

ABSTRACT

RESEARCH PAPER : An Implementation of the Policy on Prohibition of
Importing Game-machine Products
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This research aims at studying the important context of the policy and implementation measures concerning the prohibition of importing game-machine products into the Kingdom ; problems and obstacles in implementing the policy including factors relating to policy implementation.

The methods of study used are both documentary and field research by applying the in-depth interview technique for data collection. The management concept of the “ General Model ” is used as guidelines to interview the key-informants.

Results of the study can be summarised as follows :

1. Important context of the policy prohibiting import of game-machine products is found in the Ministry of Commerce Notice (no. 84) B.E. 2534 and (no. 122) B.E. 2540 , by prohibiting the import of any game-machines playing for win or loss ; this is to preventing youths from spending too much time playing the game-machines affecting their study time.

2. The implementation of the policy is not successful because the policy is not clear and lack of standardization with limitation of relevant practical agencies. Furthermore, the public, youth and entrepreneurs have not yet realized the problem and consequently not support the policy. All of these need to be corrected in order to implementing the policy effectively.

3. Recommendations emerged from this study proposed by the researchers cover both short-term and long-term solutions in preventing youth from spending too much time on the game-machines until it affects their study negatively.