



# Barnardos

Online Safety Programme

Plugged In Switched Off

*Gaming*

**Starting at 10am**

**Google.org**

# Agenda



**Barnardo**

Online Safety Program

Plugged In Switched Off  
*Gaming*

10.00- Welcome

10.05- Input from Barnardos

10.15- Input from Google

10.20- Key note speaker: Richard Hogan

10.40- Input from Webwise Youth Ambassadors

10.50- Input from School

11.00- Input from Gaming Industry

11.20- Panel discussion

Google.org





  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

## Join the conversation



• Twitter @Barnardos\_IRI



• Comment on YouTube



• Email us directly

[onlinesafety@barnardos.ie](mailto:onlinesafety@barnardos.ie)

[Google.org](https://www.google.org)



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Suzanne Connolly**  
**CEO Barnardos**

**Clíodhna Purdue**  
**Barnardos Online Safety Programme**

**Google.org**

a game with moderators at all times  
So if they are shouting at people they  
can get removed **And** a block button  
that works.

# CAR D Drifting



The ultimate car  
game.







  
**Barnardo's**

Online Safety Program

Plugged In Switched On  
**Gaming**

**Alice Mansergh**

**Managing Director of Google  
Customer Solutions, UK & Ireland**

**Google.org**

**Be  
Internet  
Legends.**



An educational programme that empowers younger children and their families to be safer and more confident explorers of the online world.

**Be Internet Legends.**



**Google**



# Be Internet Legends is having a **positive impact** on children's understanding of online safety



Children are **twice as likely** to show an improved understanding of internet safety than those who haven't been taught the curriculum



Two weeks after being taught the Be Internet Kind activities, 70% of children aged 7-9 report having **been kinder** in the way they say things online

# The Internet Legends code



**Be Internet Sharp**  
Think Before You Share

---



**Be Internet Alert**  
Check it's For Real

---



**Be Internet Secure**  
Protect Your Stuff

---



**Be Internet Kind**  
Respect Each Other

---



**Be Internet Brave**  
When in Doubt, Discuss

**Be Internet Legends.**



# Be Internet Legends resources



Curriculum and  
Digital Wellbeing  
module



Online safety activities  
for parents and  
children



Interland  
online game



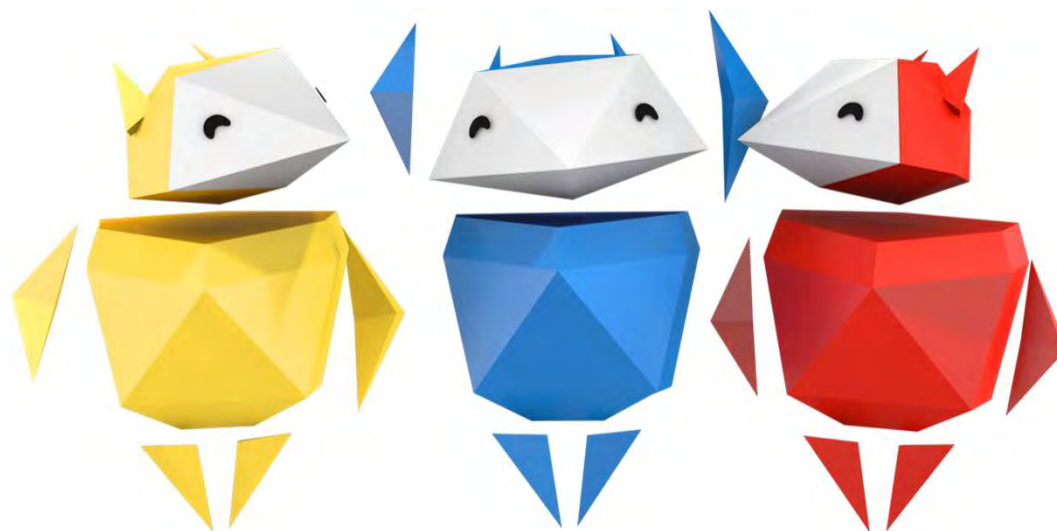
**Be Internet Legends.**







# Further resources



**Be Internet Legends.**

Google



Thanks



Google



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Richard Hogan**  
**Psychotherapist and Author**



