

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City

SEVENTEENTH CONGRESS
First Regular Session

HOUSE BILL NO. 5110



Introduced by Rep. Winston "Winnie" Castelo

EXPLANATORY NOTE

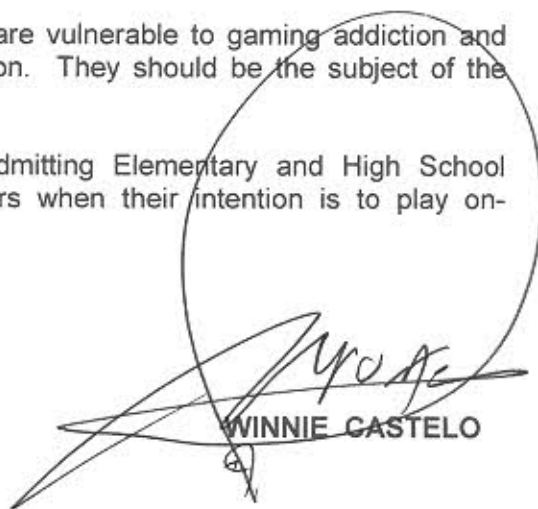
Some survey-based studies have reported a link between video game use and poor achievement in school. It was found out that children who received game systems spend less time doing homework, they also performed worse on standardized tests of reading and writing four months later (Weis and Cerankosky 2010). Moreover, their teachers were more likely to report academic problems.¹

More and more students are found playing on-line/video games in Internet shops even during school hours, which presupposes that they are elsewhere than inside their classrooms. The adverse effect of gaming addiction has been established and it has considerably taken its toll on students' school performance.

Elementary and High School students are those that are vulnerable to gaming addiction and lack the maturity and will power to resist the obsession. They should be the subject of the restriction.

Hence, Internet shops should be prohibited from admitting Elementary and High School students into their establishments during school hours when their intention is to play on-line/video games.

The swift passage of this bill is thus earnestly sought.



WINNIE CASTELO

¹ <http://www.parentingscience.com/Effects-of-video-games-on-school.html>

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HOUSE BILL NO. **5110**

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AN ACT
PROHIBITING INTERNET SHOPS FROM ADMITTING ELEMENTARY AND HIGH SCHOOL STUDENTS WITH THE INTENT TO PLAY ON-LINE/VIDEO GAMES DURING SCHOOL HOURS AND PRESCRIBING PENALTIES FOR VIOLATION THEREOF AND FOR OTHER PURPOSES

Be it enacted in the Senate and the House of Representatives of the Republic of the Philippines in Congress assembled:

SECTION 1. This Act shall be known as the "Elementary and High School Students' On-line/Video Game Ban Act."

SEC. 2. It is hereby declared a state policy to uphold the welfare of students and guarantee the integrity of their education by restricting their access to on-line games in Internet cafes during school hours.

SEC. 3. All Internet shops/cafes are hereby prohibited from admitting Elementary and High School students into their establishments during school hours, provided, that the students seeking admission intend to play any on-line/video game.

SEC. 4. Anyone found guilty of violating the provisions of this Act shall pay a fine of not less than Fifty Thousand Pesos (P50,000.00) and/or imprisonment for a period of six (6) months.

SEC. 5. The Department of Education and Commission on Higher Education shall issue the necessary rules and regulations for the effective implementation of this Act.

SEC. 6. All laws, decrees, executive orders, rules and regulations inconsistent with the provisions of this Act are hereby repealed accordingly.

SEC 7. This Act shall take effect fifteen (15) days upon publication in the Official Gazette and in at least two (2) newspapers of general circulation.

Approved,