Transcription details:

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| Date: | 02-Mar-2018 |
| Input sound file: | (4-12)20171223180700.mp3 |

Transcription results:

Okay. Thank you, Chairperson. Hello everyone. Today's topic is governments should restrict the time spent on online games. We defined that government means Japanese government restricts the timings. When the times are over, the games stop and the display turn off to the normal display. And we can't play the game anymore in less of a day. The time means the total time. It means the total time. In this debate, the time-- when the time is-- becomes two hours, the game stop. We have two points. The first point is waste. The second point is bad effects on bodies.

I will explain the first point, waste. Waste. We believe that online games affect people lives on aspect of time and money. Time and money due to addiction. Now, many online games as played on Japanese [inaudible] and many of the young play these games. For example, Monster Strike, which is a kind of online games, has 35 million users in it. Also, all of the online games have change system because the interest into the game is way back. Owners of the game-- the online games have to earn money.As a result, many people chat through the game because they want to be strong. It means that if you change money we can get strong creature or strong items. What will happen if we permit the situation? Many of users cannot control of their money and time because they want to get items in games and be stronger. Therefore, student users cannot concentrate on studying because they want to be strong. And workers cannot concentrate on their work or duty. Also, in order to get items and creatures, children can-- some children will [inaudible] the money from their parents. And adults will-- some adults will use their earning money in not right ways. Therefore, government should restrict the time spent on online games. Thank you. [applause]

Thank you, Mr. Chairman. And good afternoon everyone. We believe that government should not restrict the time spent on online games. First, let me rebut what the government team said. They said it is a kind of wasting money, right? But we don't. Surely it is so, but we think it is not work of government. It is the-- we think time management should be self-management. So not by government. We should restrict--[foreign]?Oh. No, thank you. We should restrict ourselves and the child problem is stop-- the parents should stop. So your opinion is wrong.

Next, let me explain our points. We have two points. The first point is increase government's burden. Increase government's burden. The second point is freedom of nations. Freedom of nations. Now I will explain the first point, increase government's burden. We strongly believe that restricting the time spent on online games is not work of government. First, time management is our own work. We have to deal with it by ourselves. If you can't manage time and health, you must not do it. If the government restricts the time spent on online game, it must be a large burden. Because it needs many people to do that and--[foreign]?--many money - Sorry. No, thank you. - do that. And at the same time, it needs a large amount of money. In the first place, government has many kinds of tasks to deal with. For examples, low birth rate, social security systems, and diplomatic problems. Do you think government should restrict the time spent on online games first? We don't think so. Therefore, we strongly believe that government should not restrict the time spent on online games. Thank you. [applause]

Thank you, chairperson. Hello everyone or good afternoon. So we believe that government shouldn't restrict the time spent on online games-- oh. Oh should restrict the time spent on online games, sorry. Should restrict the time spent on online games. Let me rebut opposition's first point. They talked about it is not the work for government and time management can be done by people who play the games. And it takes time. It needs money. However, that is totally different as we define. In the first place, the government will program in their game. So the whole system of the game will change and the online games will stop letting the players play if it passed over two hours. And so it will change the system so it won't take time for them to do and it won't be a burden. And also government has duty to make people's lives wealthy and better. And the biggest problem now is that there are too many people who are playing games and the problem is that they cannot do time management. And that is the biggest problem. They try to say that's not work for government but government has duty for that. Therefore, their first idea doesn't stand at all.

Next, let me reconstruct government's first point. They try to rebut us by saying we can restrict by ourselves. But as I said the biggest problem is that they don't have responsibility and they cannot do time management and that is the biggest point. And by restricting it, we can let them do time management because they can only play it for-- they cannot play more than two hours. So the whole point is, that since they cannot do time management, the government-- there has to be something that to solve it. And the government has to do it because government has duty to make people's lives better. And all of that is connected, therefore--. And also they try to rebut us by saying that children is not that big problem. But since children are the main people who are going to take on the future of this society they cannot-- by playing games more and more they cannot focus on studying. And most important thing is that they have to focus on studying for their future and to make benefit for their future. Therefore the waste-- the first point, waste, still stands.

And then let me explain our second point. Our second point is bad effects on bodies. Bad effects on bodies. And we believe that there should be a restriction in time people spent on playing or-- online games because of a huge reason, health. Bad effects on bodies like health. According to an article, there are bad effects on body and let me tell you some parts on bodies. For your eyes, there will be too much burden because of watching the screen for a long time. And blue light. Blue light is making eyes stressful and it hurtens your eyes. And according to NHK News, the number of young students, or elementary students, eyesight is lower than 1.0 is increasing in such a short time. This is due to development of the online games and because they cannot do time management and they play games for such a long time. And they also stay home for a long time so they can't-- so they won't exercise and it result in heavy stress on their bodies. And what's important is to secure their lives and secure their-- to lower the amount of bad effect on bodies. And, therefore, we believe that government should restrict the time spent on online games. Thank you. [applause]

Hi everyone. We believe that government should not restrict the time spent on online games. Let me rebut government's first point. They said waste. However, most of the games can play free, so it isn't cost a lot of money. And to make the law is more bigger cost for government so I think it isn't a problem [foreign].

