



New Online Harms Laws

**Online Safety Bill becomes LAW
from October 2023**

What does this mean?

Laws have been introduced to hold social media companies accountable for the safety of their users..

This includes the re-introduction of robust Age Verification processes which will come to Social Media Platforms and Adult Websites in the very near future.

Find out more here:

[LINK TO GOV WEBSITE](#)



TikTok makes changes for all users under 18



TikTok has made the first of many planned changes to how the app will interact with its younger users. The first step, whilst working with Online Safety Experts such as ourselves on this, was to change some default settings for those aged 17 and under to protect their users better.

- **Restricting who can comment on their videos - users will be able to choose whether their 'Friends' or 'No One' can comment on their account, but the option for 'Everyone' to comment will no longer be available to under 16s**
- **Changes to the Duet and Stitch settings - these popular features will only be available to users aged 16 and over. The default setting is also changing to 'Friends' for those aged 16-17**
- **Changes to the rules on downloads - users will only be able to download videos created by content creators aged 16 and over. For those aged 16-17, the default setting will now be changed to 'Off', although they can still enable downloads**
- **The "Suggest your account to others" will be automatically set to 'Off' for users ages 13-15**

The next stage is to introduce "Maturity Filters" which is a feature being worked on currently and should be live before Christmas in the UK. This will limit what content your child sees on the platform.

[HERE](#)

Family Link



If Not now...

WHEN?

Part 2

28% of children aged 7-15 say they continue to hear in their minds, rude language that has been said during games (directed at them), after they've finished gaming.



With the research we have completed this year, one major issue we identified are indicators to longer term traumas. The most important way to protect against this is through positive, non-judgemental conversation, and not allowing excessive exposure to these feelings they may be experiencing so that it doesn't become normalised in their bodies and stop talking about it or seeing it as an issue

12% of 9-15 year olds have live streamed on a social media platform, 7% do it on a regular basis.

Live Steaming is becoming a normal way of communicating on social media platforms but this also comes with it's own risks. Importantly, across all social media platforms you risk a ban from the platform if you Live Steam under the age of 18. This is because of the interactions that are common, such as requests to do certain tasks or having an open and public conversation with someone who is watching you.

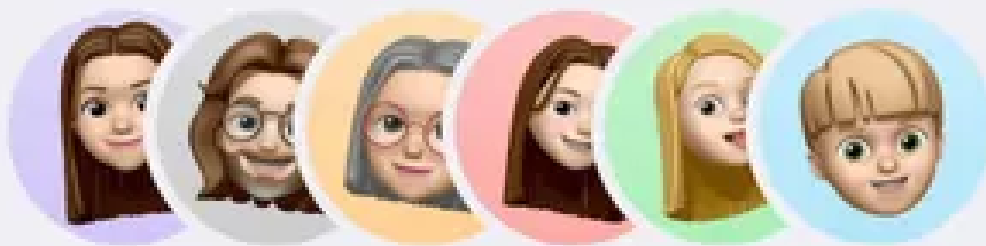




9:41



< Settings



Family



Jake

Age 7



Jesse

Age 11



Marisa

Age 15



Elizabeth

Adult





Friday Night At Freddy's - The Movie

Often referred to by kids as "FNAF" has very recently had a film released which many will see clips of through YouTube & TikTok. This is a film based on some 'iconic' games that will raise the profile of these free to obtain games on console. The issue here is, the much younger generation will likely find these games scary.

What can you do?

If you see your child watching the clips, looking to download the game or playing the game, talk to them about how it makes them feel. Many describe nightmares because of the game and help them identify that this game may not be best for them.

