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Hello everyone. Today's topic is governments should restrict the time spent on online games. We define that online games means video games using screens that requires sitting down and staying inside. We have two points. The first point is the damage of health. The second point is building up enclosed society.

I will explain the first point - the damage of health. We believe that online video games harms a person's health. Online games harms a person's health both physically and mentally. As we defined before, online games require people to stay inside for a long time causing many problems such as obesity and weak bones.Second, online games require people to watch screens for a long time meaning that the time of people's face-to-face interaction between each other would be lost. For example, a child might spend too much time on online games and maybe they would not be able to gain as good communication skills as other children who spend time playing with their friends. I think communication skills is a very important skill for anyone to live in the society. So I believe that online games would take away the precious time to interact with other people. And I think that is a very serious problem. I'm not saying that online games is bad. But playing online games for a long time is bad for the reasons I stated. So, in conclusion, I think that the government should restrict the time spent on online games. Thank you for listening. [applause]

Hello everyone. We believe that government should not restrict the time spent on online games. Let me [inaudible] what the government thinks that they said. Damage of health-- health problems and that bring online game cause various disease because of spending a long time on online game. But in online game, we can communicate with many people in the world. For example, by using chats or using computer, sorry, so we can communicate online. I think it is the way to communicate, to speak with people online, not only face-to-face. And also they didn't mention how long the government would allow to play so, therefore, the government should not restrict the time spent on online games.

Next, let me explain our points. We have two points. The first point is the government protect freedom of human rights. And the second point is online games makes benefits.I will explain the first point. We have protect freedom of human rights. Now Japan making a decision to protect human rights. So all people have equal rights. One of the many our rights is to do play online games. And now there are many people who play online games. So for example, in [inaudible] the people who like playing online games is playing all the day in-- or they ends which is the way to output our stress from very hard work or other people or [inaudible] the home body. And in the home body, many people play online games with their friends. So online games is the way to communicate with many people and makes the day sure and safe better. So many people enjoy playing online games now. So why the government intervenes in human rights? So now cigarette or alcohol is admits not limited. So why the government should restrict only online games? So people have many way to enjoy their right. So I agree with this opinion. Thank you.

Thank you, Chairperson. Now I shall begin my statement. First of all, let me rebut the opposition's first point. They said the first point was about human rights, right? And well, they said although we do not restrict cigarette and alcohol, why do we have to restrict online games. But if you think about it, cigarettes and alcohol are restricted for people who are under the age of 20. And that's because the government thinks that these things do harm to adolescents and also children. And it would cause damages for the society in the future. And just like that, how about drugs? Drugs are also restricted for any age of people-- any people of any age. And well, the government side-- the opposition side said that we all enjoy online games and why should we restrict it. But people who do drugs also enjoy and they also feel good from the drugs. And they can't get out. And in that point, games also the same. And from my own experience, if you just start doing online games you can't stop. Recently, there was this game that came out from China which was called Knives Out. And 20 boys-- there are 20 boys in my classroom and, out of that, 13 boys are into the game doing it all day, not studying. And that's just one example.

Now let me reconstruct the government's first point. The opposition team said that we can communicate in online games. But I'd like to say would there be any gestures in the online games? Would there be expressions? These are things that are essential for human communication and we, of course, do not get that in online games. Therefore, their statement is invalid.

Now let me explain our second point which is gamers will seek a society in the games. Online games involve communication. Yes, it does. And verbally or non-verbally which is the difference from offline games. In offline games, you would be bored at some point, right? Because you don't have any interaction with any other people.But in online games, you tend to think that the games are one society where you can communicate.You can also learn communication skills as the opposition team said. But as I mentioned earlier, there are numerous important points of communication that lack in the games. And the problem is that, from our point of view, most of the people who are called NEETs, which are people who are not in education or trainings, tend to be playing games in their homes which is just one point of the world. But this is actually true and they're not going outside because they think that the games are a nice society where you don't have to communicate face-to-face. And what happens is that those people lose the skills to communicate. And therefore, we strongly insist that we should restrict the time spent on online games. Thank you. [applause]

Hello, everyone. We believe that government should not restrict the time spent on online games. Let me rebut what the government team says. They said that the health problems awkward. However, this motion as that to restrict the time and not banning the online game. So in this point, if the people play a little bit, it's saying as happening like weak bones or not moving and so on. And also as the motion says, it's online games. It's not a problem of online or offline. If the people played the online game and then times and plays the offline games, it's same. The problem-- the health is not caused by only online games.

