Transcription details:

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Okay. Thank you, Chairperson. We strongly didn't believe that we must take this motion. First, let me define the motion as follows. The government restrict all-- in Japan and all Japanese nations-- all Japanese, and the limit time is two hours. Two hours. It is because two hours makes satisfied gamers. And we believe that there's no harm to their health. And--POI?Oh, sorry. No, thank you. And how to restrict is government will put an-- hours to shut down the application, which count time. And if their count time was over, it will shut down. And this will be realized. It is because-- well, for example, [inaudible] said there's a [inaudible] that if their child studies for, well, some hours, well, it will enable the child to use other applications. So we have some technology to realize this. And our team line is to protect all the society, protect all the societies and gamers-- protect all of the societies and gamers. And to support to this stance, we have two points. The first point is it is a waste of time. It is a waste of time. And the second point is using too much is bad for our health. Using too much is bad for our health.

And I will explain the first point, it is a waste of time. Well, in the present situations, many people play games-- online games. And we often see that there are children who play games when even they are with their families. And we think that is a big problem because they are not communicating with their families at all. And, well, it means they less spend their time. Sorry. I'm so sorry. And, well, also, it is not about they're students too. Also, workers, they spend many times for games. We often see they're playing games on trains or other transportations. And if we take this motion, they-- oh, and we think that they should do other things like studying or working because they-- it is their duty. And, well, they should control. However, it is difficult to quit by themselves. So it is necessary to set-- it is necessary for government to set limits for the gamers. And if we take this motion, they have time to study or working instead of playing games. So it make a good benefit to our society because they can work efficiently. So it is the best way to improve the societies and economics. So, therefore, we are proud to propose this motion. Thank you.

Hello, everyone. My name is [inaudible]. We believe that government shouldn't stop time of online games. Let me rebut what the government team said. They said that children cannot communicate with their family. However, this is not important. This is the [inaudible]-- they talk about the online games with their families through they play online games. Therefore, children can communicate with their families.

Next, let me explain our points. We have two points. The first point is the government shouldn't take away children's happiness. The second point is, high technology will stop. I will explain the first point. We believe that government shouldn't take away the children's happiness. It is true that games have bad points, such as declining--Excuse me. Please [inaudible]. Okay.--declining of intelligence, wasting time.Please speak more [inaudible].We believe that the government shouldn't take away children's happiness. It is true that games have bad points, such as declining of intelligence, wasting time. However, government should not restrict it because many people get happiness from games and some earn money. And alcohol drink also has bad effects, such as people who drink alcohol-- drink of the alcohol and government don't restrict it. They only need to restrict drugs and thieveos. Dangerous things. They are not on position of limiting the happiness of citizens. The government must-- in present situation, the government shouldn't-- the government don't say what are dangerous things. So the government should limit the more dangerous things. Therefore, the government shouldn't stop time of online games. Thank you. [applause]

Okay. Thank you, Chairperson. I will explain our case, and then I will strongly believe we shouldn't take this motion. And then the team said is government should not take away the people happiness. But however, in much of long time, bad eyesight can decrease the number of jobs we can choose, and [inaudible] those things are very bad for long time. I'm sorry. Yeah.

And also-- okay. They said-- I will reconstruct. They said everyone can communicate with parents, but, however, we can see a lot of student with working their parents are using games or are doing games and listening to music, and they have no [inaudible]. And those things are very [inaudible] things. Therefore, it not matter.

And also, I'll explain a second point. Using too much is bad for our health. Our health means-- both of two [inaudible] are mental and also our health-- body. And first, everyone knows blue light is bad for eyesight, as I said before. And I think the bad eyesight, there are a lot of times when individuals, for example, they have the [inaudible] and by contact lens or glasses. It's a waste of money and it is because of not so much a need of those risk of games. It's [inaudible]. And also, children can't get a job because they can't talk to a lot of work because of bad eyesight, for example, I said, okay, before, pilot. And then, and also [inaudible] studying is bad, exposing the blue light and the bag was [inaudible]. And we have no [inaudible] thinking about blue light's risk. It is very harmful. Oh, I'm sorry. I don't have enough time. And also, the mind of-- bad effect [inaudible] mind and-- okay. And also, mental problems to devotion to the game. People can't distinction between near and [inaudible] world, as there is a risk of those things. And also, some online games kill other people or hurt other people. And, in fact, many mothers say they can't judge of those things. It is a [inaudible] objective of those things. And also, some students excuse they don't study hard because of using online games. Therefore, online games has a lot of harm for everyone. Therefore, we strongly believe [inaudible] this motion. Thank you.

