

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
STARRED QUESTION NO. *262
TO BE ANSWERED ON: 19.03.2025

IMPACT OF ONLINE GAMING ADDICTION

***262. MS. S JOTHIMANI:**

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

- (a) whether the Union Government has conducted any study on the impact of online gaming addiction particularly its link to suicides among youth and if so, the key findings thereof;
- (b) the number of reported suicides linked to online gaming during the last three years, Statewise along with the measures taken to address this issue;
- (c) whether the Government plans to ban online games associated with suicides and mental health concerns and if so, the details of proposed regulations or restrictions; and
- (d) if not, the reasons therefor?

ANSWER

MINISTER FOR ELECTRONICS AND INFORMATION TECHNOLOGY
(SHRI ASHWINI VAISHNAW)

(a) to (d): A Statement is laid on the Table of the House.

STATEMENT REFERRED TO IN THE REPLY TO LOK SABHA STARRED QUESTION NO. 262* FOR 19.03.2025 REGARDING IMPACT OF ONLINE GAMING ADDICTION

(a) to (d): The policies of the Central Government are aimed at ensuring an open, safe, trusted and accountable Internet for its users. To help achieve this aim, the Central Government after extensive consultations with relevant stakeholders notified amendments to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 (“IT Rules”) under the Information Technology Act, 2000 (“IT Act”) to address various socio-economic concerns emanating from online games. The Government is cognizant of the risks posed by online gaming and potential harms like addiction.

The IT Rules, 2021 casts specific obligations on online gaming intermediaries, including other intermediaries, social media intermediaries or platforms in relation to online games. Such intermediaries are required not to host, store or publish any information violative of any law for the time being in force. They are also obligated to ensure their accountability that includes their expeditious action towards removal of the unlawful information categorised under the IT Rules, 2021 or on the basis of grievances received against any information that, among other things, is harmful to child or that is relating or encouraging money laundering or gambling.

Further, IT Act has provisions to issue blocking orders to intermediaries for blocking access to specific information/ link in the interest of sovereignty and integrity, defence of India, security of the State, friendly relations with foreign States or public order or for inciting cognizable offence relating to above following the due process as envisaged in the Information Technology (Procedure and Safeguards for Blocking for Access of Information for Public) Rules, 2009. MeitY has issued 1298 blocking directions related to online betting/gambling/gaming websites (including mobile applications) between the year 2022-24.

National Crime Records Bureau (NCRB), under the Ministry of Home Affairs compiles and publishes statistical data on crimes in its publication “Crime in India”. NCRB doesn’t maintain any specific data related to suicides linked to online gaming.
