

**GOVERNMENT OF INDIA  
MINISTRY OF HEALTH AND FAMILY WELFARE  
DEPARTMENT OF HEALTH AND FAMILY WELFARE**

**LOK SABHA  
UNSTARRED QUESTION NO. 6464  
TO BE ANSWERED ON 6<sup>TH</sup> APRIL, 2018**

**GAMING DISORDER**

**6464. SHRI V. ELUMALAI:**

Will the Minister of **HEALTH AND FAMILY WELFARE** be pleased to state:

- (a) whether it is true that the World Health Organisation is considering to classify gaming disorder as mental health condition;
- (b) if so, the details thereof;
- (c) the reaction of the Government thereto; and
- (d) the necessary steps taken by the Government in this regard?

**ANSWER**

**THE MINISTER OF STATE IN THE MINISTRY OF HEALTH AND  
FAMILY WELFARE  
(SMT. ANUPRIYA PATEL)**

(a) & (b): The World Health Organisation, in its draft 11th Revision of the International Classification of Diseases (ICD-11), has defined Gaming disorder as a pattern of gaming behaviour (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.

(c) & (d): To address the burden of mental disorders, the Government of India is implementing the National Mental Health Programme (NMHP) since 1982. The Government is supporting implementation of the DMHP under NMHP in 517 districts of the country for detection, management and treatment of mental disorders/illness. The DMHP has been restructured to include additional components like counselling in schools and colleges, suicide prevention services, work place stress management and life skills training. Support is also provided for Central/ State Mental Health Authorities, Research and Training and for Information, Education and Communication (IEC) activities.

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