Hello, everyone. We believe that government shouldn't stop the time of online game. Let me rebut the government's first point. They say that playing game is a risk point. However, children can take [inaudible] talk to his family about that game and it is only affect that children. However, there are people who work at that game field. So [inaudible] and the [inaudible] who want see those videos. So once a government should restrict the time of game, much more people will suffer. So the impact is more harder after that [inaudible].

And next, as for government's second point, they say that blue light is bad thing. Blue light is bad thing. However, there are other ways to receive the blue light, such as TV or Liquid Crystal Screens. So this point is not [inaudible]--POI.Sorry? Not only the online game.

Next, let me reconstruct our opposition's first point. They said that eyesight will go, but, however, if our eyesight is damaged, we can live because there are good compensate for our eyesight. So this point is so weak.

And then, let me explain my second point. We believe-- second point is technology will stop. We believe that government shouldn't restrict their time of playing online games. Now, online game are developing. For example, new technologies such as virtual reality or AI is used--POI.Sorry.Okay.--the field. And online game become a society, one of the society. And it will continue to develop. However, if once government restricts that time of using online game, the result that many researchers have made effort made was [inaudible] because the time of playing the game is [inaudible]. I mean, that the developing of the field is not a real-- will not proceed more.Point, sir.Yes, please.Why does the time of the game decrease related to the development of technology? We couldn't know that mechanism process.Because more and more people are playing and enjoying that. But, however, that enjoy-- however, so the field of working that-- making it make hard more-- have people playing game more, more enjoy. But their time is [inaudible]. It is true, it is natural that the instinct of developing the field will be lost. Thank you. [applause]

Thank you, Chairperson. Let me start our last speech. We believe that government should not stop time of online games. Let me summarize today's debate. The most important point is that which assertion will pose more happiness to the citizens? The happiness of games should not be limited because it is games. And on this point, their argument is very weak. Their first point is that it is waste of time. However, as our first speaker said that, in game, there is a conversation with the families. And it is very happiness. And not only family, with girlfriends or boyfriend there is, and it is very good points. And about second points, they said that bad for health. Their second point the blue light is bad for the eyesight and it will cause [inaudible] job. However, the eyesight is-- they have eyesight restriction on the job is already, like pilot. So it's not that important. And lose sight can get from others, not only games. Smartphones we use as a Internet and [inaudible]. And our point, government should not take that happiness. [inaudible] how much happiness is that they're free. From game also it is okay that getting many happiness. And as our second point, the game in Japan is very culture. And it is some kind of industrial thing. It's a culture. It cause very big effects to Japan in society and it is very important for Japan. It's happiness of the Japan. And it is happiness of the citizen because, like alcohol, they are happiness for somebody, and governments they don't restrict them. However, it is bad for their thing. So that we should not government restrict the happiness of the citizens and for the Japan. Other solutions here, like family members, do that, and so on. Thank you. So we should not stop time of online games. Thank you, that's all. [applause]

Thank you, Chairperson, and hello, everyone. We strongly believe we shouldn't-- I'm sorry. Take this motion, we should take this [inaudible]. First of all, I will [inaudible] second point. They said that that [inaudible] bad. But our second-- first speaker-- okay, wait. I'm sorry. I don't know. But we say the time of, not the [inaudible] not installed. So it is not connection, I think. And also they say the bad child is the--POI.I'm sorry. But the [inaudible] child help us [inaudible] is more separate people from the real world. So it is nonsense, I think.

Then I will summarize-- I'm sorry. I will summarize the debate. The most important point is protect all society and gamers. On this point, the idea is bring happiness and also the technology will stop. However, their argument is a failure. It is because doing online game a lot of times bring only harm to people and society. There were two side problems. The time and health. Too much spending online game makes people and facilities doesn't function. But, of course, I'm not saying it isn't the matter. They can [inaudible] life and also the blue light is become the hard from their TV and so on. But the online game doesn't become their good harm to society, the TV and also-- I'm sorry. Blame their [inaudible] for their social [inaudible]. So this does not matter for this space. But now there's some of [inaudible]. And also-- I'm sorry. But their addiction was from the desire. So they can't control themselves. So government should control their desire. Because the day will be made a-- I'm sorry. In the future, [inaudible] should regulate. So we have to protect to them and also their-- it makes Japanese sociality and Japanese humanity make more [inaudible]. And so, we strongly believe we should take motion. We strongly believe we should take motion. Thank you.