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Hello, everyone. Today's topic is government should restrict the time spent on online games. We define that government should restrict the time over two hours in a day. And we can charge money for online games. We have two points. The first point is danger of addiction. The second point is bad damage for health.

I will explain the first point, danger of addiction. We believe that government should restrict the time spent on online games because games make [inaudible] people who enjoy the online games. In some cases, they quit their job for online games. There is damage for both the company and the individual. And then, after they quit their jobs, they depend on the Internet and they can't live well. And also, their communication skill is decreasing and they can't communicate with other people.POI?Yes, please.What [inaudible] the communication skills of people who are addicted to online games and lose their communication skills?So you want to say, through the online games, they can't communicate with each other? No? Maybe through, but face-to-face and online games is different, we think. And there is a study in US that playing game a day, the efficiency decrease 20%. How terrible it is. So from these reasons, therefore, government should restrict the time spent on online games, we think. Thank you for listening.

Yes. Hello, everyone. We believe government should not restrict time spent on playing online games. Let me rebut what the government team says. They said we should restrict the times to prevent the danger of addiction in two hours. But in two hours, we cannot get playing games and in two hours we can't [inaudible] games. So it is not true, I think. And next, let me-- No, no thank you.

Next, let me explain our points-- two points. And we have two points. The first point is protecting freedom of choice. I will explain that. Restriction by the government is too broad. We need the restriction that is suited for individuals. For example, there are people-- as you say, there are people who work as a professional games maker and games creators need to play games, more than two hours, I think. And if they are restricted playing games, it may lead to losing their jobs or opportunities to apply their skills, and maybe games have a lot-- and in addition, games have a lot of power and a lot of possibility to our society because, by playing online games, we can have fun and we can enjoy learning new knowledges. This is the case by using learning games. So it creates a lot of benefits to our society. So if we restrict playing games, we will lose our many possibilities to playing games or it will lead to the society's-- we will lose the benefits, many benefits. Therefore, we strongly believe that government should not restrict the time spent on online games. Thank you for listening. [applause]

Thanks. Thank you, sir. Hello, everyone. We believe that government should restrict the time spent on the online games. First of all, let me rebuttal the opposition's first point. They said we should focus the time to play online games, but-- and they have examples of creator of games that-- however, the aspect of quantity of people, that example is not important because [crosstalk]. And, as we said in government's first point, this is-- the communication ability is more important than the [crosstalk].

So next, let me [inaudible] the government's first point, and they said two hours is enough time to be addicted, but, however, [inaudible]. And two hours is very small time of a day because if we play the game on lunch break time one hour and at night only one hour, how you can say two hours is enough time to be addicted? And so, two hours is not enough time to be addicted.

And then, let me explain now our second point, bad damage to our health. Playing online games will have bad damage for our health. [inaudible] and first, it has bad effect on ears and eyes and most people use earphones or headphones to play online games, and in fact, it has strong relationship to sudden deafness. And secondly, because of too much dependencies, we won't exercise, or we won't have enough meals because it is very addictive. Because of these [inaudible], this is a case that people died-- the case people died. These are terrible problems, so we should restrict the time spent on the online games. Thank you. [applause]

Hello, everyone. We believe that government should not restrict the time spent on online games. And let me rebut the government's first point. They said that government should restrict the time spent on online games to deprive the danger of addiction-- danger of addiction. However, [inaudible] think the situation in which all the people who played online games should be addicted, if we are careful, careful that how do you play online games and the time we use, we can avoid such situations. And we can use the online games properly.

So and [inaudible] government's second point, they said that we should restrict the time to protect our health. You say the online games is harmful for our health, but there are many other cases which requires our health, such as ears or eyes, for example, when we are listening to music by-- listening to by Walkman, or with the use of computers, or we use SMS on a cell phone, we can be in danger that such danger of the harmful to come to our health.

Next, let me reconstruct opposition's first point. They said that—

okay and then let me explain our second point. Our second point is online game lazies our thinking abilities-- online games lazies our thinking ability. Online games are to be used to the fulfill the-- as our entertainment, but online games have some good effects on us. There are many kinds of online game, such as strategy games, or puzzle solving games, so when we play strategy games, our thinking ability-- thinking logically ability will improve and there is also educational games. So somebody said that playing online games too much is harmful for our course, but restricting time spent on online games is not a government obligation-- is not a government obligation. So, therefore, our government should not restrict the time spent on online games. Thank you. [applause]

Okay. Hello, everyone. We believe that government should not restrict the time spent on online games. Let me summarize to this debate. The most important point is that we should protect the freedom of our choice and that games are beneficial for us. On this point, their idea is that people's communication skills will drop and the number of creators and professional gamers are few, so the damage is little. We [inaudible] that our argument is superior because, well, first of all, all their points weak because they didn't emphasize this fact that it doesn't have to be the government who restricts them. For example, about freedom of choice. So game creators and people who are living off games, they should be able to play games as much as they want for the better-- so they can work better. And about the communication skills, I think that if they weren't to do games, what would they do? They would maybe watch TV or read books. That doesn't consist of any communication skills at all. So I think that online games are a new way of learning skills that we have to communicate what you want to say in a short and brief tense. So I think that by playing online games we can actually attain new communication skills. And about the-- so the number of the-- the damage is little because of the creators are fewer. So game creators are-- like the ones who support the whole game creating industry, which leads to the games that they make, which are played by all the people around the world. So if the game creators are to play games and make better games, then the people who play games all over the world would be able to use the games more efficiently and use them to learn and then-- so, for example, education games or strategy games, to play are [inaudible] strategical ability. So our point is stronger. Therefore, the government should not restrict the time used on online games.

Can I start? Can I start? Hello, everyone. We believe that government should restrict the time spent on online games. And first, let me rebuttal the opposition's second point. They said [inaudible] for other people who are playing games. So I think online games have also good points for educational things, however, isn't it enough for two hours? If we want to study for online game, two hours is too enough to do that. So I think our limit is not bad.

Then, I would summarize today's debate. The most important point is harm [inaudible] playing game long time and benefits of them. On this point, their idea is freedom of choice and raise up their ability. However, our argument is superior because there is a lot of problems. We say that we will not lose our communication [inaudible]. However, addiction to that game, we will not speak to others. So a lot of people don't want to speak to people. It is at that [inaudible] of playing games. And addiction of game is very, very dangerous. For example, some people playing games while they're driving. How dangerous it is. So we have-- I'm sorry [inaudible]. We have to stop that situation and we have-- the government should restrict that time spent on online games and it will be good for whole society Thank you for listening. [applause]