

**Question for written answer E-004698/2015
to the Commission**
Rule 130
Ivan Jakovčić (ALDE)

Subject: Impact of computer games on children's health

As new technologies evolve, the entertainment industry evolves with them, especially that associated with IT, communications and audio-visual technology. For this reason, children today spend more and more time playing with various forms of 'computer games'. Familiarity with IT devices and the application of new technologies from an early age is the positive aspect of this behaviour, but it also has harmful effects on children's health.

1. Has there been an assessment of harmful effects of such technologically conditioned activities and behaviours on the health of children as they develop and grow?
2. What steps is the European Commission taking to reduce and regulate the negative impact of 'computer games' on children's health?