

GAMING RISK SPECTRUM

This scenario-based activity considers levels of risk associated with products and in-game purchases in video/mobile games. It provides the opportunity to discuss how spending money on in-game items can be harmful, and what factors might increase or decrease the risk of experiencing harm.



TIME:
10-15 min



MATERIALS TO PRINT:
Gaming Risk Spectrum cards

METHOD

- 1** Provide the group with a set of Gaming Risk Spectrum cards.
- 2** Ask the group to put the character cards in order from what they consider the least risky scenario to the most. Emphasise that there is no right or wrong answer.
- 3** Go through the order they have chosen, starting from the least risky, asking participants to explain their answers. Discuss what factors they considered and why they think some scenarios are riskier than others.
- 4** Encourage discussion about the reasons young people spend money in games and with what money. Discuss at what point each of these scenarios could become harmful if they are not already.

Alternative options:

If it's a big group, you could divide it into teams and use multiple sets of cards. You could also give 1 card to each person and then ask the group to stand up forming a line to visualise where they would place each example.

Possible Follow-Up Activity:

5. Place each card around the room.
6. In pairs or small groups, as the participants to write a relevant harm reduction tip on a post-it note and stick it to the card it relates to.
7. Ask the group to share and discuss the tips they came up with and suggest.

GAMING RISK SPECTRUM

CARDS

Beth saved up her pocket money to pay for a new downloadable map in her favourite strategy game.

Alex saw a limited edition item that was only available to purchase for 1 hour. They'd already spent their weekly limit but decided to buy it anyway as it wouldn't be available again.

Amira stayed up the night before an exam playing her favourite mobile game, eventually she ran out of lives and made an in-app purchase on her account so she could keep playing.

Eric borrowed money from his friend to purchase several loot boxes, in the hope that he would get a rare item that he could sell for more money.

Theo spent the money his grandparents gave him on loot boxes, hoping to get a special item in his favourite game. He didn't get the item he wanted so decided to spend some of his savings thinking he was bound to get the special item eventually.