

## Preventing Cyberbullying in Online Gaming, Part 1

By [Sameer Hinduja, Ph.D.](#)

Online gaming is a huge part of daily life for many teens. It's a great way for them to interact with one another, enjoy leisure time, get caught up in an epic storyline and develop skills related to personal and professional success—such as focus, determination and creativity. Our most recent research from 2015 indicates that 76 percent of youth surveyed own a gaming console, and 58 percent of kids play online every day. Interestingly, almost 39 percent consider themselves a “gamer” and fewer than 23 percent stated, “I don't really play video games.” Based on the research, the vast majority do play video games, they are reasonably proficient and they allow their gaming to make up a meaningful portion of their lives.



There are a few game consoles that currently dominate the market, and kids also love their handheld devices to meet their gaming needs. The [types of games that are played](#) include boxed games, digital downloads, subscriptions, “free-to-play” games, free apps, and social networking games.<sup>1</sup>

We want youth to have an enjoyable online gaming experience, but there seems to be scarce information out there for caring adults and youth about how to promote healthy interactions through gaming and prevent harmful ones. To be sure, a meaningful amount of information is being circulated with regard to smart social media use; however, kids and the adults who care for them are comparatively less informed about gaming safety practices. As such, we want to provide some strategies you can employ to help kids interact and participate in online gaming with wisdom, discretion and with various protections in place. None are overly complicated, but they do require some time to understand and then convey in a gentle but persuasive manner. We hope you find them useful in your interaction with youth as you work to do all you can to reduce the risk of victimization in their connected gaming environments.

### **For the youth in your care, develop an interest in their online activities**

First and foremost, if adults have youth within their care, they should get involved in the youths' online activities. Caring adults and parents can do this by engaging in a conversation with their kids about their online gaming practices, experiences, successes

and struggles. It is necessary to learn about what game(s) the child is playing so you can evaluate the content for yourself.

[CommonSenseMedia.org](http://CommonSenseMedia.org) is a great way to obtain detailed reviews on certain games before giving the child permission to play them.<sup>2</sup> For example, a quick Internet search revealed that one of the most popular video games among teens is “Not For Kids” and is rated “Age 18+.”<sup>3</sup>

Actively playing video games with the child is a great “quality time” investment because it promotes bonding, cultivates a shared interest, allows you to enter their world and provides some informal deterrence and monitoring without appearing too intrusive. The following is a story from the mother of a 13-year-old boy in Florida who became aware of another user’s bad behavior just by playing the game with her son and also by being around him while he played:

*My son was playing a game League of Legends. It seemed ok at first; I even played a little with him, the person was mad because of how the game was going. I was just a desk away and saw tears rolled off his cheek. When I asked what was said he showed me the screen and WOW. I myself have never met anyone so vulgar in my life, the person went on and on saying how he would murder and hunt his family down. The reporting system for that game goes only as far as putting them on ignore, when you try to contact the company about this person they simply said, ‘Ignore that person.’ Ignore someone who talks in great detail how and what he would do to a member of a child's family? Found out this happens all the time, and the company cares nothing about it, in fact most games of those type all have the same kind of people and muting them doesn't stop it. Week of sending emails to a few of these "Games" and I get the same response ‘Mute or stop playing.’ What about getting rid of these people who think having online access is a right to treat anyone like total garbage! Need better laws or some tools to police what these people say. We have neighborhood watch programs why can't we have volunteer moderators watching in game chats? It's not safe for any child to play any game with chat features.*

### **Talk to your kids about the reality of trolls**

If you are not familiar with the term, a troll is someone who instigates arguments or upsets others online by making “inflammatory, extraneous or off-topic” comments with the intent to provoke the readers of these comments.<sup>4</sup> Chances are, if you’ve played an interactive game with others via a console or computer, you’ve been exposed to trash talking, insults, obscenities, sexual comments, racial epithets and other forms of harassment. It is inevitable that a child will deal with this if he or she is playing the most popular games teens and younger youth enjoy. Adults should help children fully understand that “trolls” are there to push the youths’ emotional buttons through inflammatory comments and demonstrate power and superiority over them. That being said the time worn adage, “do not feed the trolls” is true. Adults should remind kids to never give trolls a reaction because that is exactly what they’re looking for. Instead, kids

should ignore, block and report any users who abuse them verbally (or otherwise compromise their gaming experience) while online. Alternatively, kids might try to “dish it back” to the trolls to show that the derogatory comments don’t bother them, but sometimes that doesn’t stop the problem and may even make it worse. It is best, therefore, for kids to simply refrain from responding at all, similar to the experience highlighted below:

