

14 DEC 2018 Most Urgent

No.EDN-HE(21)A(3)31/2013-V
Directorate of Higher Education,
Himachal Pradesh, Shimla-1
Tel:0177-2653120Extn.234 E.mail:genbr@rediffmail.com, Fax:2812882
Dated Shimla-1 the December,2018

To All the Deputy Directors of Higher Education in,
Himachal Pradesh

Subject:- Discussion/ Action on the letter No.2601/08/2018-POSCO/NCPCR/7906, dated 06-09-2018 received from Sh. Yashwant Jain, Member, National Commission for Protection of Child Right, New Delhi, regarding advisory on online dangerous game (Momo Challenge) regarding Child Safety.

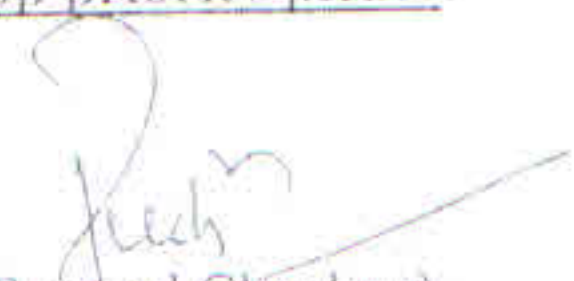
In pursuance to the letter No.CPCR-A(4)-2/2018-1035 dated 17-10-2018 (Copy alongwith enclosures enclosed), received from the Member Secretary, Commission for Protection of Child Rights, Himachal Pradesh, on the above mentioned subject.

In this regard, as desired and intimated by the Commission for Protection of Child Rights, Himachal Pradesh, that the on line dangerous game (Momo Challenge) may not be disclosed / discussed with children to avoid popularity of the game among them. However, the Teachers may be advised to sensitize the parents of the children in the meeting with School Management Committee about the ill effects of this game. Students may not be allowed to take / keep mobile phones in the Schools. Parents/ Guardian of the Students may also be advised to keep proper check on their children while they are using mobile phones, so that students may not involve themselves in such dangerous activities.

In view of above mentioned, you are directed to circulate necessary instructions to all the Educational Institutions (Government as well as Privately managed Educational Institution) to take appropriate action in the matter accordingly as mentioned hereinabove.

This may be given personal attention and top priority please.

Encls:- 3



(Dr. Promod Chauhan),
Joint Director of Higher Education(C),
Himachal Pradesh

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ST
08/11/18

Endst. No: - EDN-U (G-IIR) Misc. 2018/- 9373
Office of the Deputy Director of Higher Education,
UnaDistt. Una (HP).

Dated Una 02 January, 2019

All the Principals/ Headmasters of Govt.Senior Secondary Schools / Govt. High Schools / Private Schools in Una District for information and necessary action.


Dy. Director of Higher Education,
Una Distt. Una (HP).



भारत सरकार
GOVERNMENT OF INDIA
राष्ट्रीय बाल अधिकार संरक्षण आयोग
NATIONAL COMMISSION FOR PROTECTION OF CHILD RIGHTS
नई दिल्ली-110 001
New Delhi - 110 001



No.2601/08/2018-POCSO/NCPCR/79060
Dated: 6th September 2018

1. Chief Secretary, All States/Union Territories
2. DGP, All States/Union Territories
3. Secretary, Education Department, all States/UTs

Subject: Advisory on Online dangerous game (Momo Challenge)– Child Online Safety-reg

Sir/Madam,

The NCPCR has noticed that there are media reports that children have been becoming victims of Momo Challenge Game. It is reported to be a game played by invitation only. The children are attempting to commit suicide. Copies of extracts of website regarding Ajmer's victim of Momo Challenge Game and news published in the Times of India dated 26th August 2018 regarding incidents in West Bengal, **are enclosed.**

2. It is reported in the media that the Momo Challenge Game was initially started on Facebook but is now spreading via Whatsapp. Momo is a social media account on WhatsApp, Facebook and YouTube. The image used for the Momo game has been adopted from the work of Japanese artist Midori Hayashi, who has no connection with the game. As per reports published, sometimes the account challenges users to communicate with an unknown number, and complete a series of violent acts that ultimately end in death. If one refuses to follow the game's orders, he or she is sent threatening and disturbing images. Sometime, the threat given is that of corrupting social media accounts of the victims and to label fake allegations against him/her. This account seems to be connected to three numbers in Japan, Mexico and Columbia and a number of smaller islands on both sides of Latin America.

