

The Risks of Online Gaming & The Role of Businesses in Protecting Children Online

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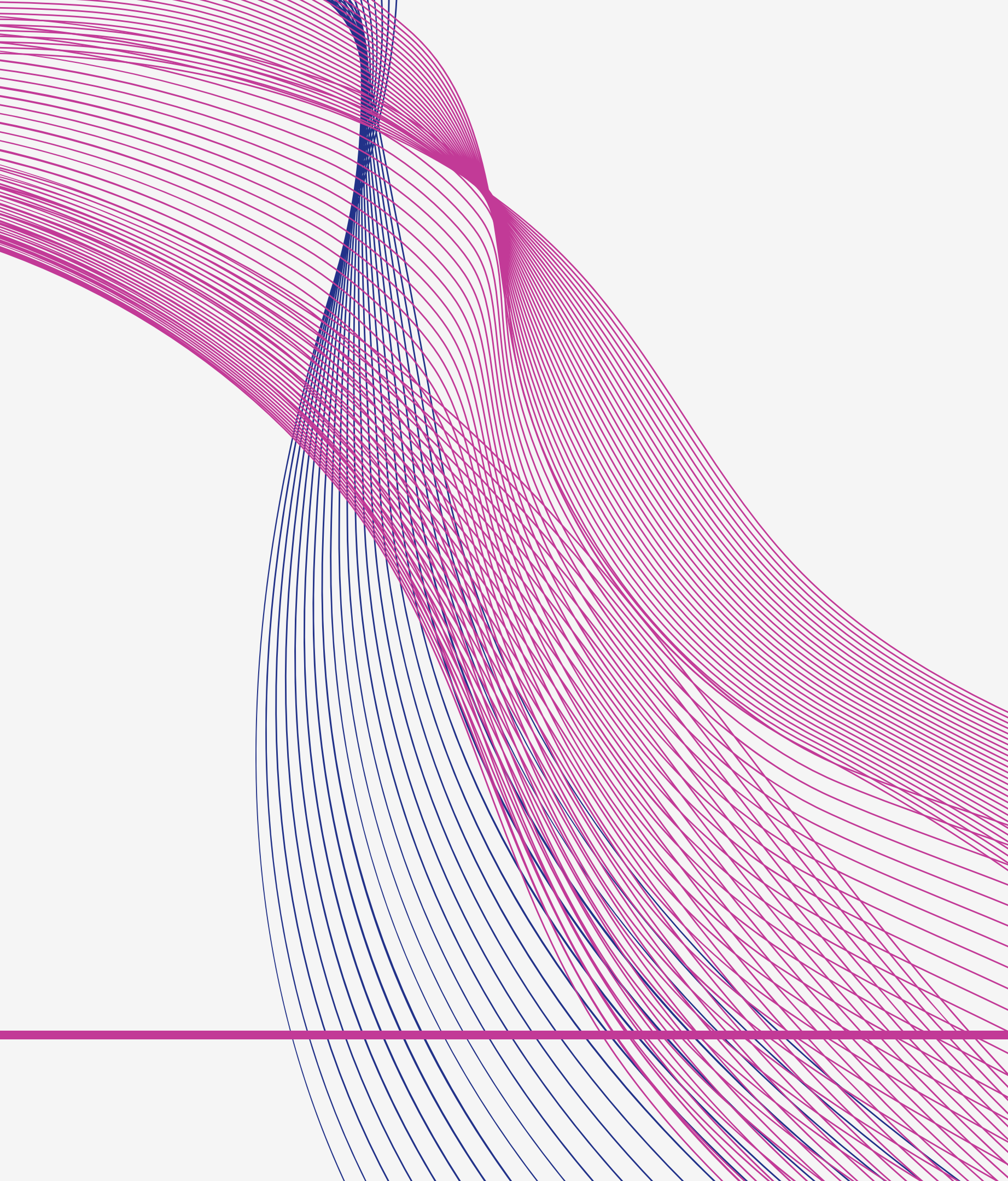
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EXECUTIVE SUMMARY

Children today face a growing number of threats while engaging in online gaming, including cyberbullying, privacy violations, hate speech, threats, and sextortion. This white paper explores the alarming statistics surrounding these issues and introduces ProtectMe by Kidas as the comprehensive solution for safeguarding children in the online gaming world. Personal online security providers, insurance companies, internet service providers (ISPs) and more, play a crucial role in protecting children. This white paper provides a detailed overview of the problem and highlights the need for businesses to take action to ensure the safety of young gamers.

