



# CENSORSHIP: M-RATED VIDEO GAMES

Consider this case study about M-rated video games.

In the wake of the December 2012 Sandy Hook mass shooting incident, EPL received six Materials Reconsideration Requests along with letters to the Director from a group of patrons asking for the removal of M-rated video games from the collection.

Note: EPL's Library Borrowing Policy does not allow children under 17 to check out M-rated video games.



The patrons attended several Board Meetings and presented their concerns that the games would cause players to become desensitized to violence and even carry out violent acts themselves. The Board listened and sought opinions from the American Library Association (ALA) Office of Intellectual Freedom and received data from researchers of video game violence.

# IN THE END

The Board reached a consensus to retain the materials in keeping with EPL's [Collection Management Policy](#), citing:

- "All individuals have a right to choose which Library materials they will use. However, no one may restrict the rights of others."
- "Once an item has been accepted [...] it will not be removed at the request of those who disagree with its inclusion into the collection unless it can be proved that the retention of the item would be in violation of this policy."

