

ASSEMBLY BILL

No. 255

Introduced by Assembly Member Waldron

February 7, 2013

An act relating to public postsecondary education.

LEGISLATIVE COUNSEL'S DIGEST

AB 255, as introduced, Waldron. Public postsecondary education: digital arts pilot program: video games.

Existing law establishes the segments of the public postsecondary education system in the state, including the University of California administered by the Regents of the University of California, the California State University administered by the Trustees of the California State University, and the California Community Colleges administered by the Board of Governors of the California Community Colleges.

This bill would state the intent of the Legislature to enact legislation that would create a digital arts pilot program at California's public postsecondary educational institutions for the advancement of video game creation and design.

Vote: majority. Appropriation: no. Fiscal committee: no.
State-mandated local program: no.

The people of the State of California do enact as follows:

- 1 SECTION 1. (a) The Legislature finds and declares that
- 2 California is home to some of the most popular video game
- 3 developers and titles in the world, and many video game studios

1 require highly talented computer programmers to fill a growing
2 need.
3 (b) It is the intent of the Legislature to enact legislation that
4 would create a digital arts pilot program at California's public
5 postsecondary educational institutions for the advancement of
6 video game creation and design.

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