**@officialrichardhogan**

**Google.org**

# 'Parenting &...

Richard Ho



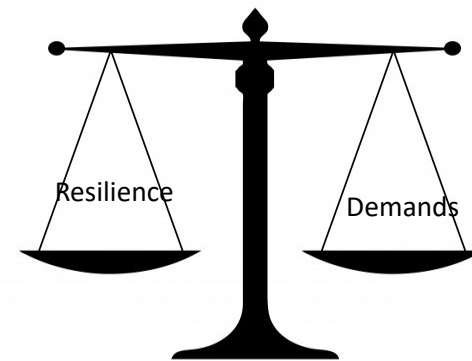
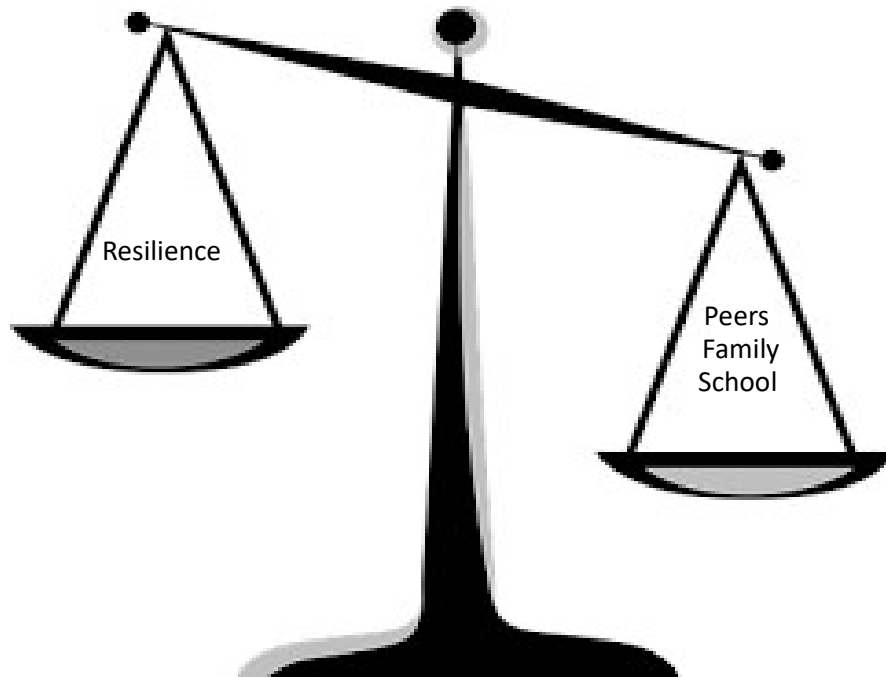
# Good boundaries make good children

- Getting the boundaries right in the early stages of your child's development prevents later conflict
- Authoritative boundary (clear and fair- children are taught there are consequences for behaviour)
- Permissive boundaries (no consequences for behaviour)
- Authoritarian (Rules are too harsh – teaches children to be deceptive)
- Inconsistent boundaries (when boundaries are both authoritarian and permissive)

# We are hard wired to experience stress.

- It can be very disturbing to watch your child suffer with anxiety.
- Be careful not to let all conversations be dominated by the issue.
- Irrational fear of everyday situations.
- 3 responses, control (obsessive) ruminating thoughts
- Avoidance (phobic) Reassurance.

Resilience is about being able to manage the demands





Being resilient does not mean you are immune to stress

- It simply means you have the skills to cope with stress when it arrives.

- One child isn't born with an abundance of resilience while another is born with a deficit of it.



# How to build your child's resilience:

- Model the Behaviour. We have to show our children how to cope with anxiety.
- Avoid removing the obstacle from them. Resist the urge to fix it for them.
- Promote healthy risk taking. Avoid risk averse thinking.
- Cultivate optimism. (Difficult times are temporary).
- Embrace mistakes, **reframe** the mistake as opportunity.

YOU Cannot outsource your parenting to games!



# The Pro's and Con's of Gaming

## Pros

1. To connect with friends
2. It's fun
3. Not to be left out
4. They can find a community
5. It's relaxing

## Cons

1. Avoidance
2. Rupture in peer relationships
3. To become gamers
4. Cyberbullying
5. Stop reading
6. Avoid family time
7. Stop once loved activities
8. Isolation

# Do you have a technology policy in the house?

- Take all devices/games out of the bedroom.
- Draw up a policy and involve your child in it.
- Promote healthy exercise. Get them involved in activities.
- Gaming can be about avoidance – they cannot manage the real world.
- Never allow your child endless internet access.
- It is about the peaceful coexistence of gaming and family life.
- A policy can be a real peacekeeper in the family.



# What can parents do?

- **‘Qustodio’** parental control: this gives you more control over content consumption
- **“Kaspersky safe kids”** this is an excellent choice as it doesn’t limit the number of profiles
- **Norton Family Premier:** lets parents track and manage their children’s use of Windows, Android, and IOS devices.
- **Contentwatch Net Nanny 7:** This has some of the best content filtering around. Wonderful resource for parents.

# Social Media – comparison is the thief of joy!

Everyday is a gladiatorial contest,  
thumbs up or down for appearance.





Device use is impacting on the following aspects:

- They are missing out on human connection.
- Problem solving is eroded.
- Less contact with peer group.
- Less contact with sports.
- Staying up later.
- Constantly comparing to an illusion of perfection/ FILTERS
- Sleep patterns are being disturbed.

## Adolescents crave connection:

- Friendships build a child's self-esteem.
- Relationships teach children how to cope with challenges.
- Same part of brain fires when social excluded as when receive pain.
- The positive reinforcement of social activity is vital for your son/daughter's development of resources.



