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HOUSE RESOLUTION

2 WHEREAS, "School Shooter: North American Tour 2012" is a
3 first-person video game developed by Checkerboard Studios that
4 allows players to assume the roles of the perpetrators of the
5 campus massacres at Columbine High School, Virginia Tech, and
6 Northern Illinois University; and

7 WHEREAS, School Shooter is programmed to provide players
8 with weapons modeled after those used by the perpetrators of
9 these campus massacres and lets the player roam freely through
10 school-themed levels, shooting video depictions of people at
11 will; and

12 WHEREAS, Given that the tragedies that took place at
13 Columbine and these universities are among the most horrible
14 acts of campus-based violence in American history, the lack of
15 empathy within this game for victims, their families, friends,
16 and other loved ones is upsetting, morally reprehensible, and
17 disrespectful; and

18 WHEREAS, Though other first-person shooter video games are
19 available for play, the portrayal of campus-based tragedies and
20 the death of children and young adults as entertainment is
21 particularly objectionable; and

1 WHEREAS, The release of this excessively violent game is
2 generating concern among educators, school administrators, law
3 enforcement, and suicide prevention groups; and

4 WHEREAS, It is in the public interest of children and the
5 citizens of this State to keep School Shooter and other morally
6 reprehensible video games out of the hands of children;
7 therefore, be it

8 RESOLVED, BY THE HOUSE OF REPRESENTATIVES OF THE
9 NINETY-SEVENTH GENERAL ASSEMBLY OF THE STATE OF ILLINOIS, that
10 we wish to alert parents, students, school personnel, and
11 citizens of the State of Illinois about the release of "School
12 Shooter: North American Tour 2012"; and be it further

13 RESOLVED, That we urge the game's creators and distributors
14 to cease production and distribution of School Shooter; and be
15 it further

16 RESOLVED, That we strongly encourage parents, guardians,
17 and others to carefully monitor their children's use of all
18 media and encourage that they assist in controlling the video
19 games their children play; and be it further

20 RESOLVED, That we urge retailers to better monitor and
21 police sales and purchases of violent video games and not to

1 offer School Shooter for sale at their retail establishments;
2 and be it further

3 RESOLVED, That we encourage media, including the print and
4 broadcast media, to inform readers and viewers about the
5 release and content of School Shooter; and be it further

6 RESOLVED, That the General Assembly seriously consider the
7 establishment of a consumer education program on video and
8 computer games.