

All you need to know about the online world your child plays in.



Pegi Ratings

The PEGI ratings offer a traffic light system of age ratings. Games suitable for over 3s and over 7s are flagged with a green age icon on the box. Games only suitable for those over 12 or 16 are flagged with an orange age icon, and games only suitable for the over 18s have a red age badge.

What the age rating mean.



PEGI 3

Games given this rating are considered suitable for all age groups. They may contain some violence in a comical context or child-friendly setting. There may be nudity if shown in a completely natural and non-sexual manner, such as breast feeding.



PEGI 7

Games may contain some possibly frightening scenes or sounds. Games can show violence as long as it's unrealistic and directed towards fantasy characters. There may be some non-realistic violence towards people or violent actions (eg: bombing of cities or non-human targets.)



PEGI 12

You could see more graphic and realistic looking violence towards fantasy characters. Violence towards humans mustn't look real unless it's showing trivial injury. Horror, including dread, strong threat and graphic injuries, is allowed.

Sexual innuendo, sexual posturing, references to gambling and some bad language can also be shown, although the latter must be mild.



PEGI 16

The game can feature death and injury to humans, including gory and bloody violence if the game is 'arcade style' (ie: not too realistic.) Smoking, drinking alcohol, the use of illegal drugs, glamourised representation of crime and strong bad language can be shown.

It can contain erotic nudity and sexual activity, excluding the showing of genitals.

Content labels

As well as the age rating, there are content labels, known as 'descriptors', to explain why the game was given its rating. These black and white images are displayed on the packaging of the game to indicate the kind of content featured.

It is a criminal offence to sell video games with a "12" rating to those younger than that age, in the latest move by government to ensure children are protected from unsuitable material.

The new rules are part of a transformation in the way in which video games are regulated. Anyone convicted of selling restricted games to under-age children could face hefty fines or a prison sentence.



For what singles **Fortnite** out from other games is the addictive quality it shares, and the compulsive behaviour that both seem to encourage in some children. A nine-year-old British girl reportedly wet herself rather than stop playing long enough to go to the loo, hitting her father when he tried to make her stop. Stories about kids creeping downstairs in the night for a sneaky go while everyone's asleep, or parents having to physically pull the plug to stop them playing, is rife.

You probably haven't heard of **Fortnite: Battle Royale** unless, that is, you're one of the many families whose kids have become preoccupied with this candy-hued shoot 'em up in which up to 100 players enter a combat arena and participate in a visceral game of last person standing. With so many children devoting hours to Fortnite there are fears it could cross the divide between hobby and obsession - and that its violence may have an unhealthy impact.

What makes it so gripping is partly the fact that the action unfolds live. Unlike other computer games (not to mention a book, or a good old-fashioned board game), you can't hit pause and come back later; put the console down even for a second, and someone will kill you. As with Snapchat streaks, there's a powerful built-in incentive to keep it going, which seems unlikely to be accidental. Battles typically last around 20 minutes, giving it a moreish, one-last-go quality.

Did you know?

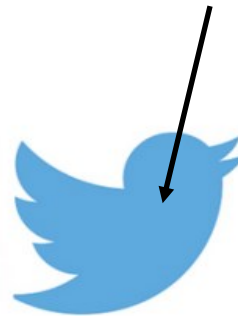
Skype: 13
Years old

Instagram:
13years old

Youtube: 13 for an
account

Twitter: not
directed for
under 13's

Gmail: 13
years old



Facebook:
13years old

Tumblr: 13 years old

Watsapp: now
16 years as of
May 2018

Pintrest: 13
years old

YouTube
Kids: no age
restrictions

SnapChat:
13 years old

The reason that these sites have age ranges.:

- Stuff stays around – online content lasts
- It's very visible – there is potential for a huge audience for our children's mistakes
- It can go viral – there's a chance that images or messages could spread rapidly
- It's searchable – people can look up our young people and find them easily

It is believed at these ages the people using the apps are at a sensible age to check privacy setting and have a positive digital footprint as they are more likely to use them safely and know what they must do if they are concerned about anything.

Research

"Many studies have shown that playing violent video games is associated with real-life aggressive behaviour and less pro-social behaviour," says Catherine Hallissey, a child and educational psychologist. "In addition, there is the potential of any highly interesting and rewarding activity, such as video gaming, becoming addictive, leading to family conflict."

Simon Stevens, the head of NHS England, rightly warned against the twin threats of childhood obesity and social media fuelling anxiety; they're inextricably linked. Toddlers permanently glued to iPads aren't getting enough adult interaction, and teenagers addicted to their phones are often short on sleep. As with all addictions, the red flag is when it's getting in the way of a