Give them the tools to  
successfully manage  
life's challenges





# Thank you

Contact me on: [info@therapyinstitute.ie](mailto:info@therapyinstitute.ie)

T H E R A P Y  I N S T I T U T E

A game with bright and add  
character's from different tv  
shows that children watch

↑  
Perfect  
game

---

To have two options to play  
off-line or ~~off~~ on-line so  
in off-line you can practice  
and on-line play competitive

↑  
Safe  
game

GAMEK.io



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Beatrice and John**  
**Webwise Youth Ambassadors**

**Google.org**



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

## Join the conversation



• Twitter @Barnardos\_IRI



• Comment on YouTube



• Email us directly

[onlinesafety@barnardos.ie](mailto:onlinesafety@barnardos.ie)

[Google.org](http://Google.org)





  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Philip Kelly**

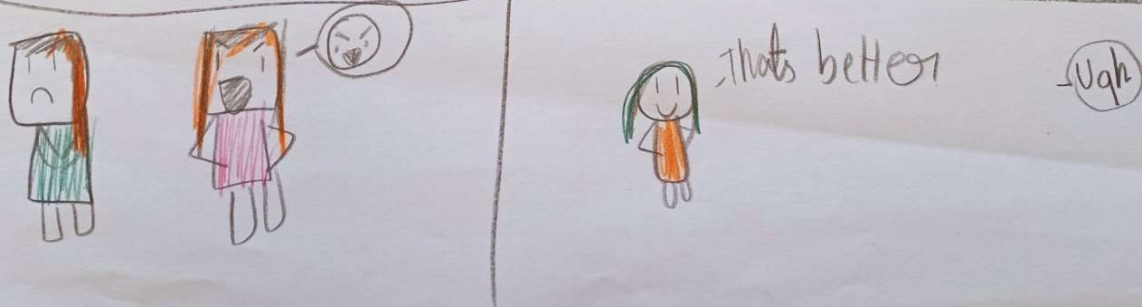
**IT Specialist, St. Patrick's BNS**

**Google.org**

- So when you or others say bad word it will be tags



- You can also block the bad player only for you so like you can't see the person







  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Laura Higgins**  
**Senior Director of Civility, Roblox**

**Google.org**

May 2023

Laura Higgins  
Senior Director of Community Safety & Civility



**ROBLOX**



# What is Roblox?

## Safety and Civility



### VISION

To reimagine the way people come together to **create, play, explore, learn, and connect** with one another

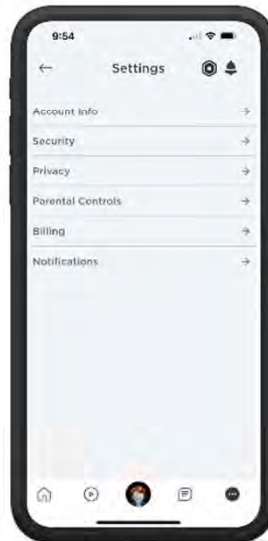
### MISSION

# 1B

To connect a billion people with civility and optimism

### Safety

Account controls, filtering & moderation, community reporting



### Civility



Partnerships



Research



Awareness & Education



Roblox is built by a global community of millions of developers and creators



Using Roblox tools and technology, our community is creating new ways for people to connect every day safely and civilly

