

THE AMERICAN LEGION DEPARTMENT OF CALIFORNIA
1601 7TH STREET, SANGER, CA 93657-280
Department Executive Committee 14-15 January 2023
Anaheim, CA

Department Resolution No. 2023-001

Subject: To Establish an American Legion Department of California Gaming Committee

Origin: American Legion Post 0283

Submitted By: Alvin Myo Dunn

RESOLUTION

WHEREAS, According to the Department of Veterans Affairs 2021 National Veteran Suicide Prevention report, an average of 17.2 Veteran's committed suicide per day in 2019; and

WHEREAS, According to the Department of Veterans Affairs, 11-20 % of Veterans who served in Operations Iraqi Freedom and Enduring Freedom, 12 % of Gulf War Veterans, and 15% of Vietnam Veterans have PTSD in any given year; and

WHEREAS, Mental health conditions are treatable with the VA offering a wide range of effective treatments and services for Veterans with mental health conditions, including a bundled public health approach involving multiple sectors, including the media and entertainment industries: and

WHEREAS, According to studies conducted by WebMD and reviewed by Dan Brennan, MD, playing video games has numerous benefits for mental health; including mental stimulation, feeling accomplished, mental health recovery, social interaction, emotional resilience; and

WHEREAS, On May 22, 2019, Mike Richman from VA Research Communications reported that studies with a small sample of veterans trying to recover from mental health issues found that video games can help in overcoming such problems as PTSD and substance abuse disorders; and

WHEREAS, Dr. Michelle Colder Carras, a public health researcher, led a study that appeared in the journal *Social Science & Medicine* and wrote that gameplay can promote a mindfulness-like psychological escape but can also provide users with benefits of confidence, social connection, personal growth, and opportunities for employment or even leadership and that these benefits are accessible to people with disabilities for whom circumstances or limitations may challenge traditional treatments, leisure activities, or social interactions; and

WHEREAS, Dr. Michell Colder Carras noted that participants in that study described using video games to "distract from overwhelming symptoms, including suicidal thoughts and drug and alcohol use"; and

WHEREAS, Nasdaq reports that the gaming community and market are gaining traction, surpassing traditional industries such as movie and music—combined while across the globe, billions of people indulge in video games every day, breaking the barriers of age, gender, culture, and society; now, therefore, be it

RESOLVED, By The American Legion Department of California at the Department Executive Committee meeting in Anaheim, California, on January 13-15, 2023, that The American Legion Department of California create a Gaming Committee for the purpose of assuming the responsibility of researching and

studying the effects of gaming within the organization for social interaction amongst its interested members and the veteran community at large, gaming in regards to veterans' mental health, and potential for membership and business enhancement in the support of American Legion Programs; and, be it further

RESOLVED, That this Committee continue to collaborate and establish relationships with other military gaming charities and organizations, and, be it finally

RESOLVED, That the Gaming Committee make semiannual reports to the Veterans Affairs & Rehabilitation Commission and the Department Executive Committee regarding findings and recommendations.

This is to certify by the signatures below that the above Resolution was passed as described:

_____	_____
Adjutant, Post 0283	Date
_____	_____
Department Commander	Date
_____	_____
Department Adjutant	Date

Original Authors: Christopher S. Yates, Alvin Myo Dunn Post #365, Vista, California and Andre Andrews Jr., Pacific Palisades Post 283