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Hello everyone. Today's topic is government should restrict the time spent on online games. At first, we find that government restricts the time spent online games since age [inaudible] under 20-- since age [inaudible] under 20. So at first, we have two points. The first point is decrease of academic level-- decrease of academic level. The second point is decrease of overall Japanese economy-- decrease of overall Japanese economy.

First, I will explain the first point, and also I want to tell about [inaudible]. Yeah. Most of 20-years-old [inaudible]-- from [inaudible] to five years old have a cell phone to contact with their families, families or parent to contact, where to contact. Studies done on original reasons that we have a smartphone, but by developing or making smartphone like engineering, we can do a lot of things. Like we can get apps. And also we can chat each other-- can chat each other. But after doing this trend, most of-- for example, most of junior high school student or high school student don't have enough time because we want to-- just they want to-- they want to participate in their club activities. And also, they want hang out with their friends to get along with them. Their friends. But by doing online games at dark space, our eyesight is going to be bad. And we have to buy contact lens or glasses like me. And I know that you can spend money to buy it, so and poses a problem to our families to buy it.Thank you for admitting [inaudible]. I have a question. You have mentioned that the academic level will decrease and meeting up with friends, online games [inaudible] government. But I think their bottom educational application level, but I just want to know your opinion on that.Oh, but there's a lot of applications done for games. None of those. Not a lot for studies. So that's not it. So, therefore, we should restrict the time spent on online games.[inaudible].[inaudible].

Mr. [inaudible], thank you for introducing me. Need opposing side of the topic. Our government should restrict the time spent on online games. But we strongly believe that government should not restrict the time spent on online games. But let me start by [inaudible] a few radicals of the government site has pointed out over here. They have argued that there are some educational games, but there also are not so educational games. But I think there are a lot of people who are playing educational online games, and if the government restricts that, that would be actually putting down the academic level. So that is why the government site's first point supporting this statement is to not [crosstalk].You said there are a lot of educational games. Could you give me some examples, please? What kind of games there is for education?The games that I know of like [foreign]. It will support you to get through it.

And [inaudible] let me move on to explaining other points. We have two points to support our argument. The first point would be that by restricting the time spent on online games would be a big advantage to the economic, and the second point would be that there are a lot of people doing online games to satisfy their leisure time. I will start off by explaining our first point. We firmly believe that by restricting the time spent on online games will give a big advantage to the economic because now the online games market is very big and is actually giving a lot of economic benefit, and that is why I think so. And there are a lot of people who are working relating to the online game company, and by restricting the online game, [inaudible] on the online game, they will lose their jobs, and that is not what government should be doing. That is why I believe that government should not be restricting their time span on online games.

Oh, okay. Hello everyone. So we think the government should restrict the time spent on online games. So, first [inaudible]. Sometimes playing online games has the power to [inaudible], and they also have the power to, yeah, growing our economy. But I would say this is not always true because-- I admit that there are many kinds of games and it help a lot for economic, but if people are doing more creative jobs or [inaudible] reading books, or like that, they can make a lot of money and more productivity, and yeah. They can have more productivity and morals, I think. So, to conclude this, government should restrict the time spent on online games.

Next [inaudible] construct [inaudible] cross point. So they said there's a lot of apps for studying. Yeah, [inaudible] there's a lot of that, yeah, apps support studying and it is very useful and helpful, but we cannot have power to force them to use that. Yeah. We cannot-- yeah. Everyone have option and everyone have right to do whatever you want. But, so--Thank you for [inaudible]. You have this notion that people have the freedom to choose what they want to do. I think that means that the government should [inaudible] to allow every person to do what they want to do for their leisure time. And I think that kind of contradicts to what your team is trying to explain.Yeah. It is true, but-- yeah. As I mentioned before-- we cannot power and we cannot restriction how we do [inaudible] and we cannot power to force people to concentrate on studying [inaudible]. Therefore, by restricting the online game, it helps a lot to raise the academic level, I think.

