

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**LOK SABHA**  
**UNSTARRED QUESTION NO.234**  
TO BE ANSWERED ON: 12.12.2018

**MOMO CHALLENGE GAME**

**234. SHRI VENKATESH BABU T.G.: DR SANJAY JAISWAL:**

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

- (a) whether the 'The Momo Challenge Game' is creating havoc among children and students and if so, the details thereof and the steps taken by the Government in this regard;
- (b) the number of persons who have fallen prey to the Momo Challenge Game so far;
- (c) the details of the instructions or advisory that have been issued to schools and colleges on Momo Challenge Game;
- (d) the details of the feedback that has come for controlling or checking the spread of Momo Challenge Game;
- (e) whether the concerned Ministry is coordinating with Ministry of Home Affairs to control and stop the spread of Momo Challenge Game among children and if so, the details thereof; and
- (f) whether the Government is taking any active steps to regulate the information spread through whatsapp including the menace of fake news and spread of games like "Momo Challenge Game" and if so, details thereof?

**ANSWER**

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY  
(SHRI S.S. AHLUWALIA)

(a) and (b): There had been media reports about alleged suicides/ attempted suicides due to dangerous online game like Momo Challenge Game. Section 79 of the Information Technology Act, 2000 provides for certain due diligence to be followed by Intermediaries failing which they would be liable. The Information Technology (Intermediaries Guidelines) Rules, 2011 notified under section 79 of the Act, inter alia, specifies that the intermediaries shall inform the users of computer resource not to host, display, upload, modify, publish, transmit, update or share any information that is grossly harmful, harms minor in any way; violates any law for the time being in force; etc. Law Enforcement Agencies regularly monitor the social media sites and take action under existing legal provisions for removal of malicious contents/materials and prosecuting the offenders.

(c) and (d): Government issued Guidelines for Safe and Effective Use of Internet and Digital Technologies to all CBSE schools vide circular dated. 18.08.2017. Further, Ministry of Electronics & Information Technology (MeitY) had issued an Advisory on " Momo Challenge Game" on 27.08.2018. Central Board of Secondary Education (CBSE) had also written to all the institutions affiliated to CBSE detailing the precautions to be taken on an online game.

(e) and (f) : MeitY and Indian Computer Emergency Response Team (CERT-In) interacted with service providers of social media regarding the steps to be taken to prevent users from

falling prey to harmful online games. Government has asked popular social media sites not to host any such dangerous online games and immediately remove the same as and when detected.

It is also understood that there is no formal Application, website or URL available for downloading/accessing online games like Blue Whale Challenge. Hence, there is little scope for using technical solutions to identify or block the dangerous online games.

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