



Online Training on “Emerging Concerns in Cyberspace”

Organized by Central Institute of Educational Technology, NCERT, New Delhi

Day 3: Gaming Security

LIVE INTERACTION WITH

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**Ministry of Electronics and Information Technology(MeitY)
Government of India**



www.isea.gov.in

staysafeonline.in

Information Security Education and Awareness (ISEA) Project

Celebrating " Safer Internet Day"



Information Security Education & Awareness

Ministry of Electronics and Information Technology
Ministry of Communications and Information Technology
Government of India



www.isea.gov.in

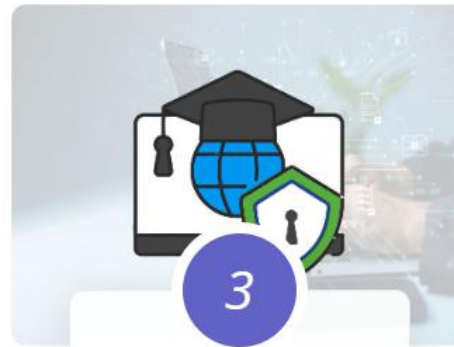
Key Verticals of ISEA Phase-III



1
Generating highly skilled & certified Cyber Security Professionals – CISOs



2
Grooming students towards products and solutions development in cyber security



3
Strengthening research & education in Information Security



4
Cyber Aware Digital Naagriks (Mass Awareness)



5
Common Infrastructure & Shared Resources

Cyber aware Digital Naagrik(stay safe online)

Components

1. Mass Awareness activities

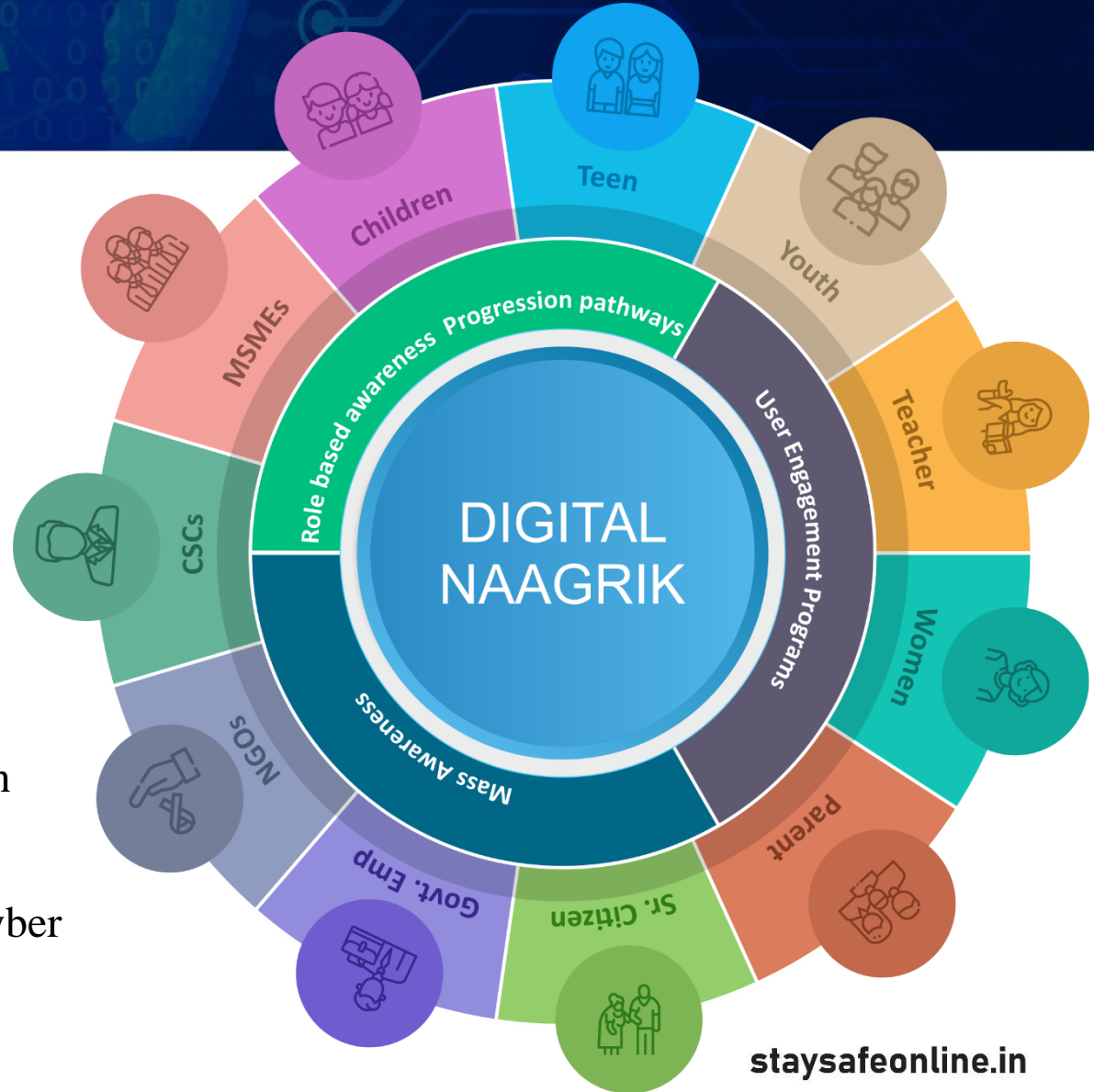
- Awareness workshops / Webinars
- Awareness weeks
- AIR/DD/ Community Radio programmes
- Educational TV Programs (Digi shala)/YouTube
- Mobile App (Cyber fitness/Awareness App)

