

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
RAJYA SABHA
UNSTARRED QUESTION NO. 2022
TO BE ANSWERED ON 17.3.2023

ADVERSE IMPACT OF ONLINE GAMING

2022. SHRI TIRUCHI SIVA:

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

- (a) whether Government is aware that there has been a significant rise in cases of financial losses and suicides, reported from across the country, by individuals involved in online gaming with a considerable number of them being children;
- (b) if so, the details of the number of suicides reported during the last five years, State/UT-wise;
- (c) the details of the Rules under which these gaming apps have been sanctioned by Government;
- (d) whether Government proposes to set up a self-regulatory body to handle cases governing the online gaming sector; and
- (e) if so, the details thereof?

ANSWER

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

(a) and (b): Data related to crimes, including cybercrimes, are maintained by the National Crime Records Bureau (NCRB), based on data reported by State Police and other law enforcement agencies. As per information provided by NCRB, no specific data on the incident of suicides after losing money in online gambling and harassment by companies is reported to or maintained by it. State- and Union-territory-wise details of cases registered under the sub-category “Abetment to suicide (online)” within the “Cybercrimes” category for the last five years is at Annex.

(c) to (e): The policies of the Government are aimed at ensuring an Open, Safe and Trusted and Accountable Internet for its users. To help achieve this aim, the Central Government, in exercise of powers conferred by the Information Technology Act, 2000, has made the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021. These rules cast specific obligation on intermediaries, including intermediaries offering online games, to observe due diligence and provide that if they fail to observe such due diligence, they shall no longer be exempt from their liability under law for third-party information or data or communication link hosted by them. Such due diligence includes the following:

- (i) An intermediary shall make reasonable efforts to cause its user not to host, display, publish, transmit or share any information that relates to or encourages gambling, or is harmful to child, or violates any law for the time being in force.
- (ii) The intermediary shall not host, store or publish unlawful information prohibited under law for the time being in force, on a voluntary basis on violation of the above, and on actual knowledge upon receipt of a grievance or court order or notice from the appropriate government or its agency.

- (iii) The intermediary shall provide, upon receipt of an order from a lawfully authorised government agency, information or assistance for prevention, detection, investigation or prosecution under law.

The rules do not provide that gaming apps be sanctioned by the Government.

Further, with a view to enable consideration of issues related to online gaming in their totality, the Government of India has allocated matters related to online gaming to the Ministry of Electronics and Information Technology. Against this backdrop, after taking into account inputs received from various Ministries/Departments concerned as well as other stakeholders, this Ministry has prepared draft amendments to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021, made by the Central Government in exercise of its powers under the Information Technology Act, 2000. The draft amendments are aimed at enabling consideration as aforesaid, including by enabling the growth of the online gaming industry in a responsible manner. The Government has undertaken extensive public consultation on the same to gather feedback for formulating the amendments.

**Cases registered under the sub-category “Abetment of suicide (online)”,
within the “Cybercrimes” category**

S. No.	State and Union territories	2017	2018	2019	2020	2021
1	Andhra Pradesh	0	1	0	0	0
2	Arunachal Pradesh	0	0	0	0	0
3	Assam	0	0	0	0	0
4	Bihar	0	0	0	0	0
5	Chhattisgarh	0	0	0	0	0
6	Goa	0	0	0	0	0
7	Gujarat	0	0	0	0	0
8	Haryana	0	0	0	0	0
9	Himachal Pradesh	0	0	0	0	0
10	Jharkhand	0	0	0	0	0
11	Karnataka	0	0	0	0	0
12	Kerala	0	0	0	0	0
13	Madhya Pradesh	0	1	0	0	0
14	Maharashtra	0	0	0	0	0
15	Manipur	0	0	0	0	0
16	Meghalaya	0	0	0	0	0
17	Mizoram	0	0	0	0	0
18	Nagaland	0	0	0	0	0
19	Odisha	0	0	0	0	0
20	Punjab	0	0	0	0	0
21	Rajasthan	0	0	0	0	0
22	Sikkim	0	0	0	0	0
23	Tamil Nadu	5	0	0	0	0
24	Telangana	0	0	0	0	0
25	Tripura	0	0	0	0	0
26	Uttar Pradesh	0	0	0	0	0
27	Uttarakhand	0	0	0	0	0
28	West Bengal	0	0	0	0	0
29	Andaman and Nicobar Islands	0	0	0	0	0
30	Chandigarh	0	0	0	0	0
31	Dadra and Nagar Haveli and Daman and Diu	0	0	0	0	0
32	Delhi	0	0	0	0	0
33	Jammu and Kashmir	0	0	0	0	0
34	Ladakh	-	-	-	0	0
35	Lakshadweep	0	0	0	0	0
36	Puducherry	0	0	0	0	0
	TOTAL	5	2	0	0	0

Source: National Crime Records Bureau
