

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 2694
TO BE ANSWERED ON: 10.03.2021

ADVERSE IMPACT OF ONLINE GAMING

2694. SHRI THIRUNAVUKKARASAR SU:

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

- (a) whether the Government is aware of the increasing incidents of financial losses and suicides reported from across the country by individuals involved in online gaming;
- (b) if so, the details thereof and the number of incidents of suicides reported as a result of online gaming during each of the last three years, State/UTwise;
- (c) whether the Government has any proposal to set up a self-regulatory body to standardize the regulations governing the online gaming sector;
- (d) if so, the details thereof; and
- (e) if not, the reasons therefor?

ANSWER

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY
(SHRI SANJAY DHOTRE)

(a) : There had been media reports about alleged incidents of financial losses and suicides by individuals involved in online gaming.

(a) to (e) : Betting and gambling are State subjects as specified in Seventh Schedule of the Constitution of India. Various State Government have already frames laws/regulations. Also 'Police' and 'Public Order' are State subjects as per the Constitution of India and States are primarily responsible for prevention, detection and investigation through their law enforcement machinery. The Law Enforcement Agencies take legal action against the cyber-crime offenders as per the provisions of applicable laws. MeitY does not maintain such data.
