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UPSC

Answer Questions in NOT MORE THAN the Word Limit specified for each in the Parenthesis.
Content of the Question is more important than length.
(Specimen Answer Booklet - For Practice Purpose Only)

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Economy

Online gaming in India has the potential ^{but it} to be multi-billion-dollar industry. ^{comes with negative fallout} Discuss (250w)

1.) Online gaming has resulted in addiction, causing change in lifestyle priorities and routines.

2.) As per the State of India Gaming Report 2022 the average Indian gamer spends around 40 minutes a day

3.) The World Health Organisation officially voted to include 'gaming disorder' as behavioural addiction under Int. classification of diseases.

According to WHO someone affected by gaming disorder if he/she suffers with an inability to stop playing even though it interferes in relationship.

4. Online gamers facing 'Passivity Phenomena' where the behavior controlled by external factors.

5.) The result

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5.) The result showed that around 40% of parents admitted their children of age groups 9-17 years are addicted to gaming and other social media.

6.) India will have to quickly ramp up its de-addiction infrastructure to protect the youth from the harmful effects of online gaming.

7.) The government could similarly engage with gaming companies and work towards 'building de-addiction infra'

Better regulations for ^{online} gaming

1.) The Ministry of Electronics and Information Technology the nodal ministry for "matters relating to online gaming" notified the amendment of IT Rules 2021 to provide more clarity and better regulation on online gaming sector.

2.) Several state govt has come with laws.

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2.) Digital de-addiction centres exist in the Country, wheather they have the sequised capacity to tackle massive challenge heeds to ~~assess~~ done.

4.) Creating awarness on addiction and child abuse due to online gaming particularly among adolescents

5.) This must be done by the govt with help of gaming Companies NGOs, counsellors and other Stakeholders working at the ground level.

6.) Parents and teachers must also participate by helping adolescents set healthy re-creational limits and channelise India Youths.