



International School
A.S.K Beyond Academic Excellence

What Your Child Sees Online

A Guide for Parents and Students on Content Safety

Booklet B

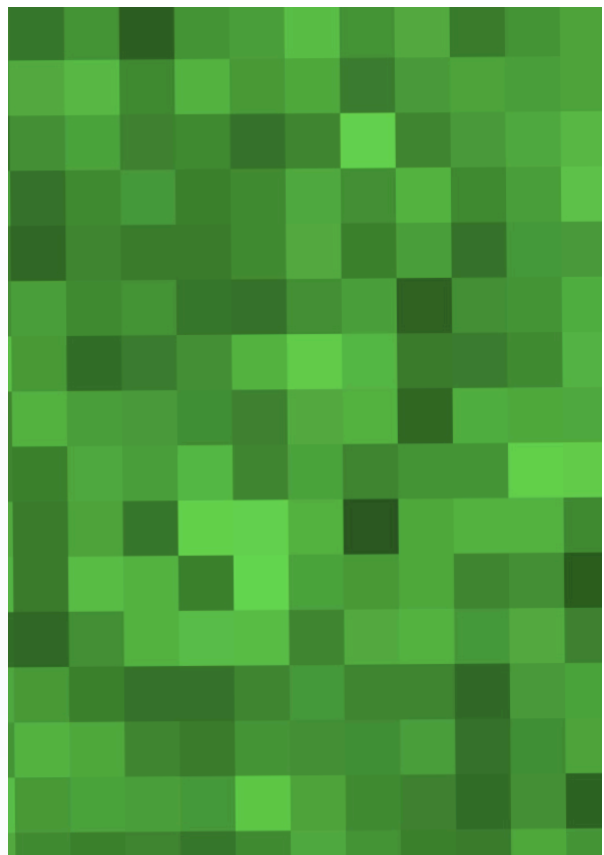
Inappropriate Online Games

Popular Games

Understanding Risks and Safety Tips

Popular games like **Among Us**, **Fortnite**, **Roblox**, and **Minecraft** offer engaging experiences but also pose risks. Parents must be aware of potential dangers and guide children towards safer online practices.

Understanding each game's unique challenges is vital. Issues such as **inappropriate interactions** and **spending habits** can emerge, making parental involvement crucial in fostering a secure gaming environment for children.



Online Grooming Risks

What Parents Must Understand and Watch For



Online grooming is a **serious threat** affecting children in gaming environments. Predators often exploit chat features to build trust and manipulate young users, which can lead to dangerous situations. Awareness and vigilance are key in preventing these risks.

Parents should monitor their children's interactions and **educate them** about online safety. Establishing open lines of communication can empower kids to report suspicious behavior. Encouraging critical thinking about whom to trust is essential in today's digital landscape.

Peer Pressure Online

Understanding Group Dynamics in Gaming

Peer pressure in online gaming can significantly influence children's behaviour, often leading them to engage in risky activities **without realizing the consequences** of their actions and decisions.

Understanding group dynamics is crucial for parents. Children may feel compelled to conform to peer expectations, which can include **over-spending or inappropriate interactions** while gaming.



Spending Traps

Understanding financial pitfalls in gaming for kids

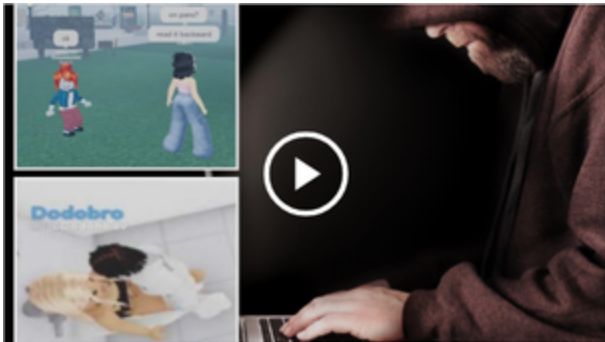


Online games often incorporate **spending traps** that can lead children to make impulsive purchases. These mechanics are designed to entice young players to use real money for in-game advantages or cosmetic upgrades, often without understanding the consequences of their spending.

It's vital for parents to educate their children about **financial responsibility** regarding in-game purchases. Setting restrictions on spending and discussing the value of money can help children develop healthier gaming habits, ensuring they enjoy gaming without falling into costly traps.

Recent News on Roblox Safety Concerns

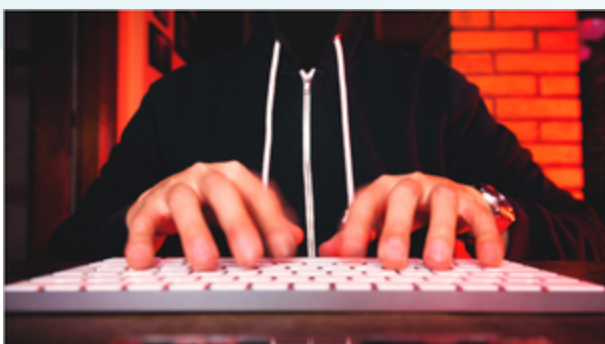
Click on the links below the thumbnails to open up the news article



Roblox predator groomed 10-year-old girl, exchanging 'Robux'...

