ISSUES AROUND ONLINE GAMES

MINECRAFT
- Unsafe public servers
- Cyberbullying in multiplayer worlds
- Can lead to long play sessions

FORTNITE
- Normalisation of guns
- Constant pressure to buy skins
- Exposure to swearing and abuse via chat

ROBLOX
- Exposure to inappropriate content
- Contact with strangers/grooming risk
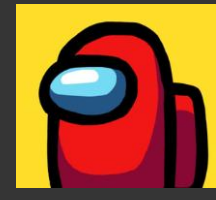- Excessive screen time

FIFA
- Aggressive opponents
- Loot boxes mimic gambling
- High spending to stay competitive

CALL OF DUTY
- Realistic violence not age-appropriate
- Highly addictive play
- Risky voice chat with older players

AMONG US
- No chat filters
- Easy to join games with strangers
- Gameplay encourages lying and manipulation

ANIMAL CROSSING
- Unmoderated player visits
- Daily play can feel "mandatory"

BRAWL STARS
- Cartoon-style but constant violence
- Prompts to spend
- Competitive frustration or stress

CLASH ROYALE
- Addictive gameplay
- Paid upgrades create unfair advantage
- Risky chat with random opponents

POKEMON UNITE
- Peer pressure
- Pay-to-win boosts
- Voice/text chat can be toxic

SUBWAY SURFERS
- Unfiltered ads
- Encourages in-game purchases
- No end; can play for hours

PRODIGY
- Learning tied to paid content
- Collects personal data
- More game than educational tool