Then let me explain our second point. So the problem that decline of [inaudible] our economy. So by restricting the time spent on online games. It can help a lot to raise our nation's economic level. For example, when we ride on public trains or buses, we can find that many people are looking at smartphones and some of them doing online games or games like that. And if we can stop them doing that, and [inaudible] work, and like that. Therefore, government should restrict the time spent on online games.

Mr. Chairperson thank you for introducing me. First of all, let me make it clear that we are the opposing side, strongly believing that government should not restrict their time spent on online games. As the government side, they have argued that by spending so much time on online games, their eyesight will be poor, but however, eyesight are 90%-- in biology, eyesight are 90% based on genetics. So it doesn't matter online games.

And they also pointed out that by not limiting time spent on online games will cause people to quit their jobs. But by the current people who like online games, if we limited that, they will leave their work on that time because it's their free time. They won't work. So, therefore, the government's side second point for this statement is not valid.

Now finally, let me move on to explaining our second point. Our second point is that most people, for later times, seek for that society with friends and escaping from daily life and satisfaction of curiosity. And some people see those purposes on online games. Internet use on computers and cell phones has become increasingly popular. Major activity in Japan. And most people-- so that it [inaudible] us that most people desire to do online games in their free time. So the government should not restrict the time spent on online games. That's not the government should be. Thank you for your attention.

Mr. Chairperson, thank you for introducing me. Hello, everyone, Mr. Chairperson, and fellow debaters of the [inaudible] side. I am very proud to be presenting the last speaker of the closing side. Today's resolution is whether government should restrict the time spent on online games. We strongly, firmly believe that government should not restrict the time spent on online games. I would like to summarize this view. This will be our last chance to prove this resolution to everyone. Please listen to this important point that I am going to stress out. The most essential, this crucial point of our side, is that government should not restrict people's freedom. Governments are there to ensure-- to ensure all citizens that they're independent and free citizens. Restricting their time spent on online games leads to restricting people's freedoms and that is not what the government should be like. I have no idea what countries would want their government to restrict them for such things. And moreover, online games have many social benefits as our first speaker has mentioned. It not only has financial benefits for society, but it has many social benefits as well. For example, it releases stress, it's becoming a major thing for leisure time for many people. Therefore, it is our absolute belief that governments should not restrict the time spent on online games. Thank you for your attention. It was an honor to be representing the closing side. Thank you.

Hello, everyone. We believe the government should restrict the time spent on online games. First, let me [inaudible] of [inaudible] second point. They say lots of people have [inaudible] their time spending on online games. However, there's so many other things which they might be interested in. They just never tried to find their hobby except for online games. Because they're too busy focusing on things like video games. Which they can-- so they should find-- therefore, they should find another thing which they can enjoy for them and they can join [inaudible] and good for them.

I will summarize this debate. The most important point is how children life will change, and what will restriction bring to Japanese economy. At this point, they said there's so many people working at this game company, so this rule will damage to them. However, our argument is superior. Because we define people's ages as under 20. People whose ages are under 20 don't have a job, and they're not out and about yet.POI?Yep.Thank you for approving my POI. I just wanted to mention that your team has defined the topic as people under 20, and of course, that's true. But if the youth-- if the young generation does not use online games, there's no need for the people, adults, working for the game companies to work. There's not going to be any more jobs for them because they are not going to use it. So I just want to ask your opinion on that.[inaudible] restrict time spending on online games for children. So children will grow up, of course. So if they become an adult, they can use it. They can play online games still. And on this point, it means they have to prepare for coming future. Nowadays, children spend much time to play online games. So this is the result of why their intelligence and physical strength is getting worse. They sure need [inaudible] society in time to focus on studying. If they acquire what they need for future, Japan will get great human resources, which makes Japanese company and economy greater. Therefore, we believe the government should restrict the time spent on online games. Thank you. [applause]