

ONLINE GAMING REGULATIONS IN INDIA

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INTRODUCTION

In the contemporary World of the 21st century, the fascination for entertainment has witnessed unprecedented growth and changes. Through the several forms of entertainment, both people and the Global Corporations involved in generating such forms of entertainment, derive a favorable outcome; the people using the means of entertainment get the opportunity to enjoy the content of various forms and arenas, and the people who are providing these opportunities to the people, derive their requisite monetary incentives. One such massive industry that has seen a recent boom in the previous years is the Online Gaming Industry, which is currently worth around \$2.6 Billion in India itself. It wouldn't be wrong to say that people did not anticipate such tremendous growth in this particular industry, as the notions and perceptions that people had for this particular industry were not too encompassing.

Even a few years back this industry was at its nascent stage, wherein online games were perceived as "only a means of entertainment for the children". However, in this decade, nearly all the major and minor institutions associated with it have proven that this narrative is wrong. Nowadays major gaming Corporations such as Nintendo, Acti-Vision, etc. are worth Billions of dollars. They operate as full-fledged corporate institutions and have millions of active users and customers across the globe. The entire activity of gaming has brought a massive revolution across the world such that, this notable industry is seen as one of the most valuable growth sectors, which would not only be worth nearly \$8.2 Billion industry by 2027, but also it would provide active and sustainable employment to several people. Such transformation is undeniably both phenomenal as well as concern for us. Without requisite protocols and laws to guide both the companies and the users, the entire industry can be a risky territory to navigate, wherein the users could be the potential victims, while the companies would be the perpetrators of violations, predominantly in the aspects of private data security, ethical concerns, IP violations, and other aspects.

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THE QUESTION OF 'REGULATIONS' IN ONLINE GAMING

As discussed earlier, the entire domain of online gaming is a newer concept, so a lot of laws haven't been implemented in this field. Furthermore, it should also be considered that not all the games fall within the same arena. Firstly, we need to understand what complies with the definition of an online game. The Indian Government defines an online game as "a game that is offered on the Internet and is accessible by a user through a computer resource or an intermediary". Thus, from the above statement, it can be derived, that the necessary feature that defines such games is that the predominant characteristic of these applications is that they are connected to the internet, and hence, it wouldn't be farfetched enough to assume that the user base of these online games is huge, such that multiple people are associated in it together. Thus, for such an activity to be completely unregulated and to have no legal safeguards would expose the users to massive inconveniences. The online nature of these games also raises pertinent questions on the type of content being used, the means of transactions involved, the type of environment in the games and the type of impact these games have upon the users psychologically, as we must not forget that the majority involved in the gaming activity are children or teenagers, who are also considered vulnerable.

Apart from these concerns, the most valid questions arise when it comes to data security as all the games more or less require a lot of private data of the users. Thus, it again becomes immensely crucial to know where this data is being stored and how it is being used. Data breaches have been a recurrent issue when it comes to the gaming Industry. A lot of Hackers have lately been targeting gaming corporations. The gravity of the issue can be realized from the fact that recently Electronic Sports League (ESL) gaming companies more than half of their active users who play the games online, felt that their accounts have been compromised.¹ Furthermore, in 2018, in the famous game 'Fortnite', it was observed that teenagers playing the games were cracking the accounts of others, changing the login info of those accounts, and then selling them elsewhere for profit. This is not only unethical but also raises serious ambiguities when it comes to the safety of the private data shared on such games. Even crucial data such as bank details are vulnerable. Thus, without adequate policy and legal interventions to safeguard the interests of both the users as well the businesses involved in it, the entire

¹ Olivia Powell, "Data breaches on gaming sites are becoming more common(cshub.com)September 8,2022 " <https://www.cshub.com/attacks/articles/data-breaches-on-gaming-sites-are-becoming-more-common> Accessed 25 April, 2023.

gaming domain seems ambiguous and this even makes the usage of these online games undeniably skeptical in the process.