**We don't make Roblox. You do.**

# Building a Safe, Civil, and Diverse Community



# Prioritizing Safety



## Safety

Customer Support and Moderation in many languages



Safety resources & collaborations with global safety organizations



24x7 support team





# Safety Systems



## Human and Automated Image Review

EVERY image, video, and audio file is reviewed at the time of upload



## Automated Chat Filter and Rules

Language, personal information sharing, and more



## Special Chat Restrictions

Children under 13 years of age



## Community Reporting

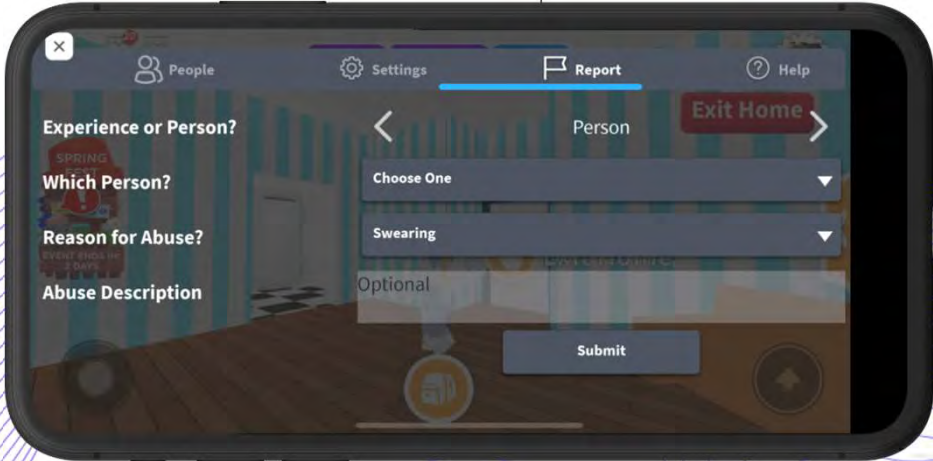
Additional layer of protection



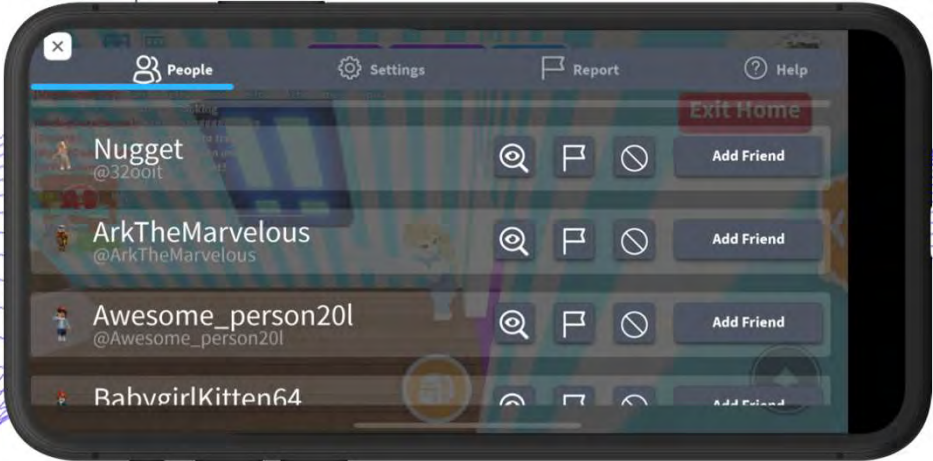
## Player and Parental Controls

# Safety Tools

Reporting

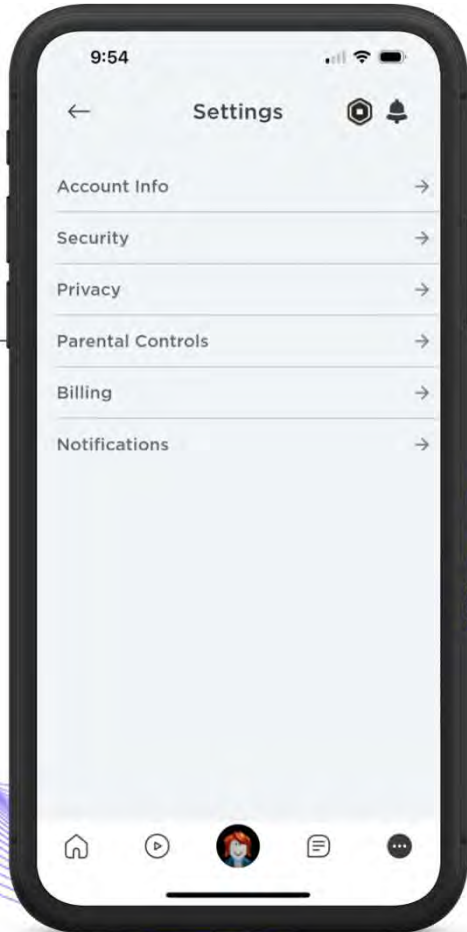


Blocking & Muting

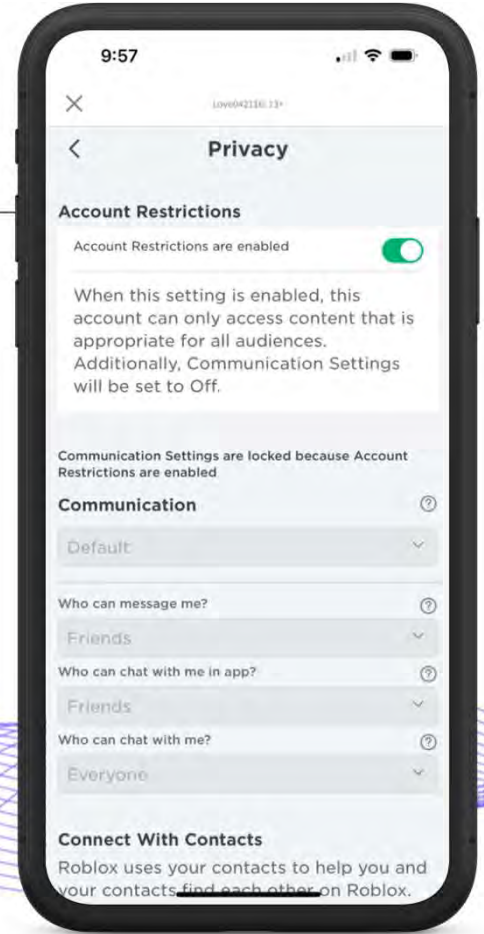


# Account & Parental Controls

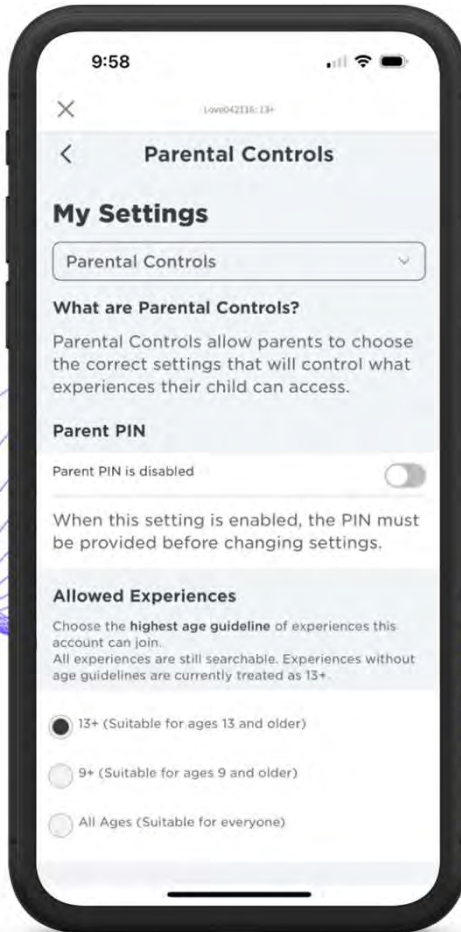
Parental Controls



Friends & Chat



Experience Guidelines



# Roblox Civility Initiative

Educate and empower the community to create positive experiences for the themselves and others in the Roblox metaverse.



