

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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If too much money was deducted: There are contact points that can help you minimize damage, if the temptation proves to be too great for your child. In general, it is very hard to demand money back from the games providers. If it involves larger sums, however, you should definitely seek professional help, such as the consumer advice center.

Gaming as a profession? Furthermore, you should talk to teenagers about how difficult it is to make a living with YouTube videos or in the E-sports sector. The leap from hobby to profession is greater than it appears, and it is comparable to the probability that the child will become a professional soccer player. The competition is fierce and there are very few, highly coveted spots.



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

LINKTIPS

webhelm – competent online

The information service of the JFF – Institut für Medienpädagogik on the internet usage of teenagers for educational staff and interested adults.
www.webhelm.de > Games

Consumer Advice Centre Bayern

Consumers can find lots of helpful information and assistance in acute problem cases.
www.verbraucherzentrale-bayern.de

PARENTTALK

The project of „Aktion Jugendschutz – Landesarbeitsstelle Bayern e.V.“ helps parents discuss parenting topics (especially media, consumption, addiction prevention and healthy development) in moderated discussion groups.
www.elterntalk.net



Money Money Money!

Computer games and money

A TYPICAL SITUATION IN FAMILIES

A mother gets her credit card bill and can hardly believe her eyes: 150 euros were deducted for a gaming app on her daughter's smartphone. How could this happen?!

WHAT DO MANY PARENTS THINK ABOUT THIS?

Parents often view the high prices for computer games critically anyhow. Games are expensive. This is increasingly so in games where money is spent continuously and one tends to lose track of all the small expenses. Sometimes it also doesn't make sense, that additional money should be spent on the mere appearance of a game character. If teenagers then use their parents bank information without permission for these purchases, a boundary has clearly been overstepped. The parents' trust has been betrayed.

WHAT DO MANY TEENAGERS THINK ABOUT THIS?

Finally, mother approved the purchase of the new game. Now they can finally play with their classmates. The only problem is, that the classmates have been playing the game for a lot longer and have a head start. But luckily the game allows the player to buy some benefits! So, the distance to the fellow players is reduced quickly. Yes, it is not exactly cheap, but all hobbies happen to cost money. The parents just bought an expensive smart-TV, so this just seems fair.

WHAT IS IT ALL ABOUT?

Different costs: In the past, one would buy the full version of a video game and gain access to all functions. Nowadays, many functions are only unlocked via further purchases (in-game purchases). This means, that apart from a fixed amount more costs are hidden in the game itself. For apps over 95% of the revenues are currently generated via in-app purchases (Source: Game Marktdaten 2018). Even though this additional content does not have to be bought, it is strongly promoted in the game, enables a much faster game process and offers additional gaming worlds and different contents.

Staying on top of your expenses: Oftentimes that is not easy. Firstly, the game often uses its own currency that must be purchased with real money. That disguises the overview over the actual costs. Secondly, it is very easy to pay: if you save you credit card information or put money on an account, you often only need two clicks. It might require a lot of self-discipline not to give in to that during the game.

Sometimes you don't know, what you will get in exchange for your money: So-called loot boxes, offered in some games, are a newer phenomenon. Loot boxes are virtual boxes filled with items or game characters, that can offer advantages in a game. However, the content is selected randomly and the player doesn't know what he/she will get until he/she opens the box after purchasing it.

Who makes money playing these games? Some – albeit very few – gamers are able to make money playing computer games, for example when marketing Let's Play videos or live broadcasts on streaming platforms. There are also chances in the field of professional e-sports, however, the same as in professional sports applies here: only a few can be successful, it is hard work and has very little to do with normal gaming fun.



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

WHAT CAN YOU DO?

As always in life, there is a variety of ways to spend money in computer games. This is a chance to learn about the value of pocket money and to learn how electronic payment works. Therefore, it is important to prepare children for the correct way of handling money.

Information about costs and different payment options: We strongly recommend, that you point out to your children, that the sum of many small expenses can exceed their pocket money very fast. Explain the different payment options (via prepaid or credit cards), the different offers (free-to-play, subscription, one-off payment for the full version) and point out the monetary value of personal data (see brochure on data protection).

Discussion about the value of games: Gaming is a hobby and it is absolutely legit to spend one's allowance on devices and games. However, one must decide how much the gaming experience is worth to oneself. Discuss this with your child. Dealing with money should be learned in adolescence. With this in mind, you should make sure, that payment information (e.g. credit card information) is not stored in the game. Otherwise the temptation of buying something without knowledge of the parents, may be too great.