



Keynote

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Livingstone

DIGITAL
families
2019

"We're not asking parents to fight against the inevitable, since the digital is not going away ... Instead, they can play to their strengths."

PARENTAL WORRIES

- Vulnerability to online predators
 - Online bullying
 - Social interaction
 - Addiction
 - Online Gambling
 - Unhealthy obsession with celebrities and lifestyle
 - Social media influences of body image



THE RIP-OFF GAMES: HOW THE NEW BUSINESS MODEL OF ONLINE GAMING EXPLOITS CHILDREN



WHAT THE REPORT FOUND...

Our research found that 93% of children aged 10-16 in the UK play video games. For boys, it's 97%, for girls, 90%.

We know that younger children play online games in large numbers. In 2017, 64% of 6-10 year olds were regular gamers.

3 Ofcom research found that 8-11-year-olds spend on average 10 hours a week gaming, and 12-15-year-olds 12 hours.



Dangers

The use of in-game currency to hide the value of what is being purchased. This currency adds a layer between the player and their purchases, so that it's harder to assess the value of what's being bought, especially in what can be a stressful moment in the game.

Some games use 'odd' exchange rates to further obfuscate real-world monetary value in high-pressure situations. – Loss aversion – gamers are more likely to spend money if they are only one or two steps away from winning, rather than when they are on the edge of losing.

More than three-quarters of the overwhelming majority of children who are online gamers feel they are being ripped off.

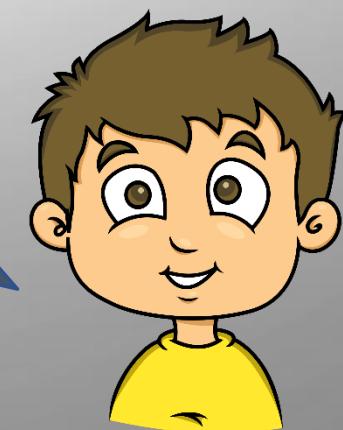
76% of children who play online games think that 'online video games try to make you spend as much money as possible during the game'

Almost half (49%) of young gamers say some games are only fun when they spend money.

WHAT CHILDREN SAY...

'Fortnite battle pass:
everyone has it so you
feel like you have to get
it, and when you do it's
not that rewarding at all.'
boy, 12

They make hard levels cos
they know you can't do it so
you have to pay. You would
just be stuck on the same
level, you couldn't do
anything. You get bored of
doing the same level over.
The game loses its fun.' girl,
12





Twitch is not available to those under the age of 13. Young people aged between 13 and 18 may only use Twitch if their parent or guardian agrees to Twitch's terms of service.

Parents can enable the PIN function, a secondary password which your child should not know, which allows a user to make protected changes to the privacy features of an account. These changes include disabling messages and 'whispers' from strangers. A whisper is a live-chat with a specific user separate from the global chat.



Twitch and live-streaming bring gamers and content creators together with their fans.

Streamers on Twitch can also set up donation buttons for viewers to tip them as they stream.

The common theme in all donations is that the more spent the more elaborate the animation, emoji or shout out that the viewer receives is.

This relationship is also cultivated by creators in their call-outs of fans and subscribers who interact, often at some financial cost, with their stream.



Each stream on Twitch has a live-chat, in which viewers can discuss and react to the stream.

