Transcription details:

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| Date: | 02-Mar-2018 |
| Input sound file: | (4-30)20171223180321.mp3 |

Transcription results:

I'm Kumiko. Hello, everyone. Today's topic is government should restrict the time spent on online games. Did you find the motion as follows. This case is high-school student and under. We are a government research in a month. We have two points. The first point is to grow the ability of self-control. The second point is to protect younger people [inaudible].

I'll explain the first point, to grow the ability of self-control. We believe that it's our-- to play games too much is not good for students because when people play online games, they receive blue light and students will be tired by the blue light. Then students can't concentrate on studying. In fact, for example, in our study some people play a game during recess but some of them are sleeping then in class courses. So to play games is bad for students. So if government restrains the time spent on online games, then they can control their time that they play the online games. Then we can grow their self-control. Self-control is important when students work in the theater, so to grow self-control is very important. Therefore, the government should restrict the time spent on online games. Thank you.

Yes. Now, let me explain our point. We have two points. The first point is government needn't restrict our freedom and choices. The second point is government needn't exploit online game companies and profits. I will explain the first point. And let me review what the government team said. The government said it's not good for students to do online games because the blue light is bad for our eyes. But I disagree about that because these days, many companies have cut off blue light production. And I also use it, and it can protect our eyes, and it can cut off our blue light. So I can't agree with this opinion.

And next, I will explain the first point, that government needn't restrict our freedom and choices. For example, the person who has broken legs and can't move, in addition, that person has an operation and needs to be hospitalized. At the time, the person is bored because he or she can't do anything because they have to be hospitalized. And that makes the choice to do online games. And we have many reasons to start online games. In addition, they escape from a real situation in life. These days, we have many, many stresses and we can give vent to our stress by doing online games. My friend says, "If I can't do online games, I can't live because I can't escape from stress." And online game is the one choice to escape from stress. If government restricts it, we lost a choice to escape from stress. So it makes increasing melancholia, depression if do it. So we have many reasons we start to do online games. And we have one of the choice to do it and we have to do something and that makes some profit to do it, like escape from our stress and can give a hope or something and other like that. Doing and thinking about our ache, like a broken leg or like have some disease and can't do anything. And other times, doing online game, we forget about the pain or something. So like that is the reasons to start the online games. So, therefore, I think that doing the online game is very good and don't restrict that. Thank you.

Hello, everyone. Hello. We believe that government should restrict the time spent on online games. First, thinking about [inaudible] first point. They said students can cope stress by using online games. However, it is not true because they said that playing outside is the best way to cope stress because students can think positively by staying outside. Therefore-- sorry. Thank you. Therefore, their point is this,

let me reconstruct the government's first point. They said that they're cut off blue light. However, I think it is not only blue light. But also eyesight will be bad because of eye tired. Therefore, my point is [inaudible].

Then let me explain the rest of the point to protect the young people's health. Only online games is not fit for health. Of course, eyes are tired because of looking at the screen and eyesight will be bad and brain will be tired. Then brain can't think more actively. Second, they don't play outside, so out school can't move so much and Bluetooth separation would be, but then they're easy too tired. It is not good for their health and if they don't restrict the time, action is great and [inaudible] accumulate and give them bad influence. For example, in China, nine years boy died because of doing online games too much. Such bad influence-- happening such bad influence possibility is so much because now online games is played enough in Japan. And so government must protect the young people's future. Therefore, [inaudible] this point. Thank you.

We believe that we shouldn't restrict the time of playing online games. Let me [inaudible] governments first point. They said students couldn't concentrate in studies because they're playing games too much. But it is not always true because time management skills is important and if students may notice that studying and time management is important when they will take like a numeracy exam or [inaudible] exam, they have to study hard. So they will think we have to restrict playing games. It is restrict the times of playing games themselves is very important for their future, [inaudible] understand.

As for the government's second point, they said they can't think actively. Some people [inaudible] because of their religion but it is only one place and as we said before, and I'll explain on the [inaudible] the games had also good aspect. So they should choose themselves.

Let me [inaudible] oppositions first point. They said playing outside is the best way to stop stress but it's not always true. Not only children think so. Playing game is like hobby as same as playing with piano, piano or reading books. We most people have hobby so we shouldn't restrict the time of playing games.

Then let me explain what's the [inaudible] point. Companies earn money from [inaudible] more than [inaudible]. So if the time of online games is restricted, they can't make much money because companies have good way to-- [inaudible] people for good with becomes people can create people wants to-- people can't play longer because people [inaudible] play games as they become too more [inaudible]. Companies will be suffer from hiring people and some people may lose jobs. It is very serious problem so we strongly believe that government should not restrict the time of playing games. Thank you.

Hello everyone. So we believe that government should not restrict the time spent on online games. Let me summarize this debate [inaudible]. First, I will talk about their opinion. And, next, I will talk about what our opinion is. I will summarize their opinion. Their first opinion is students can control themselves but it is not important because students should grow up the ability to control themselves. It is very important when they study for exam to enter in university or other kinds. Therefor, their first opinion doesn't count. Next, I will talk about their second opinion. Their second opinion is online games is not good for their health. I can't understand their opinion there but I think their opinion is online games make people tired and it is not good because online games make people not tired but happy. Therefore, their second opinion doesn't stand. Hence, I will talk about our opinion. Our first opinion is we have freedom of choice and they said playing outside is the best way but it is not always true because some people can't play outside because of their health problem. So our first opinion still stand. And our second point is companies benefit and justice. Please remember, Japan is democratic country so government should not limit the personal opinions and companies [inaudible]. Therefore, our argument is stand. Thank you. [applause]

Hello everyone.I will start my speech. We believe that government should restrict the time spent on online games. First, let me rebut the [inaudible] standpoint. This is game company get benefit by the young people. However, [crosstalk] profit is mostly the only game that allowed by. Therefore, their argument is weak.

Also, they said time management is important and it is important to-- sorry. Time management is important. However, it is not true because we find the government restricts the time each month so they can do time management and it is impossible to do time management themselves because students force themselves because of nothing will finding first. And then, [inaudible] the most important point is to protect the young people who will become leaders in the future. On this point, their idea is to protect the young people, Japanese people. If government restricts the time spent on online games--POI.No, thank you. We can protect the young people who will become leaders in the future. We have two reasons. First, students can get an ability of self-control. As our first speakers have said, playing games for a long time makes bad influence for students. However, if government restricts the time on playing games a month, a month in it, students use time differently. This experience will help students in many ways. Second, students will protect by bad influence of online games. Online games help-- health is the most important thing to--POI.No, thank you. [inaudible] active part in the society, we should protect the health of young people. As I have said, if government restricts the time spent on online games, we can protect the young people who will become leader in the future. Therefore, government should restrict the time spent on online games. Thank you. [applause]