*While racing and winning (I am quite good at racing games in general) I got into what seemed like a normal conversation with one of my opponents. Our conversation had led to where we lived. It was just after Hurricane Katrina. I told him that I lived in New Orleans, and he immediately came in with some of the most hateful, ignorant and racist speak I’ve ever had directed toward me. So this guy was the very definition of a troll. Losing at a racing game was so important to him that he decided to be as hateful as humanly possible toward a complete stranger. If I only somewhat avoided online games up until that point, I now never play online unless it’s with people I personally know.*

## **Set limits**

Next, it's important for parents to limit the number of hours a child can play online. Caring adults should also strive to have children engage in a range of activities to make them well rounded. This is a developmental time period when children can learn discipline and balance, as well as learn how to prioritize in order to not become caught up in hobbies that undermine academic pursuits. In addition, there's also a real concern about repetitive stress injuries and disruption in sleep patterns due to excessive gaming and screen usage. So, the bottom line is to set rules and stick to them.

In Part 2 of our article we will provide strategies specific to rating systems, passwords, blocking and reporting individuals, mods and updated console software. They will add to the toolbox of tips to help the youth in your care to stay safe while remaining active in their online gaming experiences.

## **References:**

1. <https://www.staysafeonline.org/stay-safe-online/for-parents/gaming-tips>
2. <https://www.common sense media.org>
3. <https://www.common sense media.org/game-reviews/assassins-creed-iii>
4. <http://www.urbandictionary.com/define.php?term=Internet+Troll>

# Preventing Cyberbullying in Online Gaming, Part 2

By [Sameer Hinduja, Ph.D.](#)

In Part 1 of this article, we shined a spotlight on the ubiquitous participation in online gaming in the lives of the youth we care for and seek to protect. The pace of online gaming is only growing, and it provides benefits many adults often overlook. That said, there is a small but real chance of victimization that can befall kids when they play and interact with others via their phones, tablets, laptops, desktops and gaming consoles.



In order to equip you to best educate and help protect young people from personal vulnerabilities while playing, we are sharing a number of best practices you can immediately adopt and convey to the youth you supervise. Previously, we encouraged you to pursue familiarity with the games youth play, highlight and guard against online provocation by "trolls" and set specific limits to promote discipline and balance. Below, we share seven additional safety tips that should round out your ability to be involved, respond to incidents and eventually prevent most of them from occurring.

## **Familiarize yourself with rating systems**

The gaming industry is somewhat regulated by a number of third party rating systems that assess and represent the games created and released for the masses. These rating systems contain information such as categories, content and details on possible interaction with other gamers. The most respected ratings from the [Entertainment Software Rating Board \(ESRB\)](#)<sup>1</sup> have three components:

**Categories** indicate the level of maturity needed to play the game in question (i.e., to help you determine whether the game is age-appropriate).

**Content** means whether the game contains profanity, nudity, etc.

**Interaction** means whether the game allows for contact from another gamer, provides the ability to share personal information or to pinpoint one's location.

We recommend you clearly understand the ratings for every game the children in your life plays, and make usage decisions accordingly. Please refer to [CommonSenseMedia.org](#) to help fill in any knowledge gaps as it relates to game ratings.

## **Report It**

A helpful way to teach children about handling problems is to encourage them to report issues when they arise. Internet service providers and gaming networks have systems set up to field complaints of abuse and then investigate them (in conjunction with law enforcement, when necessary). Caring adults should encourage kids to always take a few seconds to report other players within the game itself if they are being abusive or legitimately problematic. You can also work more specifically and individually with these

companies, depending on the severity of harassment experienced. As per the ESRB, those who encounter unscrupulous gamers online should include as much information (nicknames, detailed patterns of behavior, online locations) and digital evidence as possible (screenshots, logs) to help the organizations investigate these matters.

*I was on Clash of Clans, it's an app that I had on my phone. I was leaving my brother's clan because they were picking on me and finally I got kicked out. I asked if I could join a clan on global chat. I got lots of comments like 'Wow, you suck' and I got a lot worse comments that which [sic] I would not like to share.*

### **Practice safe password practices**

As we've seen in numerous instances over recent months (e.g., the [Ashley Madison](#) situation<sup>2</sup>), hackers have become more and more prevalent in today's society. One way to protect a young person's account is to teach them to maintain strong passwords. Specifically, passwords should minimally have at least eight characters containing upper and lower case letters, unsequenced numbers, and symbols (e.g., \$, %, &, #). This is a simple but effective way to ensure passwords are stronger. They should never be a nickname, birthdate, or something else that a person close to you might know or be able to find out. Many youth share passwords for purposes of convenience or bonding with one another, but that simply should not happen. Kids should not trust anyone with their passwords or personal information. Finally, parents should encourage kids not to use the same passwords across multiple gaming accounts. This is because if one account is compromised, others quickly may follow.