On the other hand, another issue that arises is that of gambling.

PREVALENT LAWS RELATED TO GAMING IN INDIA

When the question of gaming arises in India, we also have to consider Gambling as an essential aspect related to it. Gambling per se is banned in several Indian states, and it is also considered illegal too. There are multiple speculations when it comes to the gaming industry in India, as it is often regarded as being unregulated and illegal. When we speak of games, the most generic idea is often restricted to certain types only. However, it isn't ideally the case because, upon thorough analysis, we can classify the various types of games as the following, such as lotteries, horse racing, prize competitions, sports betting, e-sports, gambling mainly in two forms, i.e., games of skill vs game of chance.²

LOTTERY (REGULATION) ACT OF 1998 - The lottery act is a crucial piece of legislation that establishes government standards while dealing with lotteries and other related aspects of it. According to it, "lottery" means a scheme, in whatever form and by whatever name called, for the distribution of prizes by lot or chances to those persons participating. In the chances of a prize by purchasing tickets. It also distinguishes bumper draw as "Bumper draw of a lottery" which means a special draw of a lottery conducted on or during any festival or other special occasion wherein the prize money is greater than the prize money offered in cases of ordinary lotteries. When it comes to the question of autonomy, this law obliges the state as it gives states the power to conduct lotteries, subject to certain rules and conditions, such that all the major tickets of the lottery have to be printed by the states to ensure authenticity, the sale should be done directly or through the distributors chosen by the state, the prizes have to be drawn by the state on a prescribed date and the place of drawing the lottery should be located within the state. Furthermore, it also comprises the necessary legal actions and sanctions against offenses committed by the companies, their staff, and other members involved in the crime. Thus, it provides a tentative list of guidelines for conducting the act of lottery.

² Vidushpat Singhania, "A general introduction to gambling law in India(Lexology.com) June 8"
<https://www.lexology.com/library/detail.aspx?g=3c73b277-c25e-4883-a152-a47e1040f4f2> accessed on 26 April, 2023.

HORSE RACING: Most states have adopted the Public Gambling Act, to decide matters of wagering associated with horse racing. It is prominent that horse races across the country happen flagrantly. However, according to the act, betting on a horse isn't prohibited, when such wagering or betting upon a horse race takes place:

- On the day on which such race is to be run; and
- In any enclosure where such race is to be run, the sanction of the Provincial government is set apart from the purpose but does not include any lottery.

Furthermore, when it comes to the legitimacy of horse racing, the supreme court of India in *Dr. KR Lakshmanam v. State of Tamil Nadu* clarified that the game of Horse racing is essentially a game of skill. This distinction in itself proves that because of the significant involvement of practical and conscious effort required to win this game, this game is legal in the eyes of the law.

PRIZE COMPETITIONS: The law related to prize-based competition is the Prize Competition Act of 1955. It's been defined under the Section 2(d) of this act as-

“PRIZE COMPETITIONS means any competition in which prizes are offered for the solution of any puzzle based upon the building up, arrangement, combination or permutation, of letters, words or figures”. The prize competition act's application extends to many states of India, and it predominantly applies this rule to prized competitions.

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SPORTS BETTING: The status of sports betting, whether it is a game of skill or a game of chance, has not been clarified by the Supreme Court of India or a high court of a state. Sikkim has taken the initiative of legalizing online sports betting within the state, with the promulgation of the Sikkim Online Gaming (Regulation) Act 2008. Under this Act, a license for placing bets on sports games such as football, cricket, lawn tennis, chess, golf, and horse racing can be issued. In other states, the sport of teer (a form of archery) has been excluded from the state's Gambling Act, and betting on it is licensed. In Nagaland, betting on virtual sports and team selection sports can be offered under a license. All these measures showcase a positive attitude of the legislation of the state towards sports betting. It's quite comparable to the Horse racing sport indeed, where a certain aspect of the entire activity is undoubtedly based on the sheer skill of the participants. The Law Commission of India published a report titled 'Gambling and Sports Betting including Cricket in India'.²⁰ The Commission made recommendations regarding the power of the legislature at the Centre, to regulate sports betting and gambling

along with recommendations on the structure of the said proposed regulations while observing the advantages of the same and noting that said regulations would serve to regularize an existing, thriving and rampant unofficial industry.