2. Multilingual awareness content

- Website, Handbooks, posters, cartoon, videos, etc.
- Leverage Print, Electronic, Social media for dissemination

3. Role-based Awareness & Progression Pathways

- Interactive programs for Cyber Kid, Cyber Cadet, Cyber Women and Cyber Trainer
- User engagement: competitions, quiz, cyber clubs





इलेक्ट्रॉनिक्स एवं सूचना प्रौद्योगिकी मंत्रालय
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY



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STAY SAFE ONLINE
ऑनलाइन सुरक्षा कवच

पेणकळ

शुळ

सळळळळ
खळळळळळ

वलललललललल
वलललललललल



खळळळळळळळळ



Home / Awareness Resources

Awareness Resources



Awareness Poster



Cartoon Storyboard



Cyber Security Tip of the Day



Do you Know ?



Fact Check - PIB



KBC-Kaun Banega CyberSafe



Warning Signs



Advisories



Brochures



Handbooks



Concept Video



Cyber Alert News



Cyber Security Tip Video



Reels/Shorts



Awareness Quizzes



Cyber Hygiene Security Practices

15
Questions

10min
Duration

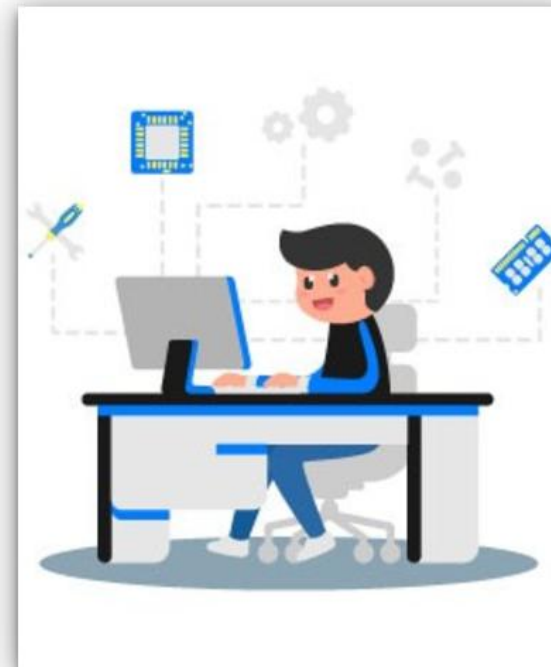
Start



Quiz on Cyber offences against Women

12
Questions

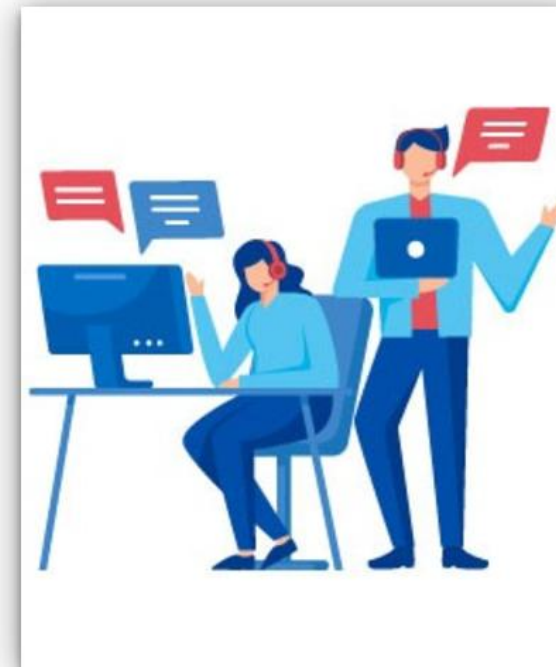
15min
Duration



Cyber Hygiene Practice Quiz for students

10
Questions

10min
Duration



Cyber Hygiene Practices for Employees

10
Questions

10min
Duration

Cyber Fitness Assessment



**Cyber Hygiene
Fitness
Understanding
Threats**



**Safe e-mail and
Internet Usage at
Workplace**



**Test Your skills for
recognizing and
reporting threats**



**Role and
contributions of
employees to dela
cyber security**



Digital Parenting



**Impact of Cyber
Threats on**



**Tools to mitigate
Social Engineering**



**Recognising and
reporting Malware**

National Level Competitions

Showcase your creativity and talent.

Competition Guidelines **UPDATED** . Give it a click to view.



Drawing/Painting



Cartoon Storyboard



Short Video



My Success Story: Thanks to Digital Naagrik



Reinforce Cyber Hygiene, Cyber Security and Privacy for Digital Naagrik



Cyber Kid

[View](#)



Cyber Cadet

[View](#)



Cyber Girl

[View](#)



Cyber Yuva

[View](#)



Cyber Shikshak

[View](#)



Cyber Shakti

[View](#)



Cyber Parent

[View](#)



Cyber Varishth
Naagrik

[View](#)



Employee

[View](#)