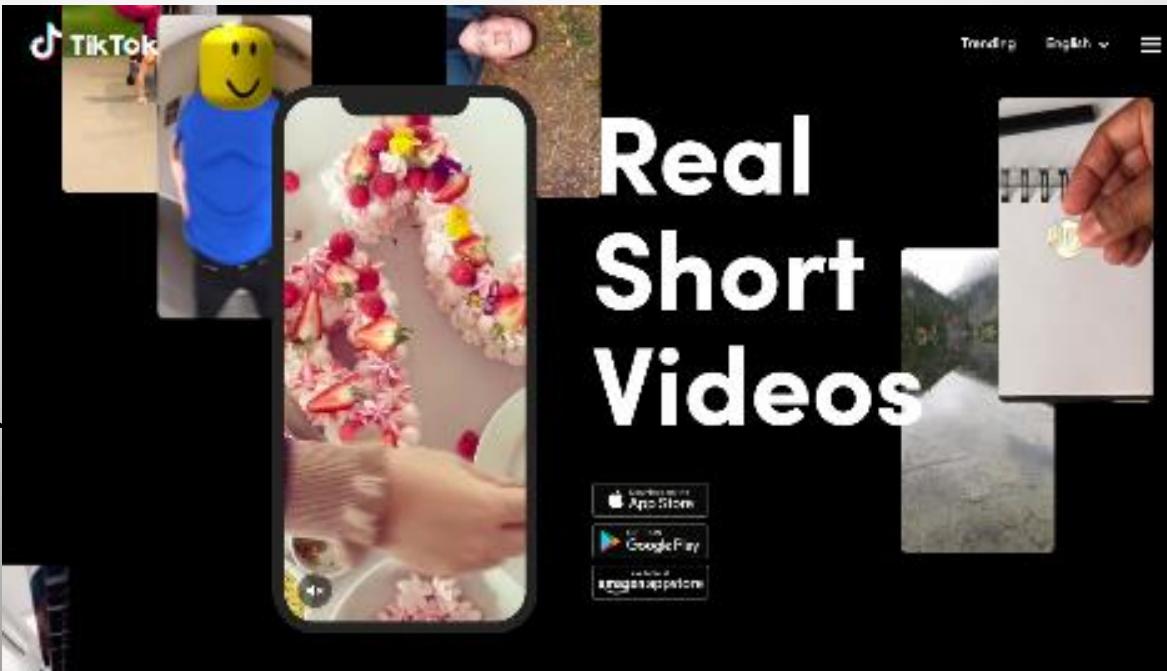
Chats are mostly moderated by users, who have been chosen by the streamer, who remove inappropriate or unwanted comments. Streamers can also ban hyperlinks and language they deem inappropriate.

Young people using Twitch may still be exposed to language or behaviour that parents may deem inappropriate.

Show them how to report users and behaviour they are uncomfortable with. More information on 'Parent zone'



13 YEARS OLD

A large, red, starburst-shaped graphic with a black outline. Inside the starburst, the text "13 YEARS OLD" is written in white capital letters.



- TikTok users can make their own short videos on the mobile app, and often like to have music accompany their videos. The users have creative control over the videos.
- Users can also participate in hashtag challenges by clicking the 'Discover' button, with new challenges added every week.
- Other TikTok users can 'react' to videos they see by filming their responses alongside the original video; or 'duet' by making a video alongside another video.
- Users can easily share videos on other social media platforms, such as Instagram or Facebook, and users can build up followings and reputations.



- Make their accounts private; choosing who can comment on or download their videos, and who can duet with them.
- Recently, TikTok introduced a new feature that lets users filter comments by using up to 30 words that they can choose themselves. By activating this, users can make sure no one can post comments under videos using words they find unpleasant or harmful.
- Users can also block other users. Messaging on TikTok has always been private and messages can only be sent between friends.
- All of these options can be found on the top right of the screen (three dots) inside the 'Privacy and Settings'

WHAT CAN I DO TO KEEP MY CHILD SAFE?

- Find out what your child uses it for and talk to them about what they enjoy about it.
- Make sure your child is old enough to use the app.
- If your child has their account set to 'public', explain to them what this really means. You can make your profile private by clicking on the profile tab in the app, then go to the three-dot menu in the top-right corner, click on 'Privacy and Safety', then toggle 'Private account'.

WHAT CAN I DO TO KEEP MY CHILD SAFE?

- TikTok has another account setting, 'restricted viewing mode', which can be used as parental control. Once enabled, this setting will limit the appearance of content that might not be appropriate for all audiences. As with the above feature, this setting can be activated via a password.

