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PEOPLE AT THE CENTRE (ELECTION RESULTS)



People at the centre

The BJP needs to be more constructive, inclusive in approach to nation building

People are, and should be, at the centre of a democracy. The outcome of the 18th general election is an unambiguous reiteration by the people of that tenet. As the verdict unfolded on June 4, the Bharatiya Janata Party (BJP) fell short of an absolute majority in the Lok Sabha, which is a far cry from its claims made during the campaign. The National Democratic Alliance (NDA), which the BJP leads, has, however, won a majority, getting more than 290 seats. The BJP's individual tally is 240, which is 63 fewer than its 2019 strength of 303. Two NDA partners, the JD(U) in Bihar and the TDP in Andhra Pradesh, which have won 12 and 16 Lok Sabha seats, respectively, will hold significant sway in the Lok Sabha, as will other regional parties in general. The verdict of the people cannot be clearer than this – it wants the BJP to be more conciliatory and less confrontational towards the political aspirations of various communities and regions of India. The verdict also shows the limits of communal polarisation as a mobilisation strategy, which turned out to be the mainstay of the BJP's campaign. The outcome holds the BJP accountable, and demands it be more constructive. The BJP must heed that message in a democratic spirit, and reorient itself to the reality of the reemergence of coalition politics after 10 years.

The Congress, which nearly doubled its 2019 tally to reach 99 seats, has restored its position as the other pole of Indian politics, though it finished a distant second. It too should respect the verdict, and resist any temptation to attempt any post-poll coalition at this moment. The pre-poll coalition led by the Congress – INDIA – has not crossed the halfway mark, while the NDA has. Respect for the people requires all parties to remain steadfast to their pre-poll alliances and positions. The Congress has managed to form and lead an alliance in spite of the many internal contradictions, and its leader, Rahul Gandhi, has elevated himself in the public eye as a challenger to Prime Minister Narendra Modi. The Congress organisation, strategy and communication worked for it this time, while the BJP came up short on all three factors when measured against its claims. The party runs a serious key person risk, with its campaign, strategy and thinking all dependent on one person, Narendra Modi. The overwhelming charisma and style of Mr. Modi served the party well in 2014 and 2019, but the same factors were corroding the party's organisational strengths and withering its regional and local leadership. These factors, and the accumulated anti-incumbency of two terms, caught up with the BJP. Still, that it won a third term, though in alliance, is remarkable. Its ideological agenda has taken deep roots in its strongholds, enabling it to win what it has even amid clamour about inflation, unemployment and other livelihood issues. By winning a seat in Kerala, the BJP breached a fortress, and by defeating the BJD in Odisha, the party has captured the imagination of a new terrain. That said, the people did not take kindly to its strategy of portraying its return to power as an inevitable fate of Indian democracy.

The Congress strategy of making livelihood issues and equity questions the core of its campaign seemed to have worked well in its direct contests with the BJP in Karnataka and Rajasthan. Both parties that operate at the national level should learn the right lessons from this verdict. The lifeblood of Indian democracy is its diversity and the BJP has been less than respectful of that in the last 10 years. The new government will be required to deal with two particular questions

Total 15 seats contested
 Seats needed to be won for party or coalition to form government

18th Loksabha elections:

- ❖ The Constitution of India has a federal structure as it divides powers between the central government and the state governments.
- ❖ India has a parliamentary system of government. The Union Parliament is the supreme legislative body in the country



- ❖ The Indian Parliament is a bicameral legislature consisting of two houses – the Lok Sabha and the Rajya Sabha. The members of the Lok Sabha (House of the People) are directly elected by the people through the voting process. The members of the Rajya Sabha (Council of States) are elected by the members of the states’ legislative assemblies. The Parliament consists of the two Houses and the President of India.
- ❖ The Constitution of India allows for a maximum of 550 members in the House, with 530 members representing the States and 20 representing the Union Territories. At present, the Lok Sabha has 543 seats filled by elected representatives.

Features	Lok Sabha	Rajya Sabha
Composition	<ul style="list-style-type: none"> • Article 81: Total membership to be not more than 550 (530 + 20) • 530 to be chosen by direct election from territorial constituencies in the States • 20 to be chosen in such manner as Parliament may by law provide for the representation of Union territories. • Note: 104th Constitutional Amendment Act removed the reservation of 2 seats for the Anglo-Indian community in the Lok Sabha. 	<ul style="list-style-type: none"> • The Rajya Sabha can hold a maximum of 250 members, of whom 238 are to be representatives of states and union territories elected indirectly, and 12 are nominated by the President. • The Constitution's Fourth Schedule addresses how the states and union territories are assigned seats in the Rajya Sabha.

How much Majority is Required to Form a Government?

- ❖ To form a Government, a party or a coalition must have a 50% + 1 seat majority. The majority in the Government of India does not depend directly on the number of votes but on the number of seats won in the Lok Sabha. This is known as the absolute majority. A government with a majority is usually assured of the passage of its law and rarely fears being defeated in parliament.
- ❖ This type of majority, where more than 50% of the total membership of the house is considered, is known as the absolute majority.
- ❖ An absolute majority is used during the general election for the formation of government at the Center and in the States.
- ❖ Hence a minimum of 273 seat majority in the Lok Sabha is needed to form a government.
- ❖ A stable coalition of two or more parties to form an absolute majority is termed a majority government.



