Transcription details:

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Transcription results:

Hello, everyone. My name is [inaudible], and I'll start my speech. We believe that government should restrict the time spent on online games, and our definition is like guns, we give out licenses to people who play games as part of the occupation, including but not limited to game company employees and professional game players. And for others, we will limit the time into two to three hours. Now I will explain our two points. Our first point is addiction, and our second point is blur the border of reality and the VR, virtual reality.

And I will elaborate on our first point. And now, there are a lot of addictive games, such as Pokemon Go, which was a social phenomenon-- Yes?Addicted games?It's addictive game. And Pokemon Go became really famous game in Japanese society, and however, this caused a huge problem because it made people go into nuclear energy sources, which is very dangerous. It could cause people to die. And also a lot of drivers trying to catch Pokemon while driving bumped into people, and it caused them to die, which is a huge social problem. And as government, we would not want people to die. And therefore, we should limit the time people spending on online games. And because games are addictive, people stop paying attention around them. And on the train, look at everyone around you. A lot of people are using smartphones, and a lot of them are playing games such as [inaudible], or Candy Crush, or-- those games are so addictive that they can't pay attention to the-- around themselves, and this will lead to a lot of trouble, and this will cause a lot-- huge social problems. And therefore, we should limit the time they spend on online games, and especially for youths. They are people who will shape the world in the future, and if they are still addicted to games, they will have less time for studies. And this cause the future Japanese society to collapse. Instead, we want them to be studying, and therefore, we must limit the time that-- especially for youth, we must limit the time they spend on online games. Thank you.

Hello, everyone. We believe that government should restrict the time spent on online games. Let me rebut. We don't believe-- let me rebut what government team said. They said many people die because they use-- working with using smartphone. What are saying, it depend on the individual responsibility, and the government team said we cannot pay attention to the people. But government is giving otherwise. This working with using the smartphone is-- have include many risk, as you said that before. So it was not important matter.

Next, let me explain our points. We have two points. The first one is individual responsibility. The second point is building communication skill. I will explain the first point. Before I tell you our arguments, I want to say this. We believe that the most important point is to value individual. I think whenever we play online depend on the individual rights. I guess you will say those who play online have bad eyesight, but they have to-- they have their-- at least responsible. The government shouldn't deprive the enjoyment of individual. I will give you example. My friend's father in elementary school runs a online business. I've heard from that friend, his teacher-- his father always enjoy the-- no, thank you-- the online. So they could make a living by playing that online. Of course, the government said the business world is not prohibited the possibles, but still, those [inaudible] they don't enjoy the online, that possibility we have. But the government deprive the possibility. Those people have noticed interesting on the online. So restricting the time spent on the-- that is why we believe that government should restrict the time spent on online time games. Thank you.

Good evening, ladies and gentlemen. I am the second speaker of the government side, and today I would like to focus on not the value of the individual, but as the government, we would like to be focusing on the benefit of the society as a whole.

Now, moving on to reconstructing our first point. Our opponent has mentioned that it is up to the individual to know how to use these tools and to not bring harm to the society. But apparently, that is failing because as our first speaker has already mentioned, because of Pokemon Go, so many lives was lost, and so many, many lives were risked to death. And that has become huge news in all over the world, not only in Japan but all over that world because it was a social phenomenon, and it was that big of a problem. So I think that we should be looking at the problem as it's not-- because our opponent has mentioned it's not important. It is important because lives matter, right? There's so many people, lives were in risk, and that is why we are implementing this solution.