*Last night on Twitch TV, my 13 yr. old son and his brother were approached by a group saying audio [was] not working. They claimed to be twitch tech support. They said download X, give me your stream key, and friend me on skype. The download crashed my 11 year old's computer. My 13 yr. old skype called Jordan.Daniely or Jordan at Twitch. When told the problem the group laughed and offered more fixes and threats. They were on the Skype call for over an hour. They wanted photos and recorded the boy's reaction to the crash. They attached pornography to the boy's twitch stream. They kept skype calling over 100 times again in the morning.*

### **Control your online gaming experience**

There are a number of customizable features available within each gaming environment. For example, Internet access can be completely disabled to prevent any online connectivity. If that is considered to be too extreme, we encourage families to allow participation on the online gaming network but with voice chat and text chat switched off. This basically means that the youth can play with/against other gamers, but not talk with them. If you want to allow some interactivity, however, all game consoles allow you to choose and/or restrict those who can contact you through their equivalent of a "buddy list." Additionally, users can always "mute" specific people during a game. Please visit [A Guide to Setting Up Parental Controls for Video Games](#) (from the PTA and the ESRB), or [Parental Controls on Xbox360™, Nintendo® Wii™ and PlayStation® 3](#) (from British Telecom) for specific instructions for each console.

### **Refrain from divulging personal information**

Kids who interact with others online should never give out their personal information to strangers or even friends. Protecting personal information on the Internet is of paramount importance, and should never be disclosed. Information such as a person's full name, physical address, phone, student ID and social security numbers should (obviously) never be shared in gaming environments. Furthermore, screennames should be used to provide a level of pseudonymity and youth should upload an avatar image into their profile for privacy reasons, instead of using their actual photo.

As an example of why kids should not trust others online, Henry, who is an 11-year-old player of the game Destiny, [allowed a stranger to use his account](#) via a feature on PS4's Share Play his gaming

console feature. The man was supposed to help Henry, but instead, the stranger not only deleted two of Henry's three high-level characters (that he had spent months developing, training, and growing), but also began deleting his special weapons as well (which he had spent his hard-earned virtual money on). This was all caught on video. Once Henry realized what was happening, he switched off his PS4 console, but he was too late. At the end of the video, you can hear Henry sobbing and clearly devastated. Henry's parents had the following response:

*As Henry's parents, we are constantly reminding him to be careful, to never share your personal information, to always be on the lookout. But the truth is, no matter how many times a parent says this to a kid, when you're in the actual situation, it's easier to trust people you think are your friends because someone you actually know in real life vouches for them.<sup>3</sup>*

## **Avoid Mods**

In the gaming world, *mod* is short for *modification*. Some online gamers offer mods to others, which allows a user to modify the content of a game and release certain (often adult-oriented) features or functionality, or otherwise provide a cheat, shortcut or other unethical benefit. These are available for many games. Kids should be wary of these game-related downloads from third parties. While it is tempting to play around with such modifications to see what they can do, they can introduce malicious code into the game, console, or portable device (making it unstable or even unusable).

## **Keep your consoles updated, clean, and protected.**

A final suggestion to promote safe gaming: ensure the latest firmware is updated in your console and device manufacturers to patch and secure any vulnerabilities in the operating system. Also, make sure the home network is behind a firewall to avoid viruses or worms from being introduced into the systems via the Internet connection. Lastly, use a strong password to protect the wireless Internet connection to prevent strangers from accessing the network and devices.

The gaming industry is growing at an incredible pace, and the technology involved is getting better with every passing year. Indeed, the environments in which individuals play together online will probably become more realistic, and the ways in which interaction via their devices can occur in the future are perhaps beyond our current imagination. Regardless of the changes that lay ahead, the aforementioned tips can help safeguard children's participation. Encourage healthy usage, and then periodically check to make sure the strategies are effective and being followed. Hopefully in time, these safety measures will become standard practice to help youth stay protected against preventable online victimization while fostering a gratifying experience for all involved.

A helpful resource may be the Cyberbullying Research Center ([cyberbullying.org](http://cyberbullying.org)) that has numerous free resources available for help.