Opposition Party:

- ❖ According to the rules of the Parliament, the opposition party in the Lok Sabha has to have at least 10% of the total strength of the Lok Sabha which is equal to 55 seats.
- ❖ The total number of Lok Sabha seats in Parliament is 545 (543 Elected + 2 Nominated)
- ❖ The leader of Opposition in the Lok Sabha is a very important position.
- ❖ He is involved in the appointments of various government offices.

Question:

Q.1 When was the first Session of the Lok Sabha of independent India held?

- (a) 13th June 1951
- (b) 13th June 1952
- (c) 13th May 1952
- (d) 13th May 1951

Lok Sabha Question 2 Detailed Solution

The correct answer is 13th May 1952.

Key Points

Lok Sabha:-

- ❖ It is the lower house of the Indian Parliament.
- ❖ The first Lok Sabha was constituted on 17th April 1952, after the first general elections held from 25th October 1951 to 21st February 1952.
- ❖ The first Session of the Lok Sabha of independent India held on 13th May 1952.
- ❖ The Lok Sabha is the lower house of the Parliament of India. It is one of the two houses of the Indian Parliament, the other being the Rajya Sabha (Council of States).
- ❖ The Lok Sabha is the lower house of the Parliament of India.
- ❖ It is one of the two houses of the Indian Parliament, the other being the Rajya Sabha (Council of States).
- ❖ The term of the Lok Sabha is five years, unless it is dissolved earlier.

Q.2 What should be minimum age for being a member of Lok Sabha?

- (a) 25
- (b) 30
- (c) 32
- (d) 35

Answer: (a)

Q.3 How many parts of the Parliament of India?

- (a) 1
- (b) 2
- (c) 3
- (d) 4



Q.4 Which of the following parts of the Parliament of India?

- i. The President
- ii. The Council of State
- iii. The House of the People
- (a) Both i and ii
- (b) Both iii and ii
- (c) All of the above
- (d) None of the above





GAME THEORY — THE GATEWAY TO A HEALTHY LIFESTYLE THROUGH TECHNOLOGY

Game Theory — the gateway to a healthy lifestyle through technology

The idea is to provide an enjoyable sports experience to the common man with the support of technology as the drive for physical fitness seems to have captured the imagination of the young and old alike



SPECIAL ARRANGEMENT

Kamesh Srinivasan

It is a comfortable life, if you have the money. However, the flow of money and resources seem to have reduced the physical activity of people, making them more dependent on machines and leading to an increasingly sedentary life.

To be healthy, you need to have physical activity and be constantly engaged mentally. Sports offers a ready solution. You play sports not only to entertain yourself or others, but lead a happy and healthy life.

Now you want anything, it gets delivered at your door step. There is no need to even go to a nearby shop or the market. You have all the time to stay glued to your phone for entertainment.

Mobile phones the culprit

When I look around inside the metro train while returning from office, I find people fully engrossed with their mobile phones.

One thing that is more common than the use of phones is the way the people pounce on seats as and when people vacate as most don't have the energy to stand for long, irrespective of age.

Well, it may paint a gloomy picture, but it is reality.

The drive for physical fitness is one area that seemed to have captured the imagination of the young and old alike. A routine visit to the local gym, and a good work out on the apparatus of their choice, and brisk running on the treadmill seemed to have solved the problem of physical inactivity in public. But, it calls for tremendous discipline to stick to a gym routine.

Ask Sudeep Kulkarni, the founder and CEO of Game Theory that is focused on providing enjoyable sports experience with the support of technology to the common man who finds time to engage in sports at any level.

Sudeep realised that sports offers the solution to all of life's problems.

"Sports is inherently exciting. You won't think about the bills to pay when there is a ball in front and you are running towards it," Sudeep said, as we engaged in a conversation.

"Essentially, sports is almost a weekend fun activity. People do not have a reliable way to play consistently and well. The trick is having people of the same skill level playing each other regularly," said Sudeep, even as he matched it with the success of video games.

"Sports excellence is more comparative at the recreational level, than being competitive. Am I better than you? That is my only worry. If we can have a comparative element going, then people get more interested in playing.

"That is what video games achieve. So, we are building a video-game like experience for real sports. That is achieved by converting a regular badminton or squash or table tennis court into a smart court, with cameras, screen etc.," explained Sudeep, quite happy to drive sports into the life of about 30,000 people every day in about 15 centres across the city of Bengaluru.

Gauging skill and grouping according to their level is done through "computer vision".

"We do a lot of analytics on your game, understanding how you play. We are now able to figure out everything about the game that is available to a professional athlete, and bring it to anyone who gets on court to play the game. There is so much data available, which when put together meaningfully can provide pointers on how to grow in the game. It helps to arrive at conclusions and insights that are meaningful to our customers," said Sudeep, giving an insight into technology that is helping players improve and enjoy sports more. "No wonder they get glued to the sports for long. It is fun, there is growth, and is quite healthy."

