



There's a very good chance you've heard of Minecraft. The block building phenomenon is, arguably, the most beloved video game of all time which has managed to maintain its popularity since its first release back in 2011. Nine years later, it still has a huge userbase of 112 million people playing the game every month. Accessible to those 7+, Minecraft can be a gateway into a world of learning and exploration which encourages players to use their imagination to build three-dimensional worlds with virtual building blocks. While Minecraft is considered relatively safe generally speaking, there are some safety precautions parents may want to consider before allowing their children loose on the game.

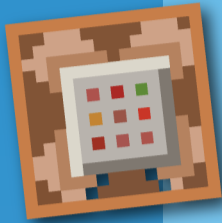


What parents need to know about MINECRAFT



OPEN TO HACKING

Hackers can be a real problem in any online game, including Minecraft. Some individuals can access other people's games to disrupt their play time, or even worse, access private details about players such as their names, email addresses, dates of birth and so on. It would be incredibly rare and unfortunate to encounter a player like this, but it does happen and must be taken as a serious risk.



CONTACT WITH STRANGERS

Most players aged 7 and over will be able to play the game comfortably and, whilst creating an account does ask you to input your date of birth for confirmation, there's no way to check if the information is correct nor to check someone's real identity. This could mean that children younger than 7 could access the game. However, what is more concerning is that adults pretending to be children could theoretically be using false information to access the game and be interacting with your child.

'SCARY' CHARACTERS FOR YOUNGER GAMERS

For the most part, Minecraft is not a scary game. Despite this, there are certain characters in the game that younger children in particular may find frightening. Creepers, zombies and various other 'baddies' can be commonplace in some parts of the game and young minds may find it difficult to disassociate them from real life once they switch off the game.

RISK OF GRIEFING

Griefing is when someone purposely upsets another player during the game. This can be done by ruining somebody's creation or generally doing something to spoil someone's gameplay and can essentially amount to a form of cyberbullying. In open servers, or even private ones among friends, it can be difficult to keep track of who's saying what, and an innocent comment in one person's eyes could be seen as bullying by somebody else. Stealing supplies, destroying things that take hours to build and harassing innocent players can all be commonplace if care isn't taken.

ADDICTIVE NATURE

Minecraft can be an incredibly exciting game but it can also be very addictive. Too much time on the game could impact on your child's behaviour, causing them to become irritable or angry when being asked to stop playing. This might suggest it might be time to enforce some time away from the game. Addictive behaviour can be compounded at a young age and encouraging gaming in moderation is always recommended.



Safety Tips for Parents



BLOCK STRANGERS AND UNWANTED CONTACT

Despite the fact that private messages can no longer be sent in the game, strangers may still attempt to interact with your child. From the pause menu, players can block chat and friend requests from others in the game. This causes any profanities, email addresses and phone numbers to become automatically blocked, meaning it's harder for people you don't know to potentially contact your child.



LEARN FROM YOUTUBERS / TWITCH STREAMERS

There are a lot of Minecraft focused YouTubers and Twitch Streamers that offer a huge variety of fun, engaging content. Many of them focus on making videos specifically for younger audiences, which don't include bad language or anything scary. If you're unsure about the game, check out some of the biggest streamers and more importantly, ask who your children like. This will help you to understand what the game is about and also make sure that your children are watching age-appropriate content online.



PLAY IN CREATIVE OR PEACEFUL MODES

Playing the game on Creative or Peaceful mode ensures that the experience is strictly safe. Peaceful mode allows children to explore with friends without having the survival element of normal Minecraft, while Creative mode allows imaginations to run wild with unlimited resources, encouraging creation of vast, personalised worlds. There really are no limits as to what can be accomplished and getting involved yourself can make it a great way to bond with your child and give you a long-term project to complete with them.



MONITOR GAME TIME

Being able to play on a wide variety of platforms can be beneficial however it can also make it more difficult to put the game down. Play time should be monitored and it's always a good idea to talk to your child if you feel they are spending too much time on the game or showing signs of addictive behaviour.

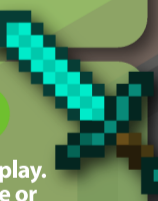


CREATE A PRIVATE SERVER

The best way to avoid unwanted strangers or griefers in a server is to simply create your own. Private servers do exactly what they say on the tin by offering a safe, secure place for children to play and create with their friends, free from outside interference. They (and you) control who is allowed in the server and what kind of things they can do in it, making it the closest thing Minecraft offers to parental controls.

LEARN TO PLAY YOURSELF

Minecraft is an incredibly easy game to pick up and play. Furthermore, it doesn't require an expensive console or computer, with versions available for smartphones and tablets. Learning to play yourself and playing alongside your child is the best way to understand the game and will help to put your mind at ease in respect of what your child is viewing and who they may be interacting with.



CREATE SERVER WHITELISTS

Names you know to be safe, like your child's friends or relatives, can have their accounts whitelisted as safe. Essentially, this means that server moderators can create a community made up of people they know to be friendly and children will only be playing alongside people both they and you know, reducing any risk of contact with strangers or experiencing griefing.



Meet our expert

Mark Foster has worked in the gaming industry for 5 years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.

