DIGITAL SCHOOLHOUSE

PRESS RELEASE

Research shows kids are clued in when it comes to e-safety

Over 2,000 children give their views on e-safety for Digital Schoolhouse's report

- 90 percent of pupils recognised that e-safety is an issue of importance
- Only 2 percent of pupils said they had no confidence at all in their own ability to stay safe
- 77 percent of pupils know where to find information on how to play games safely and responsibly
- 80 percent of students who play games online know where to find information on playing safely and responsibly, compared to 59 percent of those that don't play games online
- Only 19 percent of students said that their parents set limits about their time spent online and actually enforced it. 35 per cent of students said there were no limits at all
- 63 percent of parents talk to their children about staying safe online

Today, non-profit initiative Digital Schoolhouse released its latest research report, *Online Safety: A Pupil's Perspective*. Over 2,000 pupils aged 12 - 13, from schools across country took part in the survey, the findings of which are outlined in the report.

The report revealed that 90 per cent of pupils recognise that e-safety is an issue of importance. It also revealed that almost all respondents (98 per cent) are confident to some degree in their own ability to stay safe online.

Of the students surveyed who play games online, 80 per cent knew where to find information on how to play games safely and responsibly, compared to 59 per cent of those that don't play games online.

When asked about parents' involvement in their e-safety practices at home, a high percentage (63.4) of parents talk to their children about staying safe online, and this number was higher for girls that it was for boys. Yet only 19 percent of students said that their parents set limits about their time spent online and actually enforced it. A further 35

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per cent of students said there were no limits being set at all. A knock-on effect is that pupils who felt that limits were either not set or enforced were the least likely to have updated their privacy settings on games consoles.

Shahneila Saeed, director of Digital Schoolhouse and head of education at Ukie, the games industry trade body, said: "It's reassuring to see how intuitively and smartly a lot of children are behaving when it comes to staying safe online. It reflects the impact of the excellent work that schools and industry are doing in this space.

"But we still have a lot of work to do when it comes to e-safety. The report and feedback from pupils has indicated that many parents have a knowledge gap when it comes to certain e-safety measures, particularly around privacy controls. And with an overwhelming 55 per cent of pupils saying that they would speak to their parents first if anything happened online that concerned them, they need to be even more vigilant in ensuring their online safety knowledge is as thorough as it can be.

"The survey has helped us to identify the areas we need to work on and has raised questions about the need for both a greater collaboration with parents and a national conversation about what else we can do ensure young people remain safe online."

Digital Schoolhouse is a non-profit organisation delivered by Ukie and powered by PlayStation®. It enables secondary schools (Digital Schoolhouses) to deliver creative computing workshops to visiting primary school pupils to help revolutionise computing education. The initiative was created to help provide vital links between industry and education in order to collaboratively prepare the next generation for a digital age.

The report was released at the Digital Schoolhouse's annual panel discussion, which this year asked, "Can our tech industry do more to facilitate a safer online experience for the end-user?". The discussion was chaired by Keza MacDonald, video games editor at The Guardian, and panelists included: Stuart Wright, chief technology officer, SEGA Europe, John Constable, headteacher at Langley Grammar School, Will Freeman, video games journalist for Ask About Games, Gianni Zamo, communications officer for the VSC Ratings Board and Caroline Hurst, director of education, Childnet International. A pupil panel discussion addressing the same question also took place in order to hear and compare different viewpoints.

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Ubisoft, a leading creator, publisher and distributor of interactive entertainment and services, with a portfolio of brands, including *Assassin's Creed* and *Just Dance*, was also announced as Digital Schoolhouse's newest sponsor at the panel discussion.

Giselle Stewart, director of UK corporate affairs at Ubisoft, said: "We're very pleased to be working with Digital Schoolhouse in the UK. The initiative perfectly bridges the gap between education, computing and the wider creative industries to help inspire students with the skills they'll need to succeed in a digital age, and what better way to inspire and engage them but learning though games?".

To view the entire report, please click here or visit http://www.digitalschoolhouse.org.uk for more information.

~ENDS~

Notes for the editor:
About Digital Schoolhouse
The not-for-profit Digital Schoolhouse programme, powered by PlayStation®, uses play-based learning to engage the next generation of pupils and teachers with the new Computing curriculum. Digital Schoolhouse is delivered by the UK games industry trade body Ukie and was originally seed funded by the Mayor of London's London Schools Excellence Fund (LSEF).

Each Digital Schoolhouse is based in a school, college or university environment, and aims to work with a growing network of local primary and secondary teachers to deliver creative and cross-curricular computing lessons using play-based learning. Through this, it supports the new Computing programme of study for the national curriculum in a way that leaves pupils and teachers feeling inspired about, and engaged with, computing and the wider creative digital industries.

The workshops put theory into practice and help teachers embed it with ongoing personalised support and continuing professional development (CPD). The programme has been accurately described as a 'bridge between education and industry' – and a good one at that.

About Ubisoft
Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming

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experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2017-18 fiscal year Ubisoft generated sales of €1,732 million. To learn more, please visit www.ubisoft.com.