

HB1418_L.005

HOUSE COMMITTEE OF REFERENCE AMENDMENT

Committee on Finance.

HB26-1418 be amended as follows:

1 Amend printed bill, page 4, after line 2 insert:

2 "(II) INCREASINGLY, ONLINE GAMING HAS REPLACED TRADITIONAL
3 SOCIAL MEDIA AND ACTS AS SOCIAL MEDIA FOR MINORS. EIGHTY-FIVE
4 PERCENT OF MINORS PLAY ONLINE GAMES, TWENTY-THREE PERCENT PLAY
5 SEVERAL TIMES A DAY, TWENTY-TWO PERCENT PLAY SEVERAL TIMES A
6 WEEK, AND TWENTY-ONE PERCENT PLAY LESS. ONLINE GAMING HAS ALSO
7 BECOME INCREASINGLY PERVASIVE FOR CHILDREN BETWEEN FIVE AND
8 TWELVE YEARS OLD, WITH MORE THAN EIGHTY PERCENT OF SUCH
9 CHILDREN GAMING WEEKLY.

10 (III) APPROXIMATELY THIRTY-FIVE TO THIRTY-SEVEN PERCENT OF
11 CHILDREN APPROACHED BY STRANGERS ONLINE WERE FIRST CONTACTED
12 VIA GAMING PLATFORMS. ONLINE GAMING PLATFORMS ARE ENGINEERED
13 TO KEEP CHILDREN ENGAGED FOR AS LONG AS POSSIBLE, AND EXCESSIVE
14 GAMING IS ASSOCIATED WITH SLEEP DISRUPTION, DECREASED ACADEMIC
15 PERFORMANCE, AND INCREASED ANXIETY AND DEPRESSION IN YOUNG
16 PEOPLE."

17 Renumber succeeding subparagraphs accordingly.

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