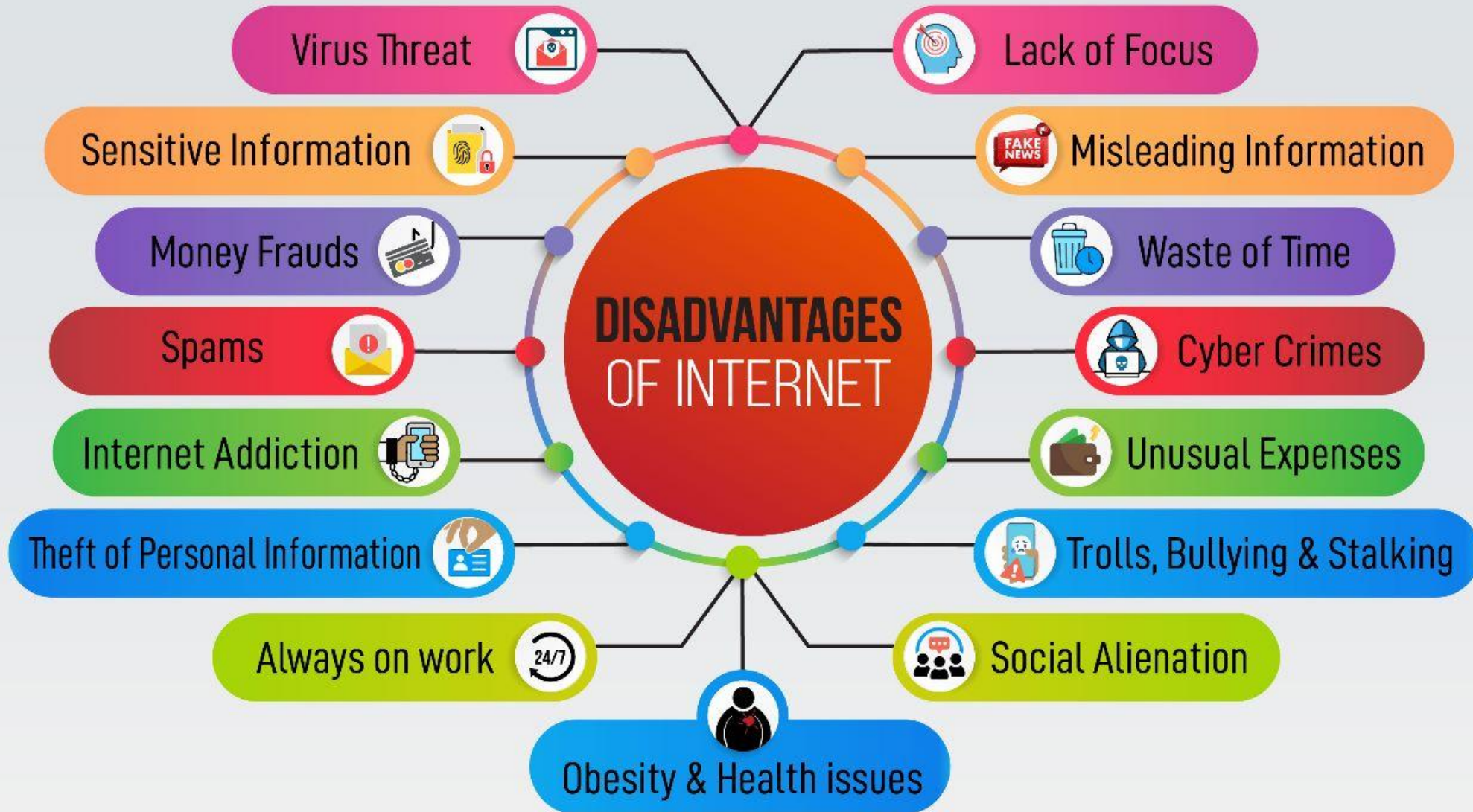
Cyber Pratinidhi

[View](#)

Why Cyber Awareness?

- Be Safe and Smart on the internet
- Maintain Personal Safety
- Responsible for your own Security
- Use Internet Safely
- Protects the Institute/organization/National Data

DISADVANTAGES OF INTERNET



Online Gaming

- Online gaming is a fun and social way to spend time, encouraging team work and developing skills
- Children see the online gaming world as a virtual playground
- Children can log online, put on a headset, turn on a webcam, and talk to and play with any of the millions of gamers around the world



Online Games

- Online games allow people to play against others who they may or may not know. While this has added a social dimension to playing video games, it also adds an element of risk.
- Consoles are increasingly connected to the Internet, allowing kids to play against friends and strangers.



Interaction with the Real World

AR Games:

AR enhances your real-world surroundings with digital elements. The game encourages exploration and interaction with your environment, making it more social and interactive with people and objects around you.

VR Games:

VR creates a completely **virtual world**, blocking out the real world. Players are fully immersed in a game environment, so there's less interaction with real-world surroundings, which can lead to isolation.

Feature	AR Games	VR Games
Immersion	Moderate (blends digital with real world)	High (fully immersive virtual environment)
Hardware	Smartphones/tablets, AR glasses	VR headsets, motion controllers, powerful PCs/Consoles
Accessibility	More accessible, less expensive	Expensive, requires dedicated space and equipment
Physical Activity	Can be active but limited by real-world environment	Active, requires more physical space and movement
Social Interaction	Encourages real-world social interaction	Can be isolating or social depending on the game
Health Risks	Risk of distraction, privacy concerns	Motion sickness, eye strain, physical discomfort

Online fraudsters level up, cybergames now new tool

CG.Sankar / Mar 2, 2025, 23:57 IST



[Thiruvananthapuram](#): Cyber fraudsters are adopting increasingly innovative tactics, with online games emerging as the latest tool to dupe unsuspecting victims. In a recent case reported in the city, a 34-year-old resident lost Rs 18 lakh to a fraudulent online game.

The victim was first added to a WhatsApp group, where he was instructed to click on a link that redirected him to the gaming site. In the game, he was asked to slide a bar to open a box. If the box contained a gift, it could be purchased at a discounted price and resold online.

