

# ONLINE GAMING

So what can you do to encourage your children to use online gaming sites safely...

- It's a good idea to keep the computer in a family room. This is so you as a parent can monitor the games your child is playing online, to ensure they are age appropriate, and also so your child won't engage in activities that could put them at risk. You might also be able to reduce the temptation of your child to spend hours on these sites at any one time.
- It's best that if your child wants to use gaming sites, they think of a nickname to use rather than their real name. Adults with a sexual interest in children will pose as children themselves and use gaming sites to engage with a child. Children and young people should be aware that some people they meet online and play games with may not be who they say they are, so they need to be careful not to give out any information about themselves.
- As a parent, it's vital that you talk to your child and make sure they know how they should behave when they are gaming. They should be encouraged to not accept cheats or talk to people they don't know in the real world. And if anyone asks them to do anything that makes them feel uncomfortable, they should tell a trusted adult or report their suspicions at the [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk) website.

## A whole new world

Online language can be quite baffling to the uninitiated! Below you can see some of the acronyms and terminology used in gaming

- **Aggro:** Slang for attack, usually by a hostile creature, and used as both a noun and a verb. If you wander into a hostile creature's "Aggro radius," chances are it will attack you. If you're with a group, usually the stoutest warrior character goes in and takes the first aggro to distract the monster.
- **Buff:** A temporary increase in the powers or abilities of your character.
- **Character:** The person you control in the game. In many games, you can have more than one, so there might be more characters appearing in the game over time than there are players logging on and off.

- **Con:** Short for consider. Most games will tell you how strong an opponent is compared to how strong you are—and whether you have a chance of winning a battle with them. All smart players check this information before a fight.
- **Ding:** To gain a level in experience. Players who advance in levels often say "ding" in chat, either to inform their team mates or just to gloat.
- **GTG:** Acronym for Good to Go. Means you're ready for whatever's next.  
**Loot:** In-game items. You can loot items from fallen players in some games, or take the loot from foes after a victory. You can keep the loot if it's something your character can use, or sell the loot for currency to buy something you can use. Used as both a noun and a verb.

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