UNDERSTANDING THE QUESTION OF ‘GAME OF SKILL VS GAME OF CHANCE’

GAME OF SKILL: The major aspect of the profoundly debated nature of games is the question of the game of skill vs the game of chance. When we speak about the outcome of any particular game, nearly every game involves a certain aspect of luck involved in it. However, in those games where the aspect of skills of the players outweighs the question of their luck, the game is Classified as a game of skill. Thus, to precisely describe the definition of the game of skill based on the legal perception of it, it would be-

“Games of skill shall include all such games where there is a preponderance of skill over chance, including where the skill relates to strategizing the manner of placing wagers or placing bets or where the skill lies in team selection or selection of virtual stocks based on analyses or where the skill relates to how the moves are made, whether through the deployment of physical or mental skill and acumen”. Thus, all such games that fall within the purview of this definition are valid in the eyes of the law.

GAME OF CHANCE: The legal distinction between games of skill and games of chance is based on the relative importance of skill and chance in determining the outcome of the game. If the outcome of a game is predominantly determined by skill, then the game is considered a game of skill and is generally considered legal. On the other hand, if the outcome is predominantly determined by chance, then the game is considered a game of chance and is generally considered illegal. Thus, the type of games based solely on prediction, which amounts to wagering, without the presence of any skill of the respective participants, amounts to a game of chance. Such games are inherently against the law and thus are banned, to be played in the land of the country. For instance, certain games in the casino qualify directly as a game of chance. Thus, owing to these laws, such games are illegal. Thus, from the above distinction of Game of Skill vs Game of Chance, it is evident that in the former scenario playing games is considered legal because of the pre-dominant factor of personal capabilities over that of mere prediction or chance. But another notable scenario that needs to be considered, is that not every country distinguishes the act of betting as illegal per se. moreover, in European

countries, it is played legally with the involvement of government authorization. Consequently, a lot of tax is also imposed upon the providers. As India is in a nascent stage when it comes to online gaming regulations, insights from other global counterparts can be profoundly impactful to formulate better laws that not only will uphold the interests of players and gaming corporations but also would ensure adequate safety mechanisms to prevent any security or legal discrepancies. To critically analyze, let us have a look at two different countries to ensure, which policies can be beneficial and which policies are to be avoided.

GAMING REGULATIONS ACROSS EUROPE

Across the various European nations, the rules relating to gaming and Gambling vary distinctively. Some countries adopt a liberal and favorable stance on gambling activities while others try to regulate it as per their convictions.³ For example, in Italy, the regulations are quite liberal in terms of gambling activities. In 2006, legislators in Italy introduced legislation that allowed the companies to initiate and provide betting services, while in 2011, amendments were brought in to legalize games such as poker and casino games. These licenses covered an arena of several games from lotteries bingo games etc. and even the players weren't taxed on their winning but the operators of such games were taxed heavily on licensing and other means of revenues. Furthermore, it was also ensured by the Agenzia Dogane e Monopolio di Stato, that the environment in such online betting games is free from fraud, corruption, or unethical practices of money laundering. On the other hand, another notable country is the United Kingdom. As per the Gambling Act of 2005, the UK government recognizes the legality of gambling on both land-based and online means of gaming based on the condition that the provider has requisite licensing from the UK Gambling Commission, which deals with the acts of the legal jurisdiction of such activities, by providing operating licenses, ensuring the safety of participating players, and imposing strict fines upon failures. Ultimately, the Commission functions to ensure that certain specific provisions of the Gambling Act of 2005 are met:

- Preventing gambling from being a source of crime or disorder, being associated with crime, disorder, or as an accessory to crime.
- Ensuring that gambling is conducted in a fair fashion.