WHAT CAN I DO TO KEEP MY CHILD SAFE?

- Parents can help children manage their screen time by selecting how much time they would like their child spend on TikTok (40, 60, 90, 120 minutes per day). This feature is password-protected; when users reach their limit they have to enter a password to continue. Parents can set the password to be in total control of screen time.

Encourage your child to go off-line if comments are affecting them.

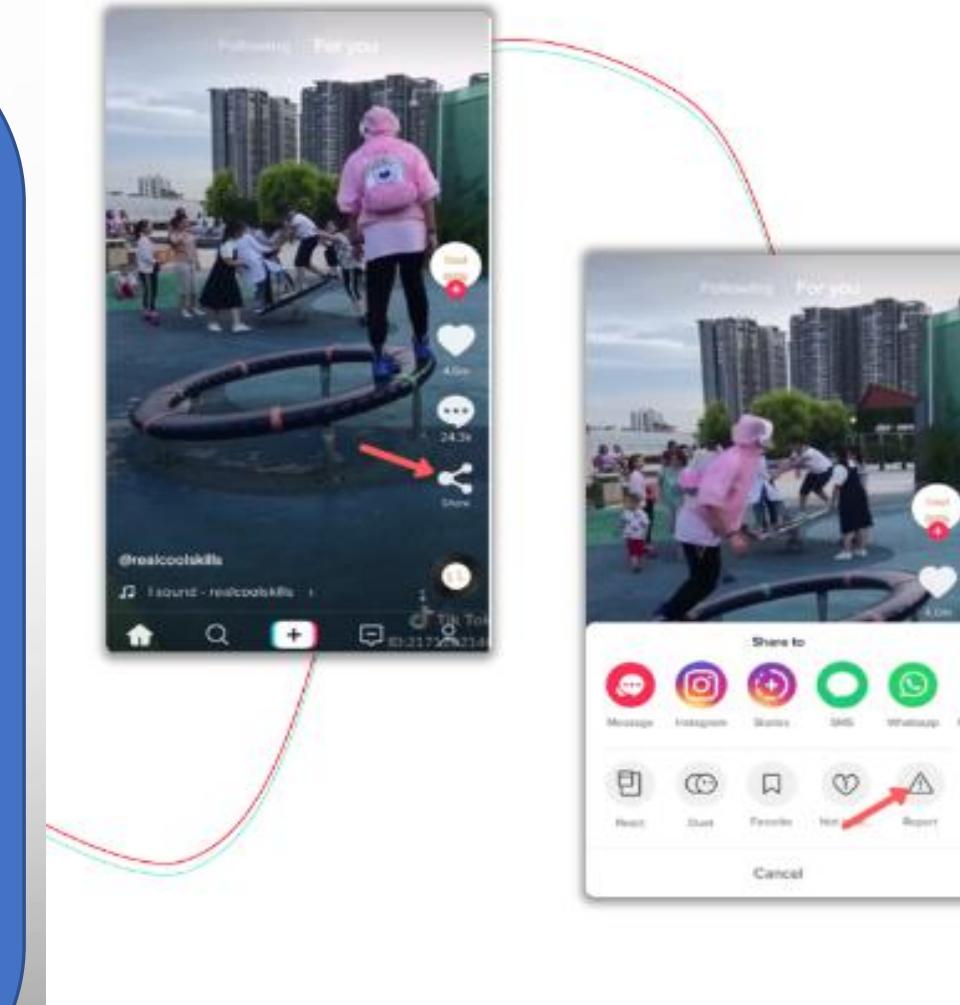
Talk to you child about the comments they make and the digital footprint they leave behind.

Make sure that your child knows how to keep their identity secure, by for instance not including any personal information, such as name, address, phone number or age in their profile.

