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**“China Unveils New Limits on Online Video Games**

<https://www.nytimes.com/2023/12/22/business/china-online-video-gaming.html?searchResultPosition=1>

**My summary**

This article unveils Chinas plan and reasoning to heavily limit online videogames for children. The regulations would involve limitations on money that can be invested in games, as well as the amount of money that can be donated to live streamers. The tactic of rewarding players for logging in is being banned so that there is no incentive to open the game daily. On top of this, games must be on servers and equipment based in China, while also being sure not to endanger national security by containing national secrets. Regulations on videogames had started as early as 2019, in which daily time limits were set for all people under the age of 18. Apart from videogames themselves, Chinese government officials have also regulated e-commerce, financial technology and ride-hailing businesses that were “too powerful.” Strangely enough, Chinas video game industry tops the world in both number of users (650 million) and revenue ($45 billion). This economical self-stabbing move leaves companies such as Tencent and NetEase confused and upset. These rules are subject to public comment before being finalized.

**ChatGPT Summary**

Chinese regulators have announced new restrictions on the online gaming industry, aimed at protecting minors and tightening control over the sector. The proposed rules include spending limits for users, a ban on minors tipping live streamers, and prohibiting game companies from offering rewards for daily logins to reduce addiction. Additionally, game servers and equipment must be in China, and game content cannot contain state secrets or threaten national security. These measures follow earlier restrictions, including time limits for under-18 gamers and a proposal to limit screen time for minors. China, the world's largest online gaming market with 650 million users, has already seen significant market impacts, with shares of companies like Tencent and NetEase dropping sharply. The proposal is open for public feedback before being finalized.

**My issues with the AI summary**

The LLM should have mentioned the exceptional revenue that is gained through videogames in China. I also think the word usage and approach at the formatting of the summary was bland and lifeless. Its just obvious that a robot wrote it. Other than that, the LLM summary contains similar information to my own. I think the amount of information I put in was fine, so I can’t say I have too many complaints with the ChatGPT summary.

**Importance of the topic**

This topic is important since we’ve been discussing the dangers that videogames pose to youth as well as the addictive side of them. It shows the true danger since even the world’s leading nation for videogame entertainment requires regulation. Children aren’t aware of the impacts that this docile and game-filled lifestyles can bring. China is taking a step in the right direction in my opinion, as video game addiction is very real.

**Questions**

What will be the financial losses associated with barring gamers from these activities? Basically, what would the common people think of this.

Would limiting children’s access to videogames at a young age have a positive or negative affect once the regulation is lifted at 18?

How much further will the Chinese government go in taking away their citizens access to the rest of the world?