

MODULE 5:

ONLINE GAMING AND CHILDREN



Overview

This module is designed to equip trainers with the necessary tools and knowledge to conduct an engaging and informative session on online gaming and its impact on children. The session addresses the evolution of online gaming, its various types, the dual nature of its effect on children, and the regulatory gaps. Practical solutions and preventive measures are included to ensure the safety and well-being of children engaging in online gaming.

The module emphasises interaction and practical learning, encouraging role-playing and group discussions to reinforce key concepts. Trainers are also guided on using relatable examples, digital aids, and culturally sensitive approaches for an impactful session.



Objectives

By the end of this module, participants will be able to:

- Understand the historical evolution and current landscape of online gaming.
- Categorize online games into types and identify their unique characteristics.
- Analyze both the positive and negative impacts of online gaming on children's cognitive, emotional, and social development.
- Assess existing regulatory frameworks and identify gaps concerning child safety.
- Implement strategies and tools for safe online gaming practices.
- Foster open communication with children to address their online gaming habits and associated risks

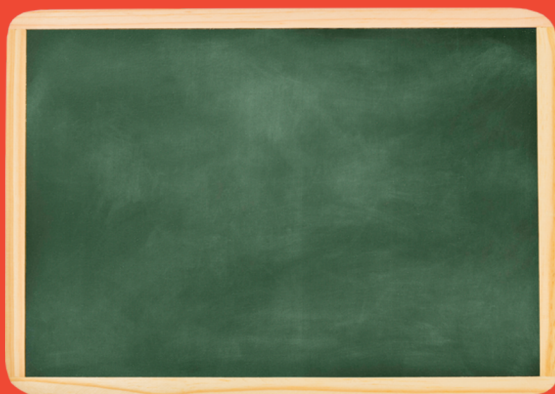
Learning Outcomes:

- Define what online gaming is.
- Understand the evolution and scope of online gaming.
- Understand the responsible way of playing online games.





RESOURCES REQUIRED



Definitions:



Key Content:

Definition of Online Gaming:

- Online gaming refers to a video game played over the internet.

Historical Evolution:

- First online game: MUD (1978).
- Key milestones: "Island of Kesmai" and "Habitat" in the 1980s; introduction of online gaming in India in 1997-98; global hits like Fortnite and PUBG.

Types of Online Games:

- Social games (Sudoku, puzzles).
- Multiplayer browser games (chess, poker).
- Massively Multiplayer Online Games (World of Warcraft).
- Cloud gaming (Spider-Man, God of War).



Activity:

- **Setting:** Family home
- **Characters:** Parent/Guardian, Child (aged 13-15), Sibling/Friend
- **Situation:** The child frequently shuts the door when using technology and shows anger when the parent inquires about their online activities. Noticing this, the parent decides to initiate a conversation.
- **Objective:** To role-play the conversation between the parent and the child, focusing on expressing concern, asking open-ended questions, and observing the child's reactions.



Materials and Resources Required

Tech and Display Tools:

- Projector and laptop with the presentation loaded.
- Backup digital devices (tablet/phone).

Handouts and Educational Aids:

- Summary of key points from the presentation.
- Printable graphics illustrating online gaming trends, types, and impacts.

Interactive Learning Tools:

- Role-play scenarios (provided in this module).
- Access to platforms like Kahoot for digital quizzes.

Other Supplies:

- Markers, whiteboard, or flipchart.
- Comfortable seating arrangement for group activities.



Preparation Steps for Trainers

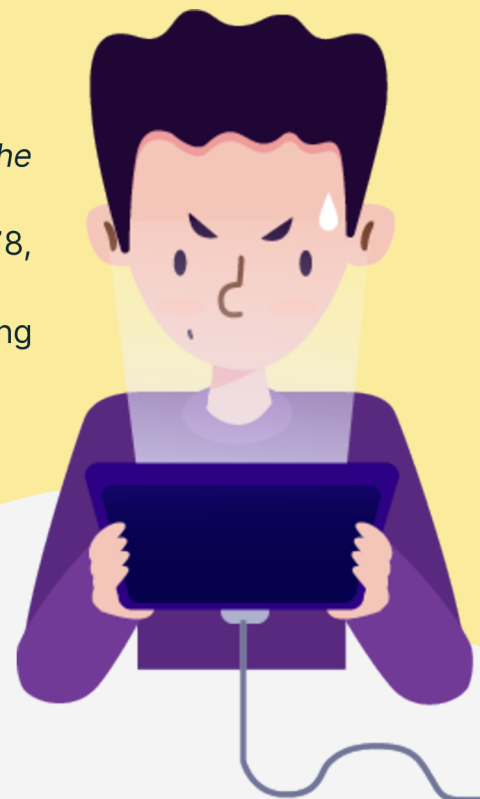
- **Familiarization:** Study the content of the presentation and this module.
- **Customization:** Adapt examples and activities to suit the audience's age, background, and cultural context.
- **Logistics Check:** Ensure the availability and functionality of all teaching aids.
- **Scenario Preparation:** Practice the role-play scenarios and anticipate potential participant responses.
- **Engagement Plan:** Prepare icebreakers or openers related to gaming to grab attention and encourage participation.