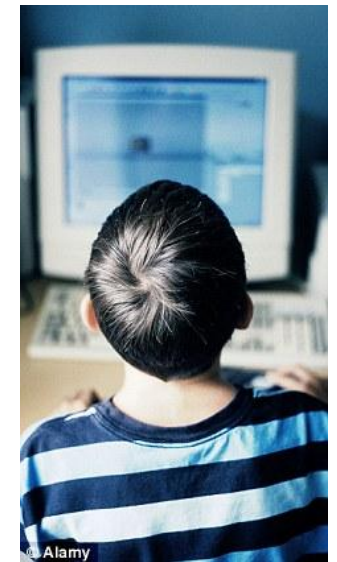
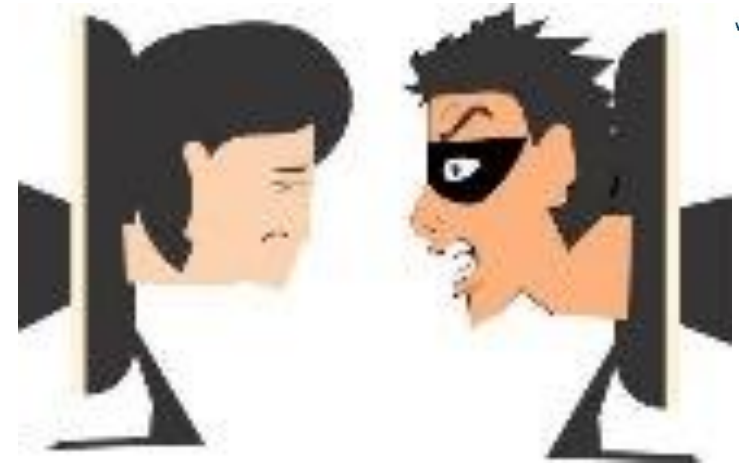
Disadvantages of online Games



- **Addiction:** online games can become addictive, leading players to spend excessive time playing
- **Health Issues:** Extended periods of gameplay can cause physical problems such as eye strain, poor posture, headaches
- **Cyberbullying and Toxicity**
- **Privacy and Security Risks**
- **Violence and Inappropriate Content**
- **Financial Costs**
- **Impact on Social Skills**
- **Negative Effect on Academic or Work Performance**

