

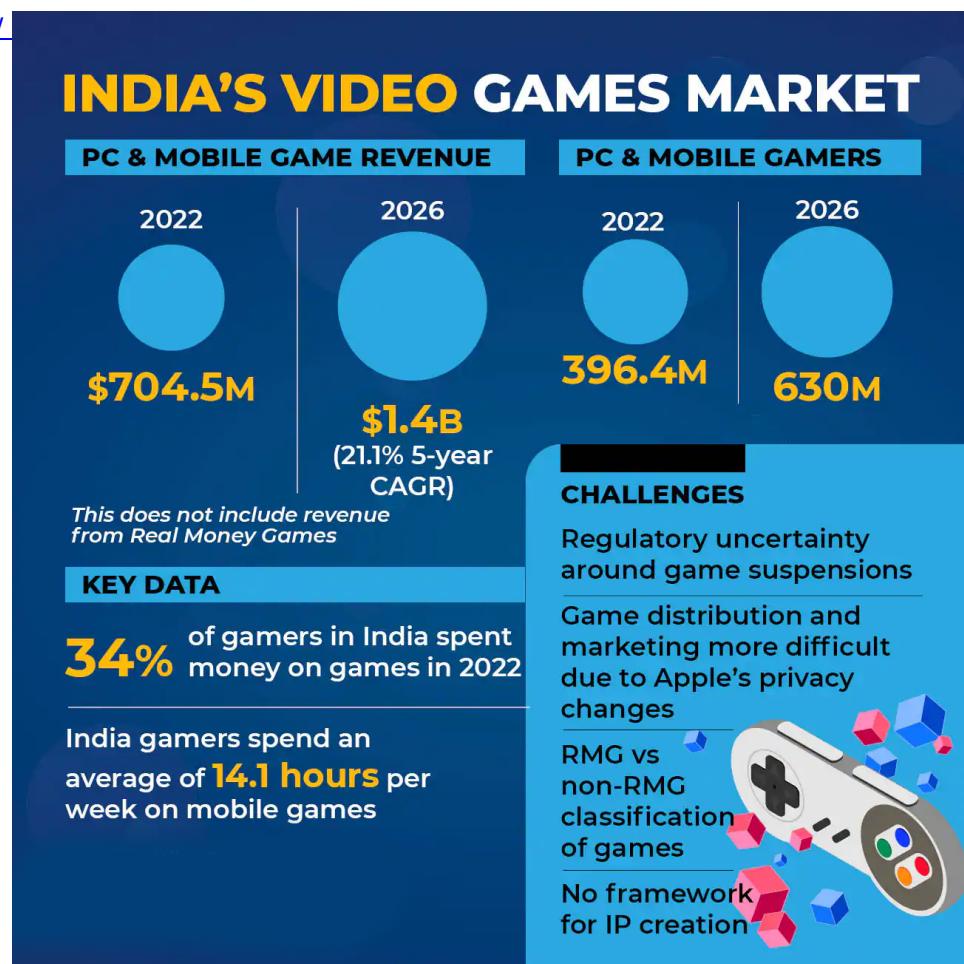


Segregate Video Games from Money Games

Why in News?

Recently, Representatives from the video gaming industry have written a letter to the **Ministry of Electronics, Information and Technology (MeitY)** seeking to treat **video games separately from real money games** that involve wagering real money.

- Earlier, the MeitY released the [**Draft Rules for Online Gaming**](#) as an amendment to the [**Information Technology \(Intermediary Guidelines and Digital Media Ethics Code\) Rules, 2021**](#).
- The letter requests and recommends that MeitY as “**the nodal agency for ‘online gaming’**” should recognise the difference between the two industries.



What are the Concerns over Video Games?

- Same Regulatory Purview:

- As part of the amendments of **IT Rules, 2021**, there is a proposal **for a self-regulatory body which will certify a permitted online game** in India.
- The current draft notification combines '**video games**' and '**online games played for stakes**' **into the same regulatory purview**.
 - There are no countries in the world which recognise and regulate" **these two categories of games similarly**.
- But gaming companies are **worried about the lack of distinction between them and 'real money games'** (**RMG**), which are often in the gray zone due to state rules and laws around gambling.
- **Purely Entertainment:**
 - Video game companies **state that their "games do not involve staking money and are purely played for entertainment."**
 - They point out that **Real Money Games and Fantasy Sports are collectively referred to as the "iGaming Industry"** in other countries.

What are their Demands?

- To make world-class video games in India for a global audience, it is crucial to have a suitable framework which respects the nuances of the industry and aligns with global best practices.
 - This will **go a long way to attract capital, enhance market access, increase foreign technology collaboration**, build talent pools and help develop India's global champions.
- Video games are regulated through an **India-specific age and content rating mechanism by setting** up a video games industry-specific self-regulatory body (SRB), in line with global standards such as **PEGI (Pan-European Game Information)** in the [European Union](#) and ESRB (Entertainment Software Rating Board) in North America.
- Create a **robust framework to deal with issues such as children's addiction to video games**, their exposure to in-game purchases, age-inappropriate content and online harm, which will be regulated by video games industry-specific self-regulatory body in line with global standards such as **COPPA (Children's Online Privacy Protection Rule)** in the USA and [GDPR \(General Data Protection Regulation\)](#) in the European Union.

Source: IE

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