

HOUSE JOINT RESOLUTION 2

By Staples

A RESOLUTION to recognize gaming disorder as a mental health condition.

WHEREAS, the World Health Organization (WHO) classified gaming disorder as a mental health condition in its 11th Revision of the International Classification of Diseases; and

WHEREAS, WHO defines gaming disorder as "a pattern of behavior ('digital-gaming' or 'video-gaming') characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences"; now, therefore,

BE IT RESOLVED BY THE HOUSE OF REPRESENTATIVES OF THE ONE HUNDRED ELEVENTH GENERAL ASSEMBLY OF THE STATE OF TENNESSEE, THE SENATE CONCURRING, that the State of Tennessee recognizes gaming disorder as a mental health condition in order to increase focus on gaming disorder and its prevention and treatment.

BE IT FURTHER RESOLVED, that a certified copy of this resolution be transmitted to the Department of Mental Health and Substance Abuse Services and the Department of Health.