
SENATE BILL 6104

State of Washington

63rd Legislature

2014 Regular Session

By Senators McAuliffe, Litzow, Hargrove, Hill, Billig, Fraser, and Brown

Read first time 01/15/14. Referred to Committee on Early Learning & K-12 Education.

1 AN ACT Relating to the interactive gaming in schools public-private
2 partnership; adding a new section to chapter 28A.300 RCW; creating a
3 new section; and providing an expiration date.

4 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

5 NEW SECTION. **Sec. 1.** A new section is added to chapter 28A.300
6 RCW to read as follows:

7 (1) The interactive gaming in schools public-private partnership is
8 established, composed of the following members:

9 (a) Four members of the legislature, with one member from each
10 caucus of the house of representatives appointed by the speaker of the
11 house of representatives, and one member from each caucus of the senate
12 appointed by the president of the senate;

13 (b) Four experts in the integration of interactive technology or
14 gaming into education, with one expert nominated by each caucus of the
15 house of representatives and submitted for appointment by the speaker
16 of the house of representatives, and one expert nominated by each
17 caucus of the senate and submitted for appointment by the president of
18 the senate;

1 (c) A representative of the department of early learning, appointed
2 by the director of the department of early learning;

3 (d) A representative of the office of the superintendent of public
4 instruction, appointed by the superintendent of public instruction.

5 (2) The chair of the partnership shall be selected by the members
6 of the partnership from among the legislative members.

7 (3) To the extent funds are appropriated or are made available for
8 this purpose, the partnership may hire a staff person who shall reside
9 in the office of the superintendent of public instruction for
10 administrative purposes. Additional technical and logistical support
11 may be provided by the office of the superintendent of public
12 instruction, the organizations concerning the partnership, and other
13 participants in the interactive gaming in schools public-private
14 partnership.

15 (4) The members of the partnership shall be appointed by August 1,
16 2014.

17 (5) Legislative members of the partnership shall receive per diem
18 and travel expenses in accordance with RCW 44.04.120. Nonlegislative
19 members, except those representing an employer or organization, are
20 entitled to be reimbursed for travel expenses in accordance with RCW
21 43.03.050 and 43.03.060.

22 (6) This section shall be implemented to the extent funds are
23 available.

24 NEW SECTION. **Sec. 2.** (1) The purpose of the interactive gaming in
25 schools public-private partnership is to examine how interactive games
26 may be integrated into primary and secondary education to increase
27 student involvement and achievement.

28 (2) In carrying out its task, and to the extent funds are
29 available, the interactive gaming in schools public-private partnership
30 shall:

31 (a) Consider how interactive games and advances in technology may
32 be integrated into Washington's education system from early learning
33 through grade twelve, with a focus on improving student engagement and
34 achievement;

35 (b) Develop a proposal for a pilot program that integrates
36 interactive games into the early learning and K-12 curriculum in
37 Washington;

1 (c) Submit the pilot program proposal to the legislature by
2 December 1, 2015.

3 (3) This section expires January 1, 2016.

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