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So hello, everyone. Today's topic is government shouldn't restrict the time spent on online games. So we define that-- government said possible limit which all people can play games equally. So we have two points. The first point is individual problem and the second point is social problem.

So I will explain the first point. It is individual problem. We believe that there are many problems by playing too much games and while the problem is individual, individual problems contains two meanings. The first meaning is health and second meaning is working, like a job and studying. So first, health problem is become very bad. Recently, health problems have become very, very bad in Japan. In fact, there are some people who died by playing video games too much. And--You lie? [inaudible]. Tell me the causes of dying by playing video games.Okay, so, for example, some people keep the same sitting form, playing games here. Like an ergonomic disease, so people died. It [inaudible] case. But it is a fact that playing too much games has possibility of head is injured. And the working problem-- it is like a job and studying. For example, if we play games at midnight, how will be our grade? Like an examination. So it will be bad and we have this experience-- we have this experience maybe and maybe you have. So it is very bad problem for hours, and we can say the same thing for a job. And on the whole of this, we can't-- they all have parents, but parents can't regulate them. It is fact. On whole, government should disrupt the time spent on online games. Thank you.

Hello, everyone. I will argue that the government should not restrict the time spent on online games. And let me rebut what the government team said. And they said the individual problem, like health problem or working problem, will be [inaudible]. However, as we are going to explain in our second point, we believe that the the government shouldn't restrict them, but people should control their selves by their selves. Therefore they should control their selves by their selves. That's a more mature society. And therefore, their point doesn't stand and so-- no, thank you. Later, please.

Let me explain our point. We have two points. The first point is economic damage on [inaudlble] industry and the second point is the citizen's mature enough to control their selves. I will explain the first point, economic damage on other industry. We believe that the restriction of time for online games will damage economy, because online game has a big influence on economy. Do you know that the economic effect in totally with online game? As we've seen it, on the news or on the television, and in totally [inaudible] and they introduce to increase Pokémon, and as you know the game called Pokémon GO many people like, so [inaudible] the number [inaudible] roughly increased the broad economic effect in totally. And so if we [inaudible] this plan-- if we introduce the plan, not only online game industry but also other industry or many sort of things will be damaged. And also, why government do that? Government's role is to bring people happiness and freedom. And so the restriction--[crosstalk].--doesn't bring people happiness or freedom. Yes, please.Oh, okay. So we said, "Government said"-- ah, sorry. Sorry. Okay. So the government said, "The possible agreement which all people can play equally." So why is that decrease playing the time and harming your economy clause? We can play games.However, there are people who play really, really too much time. If we restrict them, the time spent on online games will be really decreased, so the industry will be still damaged.[inaudible].We believe that we shouldn't restrict the time on online games. Thank you.

Hello, everyone. Let me rebut the opposition's first point. They said if we restrict online game, then some industry are damaged. However, if we restrict online games, it can [inaudible] online games. It's time we [inaudible] and we can solve many damage to the health. No, thank you.

Next, let me construct government's first point. We have to control our [inaudible] on the internet. But I don't think that. Do you know what happen in online game? People can connect around the world and so we talk-- people around the world can play with them. No, thank you. It is difficult to stop and control game time [inaudible].

Then let me explain our second point. It is a personal problem. Online game also give harms to society as well as the personal person. If we play online game so much time, we can't realize different between reality and the virtual world [inaudible]. So I think online game [inaudible] RPG and FBI [inaudible] and so on. In those game, people can kill most of our people in our country [inaudible]. So, for example, there are crime happen. It was the man kill people in reality. He say, "I want to become game hero." So he can't deny there are any problem-- there aren't any problem by online games, thank you.

Hello everyone.We believe that government should not restrict the time spent on online game. Let me rebut government's first point. They said, "We have to restrict the online games because of health and danger-- danger of health and working." However, are you even health-- there are other causes. For example, eating too much snacks. What is the difference between eating snacks and online games? And also about working. If tomorrow has a really important conference, are you going to play game until midnight? No. And then, also, they said connecting people with people can cause a lot of time. But however, I think they're talking about SNS. SNS and online games are different. So, therefore, their points are not so important. Sorry.

As for government's second point, they said we can't realize the reality if you play too much games. We have to restrict it. However, not all games have no reality, like killing monsters. There's some games such as puzzles or something like that. And also, I'm sorry. Also if you play those killing monster games or things, I think those things has no reality, right. So you can notice a difference. Everyone knows that, in this society, there's no monsters, right? So we can realize the reality and difference. I'm sorry. Therefore, their points are not so important.

Next, let me reconstruct opposition's first point. They said [inaudible]-- they said we can use-- no economic damage because we use their definitions. However, we're comparing if they use online-- we're comparing restricted or not restricted. And if you're not restricted, you have more economic effect than not restricting. Therefore, our points are superior.

Then let me explain our second point. Citizens are mature enough to control their selves. We believe that citizens are enough mature and government don't have to do those things. Restricting time spent on online games are not the government's role. Government role is saving citizens, freedom, and happiness. And that's the democracy-- I'm sorry. Democracy of this society. We're living in a society of democracy. And that shows that citizens are mature enough to choose the things in the society, right? Therefore, government should not restrict the time spent on online games.POI.Thank you. Yes, please.So you said government working is giving happiness or so on, but solving problems is government most important working. And there are some problems with which other adult person happen here, playing too much games. What do you think about this?Okay. Government solving problems, that's a real thing. But they solve problems to make citizens-- give freedom, happiness. And this time, this is not a problem, right? It is a problem, but not for government. Citizens can control their selves. They can restrict themselves. Not government's role.POI. POI.Okay. Sorry.Out of time. Alright, thank you. So now work on [inaudible].

Hello, everyone. We believe that government shouldn't restrict the time spent on online games. Let me summarize the debate. The most important point is right to search for the happiness and to make the mature and democratic society. On this point the idea--POI.No, thank you. Many problems such as crime has problem caused. However, our argument is superior. Is it really government's role to restrict the time spent on online game? Have government other things to do? And even if government restrict the time spent on online games, there must be a means of escape. The means of escape is everywhere. Can we say that it's a mature society?POI.No, thank you. And as my partner said, government's role is keep in perfect people's like happiness, freedom. But happiness and freedom of citizens are limited by restricting their time spent on online games. And also the economy takes happiness away. Is it called [inaudible] democratic society? Is it really happiness to the citizens? As my partner said, we have to make a mature enough society. Mature enough society means that society with people who can decide and have responsibility in themselves. So, therefore, government shouldn't restrict the time spent on online games.POI.Okay. So they said gaming freedom and happiness is really important government work. And she answered what we think-- government can't give any happiness from that freedom without solving problems. We think aren't the people who have problems and this person. So is there happiness and freedom?No, thank you.Okay.

Hello, everyone.First, let me respond to-- first and second quote about both. You think all people can't great jobs even if people play games so much at midnight. But I don't think so that-- you don't think themselves and [inaudible].

And let me summarize today's debate. The most important point is the effect of games on society. And now that the parent can't control games that their children or adult plays. So it's children's problem and individual and social problem-- is very serious problems for the government. So government should deal with that problems. If government do not-- if that people's skills or the individual skills and the social skills declined. So for the people, they should not play games so much. So we believe government should restrict the time spent on online games. Thank you.POI.Okay. Thank you.And if you told the individual problems, do you think that the other problem will have to [inaudible] like economic problems?Oh, economic problems.So like the government's problems.Okay. To be sure, game is based on the economy, but the more overt economy damage is not as important as socially damage. So I believe that the government should disrupt the time spent on online games. Thank you.