Playing video games is one of the top leisure activities in Europe and they are enjoyed by both adults and children. For parents, prior knowledge of a game’s content is important. While most games are suitable for most players (rated 3 or 7), there are many that are only suitable for teenagers. A smaller proportion of games (less than 10%) is specifically made for adults only and are rated PEGI 18.

The video games industry has long been committed to age ratings. The PEGI system was launched in 2003 and its efficiency is based on its ability to provide the consumer, at the time of purchase, with appropriate advice. The rating considers the nature of the content, and the recommended age suitability is based on criteria developed and continuously assessed by experts.

PEGI is used and recognised throughout Europe – games rated by PEGI are found in more than 35 countries today – and it has the enthusiastic support of the European Commission. It is considered as a model of European harmonisation in the field of the protection of children.

It isn’t always easy for parents to make choices about video games, especially if they are not entirely familiar with games culture. Nevertheless, it is up to parents to decide what their children are allowed to view or play.

HERE A FEW HELPFUL TIPS:

1. Always look for the PEGI age rating on the game package or the digital storefront.

2. Try to look for a summary or review of the game online. Ideally, play video games with your children – it’s the best way to learn about them.

3. Watch over your kids when they play and talk with them about the games they play. They will be happy to explain what they like about them. Explain why you think certain games may not be suitable.

4. Agree with your children on certain limits (age, time, spending, online interaction) and if necessary apply them by using parental control tools.

5. Online games are played in communities allowing players to interact with unknown fellow players. Tell your children not to give out personal details and to report inappropriate behaviour.
HOW CAN I SEE IF A GAME IS SUITABLE FOR MY CHILD?

The age rating of the game is shown on the front and back of the box and in the digital store. It is often shown in game advertising and can be found in the PEGI database on www.pegi.info.

Do not hesitate to ask for the advice of retailers who are qualified to give information on PEGI. This way, you can be sure that the video game your child will be playing is age appropriate.

TWO LEVELS OF INFORMATION TO GUIDE YOU

An icon that indicates the minimum recommended age.

IMPORTANT: The PEGI rating considers the age suitability of a game’s content, not the level of difficulty.

A series of content descriptors

- Violence
- Bad Language
- Fear
- In-game Purchases
- Drugs
- Sex
- Gambling
- Discrimination
- Game contains depictions of violence
- Game contains bad language
- Game may be frightening or scary for young children
- Game contains the option to purchase items or premiums
- Game depicts the use of drugs (including alcohol and tobacco)
- Game depicts nudity, sexual behaviour or sexual references
- Games that encourage or teach (simulated) gambling
- Game contains material which may encourage, discrimination

For more information, go to: www.pegi.info/parental-controls

Download the PEGI App

PARENTAL CONTROL TOOLS

It’s important for parents to enter into a dialogue with their children about the games they like to play. In order to set boundaries, parental control tools can be a helpful instrument for that conversation.

All gaming platforms and devices (consoles, handhelds, smartphones and tablets) are equipped with parental control systems, allowing parents to monitor or control their children’s gaming behaviour according to various parameters. With these control tools, parents can:

- Select which games children are allowed to play (up to a certain PEGI age rating).
- Monitor and limit the use of digital purchases.
- Control the amount of time that children can spend playing games.
- Limit access to internet browsing by applying a filter.
- Control the level of online interaction (chat) and exchange of data (user-generated content).