Call For Book Chapters

Title: Online Gaming in India: Technology, Policy and Challenges

Publisher: Taylor & Francis
Final Book Publication: 2024

> **The Context**: Though India is one of the largest markets for online games, strangely there is no comprehensive literature on the same. Though there are newspaper write ups, however they are exclusively on a specific aspect of online gaming. Further the discussion is skewed in the sense that it is either from a policy perspective or from an academic perspective or from gaming technology perspective. And as a professional involved in the industry of online games, there is clearly a dearth of comprehensive discussion and clarity on the issue. Further the concerns of the professional have not been addressed holistically till date in any of the policy papers. Additionally, in view of the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021, as updated on 6th April 2023, there is a need to assess the governance and regulation of Online Gaming. Recently, the Karnataka High Court passed a landmark judgement in which a Rs.21000 crore GST notice on M/S Gameskraft Technologies, one of India's most prominent online gaming companies, was quashed. The Hon'ble Court elucidated on the jurisprudential distinction between the concepts of "game of skill" and "game of chance", especially in the context of the online gaming ecosystem.

The Book: The proposed book for the first time within India, puts forth a comprehensive understanding of the sector called online gaming. The Book will be the first to give a holistic view of the industry from both an industry as well as policy making perspective. Primarily the book, for the first time beings in discussion from the view point of both gaming technology as well as gaming lawyers. Hence the book is exclusively geared, for the first time, towards addressing the concerns of the online gaming industry. It encapsulates the Indian experience in intervening and streamlining the online gaming industry. The rules, as mentioned above needs deliberation. The proposed book thus aims to bring in diverse view point. Hence the book is an edited work, bringing in authors who work in the area of online gaming. The expected line up of authors are closely associated with the going on of the online gaming industry. Accordingly, they will bring in their perspectives which will be diverse but will have a common theme. The book is not confined to technical aspects of online gaming. Its not about the way online gaming is developed and made marketable or user friendly. It is also not a sociological study of why Indians are the most addicted to online gaming. It is about the industry of online gaming. Hence it is meant to address the concerns of those who are part of this industry. Its not only about the game developers, it is about the participants at different levels. Its about the sellers of the online games, the companies marketing these games. It is also about making

a fundamental distinction between e-sports and online games. It is about the various formats that are used to develop these games. It ranges from a discussion on metaverse, web3 to the concept of fantasy leagues. Its about the differences in the methodology adopted to play or engage with the online games. Since the regulations are generic in nature hence the moot questions that book investigates is how far the difference in the technology should condition the policy and practices in this field. Aim: The Book is aimed at representing Indian perspective in a globalized world. The Book is keeping India at the Centre. The Book aims at drawing parallel between the Indian experience and the global experience vis-à-vis online game regulation. The Book aims to be a work that represents not merely an academic view point on this topic. It aims to be a book for a wider reader. Thus, the Book aims to incorporate the view points of policy makers, lawyers, technical experts, players as well as academia. The Book aims to collate the view point across the broad spectrum of online gaming and give indicators for future course of action. The Book aims to be a work that lays down foundation for future discussion on the topic of policy, practices surrounding online gaming.

Scope: The Book is confined to discussion around online gaming and all that needs to be looked into vis-à-vis online gaming. However, the book is not a technical document as to developing online games/fantasy leagues. It is not about writing the algorithm involving the instructions around online-gaming. The Book is not about the rules and regulations governing the players participating in the online games. The Book does not cover issues pertaining to malpractices involving the players participating in online games. Finally, the Book does not deal with disputes inter se the players participating in online games. It is strictly about the market and industry of online gaming and policy, practices and challenges involved.

Benefits for Contributors:

Each Contributor shall receive credit as the author of the Contribution and 1 complimentary eBook copy of the Work in which the Contribution appears.

Submission Procedure:

Researchers, developers and practitioners are invited to submit their chapter abstracts (1 page in Word Doc) on or before July 15th, 2023 to dasguptalov@gmail.com.

Please provide the following points in your proposals/abstracts:

1) Title of the contribution

2) Name of author, co-authors, institution, email-address

3) Content of the proposed chapter

4) How the contribution fits into the book

Authors of accepted proposals will be notified by July 30th, 2023 about the status of their proposals.

Full Book Chapter:

Complete chapters are expected to be submitted by1st, December 2024 to dasguptalov@gmail.com

• A book chapter can have up to **4000 words maximum.**
• Guidelines on how to prepare the full book chapter will be provided upon acceptance of the abstract.
• Contributors may be requested to serve as reviewers for this project.
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Taylor & Francis is a leading publisher of scientific and technology book.
Important Dates:
The following timeline is mandated:
• Proposal Submission Deadline: 15th July 2023
• Notification of Acceptance: 30th July 2023
• Full Chapter Submission: 1st December 2023
• Review Results Returned: 30th December 2023
• Revised Chapter Submission: 15 January 2024
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