

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 467
TO BE ANSWERED ON 06.12.2023

VIOLENCE ASSOCIATED WITH VIDEO GAMES

467. SHRI VISHNU DATT SHARMA:

Will the Minister of Electronics and Information Technology be pleased to state:

- (a) whether the Government is cognisant that a new trend of violence associated with video games, is picking up among children and adolescents of the country and if so, the details thereof;
- (b) whether the Government has taken/planned some measures to address this issue;
- (c) if so, the details thereof;
- (d) whether the Government, in view of excess use of online games, is planning to limit the gamers under 18 years to just 3 hours of online games per week and make industry responsible for enforcing the regulations; and
- (e) if so, the details thereof?

ANSWER

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY
(SHRI RAJEEV CHANDRASEKHAR)

(a) to (e):The policy of the Government is aimed at ensuring Internet in India is Open, Safe & Trusted and Accountable to all Digital Nagriks.The Government is cognizant of the risks posed by online gaming addiction and also online gaming that depicts users' harms including violence.

The Ministry prepared the draft amendment to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 ("IT Rules, 2021") with respect to online gaming and commenced public consultations on the same in January, 2023. After extensive consultations with relevant stakeholders including National Commission For Protection of Child Rights (NCPCR), children, teacher, users of online games, online gaming companies, other concerned Ministries, etc., the amendment to the IT Rules, 2021 were notified on 6.4.2023.

These rules enforce greater accountability on online gaming and social media intermediaries in respect of online games to ensure an Open, Safe & Trusted and Accountable Internet for Digital Nagriks. Under the new rules, only permissible online games are allowed to be available on the Internet in India. To be verified and declared as permissible online real money game, such online real money game shall not be involve in wagering on outcome, information causing user harm, gaming addiction, financial loss, financial fraud, etc.