Threats of Online Gaming

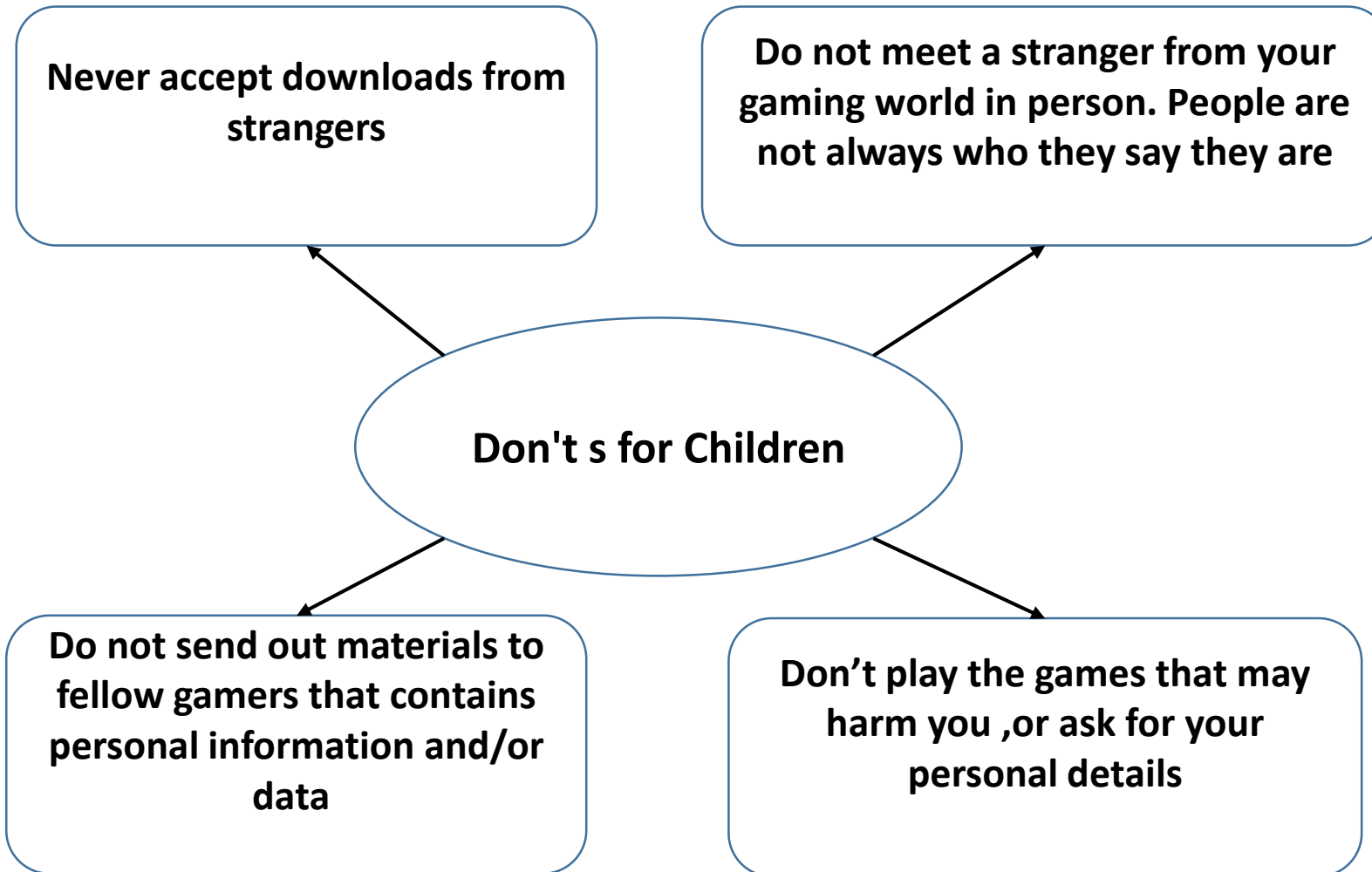
- Password Stealer
- Cyberbullying
- Webcam Worries
- Hidden Fees
- Phishing
- Gaming Addiction



Online Gaming- Do's for Children



Online Gaming- Don'ts for Children



Security Tips for Children



- Age appropriate games
- Children should avoid giving out personal details that could identify them or their location.
- Buy extra elements during the game
- Never accept downloads from strangers and it may carry malware.
- Do not send out materials to fellow gamers that contains personal information and/or data.
- Do not meet a stranger from your gaming world in person. People are not always who they say they are.
- Take advice from parents/elders.

Security Tips for Parents

- **Make it a family activity by playing video games together.**
- **Tablet or smartphone to airplane mode**
- **Make sure you and your family agree what games can be played and that children understand why some games are allowed and others**
- **Teach your children to protect themselves remind them not to share personal information**
- **Read each games advice for parents and play the game yourself to help child and its appropriateness**
- **If your child comes to you with an issue, stay calm and listen without judging them and don't threaten to take away their devices.**
- **Tackle peer pressure , discuss responsible gaming time and behaviours**
- **Make sure this is balanced against other activities.**
- **Be sensitive and praise them when they share their online experiences with you**



Inability to socialise among peers

