

The Honorable Leland Yee
State Capitol
Sacramento, CA 94249-0012

Dear Assembly member Yee:

On behalf of the International Game Developers Association and its 60,000+ members and users worldwide (thousands of which are based in California), I am writing in opposition to Assembly Bills 1792 and 1793. We oppose any effort that would treat video games differently than other forms of media. As the Supreme Court and lower courts have consistently affirmed, video games are an expressive medium worthy of the same free speech protections as movies, books and other forms of art and entertainment.

Attempts to regulate video game content or consumers' access to the creativity and expression contained in video games, as provided under A.B. 1792 and 1793, would run afoul of these constitutional protections. In turn, this legislation would subject video game developers to the chilling effect of government regulation, crippling their ability to express their ideas.

Game creation is a massively complex mix of science and art. From software engineers to script writers to animators to music composers, there is a great need for talented, creative and educated individuals that must work in unison to see a game become a reality. In step with the growing need for talent, universities and colleges – over thirty just in the state of California – are implementing game development courses and degree programs.

Video games are emerging as the leading art form of the 21st century. Your proposed bills would stagnate this important cultural medium and its future evolution.

The IGDA appreciates your consideration of our views and concerns.

The International Game Developers Association (IGDA) is a San Francisco-based nonprofit membership organization that advocates globally on issues related to digital game creation. The IGDA's mission is to strengthen the international game development community and effect change to benefit that community.