

The New York City Council

*City Hall
New York, NY 10007*



Meeting Minutes

Tuesday, March 30, 2004

1:00 PM

Committee Room - City Hall

Committee on Consumer Affairs

Philip Reed, Chair

*Members: Joseph P. Addabbo, Jr., Charles Barron,
G. Oliver Koppell, John C. Liu, James Sanders, Jr.
and Vincent J. Gentile*

Roll Call

Present:

Reed, Addabbo Jr., Barron, Liu, Sanders Jr. and Gentile

Absent:

Koppell

Other Council Members Attending: Brewer, Gioia, Clarke, Vallone, Yassky, Gennaro, McMahon and Felder.

T2004-0789

Oversight - Violent Video Games**Attachments:** Committee Report, Hearing Transcript**Attachments:** Committee Report, Hearing Transcript

Int 0018-2004

A Local Law to amend the administrative code of the city of New York, in relation to the sale of violent video or computer games to minors.**Attachments:** Committee Report, Hearing Transcript**Attachments:** Committee Report, Hearing Transcript

Int 0060-2004

A Local Law to amend the administrative code of the city of New York, in relation to the commercial display of video or computer games.**Attachments:** Committee Report, Hearing Transcript**Attachments:** Committee Report, Hearing Transcript

Res 0010-2004

Resolution calling on the entertainment industry and retailers to enforce the ratings system for the sale of violent video games.**Attachments:** Committee Report, Hearing Transcript**Attachments:** Committee Report, Hearing Transcript

Res 0012-2004

Resolution calling upon the video game industry to modify its voluntary, content-based rating system to include the placing of parental advisory labels on computer and video game packaging, promotions and commercial displays.**Attachments:** Committee Report, Hearing Transcript**Attachments:** Committee Report, Hearing Transcript

Res 0015-2004 **Resolution calling upon the Council of the City of New York to denounce the selling of "Grand Theft Auto: Vice City," a violent and racist video game which advocates the killing of Haitians and Cubans as entertainment, and calling on all concerned citizens to support an economic boycott of the video game's maker, Rockstar Games Inc., and its parent company, Take-Two Interactive Software.**

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