Fortnite OG - Bringing back record numbers of players to the game

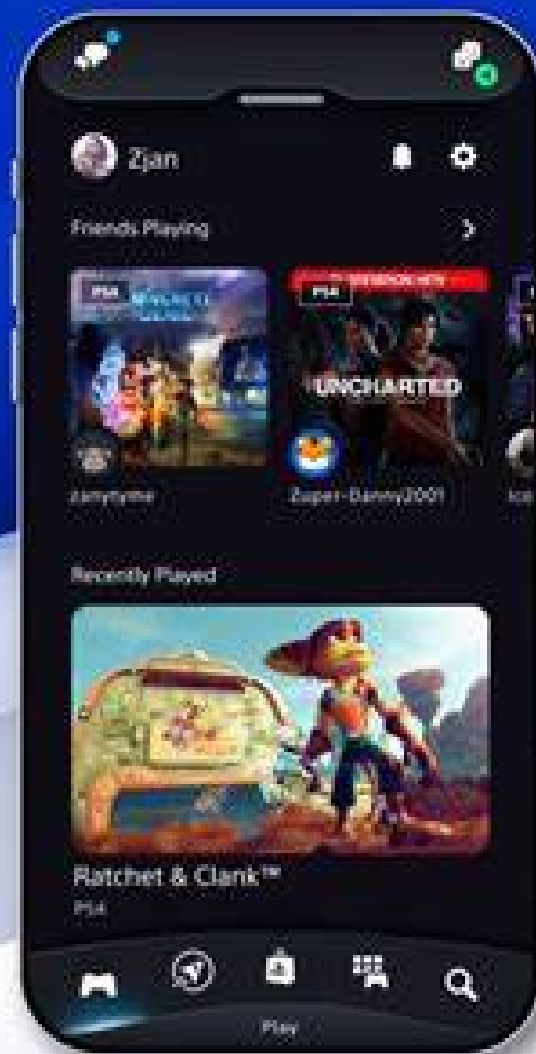
Epic Games continues to pull some of the best marketing stunts to entice gamers back. With a reboot of the original game and using a tonne of well known streamers to promote it, Fortnite has risen to the highest playing numbers since it was released in 2017.

The conundrum continues with Fortnite, being so popular many kids will play the game but **can they handle it emotionally?** This is the issue we are finding,

Ask yourself, when they play the game, are they getting angry or upset, do they look extremely tense? Is there anxiety around not playing and missing out? These are signs your child isn't emotionally ready for the game, even if they think they are.



EXPERIENCE PLAYSTATION APP



FAMILY SETTINGS

NEW Useful Guides

Every month we produce new guides and blogs about important topics. Take a look at these five for this month.



[Benefits of Gaming](#)



[Fortnite](#)



[YouTube Shorts](#)



[Cyber Trauma](#)



[Snapchat](#)

Nintendo



NINTENDO SWITCH™ Parental Controls



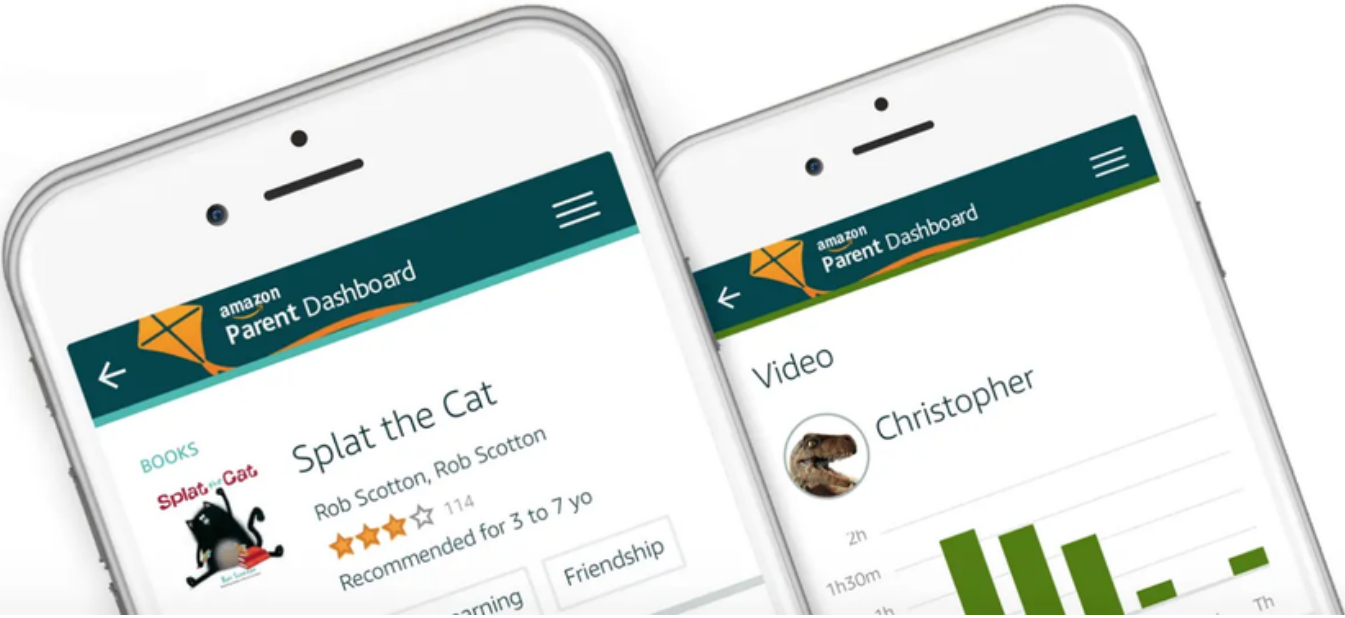
amazon Parent Dashboard

Discover & Connect

Amazon Parent Dashboard lets parents discover the books, videos, educational apps, and games their kids enjoy. Discussion Cards help parents start conversations and make connections with kids about these titles.



