

2. Centre government's decision to regulate online gaming needs to protect economic rights and personal freedom. Analyse.

Centre has recently proposed framework to regulate online gaming through Draft amendment to Information Technology Rules 2021

Proposed measures

Self regulatory body, collection of know your customer from players appointment of Grievance redressal officer within company. These measures are welcomed by Industry.

Question yet to be answered

1. whether states have additional power for restriction eg: Tamil Nadu wants strict regulation of online gaming.

2. still, gaming offline is regulated by outdated colonial Law - public Gaming Act, 1857 / State Law.

whether state has similar power to restrict games in online as like in offline.

3. Definition of 'online gaming' is limited, must be widened in future to include all gamings broadly

Issues with Economic rights personal freedom
Social impact

1. Gaming Industry - projected to grow with ^{users} > 630mm
and generate > £2900 revenue according to KPMG -
economic driver of growth

2. whether game of skill / chance - both impact
individuals & society in short & long run

eg: Globally, effect of online game on young players
repeating addictive cycles. Led China to restrict
numbers of hours of play, daily.

Way forward

Government intends to promote gaming
sector instead of hindering its growth. It also
tends to regulate 'violent, sexual, addictive
content' in online games in future. To achieve
this, deliberative public consultation is
required to achieve balance in Economic
rights, personal freedom & social impact