Badminton is the fastest growing sports in the country after cricket. Technology has dissected the game so much and delivers data instantly to give clarity on one's game and what needs to be done to step up the game.

Computer vision engine

"The computer vision engine understands everything about your game play. It identifies where the shuttle is like a hawk eye. It measures everything and is able to compute what kind of shots you are playing, what is the speed of the shuttle when you hit it, are you a hard hitter or a placer. Eventually, it tells your skill level," said Sudeep.

"The same technology can read your shot patterns and compare it with State and National-level players. There is constant monitoring by computer vision to see whether the growth pattern signals something special and that a particular kid can go far," said Sudeep.

Such talent identification also provides clear pointers for the parents of the children to pursue the path of excellence. Whether you play for recreation or trying to become a world beater, the path is the same, and there is enough data to help anyone.

"Most of the time, parents don't know much about the game when the child is getting coached. They want to be involved and know the progress. Now we can show data. If you played a forehand drop drill yesterday and you played the same shot

three months back, we can combine the two videos and show you real progress. We can show you strength and progression," said Sudeep, emphasising the importance of having the parents in the loop for the healthy growth of the child in the world of sports.

When there is progress, parents get more involved and keep their kids in the long-term training of them in the best possible way. "This way, we can develop a culture of sports which will help the country achieve more medals at higher levels," said Sudeep.

The process has been nicely put in place for badminton, and it is being worked out for squash. It is already being used in swimming. The basics of technology are the same, and it is up to the experts to tailor it to suit the needs of different games.

"There is computer vision, the engine behind all these things. It is tracking objects, people. You have to just put a car around it. You can choose which car you want to build. There is some work involved, but you are not reinventing something," he explained.

Analysis of strength and weakness

"It will not take us much time to get it ready for squash. We can analyse the weakness or strength of the players. Where do the maximum forced or unforced errors come from, and from which part of the court. Where should you play the shot," he said.

With such useful analysis and broadcast quality videos delivered in quick time, the smart courts swarm with activities most of the time.

Coming back to the start, Sudeep pointed out that sports would soon become the best way forward for every citizen.

"The amount of calories burnt in an hour of playing feels effortless at the end of the game, and leaves you wanting for more. In comparison, the fitness activity feels so tiresome," he said.

Even though not much is being charged additionally for playing on the smart courts as compared to the normal courts, Sudeep does feel that the public at large is willing to spend more on sports.

"Now is the time to ensure technology

is available to these customers. Am sure, bigger business will be built in sports, even at the recreational space itself," he pointed out.

Sudeep is also confident that venture capitalists will continue to plough money into sports as the investments would help in the speedy and healthy growth into a bright future for everyone.

Affordable

The unique point of Sudeep and his 100-odd team of people in Game Theory is that they have made technology affordable.

The idea is to keep installing the smart courts city after city and possibly get into the international market at some stage. And of course, the smart engine, the core of technology can be fitted into different games, across the spectrum.

More than building the smart courts, and letting technology take over in driving sports, Sudeep and team have done something more smart. They have made playing sports effortless and enjoyable.

"We got a few basics right at the start itself. We made the facilities very good and clean. When you walk into a Game Theory centre, everything is hygienic. Rest rooms are there. We have showers in all our places. It makes it convenient for people to play and go to office. By doing that, our utilisation rate is almost full," he said.

Apart from people playing for health and recreation, the company is also having around 1500 kids in coaching programmes. It is just the starting block. There is so much more to come.

"If you are asking me about the impact of technology, I cannot answer you yet! Some of the technology we have built is yet to be deployed," Sudeep said.

Elevating the experience

Sudeep, for sure, is proving that the integration of sports and technology can elevate the sporting experience of people from all walks of life.

Quite commendably, Sudeep and his team also utilise the facilities to provide access to sports for the less privileged through the Game Theory Foundation.

The game theory is simple: enjoy sports everyone, technology is with you!

THE GIST

Technology can read your badminton shot patterns and compare it with State and National-level players

Game Theory CEO Sudeep emphasises the importance of having parents in the loop for the healthy growth of the child

Talent identification provides clear pointers for guiding the children on the path of excellence





Question:

Q.5 Sport plays an important role in physical and mental education and in promoting international understanding and cooperation, the widespread use of doping products and methods has consequences not only on the health of the athletes but also on the image of the sport. Discuss. (150 Words, 10 Marks)

GS Paper IV (Ethics):

Answer:

- ❖ Approach:
 - ☛ Introduction: Introduce the significance of sports as more than just physical activities.
- ❖ Body:
 - ☛ Discuss the virtues inculcated through sports and their broader implications.
 - ☛ Delve into how doping undermines these values, providing a relevant example.
 - ☛ Discuss the unifying power of sports on the global stage.
 - ☛ Highlight how doping can potentially strain international relations, using an example.
 - ☛ Address the immediate health risks associated with doping.
- ❖ Discuss the broader impact of doping on the image and sanctity of sports, exemplified by a decline in trust and viewership.

Conclusion:

- ❖ Conclude, emphasizing the importance of preserving the integrity of sports for the sake of both individual athletes and the global community.