INTRODUCTION

Online gaming has become an integral part of the lives of millions of children worldwide. While it offers an immersive and entertaining experience, it also exposes young players to various threats that can negatively impact their well-being. ProtectMe by Kidas is the solution that businesses in the personal online security, insurance, and ISP sectors have been looking for to address these issues effectively.

The Growing Problem

Threats Children Face in Online Gaming

Children are vulnerable to a wide range of threats while gaming online, and it's essential for businesses to understand the gravity of these issues. Here are some of the key threats children encounter:

Cyberbullying

Cyberbullying is a pervasive problem in online gaming, with children being targeted by bullies who use the anonymity of the internet to harass, humiliate, and threaten them. The emotional and psychological impact on victims can be severe.

Privacy Violations

Children's personal information is often at risk while gaming online. Data breaches, hacking, and scams can lead to severe privacy violations, putting their identities and personal information in danger.

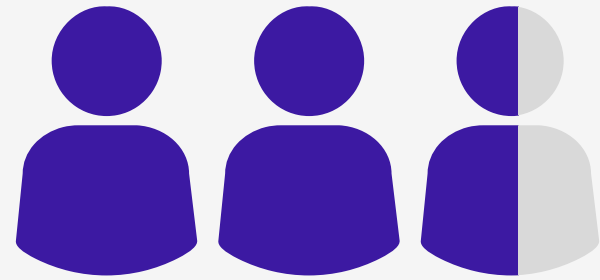
Hate Speech, Threats & Flaming

Online gaming communities are not immune to hate speech, threats, and abusive language. These toxic interactions can create a hostile environment for children, affecting their self-esteem and emotional well-being.

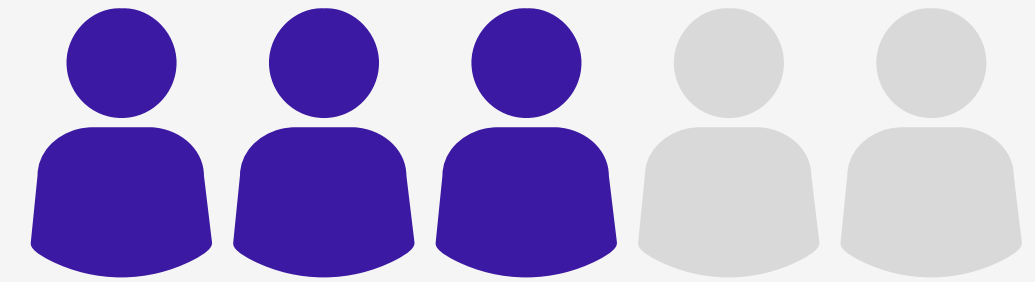
Sextortion

Sextortion involves the coercion or extortion of explicit content from children, often leading to further exploitation. This criminal activity poses a grave threat to the safety and mental health of young gamers.

Statistics



More than two out of three Americans—over 215 million people of all ages—play video games.



3 out of 5 young people (66% of teens and 70% of pre-teens) experienced harassment, representing over 17 million young gamers.

60,000

The US National Center for Missing and Exploited children processes on average **60,000** reports of child sexual abuse online every day.

*Statistics from the ADL, 2022

Cyberbullying Statistics*

59%

Over 59% of children have reported experiencing cyberbullying while gaming.

35%

35% of young gamers have encountered inappropriate content in online gaming environments.

25%

A recent study found that 25% of children have stopped playing certain games due to cyberbullying.

Sextortion Statistics*

87%

Sextortion cases involving minors increased by 87% in the past year.

60%

60% of sextortion cases among children occur in online gaming platforms.

1 in 12

1 in 12 children who play online games have been asked to send explicit photos or videos.

THE IMPACT OF THREATS

Over a quarter of young people who experience hate and harassment in online multiplayer games, quit specific games. A minimum of 47% of gamers experience harassment in every game included in a survey by the ADL.

1 out of 10 US gamers reported that they treat people worse than usual due to harassment in online gaming, and 8% report that their school performance declined.

Children who have experienced cyberbullying and harassment in online multiplayer games experience physical symptoms such as head and stomach aches and act out more frequently by engaging in risky sexual acts or delinquent behavior.

Children who experience sexual harassment in multi-player video games demonstrate lower self-esteem, are more likely to abuse drugs, experience anxiety and depression and are more likely to engage in self-destructive behavior including suicide.

1 in 3 kids won't share with anyone that they have experienced an online attack leaving them to deal with the challenge unsupported and alone.