³ Ioanna Georgiou, 'European Union: Gambling Laws in Europe'(Mondaq,5 January 2022) <https://www.mondaq.com/cyprus/gaming/1147366/gambling-laws-in-europe#:~:text=EU%20member%20states%20are%20autonomous,games%20to%20be%20offered%20online> Accessed 25 April 2023

- Protecting children and other vulnerable persons from being harmed or exploited by gambling.

Thus, from the above observations we can derive the fact that the general notion of the act of gambling is affirmative, among the several European countries. Another important critical observation is that online gaming is supported but with requisite legal safeguards and governing bodies to ensure that the people participating in such games can be protected from fraud and criminal activities etc.

GST ON ONLINE GAMING IN INDIA

The legislative attitude seems to be favorable towards the games of chances too in recent times. Recently the IT ministry notified the rules for online gaming. Currently, the tax on online gaming is 18%. However, according to the latest updates the Council of Ministers is inclined to increase the tax percentage to 28% on online gaming, horse racing, and casinos but there hasn't been any consensus on whether tax should be only on the fees or the entire amount under consideration. Accordingly, the following recommendations need to be considered-⁴

- All the online games will have a flat GST of 28%, irrespective of their respective natures of skill or chances. This GST amount will be levied on the 'gross revenue basis', rather than the platform fee paid by the user.
- For the casino, the same 28% will be levied on the total values of the chips bought at the time of entry. It wouldn't be levied on the respective earnings of the participants or the earnings from the previous rounds played.

To critically understand the effect on the gaming industry as a whole, we need to analyze the possible outcomes that it will have, such as increased revenue, as the consumer base is vastly growing in India. But simultaneously, it could also have certain disadvantages like disinterest of the participants of the user, or an increase in the 'in-game' purchases.

REGULATION OF ONLINE GAMES FROM CENTRE VS STATE SCENARIO-

Gaming in particular is a state subject which means the individual states get to decide which games they can consider legal. This essentially implies that the games that are considered legal

⁴ Rupin Chopra and Apalka Bajera 'NEW GST implications on online gaming industry- India'(LEXOLOGY, 21 December 2022)< <https://www.lexology.com/library/detail.aspx?g=9205fcca-9238-47d6-b6d2-a1ccb9efddb9>> accessed 26 April, 2023

in one state may not be legal in another. Now, while the Ministry of Information is formally in charge of drafting rules for online gaming, the Ministry of youth affairs and Sports is in charge of e-sports. Certainly, this is seen as an Act which undermines the power and role of the individual states in this aspect. However, the government response is that it wouldn't cripple the powers of the respective states. However, the legislation is crucial as there is a serious need for a uniform law that has been supported by the Niti Aayog, the Law Commission of India, the major stakeholders of the gaming industry, and some of the states as well. The Law Commission recommended a central law in July 2018 in its report titled Legal Framework: Gambling and Sports Betting Including in Cricket in India. The report argued that Parliament had the remit to enact laws related to online betting and gambling because they take place over the internet, and entry 31 of the Constitution's union list covers telephones, wireless, broadcasting, and other similar forms of communication. Furthermore, in December 2020, the government think tank of Niti Aayog proposed the creation of "a uniform national level safe harbor framework", to aid the country in determining the ways to govern such games. Even there has been the formulation of a task force for conducting deliberations to decide the ideal matters.

The final recommendations of the task force advised that a separate law would be the right initiative, but as per its interim, it suggested the industry be regulated through the rules mentioned in Sections 79 and 69 of the IT Act. As its report said, this could only happen after validating whether online gaming platforms, as simultaneous intermediaries and publishers, can be regulated via rules under section 79 of the IT Act.⁵

Thus the ultimate imperative action in this regard would be to formulate a sustainable piece of legislation (preferably the upcoming Digital India Act), which would voice the collective consensus of all the major as well as minor stakeholders ranging from the states to the companies, thereby fulfilling all the viable concerns relating to the online gaming regulations in India.

