Transcription details:

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Okay. Hello, everyone. My name's [inaudible]. I will start my argument. Today's motion is government should restrict the time spending on online games. And we will support to restrict any kind of use of internet, yeah, and using my computer or smartphone and this kind of device. Okay. Our second [inaudible] we should protect human rights-- we should prevent the crimes and also reduce the burden on citizens. We will define this motion by using the student-- this restriction mainly focus on these people who cannot make a [inaudible] life who is young. Under 18 is main focus and we're going to restrict the time based on having a result how much we can avoid this-- we will find out what is the best time to have a restriction. This argument will be of interest of addiction, and second argument will be protection physicalities.

Okay, I will explain first argument. Now many dangers on the online games, and not only online games. Internet life is increasing. For example, cyber-terrorism and money stolen or--[inaudible]. Is a video game connected to crime?Video game? Online game?Online game. Is connected crime?Yeah. Yes.Why?Okay. I'm going to explain that. Okay. And also 80% of high school students or under high school student have a addiction of these online games and this Internet. Okay, why this is problem, and how this will connect with these online games? Because they are not having a good borderline, what time they should spend on their education or these kind of [inaudible] things and how much they should spend on online game, this situation is happening. For example, many argue has been-- there were many debate about this game because the student or the parents cannot see how to take the time and how much is the best so this problem is arriving. And about the crime, for example, online game. There was fake online game and steal money. For example, before Super Mario Brothers on apps come out, there are many fake Super Mario Brothers. And this has caused many victim and caused a problem. Okay, how can we change the situation? Having restriction will show our government move and government protection to solve these kind of problem. And also by having these restriction, 80% of student will have a needed time to do what they should do. What they should do is education so we believe that changing or having this restriction is needed to prevent these people getting crime or be in crime and also help the needed use of time. So we should take this plan. Thank you.

Hello everyone. We believe that government should not restrict the time spent online games. Let me read what the government team said. They said, "Dangerous [inaudible]." However, collectively, we can avoid the dangers so it's not the program. Therefore, government should not restrict the time spent online games.

Next, let me explain our points. We have two points. The first point is individual hobby is freedom. This second point is Japan is [inaudible] city country. I will explain the first point. Individual hobby is freedom. We believe that government should not restrict the time spent online games because online games are one hobby for people. So restricts of time spent is wrong things. Also, control individual hobby is [inaudible].Point of information.No, thank you. Please imagine if you have hobby, but it's controlled by government, you will be angry and you feel many stress. So the importance is freedom of hobbies of each individual. Therefore, government should not restrict the time spent on online games. Thank you.

Okay. Hello. My name is [inaudible] start of my speech. First, I will rebuttal their first point. Their first point is about individual hobby is their freedom. Okay, yes, but we don't say about deny doing about online games. We are okay with doing the online games, but restrict doing online games for such time. Because why we can restrict such times because if the people too much playing the game, some of the people have to receive about the addiction or anything. And also, for example, if, okay, they're doing the individual hobby is their freedom, but so if the one person is caring about freedom is about a hobby, is it okay? It is not right. So that's why that we can say [inaudible] so that [inaudible] we are not [inaudible] okay [inaudible] so that too much playing the online game is so bad. And also their first point is about the [inaudible] but it's very weak in this debate because they didn't show this point. So that's why their first point [inaudible] nothing.

Next, I will explain our second point. The second point is about [inaudible] human physicality. Now, the many the people like playing online games, and we see one of the hobby. Yes, [inaudible] one of the hobby. However, in the current situation, some of the people that playing the online game, and they that see too much damages for the human physicality. For example, eyesight or difficult [inaudible] such as the people who have the addiction for the online games. And there are some cases that one, they're playing too much the online games, and he has the addiction.And finally, he don't go to school. And also, what is the problem because he can not [inaudible] about [inaudible] a basic [inaudible] and cannot do a lot about the people who are keeping up the communication for the each other. So [inaudible] what is the human is needed? The human is needing [inaudible] sort of a good health conditions and also the people who have to learn to [inaudible] the basic knowledge or anything. So that we should restrict playing the online games that we can reduce to two hours to people who had addiction, and we can [inaudible] that other people who cannot [inaudible] contrary view to our society. So that is about a government policy because the government policy is about to protect the safety life and safety to basic life. So the government introduces this, the policy, that is a good effect to our life and we can protect our decent peoples. So we can say that we should take this motion. Thank you.

Hello, everyone. We believe that government should not restrict the time spent on online games. Let me read about government's first point. They said dangerous [inaudible]. However, each house has rule about games, and government shouldn't intervene. Therefore, we should not [inaudible].

As for the government second point, they said protect human's physicality. However, people [inaudible] an addiction don't need government interventing but a medical treatment or house rules. And it's silly to cost a lot of money to adopt this plan.Point of information.No, thank you.

Next, let me reconstruct opposition's first point. They said online game is harmful but please mention-- so if you take gun game example but [inaudible] if you play a game with love or a game with playing with girlfriend, then can you possible to get girlfriend real? That's silly, so it's not connected to game and real criminal. Therefore the plan is not stunning.

Then let me explain our second point. Japan is capitalistic country. Japan is capitalistic country. We believe that online game became one of big market of Japan, and it is supporting Japanese economy. If the plan is opted, it means the government control one of big market because time spent with playing game is connected to sales of games. A control economic situation by the government is a thing that socialistic countries do. Japan is capitalistic country, and the freedom of economy must be protected. Therefore we should not restrict the time spent on online games. Thank you.

Okay. Hello, everyone. We believe that the government should not restrict the time spent on online games. Let me summarize this debate. The most important point is to protect freedom of individuals. On this point, the idea is we need [inaudible] is increase in online game. However, our argument is [inaudible]. It is because it is wrong thing that control freedom of individual hobby. Government must guarantee the freedom of an individual. It is [inaudible]. If we adopt the plan, the people of stress is increased. The possibility of [inaudible] is increased. Then the peace of Japan become bad. And online game become one of weak market of Japan, and it is supporting Japanese economy. So if we are [inaudible] the people who carrying money is decreased. The freedom of economy must be protected. Thank you.

Hello everyone, my name is [inaudible] begin my speech. And first, I will [inaudible] their second point. They said internet games is big markets. However, in present situation, many teenagers suffer from transfer fraud and they steal money in online game. So government have to protect all citizen also the under the 18 and [inaudible] definition said. So this point is [inaudible], and they are the [inaudible].

They said using of game connect with sale, but by having some destruction we include a [inaudible]. For example, sale, for one thing, need to be with money company for [inaudible] not [inaudible]. And as we said, they said the freedom choice of using internet game or not, but the government said that we should have the strict and limit of using the internet game. Our definition of under the 18, this means-- please imagine drinking alcoholic is hobby but is okay and smoking is okay in under 18. No. We should strict limit of something of under the 18 of that student. We have to protect the citizen life. And why these freedom sometime get restriction? Because government have to protect citizen safety before freedom. And they also said that some governments support already [inaudible]. For example, [inaudible] the support but [inaudible] said before, 80% high school student suffer from addiction in case of the online game. So this mean, in current situation, government can protect its people. And also, which society want to live? As I said before, the opposition side said that freedom and choice, but still in current situation, many younger people suffer from online crime. And also the [inaudible] and cyber also get harmed from government and citizens, so we have to protect both side. And so we should take this plan to protect citizens. Thank you.