

## Schooltv.me

### This week's focus: Online Game: Fortnite- a special report from SchoolTV

**Access here:** [http://ipc.qld.schooltv.me/wellbeing\\_news/online-game-fortnite-special-report](http://ipc.qld.schooltv.me/wellbeing_news/online-game-fortnite-special-report)

The current craze sweeping the nation, is an online game called 'Fortnite: Battle Royale'. Unfortunately, this highly addictive game is impacting negatively on the behaviour of adolescent kids everywhere. Despite it being inappropriate for primary aged children, there are still many kids in this age group battling online and teachers are reporting changes in classroom behaviour.

It has been described as a "gruesome, Hunger Games-like video game" which, as of June 2018, had 125 million registered players worldwide. In the game, up to 100 players battle each other in a savage fight to the death using weapons such as rocket launchers, grenades, assault rifles, cross-bows, pickaxes and shotguns. Disturbingly, many players post their "top 10 kills of the week" on YouTube which get hundreds of thousands of views!

Increasing evidence of young players suffering psychological distress as a result of gaming is of great concern to parents. We hope this special report will prompt parents to reassess gaming allowances and better manage technology usage at home.

This week's special report is an [8 minute video overview](#) of the game by Dr Michael Carr-Gregg.



For many young people, the addictive nature of this game is having adverse effects on children's behaviour and affecting their mental health. With over 125 million registered players worldwide, this game encourages players to battle each other to death using a variety of weaponry.

With an age rating of 13+, this game raises many cybersafety concerns. Unfortunately, it allows unmoderated chat between players, leaving children exposed to be contactable by 'randomers' online. This function alone makes it unsuitable for primary aged children.

In light of last week's announcement from the World Health Organisation now recognising "gaming disorder" as a mental health issue, this special report will help parents gain a greater insight into Fortnite and the concerns surrounding it. Parents are encouraged to reassess their gaming allowances and better manage technology usage at home.

A reminder that if you have concerns about your child, seek medical advice or reach out to our College counsellors.

Regards

Mr Norm Kerley

