Omline Safety

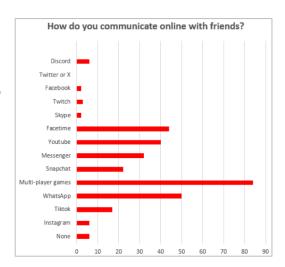


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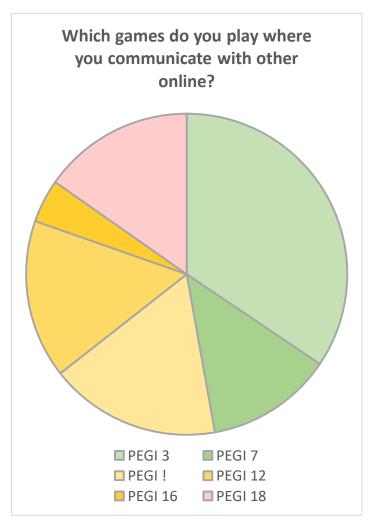
Online Gaming Survey

At the start of the academic, we conducted an online safery survey in Years 4, 5 and 6. The children were asked how they communicate online with friends. Over 80% of the children shared that they communicated online via multi-player games.

Our team of **PaWS** Online Safety Amassadors decided to explore this further. They surveyed their classes to find out what games they played in which they communicated with others online.



We then looked at the PEGI (Pan-European Game Information) ratings for these games to see what risks the children may be facing not just through the appropriateness of the game, but the types of online users they would be exposed to. For example, when playing 18 rated games, most of the users the children would be playing with would be adults they don't know.



The results showed that 36% of the games surveyed were rated PEGI 12 or higher.

We also learnt that Roblox, a popular game amongst our school's users (17% of gamers played this) has recently been reclassified from PEGI 7 to PEGI! as the games they play on this platform are user generated so parental quidance is recommended.

"Did you know that creators on Roblox can make games based on 15 and 18 rated movies? There are also some dating games, but the problem is you could be talking to anyone. If you are not sure about a game, ask your parents."



The PEGI ratings



The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.

PEGI 7



Game content with scenes or sounds that can possibly be frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.

PEGI!



In addition to the numerical PEGI ratings, you will also see the 'Parental Guidance Recommended' rating for some apps. This serves as a warning that these apps can offer a broad variety of user generated or curated content.

Did you know that PEGI has altered their rating for Roblox from PEGI 7 to Parental Guidance Recommended because of the amount of usergenerated content?

PEGI 12



Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.

PEGI 16



This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.

PEGI 18



The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and of the simulation of gambling, and explicit sexual activity should also fall into this age category.