

MEDCHI, THE MARYLAND STATE MEDICAL SOCIETY
HOUSE OF DELEGATES

Resolution 8-18

INTRODUCED BY: Baltimore County Medical Association

SUBJECT: Warning Labels for Children's Digital and Video Games

Whereas, MedChi in 2005 adopted a resolution introduced by the BCMA and the Maryland Psychiatric Society asking that the AMA study the behavioral effects of video games including the potential for being addictive and possibly including warning labels on them if there was evidence of this; and

Whereas, the AMA HOD Council on Science and Public Health in response to the MedChi resolution reviewed the literature and reported to the HOD at A-07 that there was evidence of "over use" by a small portion of the population with was estimated at 10- 15% of players; and

Whereas, the report recommended further study and in the APA DSM 5 (2013) Internet Gaming Disorder was a condition recommended for further study; and

Whereas, *AMA Morning Rounds* and *APA Headline News* both reported that the World Health Organization added "gaming disorder" to its list of mental health conditions" in ICD-11 in 2018; and

Whereas; there are some video games that can be used educationally and do not have the same addiction potential as others, those with violence are often the ones that are most susceptible to this and are heavily marketed by the industry; and

Whereas, many of the video games are especially targeted to children; and

Whereas, children's first and often only exposure to high power rapid firing weapons of war is often through video games; and

Whereas, the Army uses similar means to desensitize soldiers to killing enemy soldiers by having targets in the shape of human beings; and

Whereas, the human brain is still developing well into the twenties; therefore be it

Resolved, that our MedChi AMA delegation introduce and support a resolution requesting the AMA to advocate for putting warning labels on digital and video games, warning parents to monitor children's use and be aware that for some children this can become habit forming, leading to increased time spent on gaming at the cost of more important developmental issues, take precedence over other aspects of their life and escalate despite the occurrence of negative consequences and withdrawal symptoms may occur when attempts are made to reduce or stop it.

As amended and adopted by the House of Delegates at its meeting on April 29, 2018.