The bombshell lawsuit alleges that Roblox knowingly created a "pedophile hellscape" while publicly promising parents their platform was safe for kids.

[Roblox predator groomed 10-year old girl](#)



How vile Roblox 'Cult of Spawn' is grooming YOUR kids online for sick rituals

SLICING her body with marks, 14-year-old Jessica is implored to go further yet by her online abuser, who instructs her: "Burn it." It's a harrowing moment bravely revealed by the teenager after she...

The Sun / Oct 11

[Roblox 'Cult of Spawn'](#)



Roblox rage blamed for slashing

JOHOR BARU: Police are investigating a disturbing case in Batu Pahat involving a nine-year-old boy who allegedly attacked his six-year-old brother after experiencing hallucinations believed to be linked to the...

The Star / Oct 30

[Roblox rage blamed for stabbing](#)

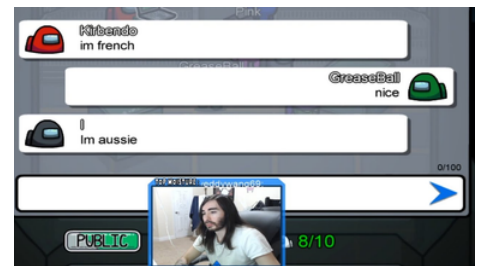
Inappropriate Games

Understanding what's inappropriate for our students

Disclaimer: Please note that this list is not exhaustive but works as a guide to be aware of the content that is available. These examples have been used as the most recent trends circulating on social media

Category: Grooming and Predator Risk

2. Among Us



Why it seems harmless:

- It uses cute, cartoon-style characters on a spaceship
- Tasks and fun deduction gameplay which many kids like.

Inappropriate / risky aspects:

- Public lobbies allow unknown players, often of mixed age groups; chat (free-text) can include offensive, sexual, or predatory content.
- Users on Reddit report direct requests for social media, personal contact under the guise of “friends in game”.
- The “murder/kill” mechanics plus minimal filter of chat may be upsetting/unmoderated for younger kids.

What to watch out for:

- If your child plays Among Us, ensure they play only with known friends
- Turn off free chat or set to Quick Chat
- Monitor who they join with.

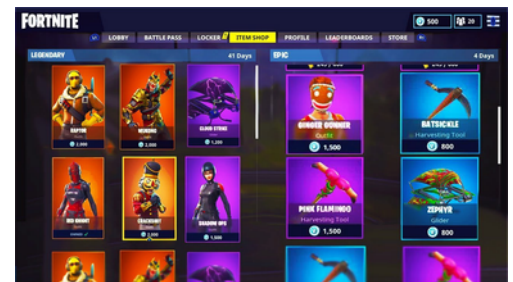
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3. Fortnite



Why it seems harmless:

- Bright, stylised battle royale game, very popular among kids and teens
- Seen as “fun shooting game” rather than hardcore violence.

Inappropriate / risky aspects:

- Many players are older teens and adults; exposure to inappropriate language, mature topics, and potential strangers.
- In-game purchases (“skins”, “V-bucks”) that can lead to overspending or hidden financial risk.
- Pressure/social comparison: players may feel status based on skins/gear.

What to watch out for:

- Check chat/voice features
- Set spending limits
- Encourage breaks from gaming
- Talk about social issues related to peer-pressure.

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Category: Mental health / excessive use / addictive design concerns

1. Minecraft



Why it seems harmless:

- Creative building game, usually rated as safe
- Very popular among younger children.

Inappropriate / risky aspects:

- A news article highlighted children playing for extremely long hours (12-14 hours/day), skipping sleep/school, soiling themselves to continue playing.
- Public servers may include unmoderated chat or mod content which is inappropriate for younger children.

What to watch out for:

- Set time limits
- Encourage breaks/outdoor play
- Know which servers your child uses
- Encourage playing in closed/private world with friends.

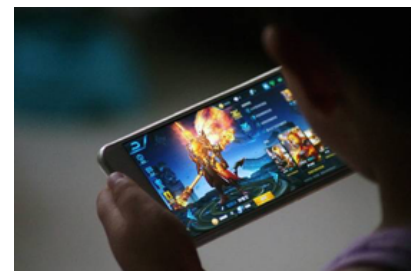
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2. Honor of Kings (王者荣耀)



Why it seems harmless:

- It's a flashy mobile MOBA game, stylised, popular across China and internationally.
- Colourful graphics and team-play dynamic make it look fun and social, not scary.

