



PlayStation 4 (PS4) + PlayStation Pro

Released in 2013 the PlayStation is an eight-generation home video games console developed by Sony Computer Entertainment. The console allows players to not only play games but also have access to the internet and streaming services such as Netflix, Disney + and Amazon Prime as well as many others. It also allows communication via voice and text with a respective messaging app available on all respective app stores meaning that communication between players can be constant. There are two channels of communication, either part of a party, these can be public (allowing anyone to join) or private (amongst friends) or in-game where all participating players can communicate with one another. When creating a party, users have the choice as to whether or not they wish to make it private or public, to make it private the user creating the party must tick a checkbox for 'Make This Party Private', this will only allow those who have received an invitation to join the party and communicate. With games such as Fortnite and Call of Duty Warzone as well as others these games can also have cross-play communication, this enables a user who is playing on a completely different console to communicate with others e.g. the Xbox, Nintendo Switch, PC or mobile device, this can be altered in-game and varies.



Xbox One

Released in 2013 the Xbox One is an eight-generation home video console developed by Microsoft. The console allows players to not only play games but also have access to the internet and streaming services such as Netflix, Disney + and Amazon Prime as well as many others. It also allows communication with others via voice and text with a respective messaging and activity app available on all respective app stores meaning that communication between players can be constant. There are two channels of communication, either part of a party, these can be public (allowing anyone to join) or private (amongst friends) or in-game where all participating players can communicate with one another. When creating a party, users have the choice as to whether or not they wish to make it private or public, to make it private the user creating the party will have to start a party, scroll down to 'Voice Controls' and select 'Make the party invite-only', this will only allow those who have received an invitation to join the party and communicate. With games such as Fortnite and Call of Duty Warzone as well as others these games can also have cross play communication, this enables a user who is playing on a completely different console to communicate with others e.g. the PlayStation, Nintendo Switch, PC or mobile device, this can be altered in-game and varies.

FORTNITE :12+

An online game with over 350 million registered accounts worldwide (May 2020) and an average of 78.3 million players per month (2018). Available on PlayStation, Xbox, and all mobile devices for free, battles passes can be purchased however this has no impact on the ability of the player and only changes the ascetics of the character. Players jump out of a bus/plane hybrid and fight each other until only one player is left, there is no blood and gore therefore it is a 12+. It is also cross platform therefore is accessible to all players no matter the console or mobile device, if the player has internet access the game can be played at any time. Players can play in squads of up to 50, this is dependent on the promo that is available however there is solos, duos, trios and quads that are available all year round. Communication is an important part in order to win the game and players could potentially be communicating with strangers via voice chat.

Call of Duty Modern Warfare: 18+

An online first-person shooter video game developed by Infinity Ward and published by Activision, released in October 2019, for Microsoft Windows, PlayStation 4, and Xbox One. A new addition to the game is Call of Duty: Warzone, this has seen players increase with more than 30 million players engaging with this new feature in the first two weeks since launch back in March 2020. This is a battle royale game which sees up to 150 players jump out of a plane and fight until only one player is left, this can be played individually (Solos), Duos, Trios and Quads, again like Fortnite communication is an important part in order to win the game meaning that communication via voice with strangers is a possibility.

ROBLOX : 12+

An online game platform and game creation system that allows users to program games and play games created by other users. The platform hosts user-created games in many genres, such as racing games, role-playing games, simulations and obstacle courses. As of August 2019, Roblox has over 100 million monthly active users. Roblox allows players to buy, sell, and create virtual items. Roblox is the virtual currency of *Roblox* that allows players to buy various items. Players can obtain Roblox by purchasing it with real currency. As of 2nd May 2020, top games on Roblox have 10 million monthly active players, and at least 16 games on Roblox have been played more than one billion times each. Users add players they meet in the game and can add them to a 'friends' list and privately chat with them.



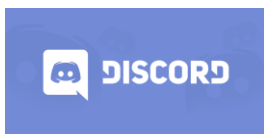
Twitch: 17+

A video live streaming service operated by Twitch interactive, a subsidiary of Amazon, the site primarily focuses on video game live streaming, including broadcasts of esports competitions as well as music broadcasts, creative content and “in real life” streams. Content can be accessed live or via video on demand. Youtubers will often use this service to broadcast live streams of them opening packs on Fifa, playing Fortnite or simply live streaming the content of a game. The service is available via the web and can also be found on the respective app stores meaning that with access to the internet users can watch potentially harmful content without an account. 24.8 million hours of Fortnite was watched from July 22nd to July 28th, 2019, *Christina Gough, Research expert covering sports and video gaming (Statista)*.



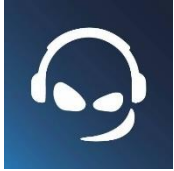
Steam: 12+

A video streaming and social networking service by Valve for the purchase and installation of games with in-game and chat functionality, a marketplace for games. Available on Windows, Mac, Linux, iOS, Android and Windows phones. There are many concerns with Steam, a large amount of games can be stored on the platform which may have been purchased at a significant cost meaning there is a hacking vulnerability and abuse of the gifting system where fraudsters will rely on the generosity of others often impersonating friends and having them gift games they own. During Covid-19 Steam has recorded a new record of 20.3 million current users online.



: 12+

An all-in-one communication app for communities, gaming and friends, allowing you to communicate via text, voice and video. Users can organise channels and share videos with one another via a custom server with permissions allowing you to group friends, organise your team, or bring together a community of fans around the world. Discord is available on all devices and allows users to bypass certain voice communication parental controls that may well be set on a particular console. Concerns with Discord are communication with strangers and inappropriate, harmful content and messages.



Team Speak 3: 17+

A voice chat communication service enabling groups of people to communicate and share information with each other via the internet or through private networks, this can be used on smartphones or desktops, users can voice chat with other players and use these channels anonymously. Users can search for channels via categories for instance “Fortnite” and be chatting with any channels set up via this link if they are public.

Age Restrictions

Fortnite: 12+

Call of Duty Modern Warfare: 18+

Roblox: 12+

Twitch: 17+

Steam: 12+

Discord: 12+

Team Speak: 17+