

**NEW JERSEY COMMISSION ON CIVIL RIGHTS**

**RESOLUTION TO STOP THE DISTRIBUTION OF "BULLY" AND OTHER VIOLENT SCHOOL-BASED VIDEO GAMES, AND TO STOP THE SALE OF SUCH GAMES TO MINORS**

**RESOLUTION NO. 2006-11 14 (1)**

**WHEREAS**, it is the public policy of the State of New Jersey to provide a safe, secure environment for students in all schools, free of bullying, violence and other forms of harassment; and

**WHEREAS**, the Legislature of the State of New Jersey recently enacted legislation, known as the "Anti-Bullying Law," to prevent and eliminate harassment, intimidation and bullying in schools, and to encourage the establishment of anti-bullying programs in schools; and

**WHEREAS**, the Attorney General of the State of New Jersey has established a Bias-Based Bullying Project to develop comprehensive strategies to reduce bias-based bullying among youth; and

**WHEREAS**, the New Jersey Law Against Discrimination similarly prohibits bias-based bullying and harassment in school environments, and empowers the New Jersey Division on Civil Rights to prevent, investigate and prosecute bias-based bullying in schools within this State; and

**WHEREAS**, a game scheduled for release in October 2006 by Rockstar, Inc., entitled "Bully," is designed to have players succeed by engaging in acts of extreme physical violence against students and teachers in a virtual school; and

**WHEREAS**, violent school-based video games, including but not limited to "Bully," present violence as normative in schools and teach young people to use physical violence as a means to accomplish goals, which is antagonistic to the mission of the New Jersey Commission on Civil Rights;

**THEREFORE BE IT RESOLVED**, that the New Jersey Commission on Civil Rights urges the producers, manufacturers and distributors of "Bully" and other violent school-based video games to refrain from releasing these games to the public, and if released, the Commission urges retailers refrain from selling these games to minors and the Commission further urges the producers and manufacturers of video games to voluntarily reduce violence in their video games targeted to minors.

*Passed by the New Jersey Commission on Civil Rights on November 9, 2006.*