IMPACT OF VIOLENT VIDEO GAMES

1089. SHRI ARVIND KUMAR SHARMA

Will the Minister of INFORMATION AND BROADCASTING be pleased to state:

(a) whether the Government has taken note that children and adolescents in the age group of 5-18 years are being harmfully impacted by the violent video games which are full of crime, gory and retributive stuff;
(b) if so, the reaction of the Government thereto;
(c) whether the Government proposes to take measures to control and improve this situation;
(d) if so, the details thereof; and
(e) if not, the reasons therefor?

ANSWER

THE MINISTER OF ENVIRONMENT, FOREST AND CLIMATE CHANGE; MINISTER OF INFORMATION AND BROADCASTING; AND MINISTER OF HEAVY INDUSTRIES AND PUBLIC ENTERPRISES (SHRI PRAKASH JAVADEKAR):

(a) to (e) There have been media reports about alleged threats to the children due to dangerous mobile games. The Information Technology (Intermediaries Guidelines) Rules, 2011 notified under section 79 of the Information Technology Act, 2000, *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 take action under existing legal provisions for removal of malicious contents/materials and prosecuting the offenders.

Guidelines have been issued on 18.08.2017 for “Safe and Effective Use of Internet and Digital Technologies” to all Central Board of Secondary Education (CBSE) schools. Further, Government had issued advisories on online dangerous games including on “Blue Whale Challenge Game” as well as “Momo Challenge Game”.

The Indian Computer Emergency Response Team (CERT-In) sent an advisory related to online dangerous games to Ministry of Women and Child Development on 07.08.2017 and 13.08.2018. The advisory contains best practices for parents and school teachers.

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