

Parental involvement is critical when it comes to helping children game more safely. Take an **active interest** in the games that your child plays and wants to buy; that means **doing a little research** on the game's rating, game-play style, content and age-appropriateness.



Know about the settings and capabilities for the equipment and systems your child uses. For example, many children enjoy gaming on a console as well as a cellphone or tablet. Many platforms have "cross-play" features where people can find and communicate with users across multiple platforms and devices.



Keep gaming consoles in an easy-to-supervise location and be aware of other places where your child may be accessing games, like a friend's house or community center.



Tell your child never to give out personal information while gaming. This includes talking about personal information that might be revealed in a screen name or gaming profile. Remind them never to agree to meet offline with someone they know exclusively through gaming.



Set rules about how long your child may play, what types of games are appropriate, and who else may participate. Use the parental controls when setting up the game system. Look for ways (like a PIN number) to prevent your child from changing the settings.



Have your child check with you before using a credit/debit card online. That means no auto-saving card details on the game console or device.



Check to see if the games your child plays have reporting features or moderators. Review these features with your child. Remember, you can also report inappropriate online interactions with children to [CyberTipline.org](https://www.cybertipline.org)

Start a Discussion with Your Child

- Would you show me how some of your **favorite games** are played? **Could we play together?**
- How do you **respond** if someone bothers you while you are gaming?
- How much do you let people **know about you** while gaming?
- **What kinds** of people do you game with?
- Do you feel **safe** while you are gaming online? **Why or why not?**

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