEMAKING AUTHORITY

It is the committee's opinion that this bill does not expressly grant any additional rulemaking authority to a state officer, department, agency, or institution.

ANALYSIS

H.B. 2769 amends the Education Code to require the State Board of Education (SBOE), in adopting the essential knowledge and skills for the technology applications curriculum for kindergarten through grade 12, to adopt essential knowledge and skills that include coding for video games. The bill requires the SBOE to review and revise the existing curriculum as needed to satisfy that requirement not later than December 31, 2022.

EFFECTIVE DATE

September 1, 2021.