**PLAYING GAMES ONLINE**

**Online games** differ from older digital games because they require a live **network connection**.

Children can play games on a CD/DVD on **websites**, on game consoles or on mobile phones and other handheld devices.

Online games range from simple, well-known games such as Pacman and Tetris to virtual reality games e.g.Fortnite, Battle Royale, where several users play together online, creating content and stories. Many such **multiplayer games** support virtual communities of players. This can expose children to risks associated with meeting people they don’t know on the internet

Games play an important role in children’s development as social skills and strategic thinking are developed in an environment bounded by playing rules.

Many digital games are attractive and interactive and are used for educational purposes.

However, not all digital games are good quality.

You must decide what kinds of games are most suitable for your children - and, by setting rules, you can ensure that the **amount of time** your children spend playing online is not detrimental to other activities.

There is a pan-European age rating system for interactive games, PEGI online, where games are classified according to age and content. The system is supported by several manufacturers, including PlayStation,

Xbox and Nintendo, as well as by publishers and developers of interactive games throughout Europe.

Look for these specifications on the back of any game box you buy for a child, but remember, not every 12 year-old is the same.

(Parental Guide. Office for internet Safety)