

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOKSABHA
UNSTARRED QUESTION NO. 2742
TO BE ANSWERED ON: 07.08.2024

ONLINE GAMERS IN INDIA

2742. SHRI CHAVDA VINOD LAKHAMSHI:

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

- (a) whether the Government is aware of the fact that the number of online gamers in India has surpassed China with user base of approximately four hundred and fifty million gamers;
- (b) if so, whether the Government has taken steps to get specific standards of moral Code of Conduct for gaming like ban on contents promoting crime, nudity and vulgarity;
- (c) if so, the details thereof; and
- (d) if not, the reasons therefor?

ANSWER

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY
(SHRI JITIN PRASADA)

(a) to (d): Ministry of Electronics and Information Technology ('MeitY'), after extensive consultations with relevant stakeholders, notified amendments to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 ("IT Rules, 2021") on 6th April, 2023 casting specific obligations on online gaming intermediaries, including other intermediaries, social media intermediaries or platforms in relation to online games. The IT Rules, 2021 have provided that the obligations will apply in relation to online games after the expiry of a period of three months from the date on which at least three online gaming self-regulatory bodies ("SRBs") are designated.

Content relating to crime, nudity and vulgarity considered as cybercrimes are dealt with under various provisions of the Information Technology Act ("IT Act"). The IT Act provides punishment for various offences under sections 66E, 67 and 67A of the IT Act which provides for the punishment and fine for violation of bodily privacy and publishing or transmitting of obscene/sexually-explicit material in electronic form.
