

Chairman Tiffany, Ranking Member Neguse, and distinguished Members of the Committee, thank you for the opportunity to speak to you on my bill, HR 3250 the National Museum of Play Recognition Act.

My bill the National Museum of Play Recognition Act identifies that the Margaret Woodbury Strong Museum, DBA Strong Museum, located in my district Rochester, New York, is the only museum of its kind that exists for the exclusive purpose of exploring the ways in which play encourages learning, creativity, and discovery, and how it illuminates cultural history. Furthermore, it officially designates the Margaret Woodbury Strong Museum as the National Museum of Play.

The Strong Museum is a unique facility with over 100,000 square feet dedicated to educational, dynamic, and innovative exhibit spaces.

Including the World Video Game Hall of Fame at which highlights electronic games of all types that have enjoyed popularity over a sustained period and have exerted influence on the video game industry or on popular culture and society in general.

The Strong museum has recently announced its 90,000 square foot expansion. This expansion will feature the world's largest, playable Donkey Kong arcade game, standing nearly 20 feet tall.

Due to hard work of its staff the Strong Museum has remained a museum of national importance year after year. I am incredibly proud to lead this legislation to officially grant this exceptional museum with the recognition it deserves.

I thank this Subcommittee for the opportunity to speak in support of this bill and the Strong National Museum of Play.