Research



Partnerships



Awareness &  
Education



# Media & Digital Literacy for All

## BUILDING Resilience

### EQUIPPING OUR KIDS WITH THE SKILLS TO THRIVE ONLINE

The National Association for Media Literacy Education (NAMLE) and Roblox are working together to help parents feel more confident helping kids and teens navigate their online lives. While much of what kids and teens will find online is safe, we do need to be aware of the risks and learn to communicate with our children about negative or unsafe experiences they may have online. Ultimately, the more we can help build digital resilience skills in our kids and teens, the safer they will be online.

While you might want to protect your child from seeing or hearing things online that you deem inappropriate or will upset them, this is an impossible task. Creating an environment where open dialogue is not only respected but also expected is important, especially as they get older. Let them know that they are safe talking to you.

The digital world might feel overwhelming, so here are some important topics to get you started.

EXAMPLES	EXPLAIN	EXAMPLES	EXPLAIN	EXAMPLES	EXPLAIN
ENGAGE	ENGAGE	ENGAGE	ENGAGE	ENGAGE	ENGAGE
EDUCATE	EDUCATE	EDUCATE	EDUCATE	EDUCATE	EDUCATE
EMPOWER	EMPOWER	EMPOWER	EMPOWER	EMPOWER	EMPOWER
EMPATHIZE	EMPATHIZE	EMPATHIZE	EMPATHIZE	EMPATHIZE	EMPATHIZE

#### For Parents of Young Children

child to use technology before them from getting ready for school to your device distracted to avoid and the permission given for or school time up. They can show them how you use your technology use.

#### For Parents of Tweens

about how much your 11 year old kids over text. You might stress to be careful with their private sharing pictures of themselves or you post a picture of them without their recent spouting event that age. Use them if your rules are different to out for signs you might be adding and impacting their privacy.

#### For Parents of Teens

acted with how distracted your phone is in their hands. Try finding a device free to show them how it's working the night. Let the family of your phone. Getting a quick bite. I won't make a jump of putting their and not having it on the if you are attracted by your phone you show them how to set it wide to them.

**Privacy**

Privacy is a complicated issue, both online and in real life. Much of online life is built around advertising revenue that depends on accessing user data. Parents should know that there are rules in place to help protect that data for websites, apps, and online services that target children. For children under 13, there are protections that are outlined in the Children's Online Privacy Protection Rule (COPPA).

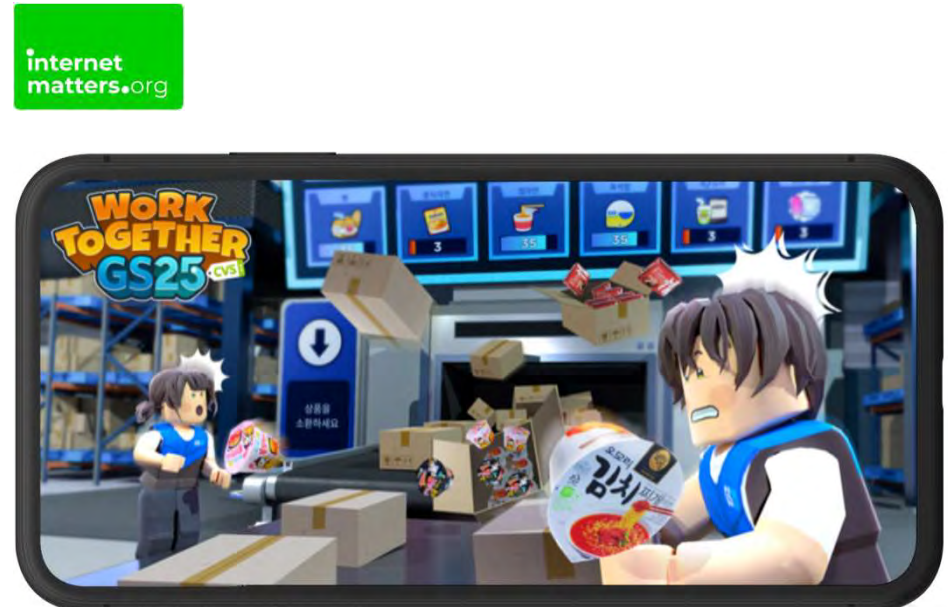
**Remember:** As your kids turn into teenagers, they will want privacy...from you. If you ask permission at an early age to share images and videos of your children, you set a foundation of trust. It can be hypocritical to spend time talking to kids and teens about keeping their information private but then turn around and share about them on social media. Show your kids and teens you value their privacy by treating it with respect.

Help set your child up for success online by explaining basic guidelines about keeping personal information private, setting up private social media accounts, and understanding location settings.

Parents should follow the privacy guidelines they set out for their children, and when those rules need to differ for adults in the house, make sure to explain why. For example, you might have a job where it's important that people can find you online.