After government second point--[foreign]?No, thank you. They said that the health problem. But, however, while watching TV also damage on eyes. If the government restrict the game--[foreign]?No, thank you. Oh Okay.We're not talking about games. We're talking about online games. What do you think of them?Online game. But you don't definition about that, huh?[inaudible].I'll continue my opinion. And in the online game, it has a lot of many kind of game. Like [inaudible], we can study about the English words. So we can study about the-- in the online games within the two hours, so it isn't that much problem. Next--[foreign]?No, thank you.

Next, we [inaudible] response opposition's first point. They said that change-- the government needs change the rules. But I said that before, it costs much more. So I think it is more risker.

Then, let me explain our second point. Freedom of nations. We agreed that we must think of our freedom of nations. The online game is the amusement, for it is amusing to interfere the country, the government. Please imagine if you regulate the amusement or entertainment time you must [inaudible] immersion. And we'll be unhappy. This isn't the human rights freedom. So I think it is invade our human rights and--[foreign].Thank you.We're not limiting-- we're just limiting it and we're not banning it. So we're not taking the freedom. And they can still play it. And we're just saying that they can only do it until two hours.I can't understand. Sorry. I continue my opinion. If the government and the country do that, the government have to change the confusions. I think there is a need a lot of time for everything to-- the government should not-- to restrict the time spent on online games-- should not take action. Thank you. [applause][inaudible] addiction. But is not important because [inaudible] say, we can cope with that problem only technology increasing. And also we can cope with the problem because [inaudible] say, who we can adopt or something [crosstalk]. And we be [inaudible] health. So [inaudible] make sense. And our [inaudible] idea is [inaudible] and [crosstalk]. [applause]

Good evening, everyone. We believe that government should not restrict the time spent on online games. Let me summarize today's debate. The most important point is respecting for citizens' happiness, and [inaudible], and freedom, and economy, and human right. And it can improve in our society. On this point, their idea is improving our health. However, our argument is superior because it is good. We have the right of the freedom. The most important thing is to protect the citizens' freedom and freedom right. And the government should [inaudible] things to [inaudible]. For example, improving low birth rate or helping poor people. It is the more important thing to restrict the online games-- no, thank you-- than this problem. So it can our society more better. And improving society more better, the citizens can be happy. And we have to live more comfortable.If the government restricts time of games spending, it more damaging our health. And because we have [inaudible] of the restrict. And also two-- if we did exercise only two hours, it doesn't-- it also isn't good for our health because it's too short of the time to exercise. So that nonsense, your opinions. Nonsense. And the government must respect for our living [inaudible] and making [inaudible] society for [inaudible] citizens. And it is the most important things than the restrict the online games. So, therefore, we believe that government should not restrict the time spent on online game. Thank you. [applause]

So thank you, chair. Hello everyone. So we believe that government should restrict the time spent on online games. First, let me read about opposition's second point. They said that freedom of nation. However, they said about amusement is like the online games. But it's addictive, so it's close to the gamble. So it's kind of that effect on human. So, therefore, the argument doesn't stand.[foreign]?No, thank you.

I will summarize today's debate. The most important point is using and playing online games have big effect on all people, Japanese people, on healthy and economy. So, however, argument is fear. Because in Japan, currently, many people use smartphones or computers, so it brings-- although it is fun for them. But there is that damage for users. As we talked for the first point. So waste. So although people can enjoy the games, they can waste their time and money. Yeah. It's a waste for efficient lives and then the wealthy lives. So moreover, as we said for our second point, burden our health. Burden our health, so user's health. So, for example, blue light, and so on. And then people can disturbed on studying and working by using smartphones.And then, spending a lot of time to play games in Japan is serious problems, as we said. And then this trouble brought about by the lack of self-management. So self-management is not all can do, especially children can do it. No, thank you. But the restriction is good attention for them. So then recently, students are getting busy and busy, so they have to [inaudible] activities and the test. Also we defined that we use application to use a game. And then we defined that limit is not a burden. No, burden. No, no, no. I mean, the ban. Sorry. So all argument doesn't stand on this debate. So, therefore, government should restrict the time spent on online games. Thank you. [applause]