

QUESTION 05

विशेष रूप से युवाओं को ऑनलाइन गेमिंग की लत और उससे संबंधित वित्तीय संकट से बचाने में ऑनलाइन गेमिंग संवर्धन एवं विनियमन अधिनियम, 2025 के व्यापक सामाजिक निहितार्थों पर चर्चा कीजिए। (10 अंक, 150 शब्द)

Discuss the broader societal implications of the Promotion and Regulation of Online Gaming Act, 2025, specially in protecting youth from online gaming addiction and related financial distress. (10 Marks, 150 Words)

Thought Process (Pre-Writing Work)

- Parts of the question with expected marks criteria
- Directive Word(s)
- Topic Word(s)
- Limiting Words
- Writing Presentation
- Writing Interpretation

This section will be discussed in the Answer Discussion Class.

Description of the Answer Content

The Promotion and Regulation of Online Gaming Act 2025 is a landmark Indian law that reshapes the online gaming sector by establishing a national regulatory framework. The Act seeks to address widespread social problems associated with online money gaming platforms, such as addiction, financial loss and mental health problems (including suicide cases), which were causing complex problems, specially for the youth.

Broader societal implications of the Act:**A. Benefits:**

- a. Protection against addiction:** By banning online money games, the Act seeks to curb addiction and its severe social and psychological consequences, which have previously led to debt and even suicides.

- b. Mitigation of financial fraud:** The ban on real-money gaming addresses concerns over fraud, tax evasion, money laundering, and the use of gaming platforms for illicit financial activities. Financial institutions are now prohibited from processing transactions for these games, closing loopholes for criminal elements.
- c. Safer digital environment:** The legislation mandates the establishment of a regulatory body, the Online Gaming Authority (OGA), which will oversee the sector and create a safer digital space for citizens, particularly minors.
- d. Legitimization of e-sports:** The Act formally recognizes e-sports as a legitimate competitive sport, paving the way for talent development, national tournaments, and career pathways for young people.
- e. Growth of the creative economy:** The legislation promotes innovation and job creation within the gaming ecosystem, directing creative energy toward e-sports and social games rather than gambling.
- f. Educational and social games:** The government can recognize and promote online social and educational games that build skills and encourage healthy recreation.

B. Challenges and concerns:

- a. Loss of investment:** Critics argue that the government's abrupt policy shift, following years of promoting the gaming sector, could erode investor confidence. This may deter both domestic and foreign investment in India's digital economy.
- b. Privacy and governance concerns:** The OGA will have broad powers, and authorized officers can conduct searches and seizures without a warrant in certain cases. Critics warn that this could raise privacy and due process concerns.

The Act addresses long-standing concerns about the harms associated with online money gaming. However, the effectiveness of this Act in fully protecting youth from gaming-related harms will depend on the Government's ability to enforce the ban, prevent users from migrating to the black market, and manage the economic disruption caused by the shutdown of the real money gaming industry.

If Aspirants have any doubts, kindly ask the Mentor in the Answer Discussion Class

The purpose of this explanation is to value addition only.

One Model Answer can be...

The Promotion and Regulation of Online Gaming Act, 2025, passed by the Indian Parliament, aims to regulate the rapidly growing online gaming sector while ensuring user protection, especially for the youth.

Youth Protection and Financial Safety:

The Act introduces age verification, gaming time limits, and parental controls to prevent addiction among minors. By banning credit-based gaming and setting caps on in-game spending, it protects users from financial distress and impulsive transactions.

Broader Societal Implications:

- **Youth Protection:** The Act mandates age verification, time restrictions, and parental controls, helping curb gaming addiction among minors.
- **Financial Safeguards:** Prohibiting credit-based gaming and placing limits on in-game transactions aims to prevent financial exploitation and impulsive spending.
- **Mental Health and Well-being:** By promoting responsible gaming practices, the Act addresses concerns like screen addiction, anxiety, and social isolation.
- **Industry Accountability:** Licensing and compliance requirements ensure transparency, user data protection, and content moderation.

The Act represents a proactive response to the growing influence of online gaming. It seeks to foster a safe digital ecosystem while minimizing social and financial risks, especially for vulnerable groups like children and adolescents.

Aspirants can use the brainstorming method to answer such information. Such method helps in avoiding unnecessary rambling and ensures that all the main points are covered within the word count.

Space for Answer Discussion

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