Now let me rebut their second point. They said that the online game will make the [inaudible] NEETs. However, I think the online game is not the only reason [inaudible] the NEETs. And also as I said, this motion is to restrict the time, so not banning the online game. So the NEET can play the online game and then restricted time and do other things and inside house is same. So their point didn't make sense.

And let me reconstruct your points. They says that the importance of communication skills, improvement of mental healthy and so even we can communicate online, it is not has meanings. However, they didn't mention about how important to communicate face-to-face and using gestures. And in the future, online business, working, will be the main thing. So that I think in the future face-to-face communication is not so important. And important is to communicate online [inaudible] way is the same. So their point is not good.

Now let me explain our second point that online game make benefits. I will explain three points. First, it benefits the creators or sponsors of this online game. Those people are profiting by online games. For example, for creators, the more people play online games, the more money they will spend on the money. And for the sponsor, the longer time they open the ads, the longer time players will see the commercials It is will be [inaudible] for the sponsor.[inaudible] please.Sorry. For the second point, there is some people [inaudible] a professional of gamers. Professional gamer will making the money by playing online games. And also in becoming a sport. I heard in the news that the government thinking to make it the sports of [inaudible]. So it is being a very important of jobs. So, restricting time spending online games, will distract those future. And finally, it will improve the economy. Because Japanese-- they didn't mention about what country they are talking about. But for Japanese online games, it is played by many foreign peoples. And it promoting Japanese cultures. So that online game will profit in many ways. Therefore, we believe that government should not restrict the time spent online games. Thank you. [applause]

Hello everyone. We believe the government shouldn't restrict the time spent on online games. Let me summarize today's debate. The most important point is how online games benefits us. On this point, their idea is online game damage our health and also society will become enclosed. However, our argument is superior because as my first speaker said, how many time you spend on online game is left to individual. So, why government can deprive this right? As constitution says, "Every people have fundamental human rights and humans are born equal." And if government restrict the time to spend on the online game that means government robs human's rights. This must not be happened. As my second speaker said,--[inaudible] list?No, thank you. As my second speaker said, there are many people who receive benefits from the online game. For example, the game creators, professional gamers, sponsors, and so on. For these people, if people's playing game time restricted, that means that people's interest to the game will increase. So those people will-- can't receive the benefits. Big--.[inaudible]No, thank you. As we hear the other team's speech, I can answer how online games are bad. And how harm they have. I can know that. But why government? Why government should restrict the time? If government restrict the time-- so the other team didn't mention why government should restrict, so--. And they didn't suggest any punishment when the people didn't save the time. So they didn't mention about why government should do it. Therefore, government shouldn't restrict the time spent on online games. Thank you.Can I make a [inaudible]? I like to mention that you just mentioned that fundamental rights are guaranteed in the constitution, but you forgot to mention that it is guaranteed as long as it's-- that it doesn't harm the society. Thank you.Sorry, the time is over, so I cannot answer it.

Hello, everyone. We believe that government should restrict the time spent on online games. First, let me rebut opposition's second point. They said online will make benefit. However, of course, I know there-- I heard of professional gamers, but-- so in their childhood, they would spend time a lot on playing the online games. But on the other hand, some people criticize that the TV commercial like [inaudible] come true but all the children who likes [inaudible] will be professional type of [inaudible] like this. Older children who loves-- who crazy about the playing the online games could-- will be able to [inaudible] professional gamers. So for such a children, the time for playing games is a long time-- will be just a waste of time. Therefore, their-- no, thank you. Therefore, their opposition is wrong, I think.

Then I will summarize today's debate. The most important thing point is how we treat or amusement concerning our health and our future. On this point, their idea is they-- we have equal right and the right for playing online games, too.And they only communicate-- the communication online or offline is the same. However, our argument is superior because playing too much online games will be a cause of the mental and physical problem. And if people are crazy about playing games, it will take away from people for time for exercising or communication with people face-to-face. And this problem will be related to the [inaudible] people think online is only society for them. It's the only word for the gamers. I think it's important to communicate face-to-face. But for gamers, they will be forget the importance and miss certain things for the person. No, thank you. Therefore, we believe that government should restrict the time spent on online games. Thank you. [applause]