Session Flow (Step-by-Step Teaching Guide)

Part 1: Introduction (10 minutes)

1. Start with a question to spark curiosity, e.g., *"Can you name the first online game ever created?"*
2. Briefly share the history of online gaming (e.g., MUD in 1978, Habitat in the 1980s).
3. Transition to discussing the prevalence of online gaming among children today.



Part 2: Types of Online Games (15 minutes)

- Present categories such as:
 - Online Social Games: Puzzles, Sudoku.
 - Multiplayer Browser Games: Chess, Poker.
 - Massively Multiplayer Online Games (MMOs): Fortnite, World of Warcraft.
 - Cloud Gaming: God of War, Spider-Man.
- Use images from the presentation to showcase game types visually.
- Encourage participants to identify games they know and associate them with the categories discussed.



Part 3: Impacts of Online Gaming (30 minutes)

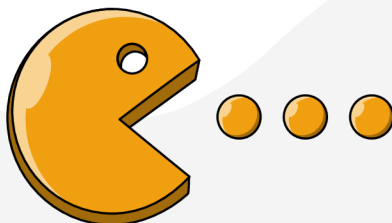
Positive Impacts:

- Cognitive Development: Problem-solving and memory improvement.
- Social Skills: Collaboration in multiplayer games fosters teamwork.
- Stress Relief: Gaming as a healthy outlet for emotions.

Negative Impacts:

- Addiction and Overuse: Highlight behavioural changes like prioritizing gaming over responsibilities.
- Exposure to Violence and Exploitation: Risks of inappropriate interactions.
- Health Risks: Eye strain, poor posture, sleep disturbances.

Use examples from the presentation to illustrate these points, such as the risks associated with online multiplayer games and social isolation.



Part 4: Regulatory Framework and Gaps (20 minutes)

- Explain key laws like the IT (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 and the Data Protection Act, 2023.
- Highlight regulatory gaps from the presentation:
 - Weak age-verification mechanisms.
 - Lack of robust content regulation.
 - Insufficient safeguards against in-game purchases by children.
- Discuss how these gaps leave room for exploitation, emphasizing the need for stronger policies.

Part 5: Preventive Measures (25 minutes)

- Share practical steps for safeguarding children:
 - Set limits on gaming time.
 - Enable parental controls and monitor content.
 - Foster open communication about online interactions.
- Role-play scenarios (detailed in Section 6) to practice these measures in real-life contexts.
- Reinforce the importance of educating children about privacy and respectful online behaviour.

Part 6: Wrap-Up and Q&A (10 minutes)

- Summarize key takeaways.
- Encourage participants to ask questions or share insights.
- Distribute supplementary resources for further learning.



Interactive Activities and Role-Playing Scenarios

Activity 1: "Is it Safe?"

- Share a hypothetical gaming scenario and ask participants to identify risks and solutions.

Role-Playing Scenarios:

Scenario 1: Gaming Time Management

- *Parent notices their child neglecting their studies due to gaming.*
- *Objective:* Discuss strategies to encourage a healthy balance.

Scenario 2: Privacy Risks

- *The child shares personal details with an online gamer.*
- *Objective:* Role-play a parent-child conversation about online safety.

Scenario 3: Financial Exploitation

- *The child makes in-game purchases using a parent's wallet.*
- *Objective:* Discuss how to educate children about financial awareness.



Conclusion:

This module emphasizes the importance of understanding, regulating, and safeguarding in online gaming. By fostering informed and balanced gaming habits, it seeks to create a positive and secure digital environment for children.



About DtZ SUFASEC

Sexual exploitation of children (SEC) is a grave violation of children's rights and affects millions of children and youth annually, regardless of gender. No region, country or child is immune. However, girls, boys and children with other gender identities face differing levels of risk to different manifestations of SEC depending on their intersectional vulnerability factors. It impacts heavily and long-lasting on their physical, emotional and mental well-being. It deprives children and youth of establishing healthy (sexual) relationships and from developing to the best of their potential. The DtZ SUFASEC programme is designed to combat SEC. It will work in 12 countries in Latin America and Southeast Asia: Bangladesh, Bolivia, Brazil, Colombia, Dominican Republic, Guatemala, India, Indonesia, Laos, Nepal, Philippines and Thailand.

About Children of India Foundation

Children of India Foundation, an affiliate of Terre des Hommes Netherlands in India, is a non-profit organisation which empowers children and families from socio-economically vulnerable communities. We address child labour, child marriage and child sexual exploitation, ensuring access to education, health care, livelihood and child protection.