Withdrawal from loved ones

Disturbed sleep

Aggressive behaviour

Obesity

Disinterest in studies

Lack of communication

Emotional imbalance

Gadget Addiction can lead to..

For more details visit : www.InfoSecawareness.in

Information Security Education & Awareness www.isea.gov.in

Programme by : Ministry of Electronics & Information Technology (MeitY), Govt. of India

Supported by : Ministry of Home Affairs (MHA), Govt. of India

For more details / queries on Cyber Security
Call us on our Toll Free No.
1800 425 6235

THE WARNING SIGNS OF **NOMOPHOBIA**

...the irrational fear of losing or not having access to one's mobile phone



WITHDRAWAL SYMPTOMS

when your mobile phone or network is unreachable



ANXIETY

you begin to feel stressed when your phone battery drops into the red zone



BOREDOM OR DEPRESSION

losing yourself online evaporates depression & boredom into thin air



DISTURBED SLEEP

affects your ability to think clearly & reduces cognitive and learning skills



RISK

you put your life at risk to check your phone



ALWAYS WITH YOU

you're unable to contemplate being without your phone

The rules provide adequate controls to protect Indian Digital Nagriks from illegal gambling and betting websites and apps –

The rules cast an obligation on intermediaries, including social media platforms and app stores, to make reasonable efforts to not host, publish or share any online game that causes user harm or which has not been verified as a permissible online game by an online gaming self-regulatory body (SRB) designated by the Central Government.

