Activity for Children

DESIGN YOUR OWN ONLINE SAFETY AVATAR OR MASCOT!

Create your own avatar or mascot who will act as a guide in a game and try to keep the person playing the game safely. Draw the mascot character below and colour it in. Don't forget to include:

The character's name?
What do they look like?
What three messages will your mascot give to the gamer to stay safe?

Character's name:

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Glossary and Tips for Parents

There are some words in this comic script that young people in your family may know, but as a parent, you may not be familiar with. We have included this short glossary so that you understand the terms that your child may be using:

Easter Eggs: Easter Eggs is the term given to hidden features in a game, or other media content. They are hidden there by the developers. According to CyberDefinitions, "Easter Eggs means Hidden feature in an online gaming context. Easter Eggs are "hidden Features" in media, including games, DVDs, Blu-ray discus, comics and even office software. They are usually inconsequential, or irrelevant, but can also include bonus features, secret levels or deleted scenes."

Loot Box: According to Techtarget, "In video games, a loot box is an in-game purchase consisting of a virtual container that awards players with items and modification based on chance. Loot boxes are considered to be a type of microtransaction." According to research comissioned by GambleAware charity in the UK and undertaken by researchers from Plymouth and Wolverhampton universities in April 2021, there is a verifiable link between gaming loot boxes and problem gambling behaviour, with the report finding that loot boxes "are structurally and psychologically akin to gambling"; and that of the 93% of children who play video games, 40% of these children have opened loot boxes

In-game Purchases: These are extra content - levels, add-ons or extras - that you buy inside the online game, after downloading it. According to Technopedia, "in-game purchases refer to items or points that a player can buy for use within a virtual world to improve a character or enhance the playing experiences. The virtual good that the player received in exchange for realworld money are non-physical and are generally created by the game's producers". Avatar: According to Gartner, "an avatar is a computer representation of users in a computer-generated 3D world, used primarily in chat and entertainment websites." They are also very common in online games, with players able to create their own avatars, and present a computer-generated image or portrait of themselves online.





