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Violence in and through the media

Amendment¹ No. 1

tabled by the Committee on Social Affairs, Health and Sustainable Development

In the draft resolution, paragraph 3, replace the last sentence with the following sentence:

"The interactivity of computer games, Internet tools (social networks, chat rooms, search engines, online shopping, and so on) and the accessibility of those media from anywhere (via "smartphones") create numerous possibilities for users to actively steer the violence found in and conveyed through the media, and to identify with it."

1. 2014 - Third part-session