**NAMLE | ROBLOX**

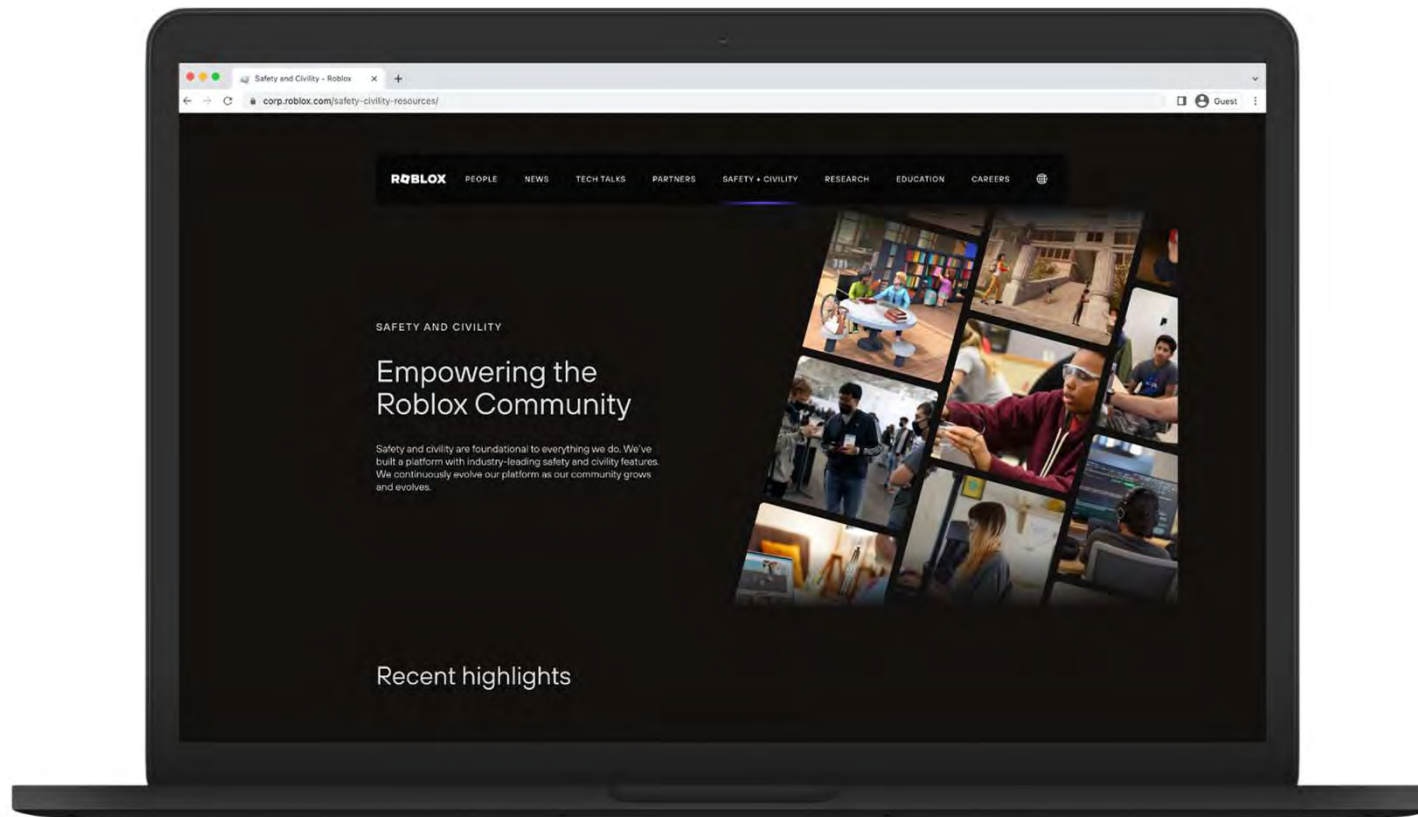
BUILDING RESILIENCE - page 1  
 PARENTS OF YOUNG CHILDREN - page 1  
 FOR PARENTS OF TWEENS - page 1  
 FOR PARENTS OF TEENS - page 1



Roblox Safety & Civility

For More Information

<https://corp.roblox.com/safety-civility-resources>







  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Dirk Bosmans**

**Director of Operations, Pan-European  
Game Information (PEGI)**

**Google.org**



# PEGI : the road ahead for pan-European self-regulation

Dirk Bosmans

Director PEGI s.a.

February 2023

[dirk.bosmans@pegi.eu](mailto:dirk.bosmans@pegi.eu)

# What?

## 5 age categories



## 8 content descriptors

- Designed to be simple and universally understandable
- In accordance with existing standards
- Specifically designed for *non-linear* media
- Updated following technological, academic, societal developments

