

- SUBJECT:** Requiring video game coding in the technology applications curriculum
- COMMITTEE:** Public Education — favorable, without amendment
- VOTE:** 12 ayes — Dutton, Lozano, Allen, Allison, K. Bell, Bernal, Buckley, Huberty, K. King, Meza, Talarico, VanDeaver
- 0 nays
- 1 absent — M. González
- WITNESSES:** For — (*Registered, but did not testify:* Starlee Coleman, Texas Public Charter Schools Association; Gilbert Zavala, The Greater Austin Chamber of Commerce; Thomas Parkinson)
- Against — None
- On — (*Registered, but did not testify:* Eric Marin and Monica Martinez, Texas Education Agency)
- BACKGROUND:** Education Code sec. 28.002(c-3) requires the State Board of Education to identify the essential knowledge and skills for the technology applications curriculum for kindergarten through grade 8 that include coding, computer programming, computational thinking, and cybersecurity.
- Interested parties have noted that the video game industry produces hundreds of thousands of jobs nationwide with salaries above the national average. It has been suggested that schools should offer instruction on video game coding so that students will be equipped for careers in this lucrative market.
- DIGEST:** HB 2769 would require the State Board of Education to adopt essential knowledge and skills that include coding for video games.
- The board would be required to review and revise, as needed, the essential knowledge and skills of the technology applications curriculum by

HB 2769  
House Research Organization  
page 2

December 31, 2022.

The bill would take effect September 1, 2021.