

# REGIONAL MUNICIPALITY OF YORK POLICE SERVICES BOARD

## VIDEO GAME VIOLENCE

Approved: February 23, 2005

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WHEREAS the Ontario Association of Police Services Boards (OAPSB) and the Canadian Association of Police Boards (CAPB) are dedicated to the safety of police officers in carrying out their duties and responsibilities on behalf of all citizens;

WHEREAS the OAPSB and the CAPB are also dedicated to the well-being of children and youth;

WHEREAS the video game *Grand Theft Auto – San Andreas* released in October 2004, allows its players to run over a police officer and steal his gun; kill three innocent bystanders; shoot two more police officers; beat a woman to death; and carjack a taxi driver to a soundtrack of racial slurs and hardcore gangster rap, all the while receiving cumulative rewards for each subsequent killing;

WHEREAS many children spend 90 minutes a day playing video games and many parents are not aware that home video games like *Grand Theft Auto – San Andreas* involve a constant hurting and/or killing of others, depict violent death and provide cumulative rewards to the player for each killing;

WHEREAS, many in the police governance and law enforcement communities are concerned about the possible influence and effects of visual violence, including the rampant killing of police officers, depicted in video games like *Grand Theft Auto – San Andreas*;

WHEREAS, the availability of a video game that rewards young people for killing police greatly undermines the positive work that police officers do with youth in our schools and communities;

WHEREAS there is no current legislation in Ontario that requires classification stickers on mainstream videos intended for home use;

WHEREAS the Ontario Film Review Board states it represents a cross-section of many diverse communities across Ontario and therefore reflects their current standards;

WHEREAS under pending legislation by the Ontario Government, the Ontario Film Review Board will be given authority to adopt the American classification system of video games played by Ontario youth;

WHEREAS the Ontario Film Review Board states that its policies have been shaped and influenced by external social forces and that it continues to adapt and mirror the tastes and standards of the various societies it serves;

WHEREAS most informed parents and grandparents would not likely accept that the killing of police officers and other people in video games mirrors their tastes or standards or those of the communities in which they live;

THEREFORE BE IT RESOLVED that the OAPSB and the CAPB urge provincial and federal governments to ban the purchase, sale and distribution of all video games, including *Grand Theft Auto – San Andreas*, that depict the injuring and killing of police officers and all other people;

AND FURTHER BE IT RESOLVED that the OAPSB and the CAPB urge provincial and federal governments to pass legislation that requires classification stickers on mainstream videos intended for home use;

AND FURTHER BE IT RESOLVED that the OAPSB encourage the Ontario Government to adopt a provincial video game classification system that reflects the standards of Ontario communities;

AND FURTHER BE IT RESOLVED that the OAPSB and the CAPB work with the OACP and the CACP in encouraging police services and their community partners to develop effective public awareness strategies aimed at reducing young people's consumption of violent video games.