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Hello, everyone, thank you to your [inaudible]. I'm [inaudible]. Today's topic is government should restrict the time spent on online games. We define that as follows. We except games related to education and the government restrict who use online games over six hours-- over six hours. And we have two points. The first point is bad effect on body-- bad effect on body. The second point is program of addiction-- program of addiction.

I will explain the first point, bad effect on body. Online game has special present like midnight, so people who use online games need to work to get special present so that they late for school, and not only school but work. They sleep in classes and--Do you want?Yes.So do you need me to play days only weekday? I mean, except for Saturday, Sunday?It's not mentioned. And so people stayed up late at night. So they might get sick. So there are a lot of bad effect on body. And because of online game, they stayed up late at night, so they changes day and night. So they have bad effect on body. In some cases, who changes day and night, who refuse to attend the school. So it's a problem. And so online game is a national problem because there are people who don't go to school because of it. So, therefore, our government should restrict the time spent on online game. Thank you.

Hello everyone.We are convinced that government should not restrict the time spent on online games. So let me rebut what the government team said. They said about, bad effect on body, so playing too much online game causes bad effect on the body. But that's not true. It is because some people spend all their time, or most of their time [inaudible], [inaudible], and so on. So, if the government must restrict the time spending on the online games, just no meaning, just no meaning.POI.I'm sorry.

Next, let me explain our point. We have two points. The first point is damaging economy, damaging economy. And the second point is extinction of health. Now, I'll explain the first point, damaging economy. So we believe that it would deprive the job-- deprive of job. For example, there are some pro gamers in the world, and they have the sponsor-- they have the sponsor. So they need to practice. They need practice to be strong-- to become strong. So if the time is restricted, it's hard to win. So it closes big training sponsors-- big training sponsors. And also, it would damage company, such as Nintendo. Recent news said that the Nintendo Switch sold almost one million. So that means they sold--POI.Yes.Is it online game?Yeah, it's online game. It has online service to compete with other person in other country, or also in Japan.Okay.So, it will cause various economic damage. So, therefore, we believe that government should not restrict the time spent on online games service. That's all.

Hello, everyone. We still believe that the government should restrict the time spent on online games. First of all, let me rebut opposition's first point. They said it will damage the Japanese economy. And they mentioned about professional gamers, but first of all, pro gamer is very few and it's not a common idea, and we didn't restrict the time spending on online games strictly. We restrict it only over six hours, so still, they can practice and still they spend time. No, thank you. Spend time a lot. And we just want to restrict the people who spend too much on online game store, so that first point doesn't make sense.

And let me reconstruct our second point-- our first point. More and more people have access to online game these days. And online game is very addictive. And I will explain it in detail in our second point.

Then, let me explain our second point. Our second point is problem of addiction. Online game is fun. Many people, from student to older people, enjoy online game every day. Yes, it is good for fun, but just we want to restrict people who spend so much time on online game. As our first speaker said, it is good for our health and body and some people even skip class or work. And we believe that online game is addictive and that causes a lot of problems. And we are [inaudible] to [inaudible] two of them. First of all, the difference between TV game like the PS or Wii between and online games is that player can charge money to continue game or get new goods to pass to the level. So they might spend very much money on the games. And second of all, we can interact with strangers online. It will cause-- young kid might meet bad people through online gaming, it might become a crime. Yes.What is the difference between online game and, we mentioned SMS? What's the differences?I just said that the difference between TV-- TV games like DS. So I didn't mention about SMS. I got your point. [inaudible] young kids don't usually use Twitter or Instagram like elementary school kids. The online game is more accessible to like younger kids so it has more risk. So like this point, too much use of online games will harmful to Japanese citizens. So Japanese government should prevent this problem in advance. Therefore, we believe that the government should restrict the time spent on online games. Thank you [applause].

Thank you. Hello everyone. We believe that the government should not restrict the time spent on online games. First, let me rebut to the government's first point. They said it will leave a bad effect on body. However, it is a freedom of each individual to play online games, and the government should not have the power to restrict things [inaudible] that someone is wanting to do. And also, some people might be thriving for online games, and some people are living for it. And if the government just restricts them to stop doing online games, which is what they're living for, it will actually leave a bad effect on the person.POI.Oh, sorry.

And for the government's second point, they mentioned about addiction. However, in this case, we could also mention about the freedom of each individual. And it is the freedom of each individual to play online games. And also--POI.Yes?We restrict only the time and we didn't ban to use online games. So I think the freedom of each individual is still reserved. So what do you think?But still, six hours preventing them to do something, even it's six hours-- for some people, it is still not something that a government should do, to stop or restrict someone from doing something. And also, they mention about online game interacting with strangers, but there are rules to prevent crimes. There are rules that people cannot use dirty words in online games, to prevent crime. So their point doesn't stand.

Next, let me reconstruct our opposition's our first point. They said pro gamers are very few, but no matter how few the pro gamers are, if we restrict the time spent on online games, it will take away people's jobs or make them earn less, which will leave a bad effect on some people. And also, they said that it is only six hours, but people might use it more, a lot of people might use it more. So, therefore, our first point does stand and it will damage the economy.

Next, let me explain our second point, that the power of the government will extend-- the extension of the power of the government. If the government were to restrict on such small things as playing online games on smartphones, this will lead to the extension of power of the government. As I have mentioned before, taking away the right-- playing online games is the right of each individual, and taking away the right of the individual could lead to dictatorism or some extension of the power of the government. Therefore, we believe that the government should not restrict the time spent on online games. Thank you. [applause]

Thank you, chairperson. Hello, everyone. We believe that government shouldn't restrict the time spent on online games. Let me summarize today's debate first. First of all, the government defines that there's over six hours should be restricted. But on our side, we don't understand why is it six hours. Maybe it can be four hours or three hours. We don't know why it's six hours. So it connects to our refute. But even if we have 30 minutes or so, we have SMS, [inaudible], and those kind of stuff. You can know strangers. So we couldn't understand what they were talking about in their second point, program of addiction. And the most important point of this debate is that who is this going to be restricted by. They mentioned that young students, like elementary students, don't use Line, Twitter, or some other SMS devices. But that means that this rule only being meant to person who don't use those kinds of SMS. So only those [inaudible]--POI.Yes?We didn't say that this motion is for young kids.Yes. But you didn't tell that. But telling that the SMS that isn't used only for young students, it goes means that we can think that it's only younger students are restricted because they can use SMS, and it's going to the same reactions. So it doesn't really mean. However, on our side, we think that damaging the economy, it really does damages our economy because even though there are few professional gamers, if they lose their job, it's quite a big thing for them. So I think the government should think about them, too. Therefore, we think that government shouldn't restricting the spent of online games. [applause]

Hello, everyone.Hello, everyone. We believe that government should restrict the time spent on online games. [inaudible] let me rebut opposition's second point. They said power of government-- I'm sorry I don't understand what they said, so I will skip to the summarizing.

Then I will summarize today's debate. The most important point is that knowing that the online games is national problem. On this point, the idea is if the government restrict the time spent online game, it damage economies. However, our argument is superior because we think six hours-- we defined the six hours, it is because it is not too strict. But if people use online game over six hours, it is so harmful for their body, and it also not good for Japanese economy because they might not going to school or work. So it is not good and-- [inaudible]. This is not too strict. This is just a good [inaudible] for us. So also it doesn't disturb the job of pro gamers and so, yes. And of course, using the online game is freedom of individual, but we believe that using too much is not good for our [inaudible]. So we believe that government should restrict the time spent online game. Thank you. [applause]