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House Bill 4703 (Substitute H-1 as passed by the House)

Sponsor: Representative Tom Pearce

House Committee: Judiciary Senate Committee: Judiciary

Date Completed: 5-23-05

CONTENT

The bill would amend the Michigan Penal Code to require a video game retailer to post in a prominent area within the retail establishment a sign that provided information about a rating system or notified consumers that a rating system was available to aid in the selection of a game. The retailer also would have to make available to consumers, upon request, information explaining the video game rating system. A video game retailer who violated the bill would be responsible for a State civil infraction and could be ordered to pay a fine of up to \$1,000. The bill would take effect July 1, 2005.

Under the bill, "video game retailer" would mean a person who sells or rents video games to the public. "Video game" would mean an object or device that stores recorded data or instructions generated by a person who uses it, and by processing the data or instructions, creates an interactive game capable of being played, viewed, or experienced on or through a computer, gaming system, game console, or other technology. "Rating system" would mean any video game rating system shown on the exterior packaging of a video game when it is sold or rented.

Proposed MCL 750.143a Legislative Analyst: Patrick Affholter

FISCAL IMPACT

The bill would have an indeterminate fiscal impact on State and local government. There are no available data to indicate how many offenders would be found responsible for a civil infraction for violating the proposed section. Public libraries would benefit from any additional civil infraction revenue.

Fiscal Analyst: Bethany Wicksall

This analysis was prepared by nonpartisan Senate staff for use by the Senate in its deliberations and does not constitute an official statement of legislative intent.