Inappropriate / risky aspects:

- It has been criticised for being “addictive” and dubbed “electronic drugs” in Chinese state media, because many young players were playing excessively.
- A civil society lawsuit claimed the game lowered the age limit and contained character designs they deemed too sexualised; also claimed spending and “lucky draw” events were designed to entice minors to spend money.

What to watch out for:

- Time spent playing: Even in China there are limits, but children elsewhere may play far more.
- In-game purchases and “lucky draw” mechanics (which resemble gambling) – children may spend without full understanding.
- Chat, voice, or social interactions: being in multiplayer with unknowns, risk of exposure to inappropriate language or behaviour.

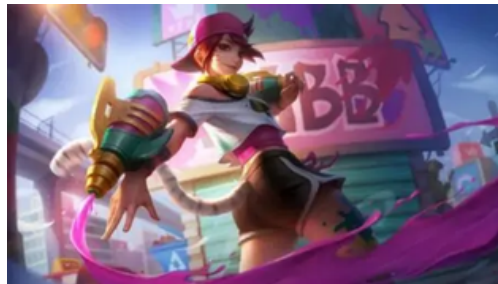
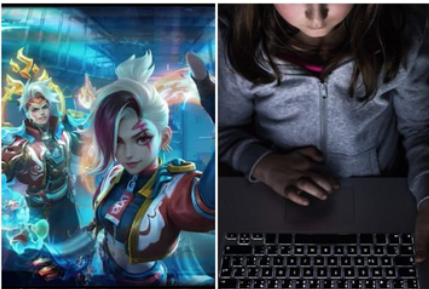
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Category: Toxic Chat and Bullying

1. Mobile Legends



Why it seems harmless:

- Very popular mobile MOBA globally (including Southeast Asia/Malaysia) – bright, competitive, fun with friends.
- The free-to-play model with skins and cosmetics makes it seem “just another harmless mobile game”.

Inappropriate / risky aspects:

- There are community reports of toxic chat, peer pressure around skins and spending, and account creation issues in Chinese server versions. For example, Reddit comments:
- A user noted for the Chinese server version: if you use a foreign ID or fake ID you trigger the “anti-addiction system for under-age”.

What to watch out for:

- Chat & communication: Public lobbies often include unknown players, voice/text chat can expose kids to bad language or inappropriate content.
- Spending: Even if cheaper than huge games, small purchases accumulate; kids may not fully grasp the cost.
- Addiction/time: The competitive nature means desire to “just one more match”, which may prolong screen time.

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Category: Peer pressure and body image

1. Roblox (and user-generated sub-games)



Why it seems harmless:

- Very much kid-friendly in appearance
- Large community, many simple games, dress-up/fashion modes, creation features.

Inappropriate / risky aspects:

- A recent report: the platform is “awash with age-inappropriate games and communities”.
- Legal/official concern: EU parliament, Australia’s e-Safety regulator flag grooming/sexual-exploitation risk inside the platform.
- Spending pressure: buying avatar items, keeping up with friends’ gear can contribute to body-/status-pressure.

What to watch out for:

- Use parental controls (e.g., restrict chat, set maturity levels)
- Overview which “experiences” the child joins
- Discuss peer-pressure around avatar/status.

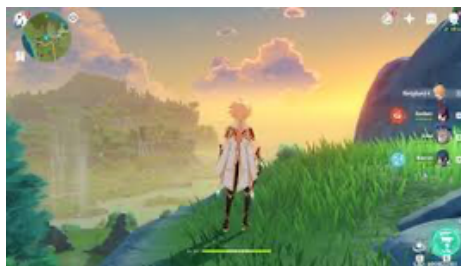
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Category: Data privacy

1. Genshin Impact (原神)



Why it seems harmless:

- Gorgeous anime-style open world game, vibrant, very high production values – kids and teens are drawn to it.
- Appears “just another adventure game” with story, characters, exploration.

Inappropriate / risky aspects:

- The U.S. Federal Trade Commission (FTC) found the developer HoYoverse (formerly miHoYo) misled children and teens in loot-boxes (“gacha”) and collected personal data from kids under 13 without parental consent. They settled for a ~\$20 million fine.
- In-game costs for rare “5-star” items can be very high (reports note up to USD \$475 for one character via gacha odds) → risk of children spending large sums without understanding.

