

File No.32-1/2018-TS.I

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IIT Khargapur



F. No. 32-1/2018-TS.I

Government of India

Ministry of Human Resource Development

Department of Higher Education

Technical Section. I

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20/9/18

✓ Chairman, HMC
President, TSG.
Dean (SA)
KMN 11/9

Shastri Bhawan, New Delhi

Dated September 10, 2018

To

The Registrars
All IITs

Subject: Advisory/Precaution to "Momo Challenge" an online game-regarding

Sir,

I am directed to forward a copy of note No. 8-11/2017-TEL dated 06.09.2018 along with its enclosures received from TEL Division of this Ministry on the subject cited above for information and appropriate action.

Yours faithfully

(Kundan Nath)

(Kundan Nath)
Under Secretary to the Government of India

Ph No. 011-23381698

Encl.: As above

कुलसचिव का कार्यालय REGISTRAR'S OFFICE
सं./NO.: 6000
IN 11 SEP 2018
OUT 11 Sept 18
भा प्रौ सं खड़गपुर IIT KHARAGPUR

F.No 8-11/2017-TEL
Government of India
Ministry of Human Resource Development
Department of Higher Education

525-C, Shastri Bhawan
New Delhi, dated 06.09.2018

Subject: Advisory/Precaution to "Momo Challenge" an online game – regarding.

The undersigned is directed to refer to a letter no. 4(33)/2018-CLES dated 29.08.2018 received from Ministry of Electronics & Information Technology regarding a new online dangerous game names as "Momo Challenge".

2. Ministry of Electronics & Information Technology has issues an advisory regarding the "Momo Challenge" game. In the game members are challenged to communicate with unknown numbers. The game consists of a variety of self harming dares which becomes increasingly risky as the game progresses and it finally ends with suicide challenge. It involves challenges that encourage teenagers/children/any other user to engage in series of violent act as challenges of the game. It inspires teenagers/children/any other user to add unknown contacts on WhatsApp by the name of 'Momo' Once the contact is added, the image of terrifying Japanese Momo doll with bulging eyes appears in contact. The game controller that entices player to perform a series of challenges and playing the game are threatened with violent images, audios or videos, if player do not follow instructions.

3. It is understood that an administrator of game uses social media platform to invite/incite children to play this game, which may eventually lead the child to extreme steps for self-inflicting injuries including suicide.

4. It is therefore requested to kindly issue advisory/precaution to school/colleges via concerned burea.


(Rajesh Singh Solanki)
Under Secretary (TEL)
Tel 011 2338 5190

To

1. All Burea Heads of Department of Higher Education
2. All Bureau Heads of Department of School Education and Literacy.
3. NIC for publishing this on the MHRD website.

DDs
Dir (117/1117)
DSC (SMA)
DEAC (7A)

117/1117


117/1117
10/9
150 (10)

Subject: **MOST URGENT: "Momo Challenge" online game - regarding**
To: secy.dhe@nic.in, Secretary SEL <secy.sel@nic.in>
Cc: "Maheshwari, Rakesh" <rakesh@mit.gov.in>

Date: 30/08/18 04:16 PM
From: Trivedi V K <vtrivedi@meit.gov.in>

Advisory_Momo_MHRD_letter.pdf (325kB)



Sir / Madam,

Recently through media, a new online dangerous game names as "Momo Challenge" has been reported. It is believed that, In this game members are challenged to communicate with unknown numbers. The game consists of a variety of self harming dares which becomes increasingly risky as the game progresses and it finally ends with suicide challenge. It involves challenges that encourage teenagers/ children / any other user to engage in series of violent acts as challenges of the game. It inspires teenagers/ children / any other user (the player), to add unknown contacts on WhatsApp by the name of 'Momo'. Once the contact is added, the image of the terrifying Japanese 'Momo' doll with bulging eyes appears in contact. The game controller than entices player to perform a series of challenges and playing the game are threatened with violent images, audios or videos, if player do not follow instructions.

It is understood that an administrator of game uses social media platform to invite/incite children to play this game, which may eventually lead the child to extreme steps for self-inflicting injuries including suicide. Few instances of children committing suicide while playing Momo Challenge Game have also been reported in India. The Government of India is concerned about the availability of such games on Internet.

I am directed to convey the MeitY's letter no 4(33)/2018-CLES dated 29/08/2018 issued by Group Coordinator (Cyber laws and E-Security, MeitY) in this regard, for issuing the necessary Advisory / Precautions to Schools and Colleges. We also request to publish the advisory through websites of Department of School Education & Literacy and Department of Higher Education. (The scanned copy of letter is attached herewith).

The M/o Electronics & Information Technology (MeitY) has already issued the advisory on MeitY website. Further, MeitY also has written to social media organisations and other ministries namely MWCD including NCPCR and MHA in this matter.

with regards

--
V K Trivedi
Scientist 'F' & Director
Cyber Laws & e-Security Group (CLeS)
Ministry of Electronics & Information Technology (MeitY)
Electronics Niketan, 6 CGO Complex, New Delhi -110003
Tel : 011-24301817

Secy (HE) - 2. mtg.

JS(1cc/1)

min 31/8
Asst secy
do it asap

DS(TEL)

भारत सरकार
Government of India
इलेक्ट्रॉनिकी और सूचना प्रौद्योगिकी मंत्रालय
Ministry of Electronics & Information Technology
इलेक्ट्रॉनिक्स निकेतन, 6, सी जी ओ कॉम्प्लेक्स, नई दिल्ली-110003
Electronics Niketan, 6, C G O Complex, New Delhi-110003
Website: www.meity.gov.in

संख्या
No.....A/33/2018-CLES

दिनांक
Date.....29.08.2018.....

The Secretary
Ministry of Human Resource Development
Shastri Bhawan,
New Delhi, Delhi - 110001

Sir,

Recently through media, a new online dangerous game names as "Momo Challenge" has been reported. It is believed that, In this game members are challenged to communicate with unknown numbers. The game consists of a variety of self harming dares which becomes increasingly risky as the game progresses and it finally ends with suicide challenge. It involves challenges that encourage teenagers/ children / any other user to engage in series of violent acts as challenges of the game. It inspires teenagers/ children / any other user (the player), to add unknown contacts on WhatsApp by the name of 'Momo'. Once the contact is added, the image of the terrifying Japanese 'Momo' doll with bulging eyes appears in contact. The game controller than entices player to perform a series of challenges and playing the game are threatened with violent images, audios or videos, if player do not follow instructions.

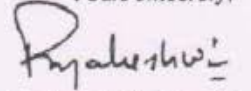
It is understood that an administrator of game uses social media platform to invite/incite children to play this game, which may eventually lead the child to extreme steps for self-inflicting injuries including suicide.

Few instances of children committing suicide while playing Momo Challenge Game have also been reported in India. The Government of India is concerned about the availability of such games on Internet.

We kindly request to issue Advisory/ Precautions, to schools /colleges through Department of School Education and Literacy, Department of Higher Education. This Advisory can be published through websites.

Thanks and regards.

Yours sincerely,



(Rakesh Maheshwari)

Group Coordinator & Senior Director

Tel:011-24301244

Email: rakesh@meity.gov.in

