

LEGISLATIVE DRAFT

Consumer Labeling of Cell Phones and Digital Screen Devices and Gaming Software

*"There was a peer review by independent scientists of the biggest study that the United States government has had to date on cellphone radiation. This was a study by the U.S. National Toxicology Program, that's part of the National Institutes of Health. The study was commissioned by the U.S. Food and Drug Administration. And it released some preliminary findings in February, and then those findings were peer-reviewed by independent scientists last week. **And those independent scientists finally concluded that there was, quote, "clear evidence," unquote, "clear evidence" that cellphone radiation can cause cancers.**"*

PROBLEM

- People may not be aware of the hazards of using computers and personal screen devices because tech product and software manufacturers are not required to make age recommendations or issue safety warnings. For example, toy, food, alcohol, and cigarette manufacturers are required to warn of the health risks by prominently labeling their products. Age limits prevent children from having access to addictive products. Technology product manufacturers are not required to label products or warn customers about the dangers of usage when marketing their products. Although devices do come with some information for safe usage, manufacturers bury warnings deep within their virtual manuals. Even salespersons are often unaware that warnings and safety information exists.
- Today, 95 out of 100 adult Americans own a cell phone
- Wireless cellphone technology was rolled out in the 1980's without conducting safety studies
- As early as 1999 many studies indicated a strong correlation between cell phone usage and brain tumors
- The range of health problems from improper and overuse of wireless digital devices ranges from annoying ones like headaches, fatigue, problems sleeping, and ringing in the ears to much more serious ones like eye, leg, heart, and balance problems, reproductive problems, brain tumors, cancers, and others.
- Like Big Tobacco and Big Oil, Big Wireless' own scientists privately warned industry leaders about health risks
- The wireless industry made the same moral choices as did the tobacco and fossil fuel industries to subvert the health risks of their products
- In 2011 the World Health Organization listed wifi radiation as a "possible" carcinogen and may later this year (2018) revise that assessment to a "probable" or even a "known" carcinogen based on recent scientific evidence
- The wireless industry has worked to deliberately addict its customers through persuasive design, a factor that has led to gaming addiction especially among youth
- Not a single insurance company is willing to issue a product-liability policy that covers cell phone radiation

SOLUTION

Require that digital products and gaming software be labeled with all appropriate warnings and risks including but not limited to:

- Radiation hazards
- Harmful health effects similar to those required on prescription drugs
- Age recommendations
- Dangers to small children and pregnant women
- Addiction warnings
- User manuals presented at point of sale in pamphlet/paper format
- Consumer consultation on the health risks of devices and software and health information on how to use devices safely
- Warnings to businesses, organizations, and schools that they may be liable for health care costs when requiring employees and children to use these devices without knowledge or consent of the risks

CITATIONS

National Toxicology Program: Peer Review of the Draft NTP Technical Reports on Cell Phone Radio frequency Radiation, 2018
https://ntp.niehs.nih.gov/ntp/about_ntp/trpanel/2018/march/peerreview20180328_508.pdf

"Clear evidence" that Wifi Radiation Can Cause Cancer -- Let's Talk
<http://www.paaoregon.org/single-post/2018/04/08/Clear-evidence-that-Wifi-Radiation-Can-Cause-Cancer----Lets-Talk>

Part 1: How the Wireless Industry Convinced the Public Cellphones Are Safe & Cherry-Picked Research on Risks
https://www.democracynow.org/2018/4/5/how_the_wireless_industry_convinced_the

Part 2: How Big Wireless War-Gamed the Science on Risks, While Making Customers Addicted to Their Phones
https://www.democracynow.org/2018/4/5/how_big_wireless_war_gamed_the

American Academy of Pediatrics Announces New Recommendations for Children's Media Use
<https://www.aap.org/en-us/about-the-aap/aap-press-room/Pages/American-Academy-of-Pediatrics-Announces-New-Recommendations-for-Childrens-Media-Use.aspx>

Screen Time Action Network
<https://screentimenetwork.org/conference-summary>

A Four-Week Plan to End Meltdowns, Raise Grades, and Boost Social Skills by Reversing the Effects of Electronic Screen-Time by Victoria Dunkley
<https://drdunkley.com/reset-your-childs-brain/>

World Health Organization Gaming Disorder
<http://www.who.int/features/qa/gaming-disorder/en/>

Manufacturers bury their warnings deep within their manuals
<http://c4st.org/cellphones/>

Do you know where the WiFi/Bluetooth Microwave Antennas are on your child's iPad?
<http://parentsforasafeschool.blogspot.com/2014/02/do-you-know-where-wifiblueetooth.html>

iPad User Guide
<https://help.apple.com/ipad/11/>

IPAD USER MANUAL'S SAFETY WARNING AND DISCLAIMER. HAVE YOU READ IT?
<https://cellsafe.com/ipad-user-manuals-safety-warning-disclaimer-read/>

Oregon State Legislature Chapter 453 – Radiation Sources 453.605 – 453.745
https://www.oregonlegislature.gov/bills_laws/ors/ors453.html

Cigarette Labeling and Warning Statement Requirements
<https://www.fda.gov/TobaccoProducts/Labeling/Labeling/ucm524463.htm>

Note: Resources cited pertain to Apple products but the same holds true for other digital product manufacturers.