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Hello everyone. Today's topic is "Government should restrict the time spent on online games". We can find that we are people who [inaudible] money on playing games in Japan. We mean we got professional game players because that is their job, so it's bad to--. Sorry. We have two points. The first point is protecting people in Japan. The second point is it's good for society.

I explain the first point. We believe that it's important for protecting people for-- it is very important to protect people as government because it is government's duty. Why government need to restrict the time of spending on online games because if government didn't restrict the time, a lot of people depend on playing games. There will be suffering from addictions. It is hard to restrict by ourselves because it is our desire. I think it's very difficult to restrict desire. Because can you restrict your desires? In my case, I can because that is my desire. It is very hard to restrict desires. And if we get addictions, it is very hard to return to society. It is very bad for our Japanese future. In Japan, it is said that the worker is not enough. Under the [inaudible], if many people suffering from addictions, a lot of people will not be able to work on society. Japan will be in trouble because the worker will not be enough because of these [inaudible]. So, therefore, government should restrict the time spent on online games. Thank you. [applause]

Hello everyone. This is "Government shouldn't restrict the time spent on online games". [inaudible] what time government [inaudible]. This is protecting people in Japan. However, the government side says, "There are many people who don't work because they play games, many times." But in Japan, people who earn money by games, for example, game--As I said before we define-- professional game players mean earning money by playing games, so there is not -- you're opinion is not good.It's bad? Without game or game creators, if people who play games-- if people get information from games. Therefore, government shouldn't restrict the time spent on online games.

Next, let me explain our points. We have two points. The first point is about the way by playing online games. The second point is it is not good for Japanese economy--.[inaudible]Sorry. I will explain the first point about the way we believe that online games give us a lot of good information. In the first, why country deprive our freedom? Playing game is our duty, and, in Japan, there are many kind of games. For example, there are study application and we can study, sorry, we can study from a bit. For example, English were a study games. But some people say that studying application is offering games. However, we can compete a [inaudible] and it is online games. And some games give us a [inaudible] about society and culture. And we can study from game. And this game we also [inaudible] and we get weapon, so you can fight. So, therefore, this times is not waste. So government shouldn't restrict the time spent on online games. Thank you. [applause]

Hello everyone. We believe that government should restrict the times spent on online games. Let me rebut opposition's first point. They said we can get information by playing games. However, we don't say governments will prohibit playing games at all. We can play games in limited times. So, therefore, it doesn't matter.

Next, and then [inaudible] government's first point. Like I say before, they said same thing and the opposition first point, in addition to what I said. We can get information by not only playing games but also studying like reading books. We don't have to-- we have many tools to get information.

Then let me explain our second point, good for society. We believe that restricting the time spent on online games will be good for society because that means the number of who depend on playing games will decrease. It is said there are many indoor people with playing games, and if government decides to restrict the time to spend on online gaming, a large number of people will go outside and work. And now this, it said there is less working people. So such less working people may cause an overworking [inaudible] and not good environment company because there's-- and so if government restrict the time spent on online games, this problems will be solved. Therefore, 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 about protecting people. But, for example, children like playing game. But parents can stop, can control playing game over children. So this is not-- sorry, it's not problem.

For government's second point, they said about Japanese society. I think I have never had [inaudible]. I think the people will like playing games so in the people don't go out. But, in Japan, there's Pokemon Go in Japan. Sorry. Pokemon Go. There's Pokemon Go in Japan. Pokemon Go make a lot of people go out. So sorry. So it is not problem.

Next, let me deconstrict opposition's last point. I think I played study game such as [inaudible]. I can memorize a lot of English words and I can pass the English [inaudible], so it's good to study. It's good for study to play game.

Then let me explain our second point. It is good for Japanese economy. There are a lot of game companies in Japan. So, for example, Nintendo, Sega Games, and so on. These are very big company and this company support Japanese economy. So if government should restrict the time spent on online games, the number of people who play game will be decreased. So people who play game will not charge game money. So if charging the game is decreased, these Japanese company will not get income. So, therefore, government should not restrict the time spent on online games. Thank you very much. [applause]

Hello everyone. They [inaudible] government should restrict time spent online game. Let me summarize today's debate. The most important thing is we can-- the way of playing game and Japanese economy is [inaudible]. On this point, their argue is protect people and good for society. However, I think there are other game which we can play outdoor and we can exercise by using them. So our argument-- yes?Please give me the example of playing game with exercise.For example, we can use Wii Fit to exercise. Our argument is [inaudible] because some company, which make game, support Japanese economy. We spend money to buy game and charge. And we can get a lot of information to use for us. So, therefore, I think government should restrict the time spent on online game. Thank you very much. [applause]

Thank you, chairperson. Hello everyone. We believe that government should restrict the time spent on online game. First, let me rebut opposition's second point. They said it is good for Japanese economy. However, we don't discuss about whether we prohibit playing game or not, so that's not relevant.

Then I will summarize today's debate. The most important point is protect the nations. On this point, their idea is it is our freedom. However, our argument is superior because online game is bad for health, such as eyesight will be poor and being heavy. Surely some people use it to release stress, but many people dependent on the game now in Japan. It is wrong to sick.[inaudible].No, thank you. Addiction people can't choose where they play or not play game, but their brain choose it automatically. They can't consider about other thing. Like this, it is wrong to sick. In Japan, we have treatment for people who dependence on tobacco. Like this, government should consider dependence on the game as a sick and take measure. If we don't take any measure, many people will be suffered from addiction and they can't consider about other thing and their freedom will be invasion [inaudible]. Therefore, we believe-- sorry, therefore, government should restrict time spent on online game. Thank you. [applause]