# **The Gaming Industry:**

Note: This is an example resource only. The Framework of Outcomes for Young People and Youth Work Curriculum Links are not included within this example, nor are the aims, outcomes and resources needed to run the activity.

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| **Activities:** |
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| **Stand up if:**  Read out the statements. Young people stand up if they agree with the statement or if it applies to them.   1. I know what a loot box is 2. Spending money on a loot box is a good way to spend your pocket money 3. Gambling style features like roulette wheels should not appear in kids’ games 4. I play games on a mobile or tablet 5. I have spent money on an in-game item 6. I use virtual currency 7. I use real currency to buy virtual currency 8. I have bet on skins. |
| **Human Line:**  Pose the following questions and ask young people to stand in a line according to how much they agree or disagree e.g. if they strongly agree stand to the left/if they strongly disagree stand to the right etc. Young people should justify their position (see resource 1 for additional info). It is important to explore cultural differences here as this will give a wider range of viewpoints.   * Can gaming be like gambling? Why/why not? * Should you be allowed to spend real money within games? * Could spending real money be harmful? * Are there enough regulations? What are the regulations? |
| **Exit ticket:**  On the post it note, write down one new thing learnt during the session. |