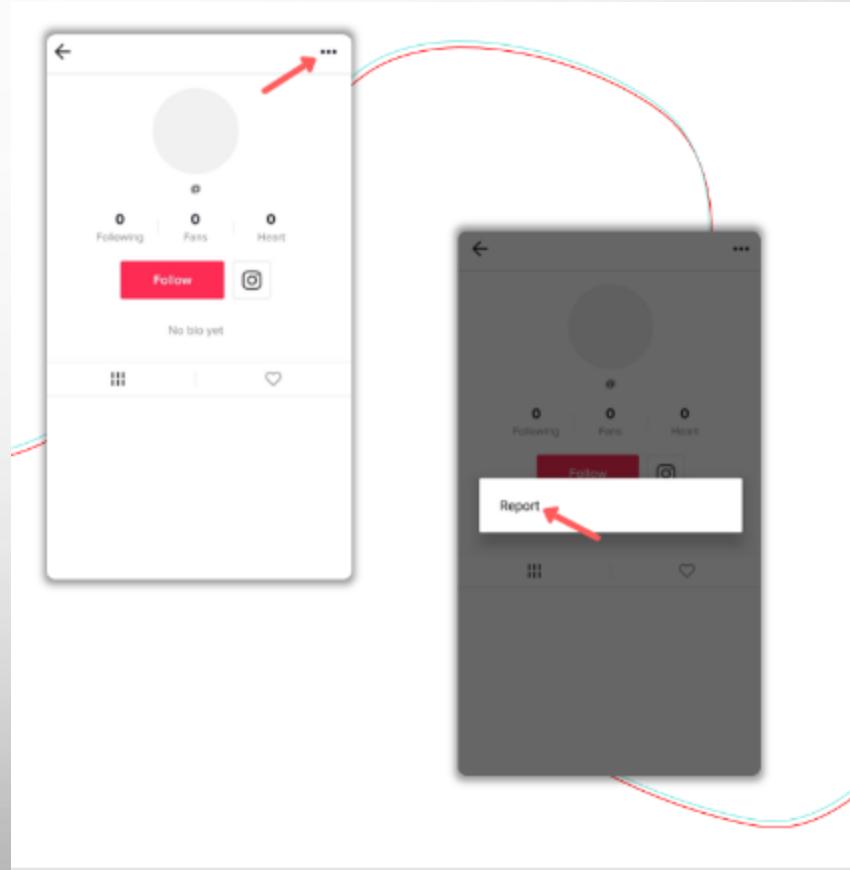
Make sure they know not to film videos wearing their school uniform or personalised clothing, and that they shouldn't give out personal information.

