

BROCHURES ON OTHER TOPICS

Tell me your nickname and I'll tell you who you are!

Computer games and data protection

Money Money Money!

Computer games and money

Gamegirls and Gameboys

Computer games and gender

Shot in the head!

Computer games and violence

Loser!

Computer games and contact risks

Stars from the generation games

Computer games and media culture

Let's Play!

Computer games and the right to play

Turn that thing off!

Computer games and time

free of charge at games.jff.de.

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Strengthen the ability to take criticism and build trust: As a general principal, talk to your child, so that it develops a healthy distrust of online contacts. The number of potential traps is very large. Furthermore, periodically indicate your willingness to help if your child is unsure of what to do or experiences something unsettling. Or recommend to them to confide in another adult (e.g. friends, uncles or aunts). Sometimes it is embarrassing for young people to admit something to their own parents.



Additional information about computer games and „gender“ can be found at www.games.jff.de.

LINKTIPS

JUUUPORT – Consulting platform for cyber bullying

Peer-to-peer consultation helps young people with problems such as online conflicts or cyber bullying.

www.juuuport.de

Flames in Games

A video clip by teenagers sheds light on the disadvantages of insulting fellow players.

www.games.jff.de/flames-in-games-ein-tutorial-zum-umgang-mit-toxic-playern



Additional information about computer games and „right to play“ can be found at www.games.jff.de.



Loser!

Computer games and contact risks

A TYPICAL SITUATION IN FAMILIES

A father reads his daughter's chat from a video game and is appalled. He wasn't expecting the rough tone and the aggressive content of the chat messages. When bringing up the issue with his daughter and asking who is behind the other weird sounding name, she reacts irritated and says he shouldn't stick his nose in everything and that it is up to her how she talks to her friends.

WHAT DO MANY PARENTS THINK ABOUT THIS?

Parents often perceive the language young people use within their peer-group as harsh and inappropriate. They don't understand why their children would stoop to such a level, especially since no one really knows who the opponent is and which intentions he or she has.

WHAT DO MANY TEENAGERS THINK ABOUT THIS?

Teenagers don't want their parents to meddle in their online communication. Parents just don't understand the rules within the game and how you treat each other. Sometimes they also dramatize.

WHAT IS IT ALL ABOUT?

Anonymity in the games: As in many online communication services the people you meet in online games, are hidden behind a gamer nick name (short: nicks). This means that you only know what the other person wants you to know. You may not even know how old the fellow players are or if they are male or female. This has the purpose of developing an identity that fits the gaming role (also see the brochure on gender) and can positively influence the gaming experience. Simultaneously is helps to protect one's private life. Unfortunately, it is also possible to use this anonymity to harm others. It is not easy for fellow players to validate fellow players' information about their real age, gender, etc. and to see whether they are correct or purely fictitious. Providers and possibly the police, on the other hand, can easily find out who is behind a nick name.



Additional information about computer games and „violence“ can be found at www.games.jff.de.

Conflicts while playing the game: The internet is often used to insult (flaming) and exclude people. The game can get quite exciting, so it's no wonder it sometime becomes very emotional. About one third of young people report having experienced such conflicts already. Due to the (supposed) anonymity, the inhibition threshold for verbal abuse is much lower.

Own language and rules in the game: The internet and thus online games create their own space for youth culture including rules, manners and language. Therefore, statements that would be viewed as insults in everyday life are rated as far less dire in the game. However, misunderstandings can often occur, due to missing facial expressions and gestures. Furthermore, serious cases of bullying can also be found in computer games.

Hacks, rip-offs and cyber-grooming: Of course, other risky contacts, such as hackers, hustlers or cyber-grooming cannot be ruled out, even though the likelihood of encountering this is much smaller than with flaming or isolation. In computer games, particularly, the gaming experience is the priority. Giving out personal information is rather unusual; therefore, this is likely to raise red flags much faster.

WHAT CAN YOU DO?

Make a case for fair behavior: Make social manners in the game a subject of discussion. In online and multiplayer games, especially, one must deal with other people. It is important to respect them. Help your children to stand up for fairness and harmony in games and in teams.

Raise awareness for the importance of anonymity and privacy: It is important for your children to increase their awareness for careful data handling. The anonymity in most computer games can form an important barrier for your children against any form of attack. Explain to them why they should never carelessly give up this protection, especially since they can never be sure which intentions their opponent has (also see brochure on data protection)

Intervene and support: If your child becomes a victim of repeated attacks, you should definitely take action. For most games, insults can be reported to the providers. Based on the severity of the incident it may also be advisable to report it to the police. It is important for you to know, that cyber bullying rarely just takes place online. Often the perpetrators are part of the everyday environment, the victim is therefore often harassed apart from the game as well. There are many good intervention measures for school classes and youth groups that promise help.