

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 2102
TO BE ANSWERED ON 02.08.2023

ADDICTION TO ONLINE GAMING

**2102. DR. M.P. ABDUSSAMAD SAMADANI:
SHRIMATI RANJANBEN DHANANJAYBHATT:**

Will the Minister of ELECTRONICS AND INFORMATION TECHNOLOGY be pleased to state:

- (a) whether the Government is aware of the increasing addiction of youth to online gaming apps and if so, the details thereof;
- (b) whether the Government has undertaken any initiatives to control this addiction, considering its negative impact on the future of the youth;
- (c) if so, the details thereof and if not, the reasons therefor; and
- (d) the likely time by which the Government intend to tackle this issue of addiction to online gaming?

ANSWER

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

(a) to (d): The Government is cognizant of the risks posed by online gaming and potential harms like addiction. The policies of the Central Government are aimed at ensuring an Open, Safe and Trusted and Accountable Internet for its users.

As per the Government of India (Allocation of Business) (Three Hundred and Seventieth Amendment) Rules, 2022 dated 23rd December 2022, "Matters relating to online gaming" has been allocated to the Ministry of Electronics and Information Technology, Government of India and over a period of few months, after extensive public consultation, the Central Government

has put a framework and guardrails to prescribe and regulate permissible online games and on 6.4.2023, the Central Government, in exercise of its powers under the Information Technology Act, 2000, has notified amendment to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021. Through this framework, to be verified and declared as permissible online game in Indian cyberspace, such online game shall be free from wagering on outcome and does not cause user harm and addiction.

These rules also cast specific obligations on intermediaries to observe due diligence and provide that if they fail to observe such due diligence, they shall no longer be exempted from their liability under law for third-party information or data or communication link hosted by them. Such due diligence includes that 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 violates any law for the time being in force. Further, the intermediary shall not host, store or publish such information, 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.