Now, to move into our second point. It blurs the border of reality and virtual world. And this has happened in the United States several times because people were so into shooting games, it resulted in mass shooting. And maybe you think, "No, but it's a game, and people should know the line between reality and virtual world." But apparently, there's so many people, believe it or not, there's so many people who do games all day, and they don't know whether it's reality or their life or virtual world anymore. So they go out with their guns, and they see something, someone saying hardship-- when they go through hardships, or when they see something that they don't like, they just shoot them. Because they don't know that's bad anymore. They don't have a clear line between what is good and bad anymore because mass shooting in games, it's only-- you don't get arrested, you just get a one-day detention, and that's over, righ?. So we believe that games only bring harm in reality, and there's no game in real life. And that is exactly why we are trying to implement this motion of government giving restrictions in time spending and includes every game to our people because as I repeat games only bring harm in real society and no gain. You get a moment of pleasure in virtual life, but that has to do nothing in real life. You don't gain anything in real life. So that is exactly why our government is implementing this problem. Thank you.

Hello, everyone. My name is [inaudible]. We don't believe that government should restrict the time spent on online games. Let me rebut government's first point. They said some games such as Pokemon Go are addictive, and it causes social problems. However, being addicted to games is responsible on everyone. They could have prevented those problems by being careful about themselves. Everyone has liberty of doing what they want to do.

As for government's second point, they say some people are addicted to the games and they can't think of the border between real and virtual reality. However, I can't know anything by any evidence that can avoid such a thing by limiting time. There was no meaning why they can avoid such a thing by limiting time. We think you cannot say so.

Next, let me reconstruct opposition's first point. They said games are only games, so addicting and harmful and give a strike for social phenomenon. However, as I said before everyone has responsibility of playing games. So they can prevent themselves by being careful.

Then let me explain our second point, building communication skill. We believe that online games is one of the good ways to build communication skill because you can connect and have a relationship with people all over the world. We think there is significant and deep meaning why this time is important. We think if we are able to play online games anytime, you will get opportunities to communicate without thinking about time difference. There are many kinds of people that online games can bring us many possibilities to all of us. It will be also a good way to value individual freedom. Therefore, we don't believe government should restrict the time spent on online games. Thank you.[applause]

Hello, everyone. My name is [inaudible]. We believe that government should restrict the time spent on online games. Let me summarize this debate.The most important point is to value individual freedom. On this point, the idea is some people play games all day, and games bring the risk to this, that everyone playing games have these problems. Our argument is superior. I'll summarize our argument. First is responsible. They said the game bring the risk to this, but the risk depends on each person. We can protect ourselves by own, in order not to the government to restrict the games. Our second point is, developing our new abilities. In online games, we can connect a bunch of people, and we can cooperate with others to create the game, and we can compete with others to win the game. This action make our ability that is cooperation, the ability need to in the future when you work in the society. Then, please focus on the most important point. If the government restrict the time of playing games to protect the safety, our freedom of playing [inaudible]. In the society, we can't enjoy our life and protect our human life. The government should make the comfortable society for everyone. Everyone can live comfortable, the society can more develop. Making comfortable society is more important thing than avoiding some risks. For all these reasons, our team has won this round. Thank you.

Thank you, honorable judges and fellow debaters. This is [inaudible]. And the most important point is that games only bring harm in society, and there's no gain from playing games. Now I would like to be brought to the second point that the opposite side have said, which is building communication skills. First, I think this side has mentioned that by limiting time, we can't really prevent people from causing harm into society. But yes, we can because by limiting time, people who play games are forced to come back from the virtual world to reality, and that encourages the players of the games to come back safely into the real world. And in terms of building the communication skills, they can do that in other places instead, such as by using SMS or phone calls. It doesn't have to be games because there are a massive amount of SMS that appears in this world which are useful for communications. And it is not only the games-- it's not only the games that gives us the opportunity to communicate well with other people and to build on more connections within the other people.

Furthermore, the other side have mentioned that we should value individuals, but from the government's point of view, people's lives are in risk. So we should value more of the humans' lives rather than the pleasure of the individual because it is a job of the government to value what-- the human's lives, and it is humans lives that matters the most. Therefore, our two points that we've stated which are the addiction and blurring the border of - thank you - blurring the border of reality and virtual world are significant in order for the better world that the government are trying to create. Thank you for listening.