

01 ONLINE GAMING

Gaming is by no means a new phenomenon but like all modern technology has developed over time. As technology develops, our role as educators and parents is to also develop, enabling us to appropriately support children and young people to enjoy the online world but to do so safely and without negative consequence.

- ▶ The UK is estimated to be the 6th largest video game market in 2014 in terms of consumer revenues, after the US, China, Japan, South Korea and Germany (Newzoo 2015).
- ▶ The UK games industry was worth over £3.9bn in consumer spend in 2014, up +10% from 2013 (UKIE, 2014).
- ▶ In the UK, more than 80% of boys and girls play some form of computer game every day (Przybylski, A, Dr. The Open University, 2015).
- ▶ Games sold more than videos or music in 2014 (ERA, 2015).

Games consoles are more likely to be played for longer periods of time (30 mins - over 3 hours), while mobile and tablets are played more frequently but for shorter periods (less than 30 mins). Browser and social network games are likely to be played frequently for shorter periods of time (less than an hour). (IAB UK, 2015).

VIDEO NUMBER 1

This video clip is suitable for children 8 years and older and focuses on following different story lines within the online world. The facilitator can then promote discussion based on the information within the clip.

The core topics included are:

- ▶ Cyberbullying
- ▶ Talking to strangers online
- ▶ Friends in online and offline world
- ▶ Addiction to Gaming
- ▶ Never agree to meet someone you have met online

Video: *Internet Safety - Newsround Caught in the Web (9 Feb 2010)*

Link: <https://www.youtube.com/watch?v=kgCNGvL0g1g>

Some topics to discuss after watching the videos:

- ▶ Is it easier to make friends in the online or offline world? Why?
- ▶ Why would it be a bad idea to meet someone from online we don't know?
- ▶ Should you use the same password on everything you do online? If not why not?
- ▶ How would cyberbullying make someone feel?

QUIZZES

Here is an interactive quiz on gaming which can be done individually or with a group. You must pick between four answers. Each incorrect answer provides you with details as to why this wouldn't be the best option to pick and the correct answer will inform you why this is a good choice.

It is a good idea to discuss the incorrect answers also, to reinforce to children and young people why it wouldn't be advisable to choose that particular answer.

This quiz is an interactive activity which will allow the whole group to get involved and promote discussion in general around online safety with primary focus on online gaming.

<http://www.carnegiecyberacademy.com/funStuff/onlineGaming/onlineGaming.html>

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TOPICS FOR DISCUSSION

Openly discussing the online world with children and young people will encourage them to talk about things they're worried about online or feel uncomfortable with.

▶ Where do you game?

According to Ofcom, nearly three quarters of children aged eight and over, have a games console in their bedroom.

▶ What games and consoles do you use?

Some young people may game in friends and families homes, potentially accessing games that they do not have access to within their family home or setting.

▶ Do you know what age ratings are?

Some games might not be suitable for younger age groups - they might contain violent or sexually explicit content. The Pan European Game Information (PEGI) age rating system exists to help you make informed decisions on buying computer games, similar to the ratings for films. The rating on a game confirms that it is suitable for players over a certain age, but is not indicative of the level of difficulty.

▶ Do you ever use cheats when gaming?

As well as staying safe when playing online games, it's also important to stay legal. It may be tempting to download cheat programmes to skip to a higher level, but these, and downloading un-copyrighted games, can expose users to unsuitable content and viruses affecting your computer

▶ Do you speak or game with people you do not know online?

Many games offer users the ability to chat with other gamers during the game. Players can 'talk' by using Instant Messenger type messages typed in during the course of the game and also by voice conversation (made possible through headsets) which is similar to talking on the phone. Participating in multi-player games on the internet (where young people play against other people, potentially from all around the world) might incur the risk of hearing offensive language from other players, being bullied, or making themselves vulnerable to contact by those with a sexual interest in children if they give out their personal details. Bullying on games is known as 'griefing'. This is when players single out others specifically to make their gaming experience less enjoyable.

ADVICE FOR YOUNG PEOPLE WHILST GAMING

▶ Do not give out personal details whilst gaming

- **User name** - be creative think of something that does not identify your name, where you are from or personal details e.g. John14Ireland. This user name gives away a lot of personal details. Try something more creative like Comic724.
- Make sure young people know how to protect their privacy. Advise them never to give out any personal information, pictures of themselves, or agree to meet someone in person, when using online chats or sharing information in their user profile.

▶ How can I protect myself whilst gaming?

You can use a voice mask to disguise your voice in multi - player games. You can also use mute to disable chat in games. Use an appropriate screen or character name (also called gamertags) that follow the rules of the game site. These names should not reveal any personal information or potentially invite harassment. In addition to chatting within a game, many gamers chat on community forums and content sites related to the games they are playing. Gamers use these sites to exchange information about the games as well as to provide tips and hints to others. It is important to encourage your child to remember to respect their privacy on these sites too. You should also know how to report and block users on your device and speak to a trusted adult

Setting up parental controls on your games console when you first buy it enables you to specify which age rating of games and films can be viewed on the hardware without a password.

▶ Block and Report

All of the three main manufacturers (Nintendo, Sony and Microsoft) include parental control functions in their consoles that are linked to age ratings systems. Parental control tools are provided on consoles and these can limit gameplay functionality, including chat.

Sadly, cyberbullying by 'griefers' can occur in online games. If young people are being harassed by another player on a game, follow the game's grief-reporting guide to report this behaviour. Inappropriate behaviour can also be reported to the moderator on a moderated game and in many instances you can contact the customer support team for further assistance. If the young person does encounter inappropriate behaviour in an online game, encourage them to block that user. If you are

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suspicious of the behaviour of another user towards a young person or child, you can report them to the police at CEOP. Here is some links to block someone or report on XBOX or Playstation:

Links:

https://support.us.playstation.com/app/answers/detail/a_id/218/~/-report-inappropriate-or-abusive-users

<http://www.xbox.com/en-GB/live/abuse/>

<http://support.xbox.com/en-GB/xbox-one/system/how-to-block-player>

<https://www.nintendo.co.uk/Support/Parents/Safety/Parental-Controls/Parental-Controls-Nintendo-DSi-XL-/How-to-Block-All-Some-Web-Content/How-to-Block-All-Some-Web-Content-659769.html>

http://faq.en.playstation.com/app/answers/detail/a_id/347/~/-how-to-block-or-unblock-a-psn-user

HOW TO REPORT - ACTIVITY

As a group or class, task the young people with making a report online via CEOP website. (www.ceop.police.uk) This is a practice run so if young people ever needed to report in the future they are familiar with the process they would follow and will feel more confident to access the website and report.

In small groups, young people can make up a name and decide on a situation that will require them to report. They may want to use a scenario they saw in one of the video clips. Each group can then complete the details and then at the end of the task will **NOT** click submit or else the report will be sent to CEOP.

► Use this time to discuss with young people

- Do they feel more comfortable to report now?
- Can they name a trusted adult they could talk to who could help them make a report?
- Can you inform parents/guardian about the CEOP page and show them how to make a report? This task could be sent home with children and young people to complete the same task with someone at home and again to **NOT** click submit.

► Key Points

- Talk to your child, ensure they feel happy and safe whilst playing an online game.
- Play with them, familiarise yourself with content and ensure you are happy for them to engage in the game.
- Bullying online should be treated the same way, listen to and support the child or young person.
- Set Parental Controls specific to your device (instructions should be in manual provided on purchase and YouTube tutorials available online).
- Know how to Block
- Know how to Report www.ceop.police.uk
- In an EMERGENCY ALWAYS CALL 999