

This resolution was adopted by the ALA Council on June 30, 2013

Resolution Commending the Freedom to Read Foundation (FTRF) for Defending Videogames

Whereas videogames continue to receive public scrutiny despite over thirty years of studies that have shown “no scientific link has been established” between videogames and real world violence;

Whereas the FTRF joined the amicus brief for the United States Supreme Court case *Brown vs Entertainment Merchants Association* which ruled videogames qualified for First Amendment protections like books, plays and movies:

Whereas videogames are now given equal treatment under the law and the same unfettered access as books, plays, movies and non-print media in libraries, as a direct result of the Freedom to Read Foundation’s (FTR) actions and collaboration;

Whereas the FTRF came to the successful defense of Elmhurst Public Library when a group of residents tried to restrict M-rated videogames from the library on the basis of personal views;

Whereas the FTRF has been exemplary in its function: to support the right of libraries to include in their collections and to make available to the public any creative work which they may legally acquire;

Whereas the FTRF has met the goals of the American Library Association in transforming libraries by defending library use of new and emerging technologies which promote and support technological experimentation and innovation. (ALA Strategic Plan 2011-2015);

Whereas ALA has continuously supported principles of intellectual freedom, in due diligence, regardless of format, recognizing that expurgation of library materials is a violation of the Library Bill of Rights;

Whereas International Games Day @ your library (formerly National Gaming Day) was declared by the American Library Association (ALA) on November 15, 2008 to reconnect communities through their libraries around the educational, recreational, and social value of all types of games;

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Whereas the Games and Gaming Round Table (Game-RT) was formed on September 1, 2011 to create an awareness of, and need for, the support of the value of gaming and play in libraries, schools, and related learning communities (Game-RT Bylaws Article II Sec. 1.4); and

Whereas ALA has affirmed its commitment to the points of its strategic plan that "Libraries embrace technology and are seen as trusted leaders in the information age" through the actions of the Freedom to Read (FTRF): now, therefore, be it

Resolved, that the American Library Association (ALA):

1. commends the FTRF for recognizing videogames as a non-print medium in libraries worthy of First Amendment protections;
2. continues to support the Freedom to Read Foundation (FTRF) in defense of libraries when presented with challenges to videogames included in gaming collections;
3. continues to support the Freedom to Read Foundation (FTRF) and support Game-RT so that it may be a "force for initiating and supporting game programming in libraries;"
4. continues to stand by the Freedom to Read Foundation (FTRF) in alignment with the researchers, politicians and institutions that challenge unscientific studies attributing violent behavior to videogames.¹

Adopted by the Council of the American Library Association
Sunday, June 30, 2013
in Chicago, Illinois



Keith Michael Fiels
ALA Executive Director and Secretary of the ALA Council

(1). Former FBI Profiler Mary Ellen O'Toole, Congresswoman Nancy Pelosi, Texas A&M International University Psychology Professor Christopher Ferguson, Rep. Debbie Wasserman Schultz (Fla.), Sen.

John Thune (R-S.D.) and Rep. Duncan Hunter (CA), Comic Defense Legal Fund, The National Coalition Against Censorship, etc.