

National Summit on Video Games, Youth and Public Policy

AGENDA

October 20-21, 2006

Friday, October 20

8:30 a.m. Welcome & Summit Overview

8:45 a.m. Gaming: Future Trends

David Walsh, PhD, National Institute on Media and the Family

9:15 a.m. Violent Video Games: Effects and Public Policy

Craig Anderson, PhD., Iowa State University

10:30 a.m. Ratings Research & Policy Panel

Chair: Dale Kunkel, PhD., University of Arizona

Joanne Cantor, PhD, University of Wisconsin

Douglas Gentile, PhD, Iowa State University, National Institute on Media and the Family

Kimberly M. Thompson, ScD., Harvard School of Public Health

Patricia Vance, President, Entertainment Software Rating Board



1 p.m. Education Policy Panel

Chair: Dorothy G. Singer, PhD, Yale University

Joy Keiko Asamen, PhD, Pepperdine University

Karen Dill, PhD, Lenior-Rhyne College

Susan McHale, PhD, Pennsylvania State University

2:15 p.m. Legislative Policy Panel

Chair: Jeff McIntyre, American Psychological Association

Congresswoman Betty McCollum (D-Minnesota)

Michael Rich, M.D., MPH, Harvard School of Public Health

Catherine Ross, PhD, JD, George Washington University Law School

Kevin Saunders, JD, PhD, Michigan State University

3:45 p.m. Ratings, Education and Legislative Policy Working Groups

Chairs convene three Working Groups to begin formulating recommendations for future action plan

5 p.m. Summit Day 1 concludes

Saturday, October 21

8:30 a.m. Open forum: Discussion on violent video game impact on youth

9 a.m. Ratings Research, Education and Legislative Policy Working Groups reconvene

Working groups discuss options and recommendations for future action plan

11 a.m. Summit reconvenes as a whole

Report of Working Group Chairs on recommendations

Final discussion and vote on statement of experts on violent video games as a risk factor for youth aggression

Noon Summit Call for Action and Conclusion

David Walsh, PhD, National Institute on Media and the Family