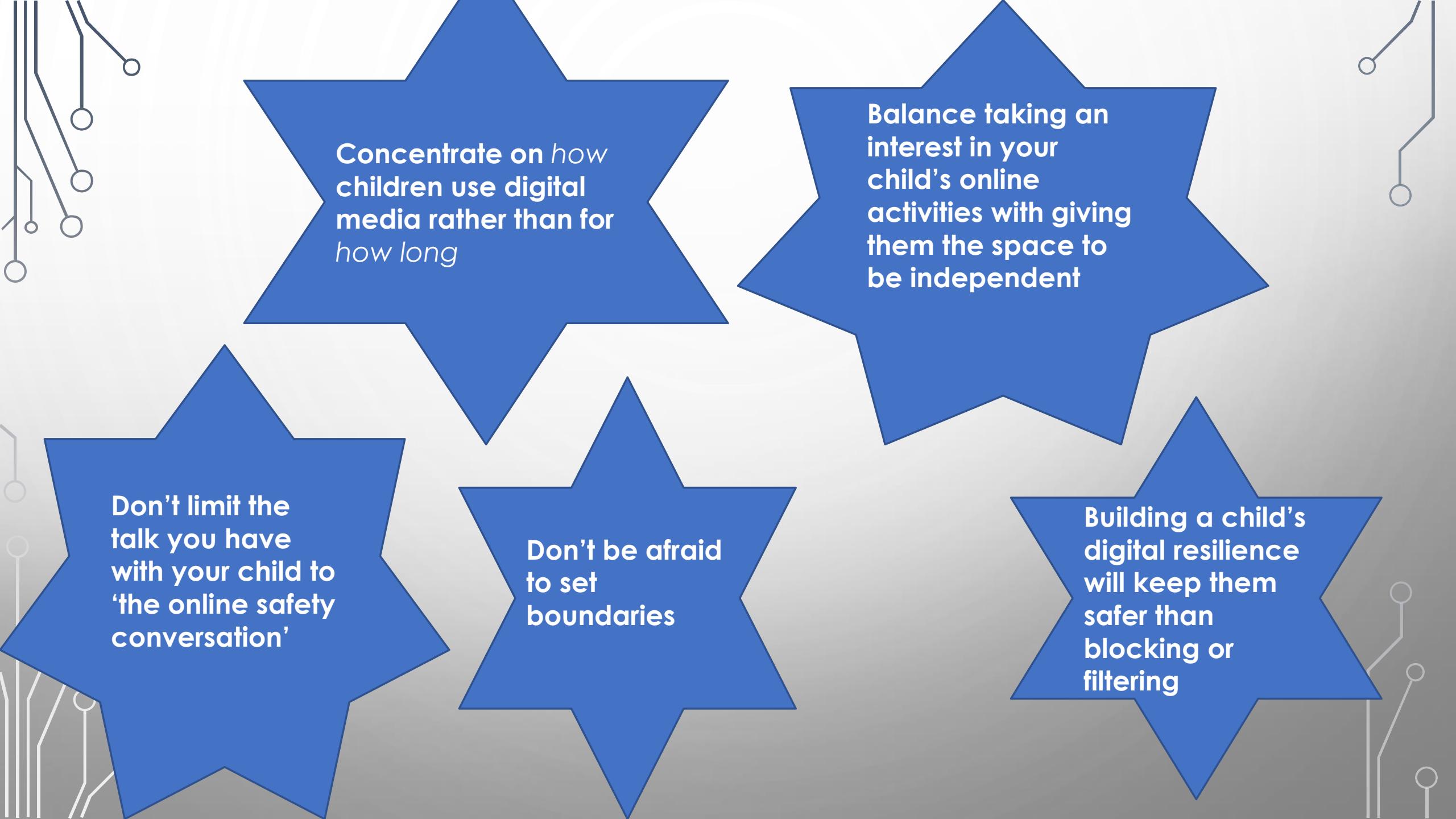
They should be particularly aware of the location they film in, and not film outside their home, which might mean inadvertently revealing where they live

Make sure your child knows how to report inappropriate content and that they should speak to a trusted adult if they have any concerns about anything on the app. If you or your child want to report a specific video, click on the 'share' icon in the bottom-left corner of the video, then click report and follow the on-screen instructions.



If you want to report a specific user, you can do this by accessing their profile and then clicking on the three-dot menu in the top-right corner. An option saying 'Report' will come up: follow the on-screen instructions.





Don't limit the talk you have with your child to 'the online safety conversation'

Concentrate on *how children use digital media* rather than for how long

Don't be afraid to set boundaries

Balance taking an interest in your child's online activities with giving them the space to be independent

Building a child's digital resilience will keep them safer than blocking or filtering

New Parent Zone project will develop a 'digital family support worker'

We're pleased to announce that Parent Zone has been selected by BBC Children in Need to create a new digital service that will help families learn from each other and improve their wellbeing.

Parent Zone is using a three-year funding award from Children in Need's A Million & Me programme to create a new digital service that can be used by children or parents to explore their concerns, reflect on how they are feeling and structure their thoughts so that they can share them with others.

USEFUL WEBSITES/RESOURCES



- <https://www.thinkuknow.co.uk/parents/>
- <http://www.saferinternet.org.uk/advice-and-resources/parents-and-carers>
- <http://www.childnet.com/parents-and-carers>
- <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/>
- <http://www.kidSMART.org.uk/parents>
- <http://www.netSmartz.org/Parents>