Transcription details:

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Hello everyone.Today's topic is government should restrict the time spent on online games. We defined the some [inaudible]. The online games we caught are chatting systems. We have two points. The first point is health. The second point is spending too much money.

I will explain the first point. First one is health. We believe that online games having chat system have highly dependence. It is hard for us to discover like addiction, and it does not limit of age, so it is hard to restrict. The worst point is that it make us difficult to spend daily life. It is so sad. People who depend on online game makes their life rough. Therefore, government should restrict the time spent on online games. I'm going over-- the first point is that online games have highly dependence and it has not limit of age. Difficult to spend daily life. Thank you.

I'm sorry. Hello, everyone.I believe that government should not restrict the time spent on online games. Let me debate what the government team say. They say the chatting system is so bad, but there are no damage to government, and I think that parents should restrict chatting to their children.

Next, let me explain our points. We have two points. The first point is, the problem has no damage to the government. The second point is it's influence to [inaudible]. And I will explain the first point. I think the most important problem is online games waste the time for many people, for example, children. Children should study but online game wasting studying time. Yeah. But it is no damage to government and I think Japanese academic ability is not very bad and so I think this problem is not at a national level. It should restrict by school leaders. For example, I think it needs to improve the bad point of it if the government restricts them. For example, the government restrict using drugs. It's because drugs are bad damage for a person mentally and physically. It is so big and serious damage to government. So I think it should restrict by government but online game is not so big. It is smaller problem than drug problem. And so I think therefore, we believe that government should not restrict the time spent on online games. Thank you. [crosstalk].

Hello everyone.We believe that government should restrict the time spent on online games. Let me rebuke opposite first points. They said that the parents can control the children's-- their charging system. For that point, I will explain our second point.

And second, let me first construct the government's first point. They said that there are no damage for the government that students are going to play-- students or children going to play the online games but how about their health? We think that there are some damage for the government. Now, the children is one of the most important resource for Japan because Japan is decreasing number of children and they will be one of the supporting resource. So when they didn't study, academic ability of Japan will be go down and Japan will be something like a weak country for the international, globally, because they didn't study. So they are affect for the government.

Then let me explain our second point. Our second point is spending too much money. As we defined there are charging system. Charging system. So gamers tend to use too much money because games has a dependence and for example, horse racing and [inaudible] there are some limited play, such as people who play them need to be over 20 years old and for the [inaudible], Japanese government didn't permit it. I will summarize that gambles including the charging money system has limit from the government, but online games with the charging money, they don't have any limit for age such as teenagers can use money from their parents. According to the [inaudible] game use, they report that there are many people who play online games with charging money without telling their parents and also, it causes some online crimes. Therefore, government should restrict the time spent on the online games. Thank you.

Hello everyone. We believe that government should not restrict the time spent on online games. Let me rebut government's first point. He said that online game has highly independence, but we, student, person or people, have to keep up both work or study and games. So restricting is not good for-- make a good person to society.

As for the government's second point, they said that now Japan is to the decreasing the number of the children and if the children will be not wise more and more, the affect of the global of Japan's effect for-- all countries will be also reduced. But I think that game is playing more and more times, more than half a century, but there is no evidence that the effect or power of the Japan decreased in this century.

Next, let me deconstruct opposition's first point. He said that government have to restrict drug or some bad things because this is the big damage to government. Playing games does not have so much damage like drugs. I played online games, but I study, so-- and also one of my friends is very wise, but he plays games so much, more than me. So, I think that Japanese is not solution is restricting spending time.

Then, let me explain our second point. It's influenced to our company. Let's imagine, you are the president of the game company and many people, many players pay money for your company, but the government makes a new rule that-- restricting playing time of your game and your profit reduced, of course. Your profit will reduce so you are in trouble. I think that government must not-- government has to be equal for all kinds of company, which includes gaming companies. Gaming companies, specific company, has not been suffering from reducing profit by government or something else. Therefore, I think that government-- we believe that government should not restrict restrict our time spent on online games. Thank you.

Hello everyone. We believe that government should not restrict the time spent on online games. Let me summarize to date a bit. The most important thing is that health and restricting the time spent on online games will affect people's lives or governments or [inaudible]. And on this point there, [inaudible] the nation about the influence on everyday lives or health or money. And now I have a question. Is it really worth spending a lot of time and effort to [inaudible] the programming in order to restrict the time spent on online games? For example, family members can also make effort to solve [inaudible] and people should learn to overcome other [inaudible] and this topic will do that toward companies or so, and financial, some kind of financial problem will occur in companies and this kind of financial problems are really fatal for the companies. But this, the people tend to waste time in online games. It is true this, but we think that we should not ignore this fatal financial problem because we can solve this problem without government powers, internet. Therefore we strongly hold that government should not restrict the time spent on online games. Thank you.

Hello everyone. We believe that government should [inaudible] the time spent on online games and first, a little about [inaudible] Japanese economy and spending money. And we think that the companies are in the [inaudible]-- if the government restrict the time spent on online games. And [inaudible] on this time there [inaudible] company. That company will, in this case, we think that most important point is [inaudible] dangers of comparing [inaudible]. And people who play online game is not in [inaudible] because playing people play game is ordinary people. So we have to focus on the ordinary people. And our final point is spending too much time and our [inaudible] is health. And spending too much money [inaudible] focus on people. So their argument doesn't make sense and argument is stronger therefore the government should restrict the time spent on online game. Thank you.