



Rädda Barnen

3 miljarder

människor spelar spel

45-50%

av dessa är flickor och kvinnor

96%

av sveriges 8-13-åringar spelar spel



Barn gör inte samma skillnad som vuxna på den digitala och fysiska världen. Man har inte online vänner vs riktiga vänner, man har vänner.



Vårt mål:

Att förbättra barns mentala hälsa genom gaming

**Lisa är 12 år
och spelar
Fortnite**



Är allt okej?



Vi menar på att som barn berättar för oss så är inte den digitala världen och den fysiska världen så olika





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News



60 AGO

Crayta, is available now FREE on the Epic Games Store! Play from thousands of games or make and publish your own!

[Read more](#)



150 AGO

Hood: Outlaws & Legends launches the first of a 4-episode series showcasing character gameplay, starting today with The Ranger!

[Read more](#)



★ 190 AGO

Kena: Bridge of Spirits is now available for pre-purchase. Kena will immerse you in a charming world rich with exploration and fast-paced combat. Find the Rot, gain powerful abilities and make discoveries as you challenge dangerous and corrupt spirits.

[Read more](#)



50 AGO



Downloads



Settings



GeologyRocks



FRIENDS

REQUESTS

Search or add players



ONLINE (12)

- G GeologyRocks** YOU
- B BeachFan1984** Online
- P PestoPizza** Playing Rocket League
- L LlamaLooter98** Online
- G GeminiDreamz** Playing Fortnite
- T ToughTurtle12** Playing Rocket League
- S Sunny0Skies** Online
- M MildSalsa** Online
- Y YarnTiger** Playing Fortnite
- S SneeezyCat** Playing Fortnite

[Connect your social account](#) to find friends on Epic Games!

Here's what the gamers say about toxicity in online gaming and how to tackle it

Some gamers feel disappointed or even depressed by gaming companies' response to toxic behaviour

Children experience more bullying compared to adults

50 %

suggests companies to collaborate with anti-bullying agencies

In-game text chat is the most common channel for bullying

20%

of gamers admit to participating in bullying or disruptive behavior

25%

of gamers experience bullying daily or weekly



Women are more likely than men to quit a game due to bullying

7/10

of gamers are willing to share text chat data

70%

want companies to do more to prevent disruptive behaviour and bullying

50%

of gamers report knowing someone who quit a game due to inappropriate behaviour

7/10

Are more likely to play if a game is moderated and if it's easy to report disruptive behaviour

60%

of gamers have experienced or witnessed gender-based bullying

29%

of gamers think companies **are doing the right amount** to prevent toxic behavior and bullying.

2/3

have experienced and/or witnessed unwanted sexual comments

4/5

want a non abusive gaming experience

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Some data sources and indicators



Chat Messages

- How children express themselves and what they reveal about their reality are often the easiest way to detect if there could be a need for support.
- Children that communicate in terms of hopelessness, self-hatred, or even expressing suicidal thoughts can be detected online. The same applies to children who communicate this towards others: "You're disgusting", "go kill yourself" etc.)

Social Network

- Sudden and otherwise unmotivated changes to the social network, shutting down friendships, in general, seizing to be receptive to social invites.

Aptitude or willingness to go against the game rules

- An increased willingness to break the game rules and not caring about the consequences. E.g., griefing, cheating, refusing to play roles, or doing basic communication with party members.

Playtime

- Online times that are indicating that a child is not attending school or having very irregular sleeping patterns, particularly at lower ages which may indicate a lack of parental support

In game behavior and conflict resolution within

- The same way a child who is suffering from mental health issues may quit soccer or basketball, they could quit aspects of the game they've invested a great deal of effort or time in. Quitting guilds/Clans, stopping to do weekly's/daily's or similar may be indicators as well.