

THEMATIC TITLE	LEGAL MEASURES TO REGULATE ONLINE GAMES: A CASE STUDY OF ONLINE GAMES ON MOBILE APPLICATION
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ABSTRACT

This independent study on the legal measures to regulate online games: a case study of online games on mobile application aims to (1) investigate the background, concepts, theories and principles on controlling online games in case of online games on mobile application; (2) explore the legal measures of Thailand and the foreign countries on controlling online games in case of online games on mobile application; (3) analyze the legal issues on controlling online games in case of online games on mobile application; and (4) propose appropriate approaches to solve the legal issues on controlling online games in case of online games on mobile application.

The findings were as follows: (1) Regarding the problems to define online games on mobile application and youth, the word “video” in Section 4 of the Film and Video Act, B.E. 2551 is provided the meaning which does not cover online games on mobile application and it does not give the meaning of youth as it should be in order to clearly specify the youth age for protecting youth who play online games on mobile application efficiently; (2) Regarding the problems on categorizing and rating online games on mobile application, Section 47 of the Film and Video Act, B.E. 2551 does not categorize types of games, or known as ratings. The fact that Thailand does not rate games might lead some of youth to play games containing inappropriate contents with their age; and (3) Regarding the problems on controlling and specifying the period of time to play online games on mobile application, Section 59 of the Film and Video Act, B.E. 2551 does not control and specify the period of time for youth to play

online games on mobile application, which causes youth to play games freely without time limitation; therefore, they can play anywhere and anytime.

Therefore, the researcher would like to propose approaches to solve the legal issues by amending the Film and Video Act, B.E. 2551 as follows: (1) redefining the word “video” and adding the definition of youth, (2) revising Section 47 and specifying the categorization and ratings of online games on mobile application legislated as ministerial regulations, and (3) legislating a new section to control and specify the period of time for youth to play online games on mobile application.