NOTABLE LOOPHOLES THAT NEED TO BE ADDRESSED-

When comes to the efficiency of the gaming laws, the prevalent issues are a major concern for both the stakeholders as well the people of the country. Like the entertainment industry, gaming

⁵ Aditi Agarwal 'Online gaming to now be regulated by IT ministry, states not divested of their power'(newslaundry, 27 December, 2022< <https://www.newslaundry.com/2022/12/27/online-gaming-to-now-be-regulated-by-it-ministry-states-not-divested-of-their-power>> 26 April 2023

is undoubtedly a very crucial industry in itself, one which carries a huge potential for the future. From the individual perspective as well as the economic perspective, it holds a significant position, as its current worth is projected to grow soon in a multifold way such that it will have its impact across the world. Even now, its impact can be felt majorly in the entertainment industry, music industry, and fashion industry. Having said that, even this gaming industry has its loopholes and shortcomings. When it comes to data security or the psychological impact that games usually have on their users, the questions surrounding these concerns are legitimate, but the disappointing scenario is that not all of them have got requisite answers from policymakers. Thus, to essentially realize the hidden potential of the gaming industry, first, we need to understand the discrepancies associated with it.

IMPACT ON MENTAL HEALTH AND PSYCHOLOGY

The content of the gaming industry has witnessed a massive change throughout the last few decades. With globalization and advancement in the IT industry, the gaming industry has been impacted a lot. Now the games aren't just for entertainment rather the one single game is seen as a potential business in itself. Some famous games like

PUBG, FORTNITE, etc., are worth millions as the audiences are global, and engage in these games daily. Violence is a major part of these games, and this is a serious concern for both parents and policymakers, as a lot of youngsters who play these games are believed to have tremendous psychological impacts by playing these games. Another startling fact is that a lot of children below the requisite age get involved in playing these games and because of such early exposure to violence, it is believed that their psychology gets impacted in an unhealthy manner. Battle royale games are the main target of these concerns, which are believed to spread hatred, an instinct for violence, unhealthy and meaningless sense of competition among these youngsters over trivial issues. Matters have also reached a serious stage in recent years because certain cases of suicides and depression were directly associated with these games. Thus, policymakers need to ensure that adequate content moderation and changes in the graphics of these games be made, along with age restrictions being enforced, for playing these games, so that these games don't pose any impact on the mental health of their users.

DATA SECURITY

Another major concern is the security of the private data which often gets compromised in the process of gaming. As we know that gaming apps often collect data from individuals, before

giving them access to play the game which is the major concern. A lot of times this data gets shared with third parties without the requisite knowledge of the user. Even if it doesn't get shared, the gaming companies can't be entirely trusted with the sensitive data of the individuals, which are prone to be hacked or misused. While the IT Act of 2000 guarantees data protection, more enhanced legislation needs to be formulated solely to keep the data security of the users in mind. The government had previously banned Chinese games and apps which tried to encroach upon the personal data of millions of people, posing a major threat to national security.

INEFFICIENT LEGAL SAFEGUARDS AND OUTDATED LAWS

While the legislations are present for different types of gaming activities, not all of them can highlight the exact requirements of this modern era. The backdated Laws belonging to the British period need to be amended, keeping the online nature of games and also addressing the incumbent loopholes in the gaming laws. Games such as Rummy, Cricket betting apps, etc., although qualify as games of skill, Yet, there need to be strict laws to limit any shortcomings arising due to the outdated nature of these laws. Laws that already exist must also be amended to ensure that none of the players become victims of unjust and exorbitant claims of ransom after losing any game or to prevent illegal activities which could be funded from the revenue from these applications.

