



EMPOWERING PLAYERS AND PARENTS TO MANAGE SPENDING IN VIDEO GAMES

With more than 51% of the European population playing video games across all age groups, Europe's video games industry continuously strives to ensure a transparent and safe online gameplay environment for players, and children in particular, and to empower parents and guardians with easy to use tools.

All major video game platforms provide tools to parents and guardians to manage children's spending within the video game, so that children do not engage in any financial transactions without the consent of parents. These tools, often called [parental control tools, or family settings](#), developed by the industry, are available on every major platform and device. They are frequently updated to match users' expectations, making them easy-to-use, increasingly with customised features allowing each family and player to find the right balance. Many tools have default settings where spending is set at zero for child accounts.

We believe **parental autonomy must be respected**.

It is the parent who decides whether their child is allowed to make a purchase or not. Parental control tools as provided by our membership enable such parental autonomy. We have a responsibility to empower parents with tools that can help them set rules that work for them. As such, parental controls can be tailored by parents in the best interest of their child. Education is needed so that parents engage and use the controls if they consider them appropriate for their child.

ISFE and members are committed to providing **clear and transparent information to players and consumers** if purchases can be made within the game. All video games rated through the rating bodies PEGI (Pan European Game Information) both for physical and digital video games and IARC (International Age Rating Coalition) for digital-only games, provide information about the presence of in-game purchases prior to purchase. In 2020, PEGI added an additional label to provide greater transparency for in-game purchases that include [random items](#) (such as loot boxes, card packs or prize wheels). This information is displayed as a notice on physical packaging and on digital storefronts.

It is not only about spending. In addition to restrictions related to spending of money in the game, the [parental control tools](#) can be used to limit play time, the type of games that can be accessed according to age rating, and the online interactions that the child can have. We believe that all these features are equally important. It is part of the everyday work of the industry to inform players, parents and carers about the tools they have at hand and to encourage their use. ISFE's national members have launched information and [education initiatives](#) across Europe in local languages to inform about the tools, about video games that are popular and importantly to support parents and players.

PARENTAL CONTROLS AT YOUR FINGERTIPS

Click below to view more

 <p>Mobile app</p>	 <p>Family management - PS5</p>	 <p>Family Settings app</p>	 <p>Other devices and platforms</p>
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CHILDREN, IN-GAME SPENDING AND PARENTAL SUPERVISION

Source: GameTrack in-game spending survey; November 2019

<p>85% of parents who allow their children to spend money within a video game, have agreements in place with their children on their in-game spending.</p>	<p>97% of parents claimed they used some form of method to manage or monitor their child's in-game spending; among those who have an agreement.</p>	<p>15% of parents who do not have agreements in place regarding spending say it is an educated choice.</p>
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