LIABILITY & TOXICITY IN ESPORTS

A survey found that 65% of esports players had experienced some form of cyberbullying or harassment, raising concerns about the liability of schools and communities in ensuring a safe gaming environment.



Reports indicate that 68% of esports players have faced mental health issues due to toxicity within the community, emphasizing the responsibility of schools to address the psychological well-being of their esports participants.



Approximately 40% of esports professionals and community members believe that the lack of clear policies and regulations regarding liability in esports can lead to legal challenges and disputes among schools, organizations, and players.

Cyberbullying
& Harassment

Mental Health
Impact

Legal
Challenges

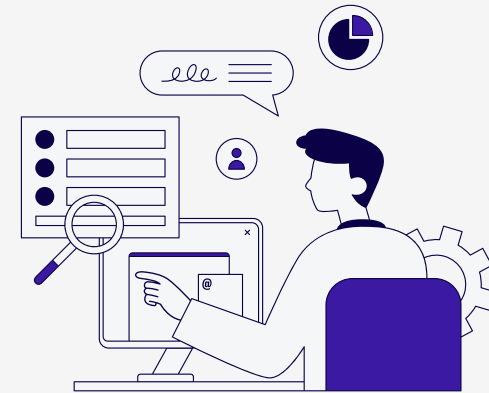


The Problem

The main challenge for parents is navigating and mitigating these risks. Due to the dynamic and often hidden nature of online interactions, supervision and protection is much more challenging for parents to manage on their own. There are many nefarious actors who are skilled in getting past parents and directly to their child. Parents can't be available to listen to their child's gaming at all hours, but the reality is that they need to be protected from threats.

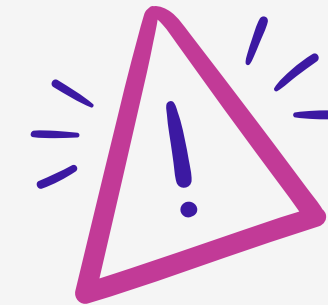
The Solution

THE SOLUTION: PROTECTME BY KIDAS



ProtectMe by Kidas is a revolutionary solution designed to protect children from online threats while gaming. Businesses like personal online security providers, insurance companies, and ISPs can play a significant role in ensuring the safety of young gamers by partnering with ProtectMe.

HOW PROTECTME WORKS



ProtectMe offers real-time monitoring and intervention to safeguard children in online gaming environments. It employs advanced AI and machine learning algorithms to detect and prevent cyberbullying, privacy violations, hate speech, and sextortion. With ProtectMe, businesses can provide a safe gaming experience for young customers and families.

Key Features & BENEFITS

01

Real-time Threat Detection

ProtectMe identifies threats as they happen and takes immediate action to protect children.

02

Parental Control Integration

The solution provides parents with insights into any risks encountered and provides them with resources on how to handle the threat.

03

Customized Reports

ProtectMe offers detailed reports on incidents and trends, offering your existing customers insights into their child's gaming behavior.

04

Reputation Enhancement

Businesses that partner with ProtectMe can enhance their reputation by promoting child safety and responsible gaming.

The Role of Businesses in Protecting Children

Businesses can actively contribute to the safety of children in the online gaming world.
Here's how:



Personal Online Security Providers

Security providers can integrate ProtectMe into their suite of services, enhancing their customers' online security. By offering ProtectMe, they can protect the next generation of gamers while gaining a competitive edge.



Insurance Companies

Insurance companies can offer coverage for online gaming-related incidents, making it easier for families to recover from the financial and emotional consequences of online threats. Partnering with ProtectMe can enable insurance companies to offer comprehensive protection to their policyholders.



Internet Service Providers

ISPs play a pivotal role in ensuring the safety of online gaming environments. By partnering with ProtectMe, ISPs can offer parental control packages that include ProtectMe, making it easy for parents to secure their child's online gaming experience.

CONCLUSION

The threats children face while gaming online are real and concerning. ProtectMe by Kidas is the solution that businesses in the personal online security, insurance, and ISP sectors need to address these issues effectively. By joining forces with ProtectMe, businesses can contribute to creating a safer and more responsible gaming environment for the next generation of gamers.

Available exclusively in the UK through ntesports:



LEARN MORE & TAKE ACTION

To learn more about how ProtectMe by Kidas can benefit your business and help safeguard children in the online gaming world, click to get started.

 [Get Started](#)

Together, we can make a positive impact on the lives of young gamers and protect them from the growing threats they face in the digital world.