PROBLEMS IN CRYPTO

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With the proliferation of Crypto, a new wave of games based on cryptographic platforms also emerged. The concept was innovative, such that those games were solely played on such crypto platforms, and used crypto coins as means of purchasing in-game characters, in-game features, etc., thereby consolidating an ecosystem of their own. However, the fragility of these platforms, and the reliability of this newer form of gaming system, in itself poses legitimate questions that need to be dealt with to prevent acts of serious financial crimes such as money laundering and terror funding, as the decentralized nature of these blockchain and cryptographic platforms, these concerns have been arising across the world. The nature of the blockchain platforms is skeptical for many, which is also why laws need to be enforced, to ensure the integrity of these platforms and consolidate the trust of people on these platforms that hold potential for the future.

SOLUTIONS AND REFORMS THAT CAN BE ENFORCED IN GAMING

The gaming industry just like other industries and businesses across the world isn't perfect. It has its advantages, ideals, and strategies. Likewise, it also has its shortcomings and issues that need public discourse and adequate policy frameworks and guidelines to uphold the demands of both sides, the corporations providing these gaming services legally and the users engaging in these platforms to enjoy the services being provided. Some of these measures which could be considered are-

- The SROs should be given the requisite power to determine the cases. These self-regulating will comprise industry representatives, educationists, and other child experts, psychology experts, to deliberate and work on the act of declaring online games permissible based on whether the games offer to wager or not⁶,
- There should be strict guidelines from the Ministry of Information and IT regarding the age restrictions that should be adhered to. For instance, a mechanism could be developed to determine whether the content would be psychologically safe and enriching for a particular age group or not. In this way neither the artistic autonomy of the game developers would be lost, nor would the psychology of youngsters be affected, as the game could be accessed only by the right age group.
- Although it sounds like an interference, a review body has psychological professionals, and tech experts, to review the content of a game after certain intervals of time. It could recommend certain changes, that it would feel is favorable to psychological health as well as the gaming experience of the users, and once the changes have been adhered to, the games would again continue. In this way, the need to be skeptical about a game's content and the compulsion of banning a game could be obliterated.
- Because of the vagueness of the crypto mediums where games are being played, adequate policy measures can be enforced to ensure that the distinction between Game of Skill vs Game of Chance retains its value. The acts of direct betting and wagering through crypto coins should be banned and heavy penalties should be imposed upon defaulters.
- In-game purchases are another big issue as it is seen that children because of their innocent nature start doing huge transactions, which can pose a serious financial burden

⁶ 'Govt notifies rules for online gaming, to appoint multiple SROs '(THE ECONOMIC TIMES, 6 April, 2023) <https://economictimes.indiatimes.com/tech/technology/it-ministry-notifies-final-rules-for-online-gaming/articleshow/99297771.cms> accessed 27 April, 2023

on the family. Thus, to avoid this, for minors below the age of 10 years, no transaction should be allowed while transactions only a certain limit should be allowed for people below the age of 18 years, in this way, a reasonable restriction would be observed to effectively counter this problem.

- The Ministry should also promote Indian games more, in the Indian Gaming Scenario to ensure that the local and national gaming companies get the opportunity to compete with the international players.

WHY THE INFORMATION TECHNOLOGY (INTERMEDIARY GUIDELINES AND DIGITAL MEDIA ETHICS CODE) RULES, 2021 CAN BE A GAME-CHANGER?⁷

When the crucial question regarding managing such questions of the online content of various kinds arises, the most innovative solution is 'THE INFORMATION TECHNOLOGY (INTERMEDIARY GUIDELINES AND DIGITAL MEDIA ETHICS CODE) RULES, 2021' recently introduced by the government. This particular code is of great significance as the policies introduced are considerably nuanced. To understand their relevance, we need to first know the content of this new legal code. The significant contents which have been added to this legal code are-

