

LEARNING FEATURE – THE WORLD OF ESPORTS

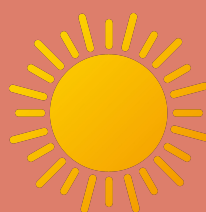
Esports or 'electronic sports' are best understood as competitive-level online video gaming. Esports players compete against each other for prizes, money and prestige. Any video game with the potential for competition can become an Esport - FIFA, Call of Duty, Hearthstone, Fortnite and Rocket League are some examples. So what are the risks?

- Inappropriate and distressing content through watching or playing.
- Unhealthy spending habits through in-app purchases
- Connecting with strangers
- Unhealthy amount of screen-time
- Emotional dysregulation through losing or not performing well

Click [here](#) to view a beginners guide to Esports.

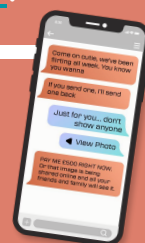
WHAT IS YUBO?

Yubo is a live-streaming platform designed to help users meet new people, users can connect with others based on interests, location or gender. Users are sorted into one of two primary communities - ages 13-17 and ages 18+. The app comes with a range of risks, from adults trying to access the younger community to talk to teens to young people making in-app purchases to create more buzz around their profile. Click [here](#) to read more.



SUMMER SCREEN TIME...

As we approach the summer holidays, young people will have more free time and therefore naturally spend more time utilising digital devices. It is important we support young people in developing healthy habits while promoting their safety online. Here is a [guide](#) on how to manage screen time and access to SWGfL's [Digital Wellbeing Hub](#).



ONLINE SEXTORTION...

The risks around sextortion have been discussed in a previous bulletin, however recent reports show just how often this is happening to children and young people. Nearly two-thirds 'gen-Z' teens have said they or their friends have been the targets of sextortion. INEQE have published an information guide on sextortion with useful help and advice, click [here](#) to see it.