3. The NCPCR had requested concerned departments/ministries in Government of India to take immediate preventive steps to stop its spread in India. The Ministry of Electronics and Information Technology has issued advisory on "MOMO CHALLENGE GAME" (copy enclosed).

4. It is requested that all concerned may please be directed to take appropriate preventive steps for child online safety.

Thanking you,

Encl: As above.

Yours faithfully,

(Yashwant Jain)
Member

Copy to:

1. Chairperson, all States CPCr – with a request to ensure awareness on the subject in your State.
2. MWCD (DS-W.I) – wrt their OM No.31/11/2018-CW.I (e-59702) dated 30th August 2018.

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Ministry of Electronics & IT (MeitY)
(Cyber Laws & e-Security Group)

Dated : 27 Aug 2018

Subject : ADVISORY ON "MOMO CHALLENGE GAME"

It is reported in the media that there is new online challenge game called "the Momo Challenge" which started on Facebook where members are "challenged" to Communicate with unknown numbers . It went viral on social media platforms, especially WhatsApp.

The Momo Challenge consists of a variety of self harming dares which becomes increasingly risky as the game progresses and it finally ends with suicide challenge. The game involves challenges that encourage teenagers/ children / any other user to engage in series of violent acts as challenges of the game.

The game 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 then 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.

Look out for following Signs and Symptoms :

1. Becoming withdrawn from friends and family
2. Persistent low mood and unhappiness
3. Looking worried that stops him/her from carrying out day to day tasks
4. Sudden outbursts of anger directed at themselves or others
5. Loss of interest in activities that they used to enjoy
6. Visible marks like deep cuts or wounds on any part of the body of the child.

How to protect your child from this game:

1. Check in with your child, ask how things are going. Ask if there have been things stressing them, or anything that has them worried. If your child is talking about any level of distress, do not hesitate to ask them about changes in mental health.
2. Unless there is reason to believe your child already knows of or has played the game, don't discuss about the Blue Whale game. By doing so, you increase the chance that your child will search for it on their own.
3. Monitor your children's online & social media activity to ensure they are not engaging with this game.
4. Keep your eyes open for:
 - a) Unusually secretive behaviour, mostly related to their online activity
 - b) A sudden increase in the time they spend online, especially social media
 - c) They seem to change screens on their device when approached
 - d) They become withdrawn or angry, after using the internet or sending text messages
 - e) Their device suddenly has many new phone numbers and email contacts
5. Install a good cyber/mobile parenting software which helps them in monitoring your children.
6. Parents should take reports from child counsellor present in the school at regular intervals.
7. If you fear your child may be at risk, get professional help right away.
8. Remind your child that you are there and will support them as they face life challenges.

References :

- <http://infosecawareness.in/family/>
- <https://indianexpress.com/article/what-is/what-is-momo-challenge-5302916/>
- <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/parental-controls/>
- <https://support.google.com/googleplay/answer/1075738?hl=en-G8>
- <https://support.apple.com/en-gb/HT201304>
- <https://timesofindia.indiatimes.com/lifestyle/health-fitness/health-news/after-blue-whale-it-is-momo-whatsapp-suicide-game-thats-risking-your-teens/articleshow/85335762.cms>
- <https://www.news.com.au/technology/online/social/where-the-creaky-image-for-the-momo-challenge-came-from/news-story/535560edbd2a495656715d526030f329>