- Social media intermediaries, with registered users in India above a notified threshold, have been classified as significant social media intermediaries (SSMIs). SSMIs are required to observe certain additional due diligence such as appointing certain personnel for compliance, enabling identification, and deploying technology-based measures on a best-effort basis to identify certain types of content. The essential importance of these concepts of SSMIs is that of moderating and streamlining the proliferation of content. Often free speech gets misused to spread false narratives and to essentially counter that problem the importance of SSMIs would be commendable as it would work to ensure the moral and ethical nature of the content. Although discrepancies are being raised on the powers of these SSMIs as concerns regarding restraint of any person's right to freedom of speech are very important, we cannot deny the fact that misuse of the content being published on digital media is a concern for us. And thus, it would be very important for us.

⁷The Information Technology(Intermediary Guidelines and Digital Media Ethics Code)Rules 2021'(prsindia.org)February 25,2021 <https://prsindia.org/billtrack/the-information-technology-intermediary-guidelines-and-digital-media-ethics-code-rules-2021> accessed 27 April, 2022.

- The Rules prescribe a framework for the regulation of content by online publishers of news and current affairs content and curated audio-visual content. This again fosters the need of having content that is safe and acceptable to everyone regardless of their subjective nature. The essential need for the framework arises from the need of having clarity in the type of content, which should be poignant in the eyes of law and the people of our country in general.
- All intermediaries are required to provide a grievance redressal mechanism for resolving complaints from users or victims. A three-tier grievance redressal mechanism with varying levels of self-regulation has been prescribed for publishers. The good aspect of this redressal feature is the type of 3-tier system is that there would be multiple checks and balances according to the mechanism, which would ensure the nature of the content isn't of illegal or unethical standards. Also, 3 tier structure would ensure the integrity and smoothness of the process with minor issues being dealt with by lower-tier and vice versa. A major concern for us in all of the cases is the government's interference with the free speech of the people. Furthermore, issues about the Data security of individuals are more prominent now, after the recent Pegasus case which showed the necessity of having checks on the government. These questions are legitimate but we need to consider that these narratives would not be enough to answer the issues prevalent in social media. The current nature of the content being circulated on social media every day is a matter of concern for the public in general. Furthermore, it's also crucial to moderate content without compromising the individual's fundamental right to express his views. Doing so would be walking on a tightrope indeed but not having any laws or code of conduct to ensure that people have a safe life online can't be sacrificed at any cost.

CONCLUSION

The rise of social media, gaming, and other sides of the internet in the 21st century has been a blessing in disguise for many. When we say gaming now we don't just relate to the physical activity of playing games rather we refer to the aggregate of all the several minor and major aspects related to the gaming industry at large. Gaming has witnessed a whole new unprecedented pedestal. Companies that necessarily don't deal in gaming, are using the tactics of online gaming to engage their respective audiences, this new practice is referred to as gamification. Even if we weigh the disadvantages of it. We cannot question the hidden potential

embedded in the industry, which is considered so dominant that it is also believed that future e-sports tournaments would replace conventional sports tournaments. Such power needs to be channelized in the right direction as a lot of personal as well as professional interests would clash when unregulated growth of this industry would happen. Gaming has a lot of influence on the psychology of youngsters and the youth are the primary source of inspiration for the game developers. Thus, to ideally realize the potential of the gaming industry, laws, and regulations are unimaginably important. Laws would ensure the interests of both sides, help the businesses reach the audience without fear of repercussions, and consequently the growth of it would be fostered in the future, in India. Thus, ideally utilizing its potential, with the presence of legal regulations, would be the viable choice, to establish our country as a global hub of Gaming. The sole intent should be to utilize the raw potential of the country in this particular sector, which will undoubtedly attract more dominant players who would be willing to revolutionize the process. The standard motive should be the Indianization of the Gaming Industry, one which would be a congregation of Indian Gaming corporations, competing with Global players, but catering to the needs and aspirations of the Indian youths, with pragmatic support from the Indian Government.

