

Honolulu, Hawaii
February 16, 2018

RE: H.B. No. 2471
H.D. 1

Honorable Scott K. Saiki
Speaker, House of Representatives
Twenty-Ninth State Legislature
Regular Session of 2018
State of Hawaii

Sir:

Your Committee on Consumer Protection & Commerce, to which was referred H.B. No. 2471 entitled:

"A BILL FOR AN ACT RELATING TO CONSUMER PROTECTION,"

begs leave to report as follows:

The purpose of this measure is to ensure proper oversight of game developers and marketers and to protect consumers from predatory and manipulative practices by the gaming industry by establishing a Hawaii Digital Gaming Commission, which shall coordinate with other states to provide oversight and monitoring of predatory or exploitative practices in digital games.

Hawaii Youth Services Network and several individuals supported this measure. The Entertainment Software Association opposed this measure. The Department of Commerce and Consumer Affairs and Department of Health provided comments.

Your Committee has amended this measure by:

- (1) Appropriating an unspecified amount to be expended by the Department of Commerce and Consumer Affairs to establish the Hawaii Digital Gaming Commission;
- (2) Changing its effective date to July 1, 2050, to encourage further discussion; and



- (3) Making technical, nonsubstantive amendments for the purpose of clarity and consistency.

As affirmed by the record of votes of the members of your Committee on Consumer Protection & Commerce that is attached to this report, your Committee is in accord with the intent and purpose of H.B. No. 2471, as amended herein, and recommends that it pass Second Reading in the form attached hereto as H.B. No. 2471, H.D. 1, and be referred to your Committee on Finance.

Respectfully submitted on
behalf of the members of the
Committee on Consumer
Protection & Commerce,

For 

ROY M. TAKUMI, Chair



