

<b>THEMATIC TITLE</b>	LEGAL MEASURES TO CONTROL ONLINE GAMES
<b>KEYWORDS</b>	CONTROL/ONLINE GAMES
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### **ABSTRACT**

The purpose of this research aims to study the legal measures to control online games. Currently, playing online games are under the provision of the Film and Video Act B.E. 2551, which is a law to control people establishing or doing video businesses which manufacture, import, and distribute videos or games. However, it does not specifically control online players. People of all ages can play online games and can choose to play any kinds according to their needs. It is not under control and inspection; therefore, it leads to this study and analysis to control online games.

The findings revealed that (1) regarding the problems on determining age of online game players, the Section 53 of the Film and Video Act B.E. 2551 does not specify the age of people who can have access to and play online games. Therefore, people of all ages can have access to and play online games freely and some kinds of game contain violent content leading players to imitate behaviors. Besides, some games need to buy and sell items and this might lead to the problems of theft and crimes; (2) Regarding the problems on the committees to control online games, the Section 58 of the Film and Video Act B.E. 2551 does not specify the committees to control the kinds of online games which are appropriate to the players' age. Some games contain violent content and might be appropriate to people over 25 years old or some might be appropriate to people between 20 - 25 years old. Thus, people can choose to play any online games and game entrepreneurs can have access to games as well as buy and sell games freely without any control; and (3) Regarding the problems on authority of the committees to control online games, the Section 18 of the Film and Video Act B.E. 2551 does not specify the

committees who have authority and duties to control players and classify online games appropriate to the age range of players. This enables all youths and general people to play all types of games in pursuit of their interests.

Therefore, it is advisable to provide specific laws to control online games in the form of act to solve the problems of online games by providing the provisions on restricting the age of game online players, and determining types of games and age of players. Further, it should stipulate the provisions on the committees who have authority in controlling the standard of online games including game specialists, lawyers, psychologists, and social workers. It should also provide the provisions on authority of the committees governing the standard of Thailand's online games, especially for permission of distributing and renting video games both with and without the label of classifying the age range on video games.