

**RESOLUTION URGING TELEVISION NETWORKS TO AIR  
VIOLENT PROGRAMS ONLY LATE AT NIGHT**

2000 GENERAL SESSION

STATE OF UTAH

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A RESOLUTION OF THE SENATE URGING TELEVISION NETWORKS TO LIMIT THE BROADCASTING OF VIOLENT PROGRAMS TO LATE EVENING HOURS; URGING THE MOTION PICTURE ASSOCIATION OF AMERICA'S CLASSIFICATION AND RATINGS ADMINISTRATION TO GIVE MORE RESTRICTIVE RATINGS TO VIOLENT FILMS; AND URGING PRODUCERS OF VIDEO AND COMPUTER GAMES THAT ARE VIOLENT TO SUPPORT RESTRICTIONS PROHIBITING ANYONE UNDER 21 FROM PURCHASING THE GAMES.

*Be it resolved by the Senate of the state of Utah:*

WHEREAS, for many years the frequency and severity of violent acts portrayed in the media, including television programs, motion pictures, and computer and video games, has steadily increased;

WHEREAS, studies have demonstrated a link between the viewing of violent entertainment and violent behavior, and express particular concern with the corrosive impact of violent entertainment on children;

WHEREAS, entertainment rating systems alone have not curbed the exposure of children to violent entertainment;

WHEREAS, motion picture, television, computer, and video game rating systems provide parents with useful and important information, but also lure many youth to seek out more restrictively rated entertainment;

WHEREAS, violence permeates much of televised entertainment and is typically broadcast at times when it can easily be viewed by children;

WHEREAS, the level of violence in films which do not restrict child attendance has increased sharply, particularly since the introduction of the PG-13 rating in 1984;

WHEREAS, producers of media containing violence should assume increased responsibility

to limit the exposure of children to its violent entertainment;

WHEREAS, television networks, which voluntarily apply their own ratings, should review their programs and place a stronger rating on programs depicting violence and limit their broadcast of those programs to late in the evening;

WHEREAS, the Motion Picture Association of America's Classification and Ratings Administration should re-examine the rating system and institute a more restrictive standard than is currently in place to rate films with violent content;

WHEREAS, companies manufacturing and selling computer and video games containing graphic violence should support a restriction prohibiting anyone under 21 from purchasing the games; and

WHEREAS, by shielding the nation's youth from violent entertainment, society can begin to stem its appetite for violent entertainment:

NOW, THEREFORE, BE IT RESOLVED that the Senate of the state of Utah urges television networks to review their programs for violent content and place more restrictive ratings on violent shows.

BE IT FURTHER RESOLVED that the Senate of the state of Utah urges the Motion Picture Association of America's Classification and Ratings Administration to study the current rating system and apply a more restrictive standard than is currently in use when rating films with violent content.

BE IT FURTHER RESOLVED that the Senate of the state of Utah urges companies manufacturing and selling computer and video games containing graphic violence to support a restriction on the sales of the games to individuals 21 years of age or older.

BE IT FURTHER RESOLVED that a copy of this resolution be sent to the National Association of Broadcasters, the Motion Picture Association of America, the Classification and Ratings Administration, the Entertainment Software Ratings Board, Nintendo of America, Inc., the Sony Corporation, and Sega of America, Inc.