Transcription details:

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Transcription results:

Hello, everyone. Today's topic is government should restrict the time spent on online games. I will explain the points. We have two point. The first point is it will affect on our body and second point is there are many people who are poisoned by online games.

I will explain the first point. If we play online games too long it appear a bad impress on our body. I will explain two example. If children play online games too long, their eyesight will be bad just because they accept blue light, and blue light is bad matter for our eyes. And so they accept blue light from such online game and so on. And I heard the news today about under 10 years-- all children's eyesight is-- they called it the most-- they called it the most worst. So playing online game isn't good for children's eyes. And another example, when some student play game at night too long, they may feel sleep in class or they accept that [inaudible] just because they cut their hours of sleep so they feel sleep and they can't concentrate class. So those thing isn't good and I think those children want to study or to waking up. Therefore, I will support this motion. Thank you.

Hello, everyone. We believe that government should not restrict the time spent on online games. Let me rebut what the government's team say. They said bad influence of our body. However, now selling glasses which prevent blue light and smartphone cover.[inaudible].Yes.I think, we have to buy the glass which cuts blue light-- what do you think? We have to buy each to protect our eyes, what do you think?I [inaudible].We have to buy the glass which cut blue light to protect our eyes.And there are many things which, but the influence of our body unless online games. Therefore, our opinion is important.

Next, let me explain our points. We have two points. The first point is restricting the time spent on our online games, here about the influence. The second point is systems of cost. I will explain the first point. Restricting the time spent on online games give bad influence. We believe that restricting the time spent on online game give people bad influence because online games create as a amusement by people and some people who use online games as a place where they can communicate other people. But if government restricts the time spent online, people don't enough solve stress and enough communicate other people. So people charge stress more than ever.Point of information.Yes.I think I can communicate something which is [inaudible] or application line, what do you think?Yes. Therefore our point is important, thank you.

Thank you, Mr. Speaker, and hello, everyone. We believe that this government should restrict the time spend on online games. Let me [inaudible] opposition's first point. They said people who play online game can communicate with many people. However, if we use online game too much, we can't communicate in the real world. And we can communicate by using the telephone and so on. So it doesn't stand.

Next, let me reconstruct the government's first point. They said we can get glasses which cut the blue light, however, we have to buy it and it cost a lot of money and we have to use it all day for long. So I think it has harmful for a body

and then let me explain our standpoint. We will [inaudible] poisoned by--POI.Yes.Based on your opinion--Our second opinion is there are many people who [inaudible] buy online games. Now there are many people who don't work or study hard because of [inaudible] online games. For example, in Korea, too much people are poisoned by playing games and they played all day and at midnight so they don't want to go to work or school to study. And it becomes a social problem and online games includes [inaudible] like game Switch, which players kill people or zombies. If we are poisoned by it, we can't distinguish real and game's world. For example, some poisoned people think people will be able to come back to life, so they kill other people because they can't distinguish their real and game worlds. To play online games too much is very, very harmful. So, therefore, we propose this motion. Thank you.

Hello, everyone. We believe that government should not restrict the time spent on online games. Let me rebut government's first point. They said affect our body, however, it doesn't limit only online game. For example, [inaudible] and [inaudible], therefore your opinion is not important.POI.No.

As for government's second point, they said bad influence. However, the most of people doesn't play online game. For example, [inaudible] and children. Therefore, your opinion is not important.

Next, let me deconstruct opposition's first point. They said the online game does not strength the communication. However, many people usually use online game, not let distract playing time, so government restrict spend on online game. Therefore our opinion is important.

Then let me explain our second point, system of cost. We believe that now Japanese has many roles. If government control the time spent on online games, government need money to make this system of controlling the time on online games. It is very, very waste. Now, online game doesn't give us this advantage, so the cost is raised for Japanese.POI.Oh, yes.What is system? Please explain more.Oh, time control. Therefore our opinion is important. Thank you.

Hello, everyone. We believe that government shouldn't restrict the time spent on online games. Let me summarize today's debate. The most important point is whether we can concentrate or not. On this point the idea is we can't concentrate because we play it in too long time and we can't take enough sleeping. However, our argument is fair, because stress also is around many causes we can't concentrate and it effect very much because we can't study. If Japanese government restrict the time spent on online games, we can't concentrate in many things. For example, studying as students and working as adults, this effect-- I summarize my opinion. We can't concentrate because we can't do online games and take stress, therefore--Point of information. There are stress where-- you said there are stress will increase, but if you play it suitably, the stress will decrease. What do you think?I'm sorry, I can't-- what? Enough now. Therefore the government shouldn't restrict the time playing online games. Thank you.

Hi, everyone. We believe that the government should restrict the time spent on online games. My past [inaudible] second point. They said government need a lot of cost to control this system. However, they can't say the program concretely system. They can't say concretely system and we can't think the system to retail cost. So it is not problem.

Then the idea to summarize the debate. The most important point is which is better for people? On this point the idea is restoring the time spent on keep bad influence. But that influence, which they said is temporary-- but in fact, the bad influence which we said continues till we die-- when we die. So for example, our eyesight will be bad. Our eat-- we can't care eat. So it is not [inaudible] and we say eat increase, that people food don't want. But they don't [inaudible] eat. We don't say children or old people or elderly people, so eat stop. Therefore, I support this motion. Thank you.