

**GOVERNMENT OF INDIA
MINISTRY OF YOUTH AFFAIRS AND SPORTS
(DEPARTMENT OF SPORTS)**

LOK SABHA

**UNSTARRED QUESTION NO. 945
TO BE ANSWERED ON 08.02.2022**

Surfacing of Gaming Disorder

945. SHRI KESINENI SRINIVAS:

Will the Minister of YOUTH AFFAIRS AND SPORTS be pleased to state:

- (a) whether the Government is aware of the surfacing of gaming disorder amongst teenagers in the country, if so, the details thereof;**
- (b) whether the Government has undertaken any relevant studies to ascertain the scale of the problem in the country and if so, the details thereof, if not, the reasons therefor;**
- (c) whether the Government is aware of the need for regulating the gaming space in this context, if so, the details thereof; and**
- (d) whether the Government has drafted regulations or guidelines to regulate the gaming ecosystem and if so, details thereof?**

ANSWER

**THE MINISTER OF YOUTH AFFAIRS & SPORTS
{SHRI ANURAG SINGH THAKUR}**

(a) & (b): As per the information provided by the Ministry of Health and Family Welfare, studies suggest that gaming disorder affects only a small proportion of people who engage in digital or video gaming activities. It has not been recognized as a primary disorder by most of the classificatory systems as of date. It is an evolving field and diagnostic criteria are still not formalized all over the world. But individual institutes and researchers are doing studies to understand the problem.

(c) & (d): Betting and Gambling come under List II of Seventh Schedule (Entry 34) of the Constitution of India, for which States are competent to enact laws. However, e-sports, which is in the nature of competitive sport and which has also been included in the Asian Games, 2022 falls within the regulatory purview of the National Sports Development Code of India, 2011.
