## GOVERNMENT OF INDIA MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY

### LOK SABHA

#### **UNSTARRED QUESTION NO. 4651**

TO BE ANSWERED ON 29.3.2023

#### BROADCAST OF APP BASED DIGITAL GAMES

#### **4651. MS. RAMYA HARIDAS:**

Will the Minister of Electronics and Information Technology be pleased to state:

- (a) whether it is a fact that the app based digital games broadcast through different channels encourage students, youth and people from all sections of the society to play those games and if so, the details thereof;
- (b) whether the money transactions in above games are done through digital wallet or from the respective bank account of the individual and if so, the details thereof;
- (c) the volume of the market size of such games available in India and whether there is any plan to discontinue these app based games and if so, the details thereof;
- (d) whether the Government has prepared any plan to bring such games under the category of gambling; and
- (e) if so, the details thereof?

#### **ANSWER**

# MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY (SHRI RAJEEV CHANDRASEKHAR)

- (a): Apps, including digital gaming apps, are accessed by users, including students and youth from all sections of society, primarily from online app stores. In addition, apps may also be downloaded from websites.
- (b): Apps enable payment for the services they offer in a variety of modes of digital payment, which include pre-paid instruments (referred to as "wallets" in common parlance), debit from an individual user's bank account and credit cards.
- (c): Government does not maintain data on the market size of digital games. However, as per a report brought out by BCG and Sequoia in November 2021 regarding mobile gaming in India, the digital gaming industry in India grew at a compounded annual growth rate of 38% between 2017 and 2020 to achieve a revenue base of US\$ 1.8 billion in 2020.

No plan to discontinue app based digital games is under consideration of the Government.

(d) and (e): "Betting and gambling" is an entry in the State List of the Seventh Schedule to the Constitution and, therefore, as per the provisions of article 246 of the Constitution, State Legislatures have exclusive power to legislate on matters related to betting and gambling.

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