

1 the Securities and Exchange Commission must con-
2 sider the real-life impacts to consumers in these vir-
3 tual spaces.

4 (b) CONSIDERATIONS AND RULEMAKING.—Not later
5 than the end of the 360-day period beginning on the date
6 of enactment of this Act, the Commodity Futures Trading
7 Commission and the Securities and Exchange Commission
8 shall, jointly, in consultation with the Bureau of Consumer
9 Financial Protection and such other agencies as the com-
10 missions determine appropriate—

11 (1) consider—

12 (A) the issues identified in the findings
13 under subsection (a); and

14 (B) minors who may regard digital assets
15 in video games and virtual worlds as “fake”
16 when in fact they have real-life value; and

17 (2) develop rules and guidance to address those
18 issues.