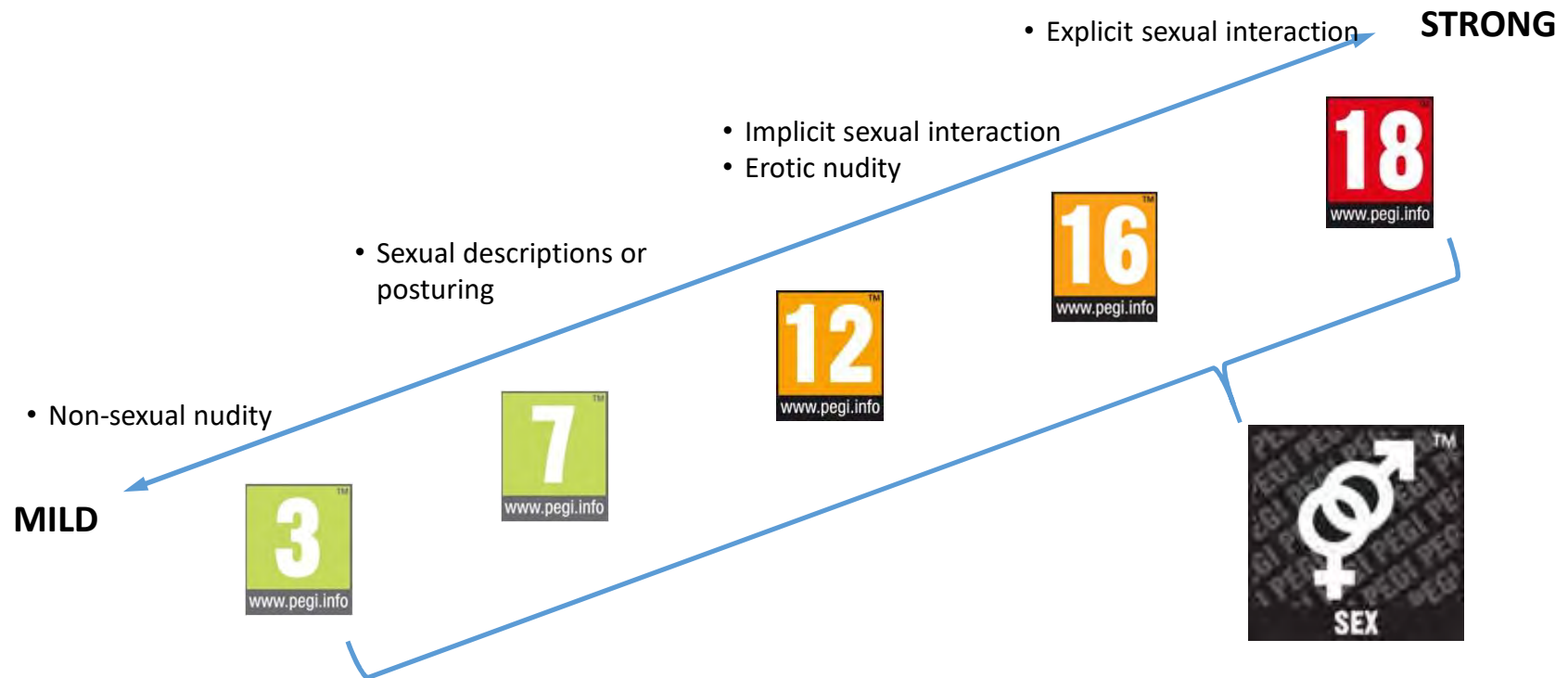
# Scaled Criteria : Violence

Does this game contain...



# Scaled Criteria : Sex

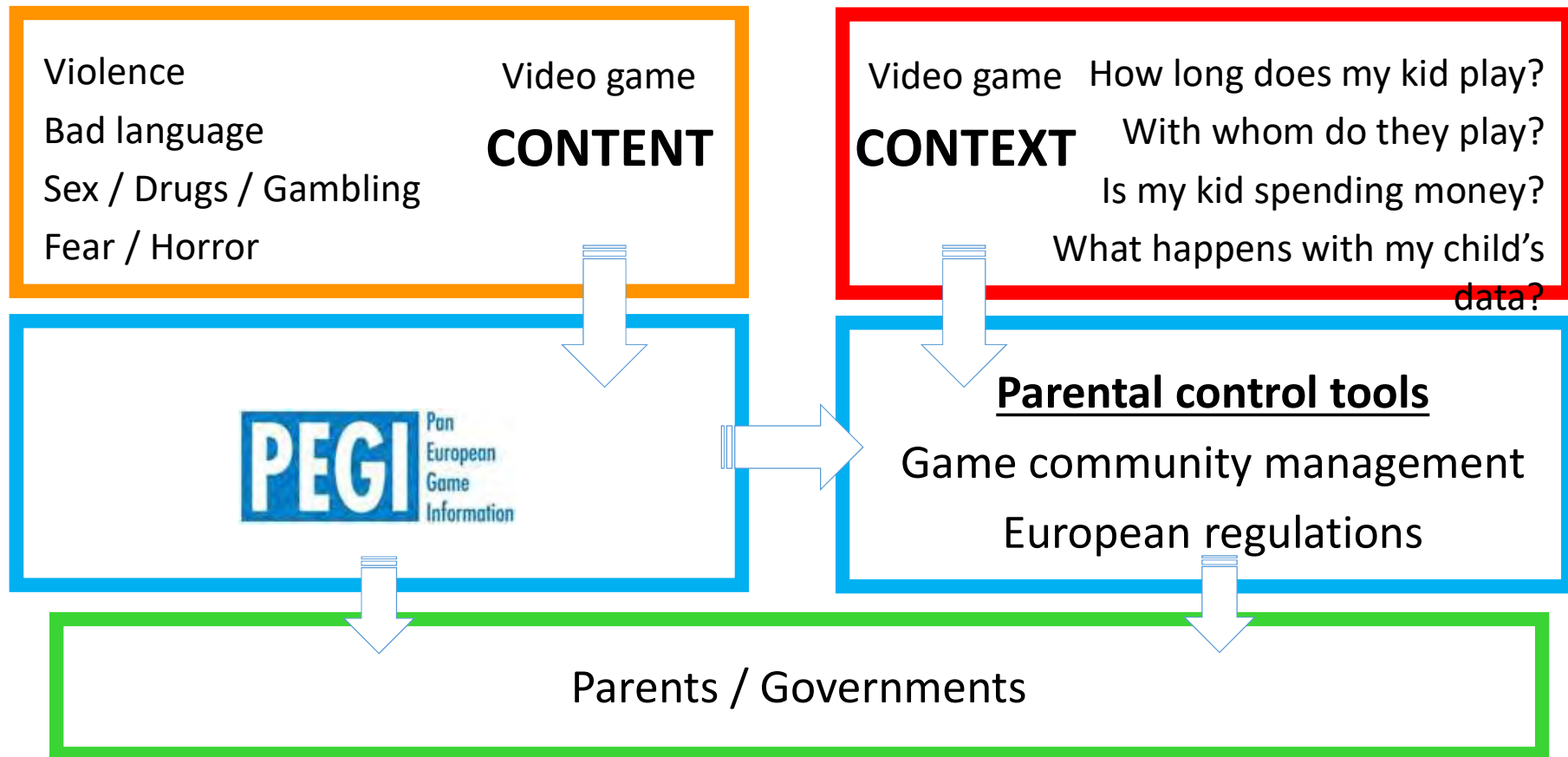
Does this game contain...