What to watch out for:

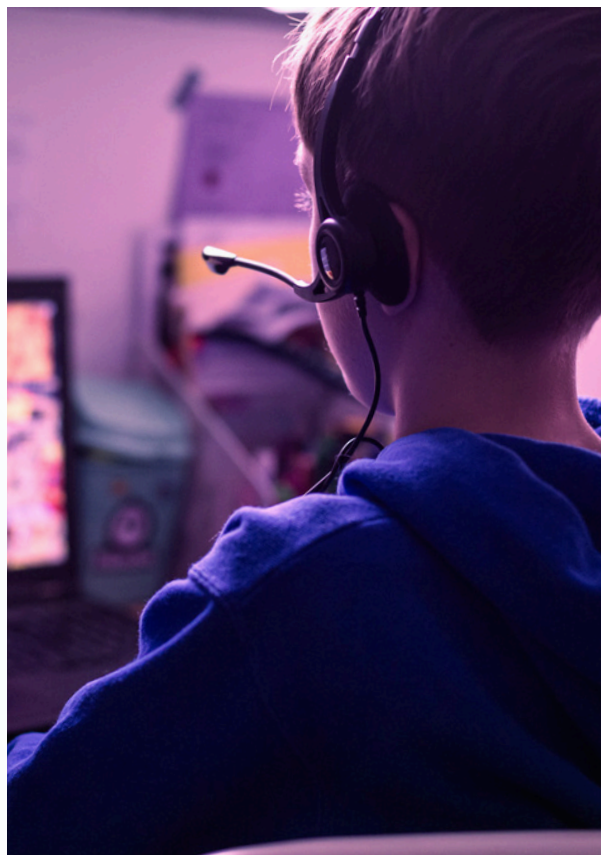
- In-game spending: Are kids asking for money to make these purchases or pressured to “pull” for rare characters?
- The gacha mechanics: Does the game encourage repeated spending/frustration because of low odds?
- Time-use: The immersive world can draw long hours, especially for younger players.

Healthy Gaming Habits

Essential tips for balanced screen time

Establishing **healthy gaming habits** is essential for children. Setting time limits encourages **balanced play** and helps kids develop other interests beyond screens, promoting well-rounded development.

Encouraging breaks during gaming sessions can significantly reduce eye strain and enhance focus. Parents should model positive gaming behaviors and engage in discussions about online interactions to foster healthy attitudes.



Key Statistics & Safety Tips

70% of kids

A staggering 70% of kids spend over three hours a day gaming.

Key Points

SCREEN TIME

Encourage **healthy screen time limits** to promote physical activity and reduce eye strain in children.

PRIVACY SETTINGS

Utilize **privacy settings** to safeguard children's personal information and control who can interact with them online.

PARENTAL CONTROLS

Implement **parental controls** to monitor gaming activities, ensuring appropriate content and protecting against online risks.

Steps for Safe Gaming

Practical advice for parents to support children



- Reminding them that not all games are as “safe” as they look — chat with strangers, public lobbies, spending traps are common.
- Encouraging them to play only with friends they know in real life, or in private rooms/lobbies when possible.
- Helping set screen-time/spending boundaries: e.g., ask for permission before purchases, set time limits.
- Talking openly about how social media (TikTok/Instagram) may push game trends, in-game spending, status/poses (like avatar trends) and that it’s OK to step back.
- Checking together: what games are on their device, what chat settings are on, who they play with, where they post about it.

Key Points for Parents

1. Know What They Play

Popular games like Roblox, Among Us, Fortnite, and Minecraft may look harmless but can expose children to strangers, inappropriate chats, or risky content.

➔ Check game age ratings and explore the games together.

2. Watch Out for Online Grooming

Predators can use in-game chats or “friend requests” to build trust.

➔ Keep chats private, and remind children never to share personal details.

3. Talk About Peer Pressure

Kids may feel pushed to fit in – whether it’s buying in-game items or copying trends on TikTok.

➔ Encourage confidence and digital boundaries.

4. Manage In-Game Spending

Many games use “skins,” “loot boxes,” or “V-bucks” to tempt players.

➔ Set spending limits and teach the value of money online.

5. Spot Red Flags in Games

Games may include unsafe chats, addictive features, or sexualised content.

➔ Use parental controls and review what games they access.

6. Promote Healthy Gaming Habits

Balance gaming with schoolwork, family time, and rest.

➔ Set daily screen limits and model positive use of technology.

7. Protect Privacy

Adjust privacy settings so only trusted friends can interact.

➔ Regularly check devices and accounts together.

8. Keep the Conversation Open

Children are safer when they feel comfortable talking about what they see online.

➔ Ask, don’t accuse – guide them with empathy and curiosity.

Objective of the “What Your Child Sees Online” Series

The “What Your Child Sees Online” series helps parents stay informed and confident in guiding their children through today’s digital world. It raises awareness of current social media trends and online risks affecting students aged 7 to 17, while offering practical tips for family discussions and safety.

Parents are also encouraged to **share any new online trends** or **concerns they notice**, so the school can keep this series current and relevant. Together, we can create a safer online environment for every child.

**For more information
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