Transcription details:

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Transcription results:

[applause] Hello everyone, my name is [inaudible]. And today's topic is, Government Should Restrict The Time Spent On Online Games. We define the motion as follows, the people who are restricted are students from elementary school to university. We have two points. The first point is, spending effective life, and the second point is, saving our health.

I will explain the first point, spending effective life. We believe that government should restrict the time spent on online games. What does it need for playing online games? It is time and money. Don't you think to use these things for online games wastes? If we spend three hours on online games every day, we waste more than 1,000 hours per year. It is more than a month. It is more than 10 years while we are students. Waste time is more than a year. Furthermore, most people spend money for online games. What can we do with this time and money? If we can study, we can develop our skill or increase our knowledge, and if we play out we can train our physical. If we can use this money for real [inaudible] things, we can buy more effective things than online games. Don't you think it is better life than playing online games? All right, but in fact, a lot of people can't control how long, or how to play online games by themselves, and so government have to restrict how long to play, or how to play online games. If government restrict this, people can use their time or money more effective, and spend more better life than playing online games, right? Therefore, we believe government should restrict the time spent on online games. That's all.

Hello everyone.Sorry. Thank you Mr. Chairperson. Hello everyone. We on the government team strongly believe that government shouldn't restrict the time spent online games. Let me debate what the government team said. They said, spending effective life. We can see their point. However, this is not very important. Please rethink about it. Therefore, what they said is incorrect.

Next, let me explain our point. We have two point to support our idea. The first point is stress augmenter. Stress augmenter. The second point is protecting our health, protecting ourselves. Again, the second point is just stress augmenter. The second point is protecting our health. Okay. I will explain the first point. Stress augmenter. My partner will talk about the second point, protecting our health. Now, let me explain the first point. This strongly means that governments shouldn't restrict the time spent online games. Recently, people who like games has increased recently among all age in Japan. And people who love games also has existence. Please imagine if they restrict the time spent on playing games, what happens? Then strongly you have to act against that because they get depressed by playing the online game. For example, they get stress out of out work access. Sorry, they get stress out of work and studying and communication and so on. They more or less get depressed with stress by playing online games. If we restrict time spent online game, they get angry and maybe commit big crime. As a result, they get the match of society, therefore governments shouldn't restrict time spent online game. That's what I'm saying.

Okay. Thank you. Hello, everyone. My name is [inaudible]. So we think the government should restrict the time spending on online games. So let me report about this first point. This is that about stress augmenters, however, there are people who play online games too much and the government tries to restrict those people. Also if we use smartphones properly they can reduce stress more reasonably. And therefore their first point doesn't stand.

Next, let me reconstruct government first point. They said that the things what-- sorry, sorry. They said that the thing what we said is not important. Their reason is very unclear. A lot of people can't control how long they play online games and waste their time and money. It is clear, government should restrict. This is better. Therefore, their attack doesn't stand.

So let me explain our second point, saving our health. So we can save our health by restricting the time spent on online games. If we can restrict it, a lot of people in Japan can be saved their health. For example, if we use smartphone playing online games, the quality of sleep become much worse. It is clearly proven by many scientists. Haven't you ever played the game? Actually, in our high school, many of student likes to play online games, and a lot of them-- oh sorry. And they seem to be always sleepy. And a lot of them tend to be absent, catching cold, fever and so on, because of result of sleeping time and quality. So if we can decrease the time, people's health will be much better. Remember, it is only restriction. They can use it properly. Therefore, we believe that restricting is good. Thank you.

Hello everyone. We believe that government shouldn't restrict the time spent on online games. Let me rebut government's first points. They said spending affects time, however, this is not true. Some people like their online games very much. It is effective time and life for them. Therefore, they shouldn't restrict about it. And for government, the second points, they said saving of health, however, this is not true either. There is few possibilities to play the online games through the all day. Nowadays, in our house we can exercise. For example, exercise video, muscle training, and so on. Therefore, it just doesn't hold water.

Next, let me construct opposition first points. They said that we can solve the stress of mind other ways, any other ways. However, we don't argue with them. [applause] It is [inaudible] for them to read.[inaudible].No, thank you. Therefore, what they said is incorrect. There.

Let me explain our second point, rights of freedom. Generally speaking, human beings have the right of freedom. If government restrict the time spent on online games, the users are invaded human right. So the government shouldn't restrict the user's human right. No, thank you so much. There is possibility that they commit crimes. If the user-- the government allowed the users of the right of human freedom-- love of the right of freedom, please try to image that. It is very bad. Therefore, government shouldn't restrict the time spent online games. Thank you [applause].

Hello, everyone.We on the opposition team strongly believe that government shouldn't restrict the time spent online games. Let me summarize today's debate. The first question is, which is better for people who like online games? The second questions is, which is better for keeping freedom rights? [applause] As for the first question, we strongly believe that people who like online games can help how to reduce their stress by restricting the time spent online games. Moreover, they lose motivation and effect on their work. So Japanese society can be damaged. Government team said that online games is not good for health and waste of time. However, if playing online games is how to reduce stress for people, they can improve their spiritual. Illness starts in the mind, so government shouldn't restrict the time spent online games for people. As for the second question, we strongly believe that to restrict the time spent online game is not to keep freedom rights because to play online games is free for each humans. Moreover, to restrict the time spent online games by government is to big of government rights. If too big government rights is correct, our life is invaded by government. Therefore, we, on the opposition team, strongly believe that government shouldn't restrict the time spent online game.Thank you. [applause]

Okay. So hello everyone my name is [inaudible]. We believe that online students should restrict the time spent online games.So first of all, let me give a [inaudible] on the second point. They said that people have rights for freedom for playing online games. [applause] However, they said restricting online games connected to crime but it does not connect. And there is a big negative impact for a country such as spending too much time for online games like a student. So therefore, it isn't clear the second point doesn't stand.

So then [inaudible]. So the most important point is how online game influence our health such as mental or [inaudible]. So on this point, the idea is many people want refresh by playing online games. However, there are many way to refresh the people's mind. At least the exercise such as the marathon or Yoga. That is a very hot topic. However, our argument is up here. It is because the people should play online games for preferred time. Don't harm health and don't spend too much time. The government should restrict, don't prohibition people can play online game to some extent or reverse it. Of course, they can reverse it. They reverse to some extent. But they waste time and money is very negative impact for everyone, the country and normal people and government. So the whole issue [inaudible]. Thank you.