Get Started



Online Safety Bill causes the axe of one of the most well known “sexual predator website”

For those that have had information from us for a while will have heard us talk about Omegle for years. It was a website and app that you can randomly video chat with any user across the world. It was widely reported that grooming and other sexual abuse was occurring on the website on a regular basis including many high profile court cases involving users that were victims on the app.

Because of the Online Safety Bill, and it's very strict new laws around safeguarding children. It was impossible for Omegle to stay “live” safely, without falling foul of the laws. The owner has now announced the website will be shutting down, as they cannot accommodate the changes to law for their website.

Statement:

Founder Leif Brooks said that operating the website was "no longer sustainable, financially nor psychologically".

"There can be no honest accounting of Omegle without acknowledging that some people misused it, including to commit unspeakably heinous crimes," he said.

"As much as I wish circumstances were different, the stress and expense of this fight - coupled with the existing stress and expense of operating Omegle, and fighting its misuse - are simply too much.

"Frankly, I don't want to have a heart attack in my 30s."



With Snapchat AI becoming 'part of the day to day' for it's users, a robot that acts like a person, learns to mimic your mannerisms and even asks after you, it's now been announced that the AI being used has had an upgrade. This means it's interacting with the world live, rather than historic information. It knows what's happening around the world and will encourage you to talk about it. **And remember - you can't remove Snapchat AI without PAYING to remove it.**



Say Hi to My AI!

What is this AI?



This Artificial Intelligence is effectively the brain of the internet. We tend to refer to it as Siri, or Alexa, but this is a far more diverse, interactive and intelligent form of AI than it's predecessors. It means you can ask it a question about the world, or search for a solution for a problem and it will instantly, and descriptively answer the question. But this version also learns YOU, it learns your mannerisms, your wants, your likes, your needs and adapts itself accordingly to each individual user.

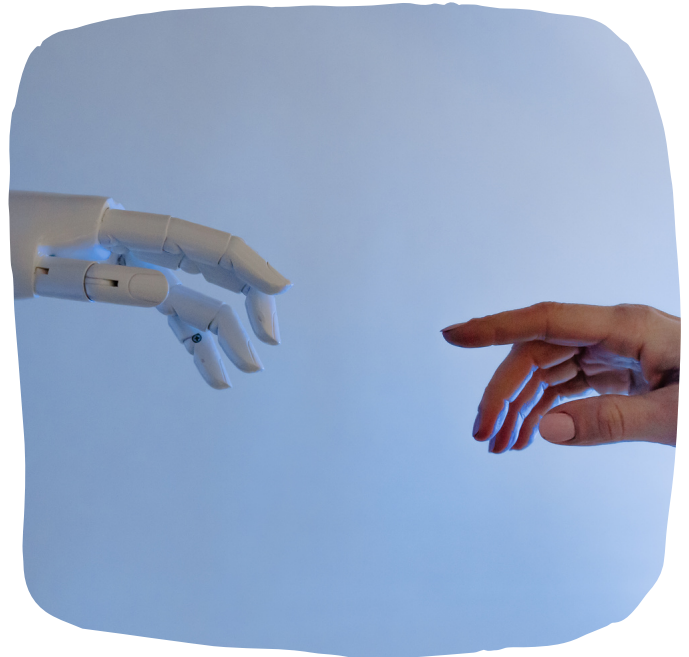
WhatsApp, Instagram & TikTok are following the trend



With the Snapchat AI becoming so well used and popular, other platforms have now announced they will be taking the steps to implement it into their platforms. This means that it will feature in regular apps more and more, with a use case of being able to provide facts easily, or talk to about day to day things.

How long before AI becomes a friend?

This is a major concern for us, as we begin to see a shift in conversations and how children express themselves, AI is well positioned to take the form of a friend who keeps their secrets. It's important for children and teens to understand that this is an emotionless robot that has no regard for your feelings or thoughts, no matter how it presents to you in a chat.



What is it doing with the data you give it?

Every conversation you have, everything you tell it, or ask it, is stored by the owner of the app and used to sell on to other providers as per their terms and conditions, plus it used anything you tell it to pump into the algorithm so that you get more content and ads based on the things you've been talking about. It's your data, you own it, but the app companys store it and if you don't want this, you must request for it to be removed via the companys website.