The rules even disallow intermediaries to host or display any advertisement or surrogate advertisement or promotion of an online game that is not a permissible online game. This will help to address the growing menace of online ads of illegal betting and gambling operations targeting Indian users.

The rules will ensure that online games or sites that involve wagering will be banned completely including advertising or any time of presence. For this, the rules introduce the concept of ‘permissible online game’. These rules will ultimately allow only such online real money games in India that are verified by SRBs as- (a) not involving wagering on any outcome; (b) being compliant with the obligations under these rules; (c) the age under law at which an individual is competent to enter into a contract, and (d) the framework made by the SRB.

Additionally, in case of any other non-real money online game that has the potential to cause user harm or affect the security of India, the Central Government has the power to require such online games to be subject to the obligations under the rules as are applicable to online real money games. Thus, this empowers the Government to control any non-real money online game that could have a harmful impact on the Digital *Nagriks*.

The rules address addiction-related concerns among children and adults through safeguards such as warning messages, monetary spending limit and time limit:



To be verified as a permissible online real money game, an SRB will ensure that any online game is tested against the framework published by the SRB on its website.

This framework will mandatorily include at least the following safeguards:

- a. **measures to ensure that such online real money game** is not against the interests of sovereignty and integrity of India, security of the State, friendly relations with foreign States and public order;
- b. **safeguards against user harm including self-harm and psychological harm;**
- c. measures to **safeguard children through parental controls and age-rating mechanism,** and
- d. measures to safeguard users **against the risk of gaming addiction, financial loss and fraud through measures such as repeated warning messages at higher frequency** in long gaming session and provision to enable a user to exclude himself upon user-defined limits being reached for time or money spent.

Thus, the SRB's framework will ensure that only such online games that have implemented the above safeguards are allowed to operate. This will also protect children and vulnerable sections of the society from the negative effects of online games

Government ushers in new era of responsible online gaming through strict guidelines for ensuring safety of Digital Nagriks and accountability of online gaming industry

The amendment Gazette notification *vide* G.S.R. 275(E) dated April 06, 2023 is available at:

- <https://www.meity.gov.in/writereaddata/files/244980-Gazette%20Notification%20for%20IT%20Amendment%20Rules%2C%202023-%20relating%20to%20online%20gaming%20%26%20false%20information%20about%20Govt.%20business.pdf>
- The amended IT Rules, 2021 (updated on 6th April 2023) are available at:
- <https://www.meity.gov.in/writereaddata/files/Information%20Technology%20%28Intermediary%20Guidelines%20and%20Digital%20Media%20Ethics%20Code%29%20Rules%2C%202021%20%28updated%2006.04.2023%29-.pdf>

Call 📞 1930
(Helpline number)

to register any complaint
about cybercrime.



You can also file your
complaint 📝 online
through
**www.cybercrime.g
ov.in**

You can also file
your complaint at the
**nearest police
station**





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APPLICATIONS ▾

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PUBLIC NOTICES

HOW TO BLOCK?

LOGIN



LOST YOUR MOBILE?

Put in your details and let the **Central Equipment Identity Register (CEIR)** help you trace and block your lost or stolen device



Find out if your mobile device is genuine or not by using KYM App

Block Stolen/Lost Mobile (Red button with crossed-out phone icon)

Un-Block Found Mobile (Green button with phone icon)

Check Request Status (Teal button with list icon)

Forgot Request ID (Blue button with question mark icon)

CEIR Dashboard



www.isea.gov.in

staysafeonline.in



ISEA Whatsapp Number for Incident Reporting

+91 9490771800



Join our WhatsApp and Telegram Channel at

ISEA - Digital Naagrik



To Share Tips / Latest News, mail us to

isea@cdac.in



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