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Provide for the Secretary of State to develop and publish a video gaming health and wellbeing strategy and to provide for the Secretary of State to develop health advice on video gaming.

BE IT ENACTED by the Queen’s most Excellent Majesty, by and with the advice and consent of the Lords Spiritual and Temporal, and Commons, in this present Parliament assembled, and by the authority of the same, as follows:—

1 Video games strategy

- (1) The Secretary of State must develop and publish a strategy on video gaming and its effects on health and wellbeing (“the strategy”).
- (2) The strategy must include—
 - (a) findings from academic and medical research on potential positive and negative effects of video gaming on children and adolescents, including its—
 - (i) mental, 5
 - (ii) physical, and
 - (iii) socio-economic 10
 effects;
 - (b) an assessment of NHS and other government provision for the effects of video gaming;
 - (c) a strategy for the forthcoming ten-year period which includes—
 - (i) how Her Majesty’s Government intends to mitigate identified adverse effects of video gaming and accentuate positive effects, and 15
 - (ii) proposed improvements to NHS and other government provision for the effects of video gaming;
 - (d) a strategy for research to be undertaken by the National Institute for Health Research, the video gaming industry, and other bodies that the Secretary of State considers appropriate, which sets out identified research needs including—
 - (i) the effects of video gaming on children and adolescents and its— 20

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	(a) mental,	
	(b) physical, and	
	(c) socio-economic	
	effects,	
	(ii) methods for developing contemporary video gaming formats to alleviate the adverse effects of video gaming and minimise video gaming disorders,	5
	(iii) any other areas of research that the Secretary of State considers appropriate,	
	(iv) financial estimates and funding for this research, and	10
	(v) provisions for access to relevant data relating to the engagement with and outcomes of users of video games.	
(3)	In developing the strategy under subsection (1), the Secretary of State must consult persons he or she considers appropriate.	
(4)	For the purposes of subsection (3), a list of consulted persons must be included in the strategy.	15
(5)	The Secretary of State must develop and publish the strategy before the end of the period of one year beginning with the day on which this Act is passed.	
(6)	The Secretary of State must lay the strategy before both Houses of Parliament.	
2	Health advice on video gaming	20
(1)	The Secretary of State must develop and publish health advice for those who use video games before the end of the period of six months beginning with the day on which the strategy is published under section 1 of this Act.	
(2)	For the purposes of subsection (1), the Secretary of State must have regard to the information and research included in the strategy published under section 1.	25
(3)	Advice under subsection (1) must include how users of video games can—	
	(a) minimise the risk of experiencing identified adverse effects of video gaming, and	
	(b) maximise identified positive effects of video gaming.	30
(4)	The Secretary of State must publish advice under subsection (1) in whatever ways the Secretary of State considers appropriate for bringing it to the attention of users of video games.	
(5)	Before publishing advice under subsection (1), the Secretary of State must consult persons he or she considers appropriate.	35
3	Extent, commencement and short title	
(1)	This Act extends to England and Wales, Scotland and Northern Ireland.	
(2)	This Act comes into force on the day on which it is passed.	
(3)	This Act may be cited as the Video Gaming Health and Wellbeing Strategy Act 2020.	40

Video Gaming Health and Wellbeing Strategy Bill

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Lord Brooke of Alverthorpe

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