What Parents & Carers Need to Know about

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First released in 2017, Fortnite has become one of the most popular games in the world. It currently has around 350 million registered players. Developed by Epic Games, it began life exclusively as a 'battle royale' contest, where up to 100 online player characters would fight – with weaponry including rifles, handguns and rocket launchers – to be the last one standing. Today, it features multiple modes which each offer something different (although some modes, such as 'Save the World', are only available on certain platforms).

REPEAT SUBSCRIPTIONS

COMPETITIVE COMMUNITY

POSSIBILITY OF SCAMS

USER-CONTROLLED CONTENT

Advice for Parents & Carers

STAY AWARE OF SPENDING

Free-to-play games (that is, ones without up-front costs) can still be big financial drains. In Fortnite, for example, the Battle Pass – a set of rewards to improve players' experience in the game – can be either earned through playing or bought with real money (with additional incentives for the latter). With supervision, however, this can be a great lesson in money management for young people.

ENCOURAGE BREAKS

Gaming sessions can reach marathon lengths, especially when your child is on a winning streak and doesn't want to stop. Sitting in the same position for hours isn't healthy, of course, but it's an easy hobit to form. Encouraging young ones to break regularly for drinks and so on will help them stay hydrated, rest their eyes

TALK ABOUT TALKING

DISCUSS OTHER APPS

Games like Fortnite can lead on to third-party apps (Discord, for example) where players can join a voice, text or – in some cases video chat about the game. Certain add-ons also let children tal with other players from their local area, which clearly presents o

Meet Our Expert

Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websi with event coverage, reviews and gaming guides. So worker of Lunawolf Gaming and is currently working on varior gaming-related projects including game development and writing non-fiction books.







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