# Who?



# New solutions for shifting concerns

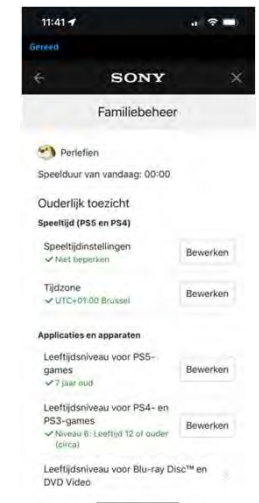
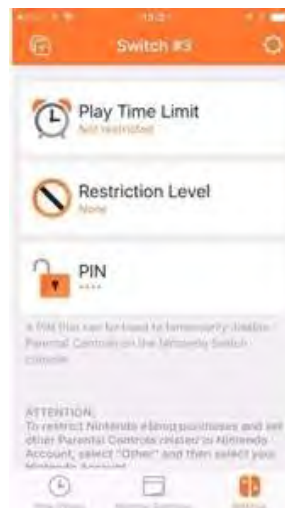
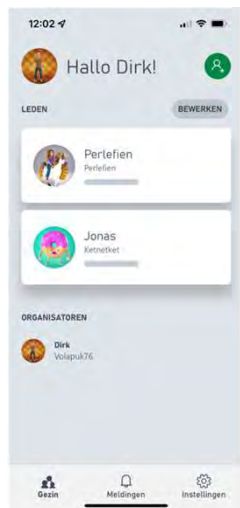
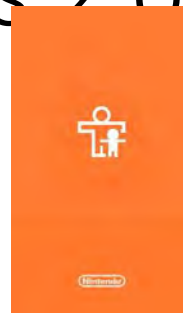




# Parental control tools 2.0



Today's parental control tool systems are easy to use and easy to access because they are not "hidden" anymore in the settings menu, but directly available as a mobile phone app.



## PEGI's core message to players and parents

We encourage parents to foster an **ongoing dialogue** with their children about gaming, **preferably by playing together**.

Having a conversation with your children about games (what they play, why they like it) is the perfect starting point to discuss some **rules**, about the amount of time played, a PEGI age limit, online interaction, general behavior, or in-game spending. Video game platforms provide **accessible tools** to monitor and manage this.

This strongly reduces concerns of parents and risks for children. It ensures that parents are comfortable with their children having games as one of their hobbies.

# Thank you for listening!

Looking for resources or information on PEGI?

Please check out our **website**: [www.pegi.info](http://www.pegi.info) has information available in 25 languages

There is a PEGI **app** for iOS and Android, which gives access to the PEGI age rating database and provides links to information about parental control systems on most platforms (in 9 languages): [Apple iOS](#) app / [Google Play](#) app

Scan to get the  
app:



Video game associations across Europe also have local websites to encourage safe and responsible gaming:  
<https://www.isfe.eu/responsible-gameplay/responsible-gameplay-in-your-country/>

# Panel



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

**Richard Phillips**  
*Assistant Director, Barnardos*

**Beatrice and John**  
*Webwise Youth Ambassadors*

**Dirk Bosmans**  
*Pan-European Game Information (PEGI)*

**Google.org**



  
**Barnardos**  
Online Safety Programme  
Plugged In Switched Off  
*Gaming*

# Thank You

Watch back: [barnardos.ie/osp](http://barnardos.ie/osp)  
[onlinesafety@barnardos.ie](mailto:onlinesafety@barnardos.ie)

Google.org