

# Playing for free?

Consumer education about playing online

A product from the European Consumer Centres



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# Follow Theo, Andreas & Anna

## Tricks and traps online

This educational material is about learning about situations that might happen in games online.

A lot of kids play games online today. And in this material, we will talk about situations that might happen when you are online, on your phone or computer.

The movie is about three kids that are playing games on their phones. Follow Theo, Andreas and Anna when they find out what can happen online.

[Watch Plying for free?](#) on YouTube



# First episode: Playing for free?

1:53 minutes

To understand the content of this episode you need to understand the following words. Translate the words into your own language.

Words to know in the first episode:

- Wood
- Buy
- Bucket
- Designed
- Spend
- Developers
- Apps
- Currency
- Weekly allowance
- Downloaded
- In-game currencies



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# What do you think Theo should do? Should he buy the purple diamonds?

First episode

Left side of the classroom:

Yes, Theo should buy the purple diamonds



Right side of the classroom:

No, Theo should not buy the purple diamonds



# Do you think it is okay to spend money in a game to continue playing it?

## First episode

The left side of the classroom

Yes, I think it is okay to spend your own money to continue to level up in a game.



The right side of the classroom

No, I don't think it is okay to spend your own money to continue to level up in a game.



# Have you ever bought things in a game?

First episode

The left side of the classroom

Yes, I have bought things in a game



The right side of the classroom

No, I have not bought things in a game



# Discussion

## First episode

Watch the rest of episode one. Have a discussion in smaller groups for one minute.

1. Many games are designed to make you spend your money. Do you play games where you have to spend your own money to continue playing the game?
2. Would you spend your whole allowance on a game like Theo did? Why or why not?

What did you discuss in your group? Prepare an answer.



# Second episode: Subscription traps

1:45 minutes

To understand the content of this episode you need to understand the following words. Translate the words into your own language.

Words to know in the second episode:

- Getting trapped
- Subscriptions
- Repeated payments
- Browsing
- Advertisement
- Popped up
- Downloaded
- App
- Payment card
- Validate
- Free trial period
- Bank account
- Signing up
- Terms and conditions





# Two and two discussions

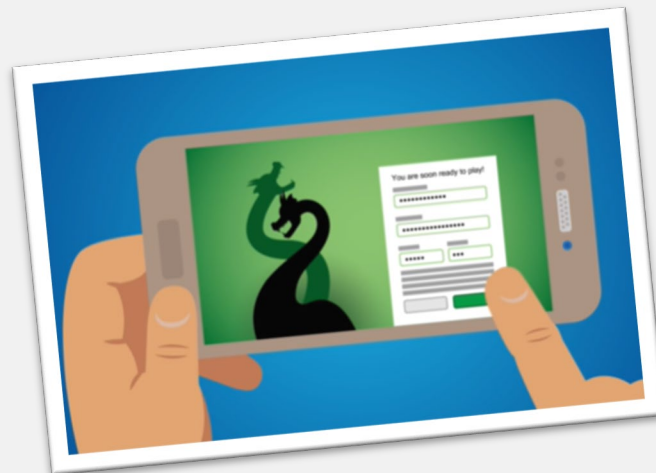
## Second episode

1

You will be paired two and two. Discuss the following questions for one minute:

- Is there such a thing as a “free” trial?
- Do you think it is ok for a game company to use (hidden) subscriptions?

Prepare to present what you talked about with the whole class after your discussion.



2

Watch the rest of the second episode of the movie. Prepare to have a discussion with your whole class about the following questions:

- Do you subscribe to anything? It can for example be a magazine or a tv subscription like Netflix or Disney or maybe a game that you like.
- Have you ever been offered a free trial of a game or something else?
- Do you know what terms and conditions are?

# Third episode: Buying a game – with what?

2:21 minutes

To understand the content of this episode you need to understand the following words. Translate the words into your own language.

Words to know in the third episode:

- Advertisement
- Skip all the ads
- Connects
- Social media account
- Reinstalls
- Personal data
- Gaming company
- Analyzing
- Selling



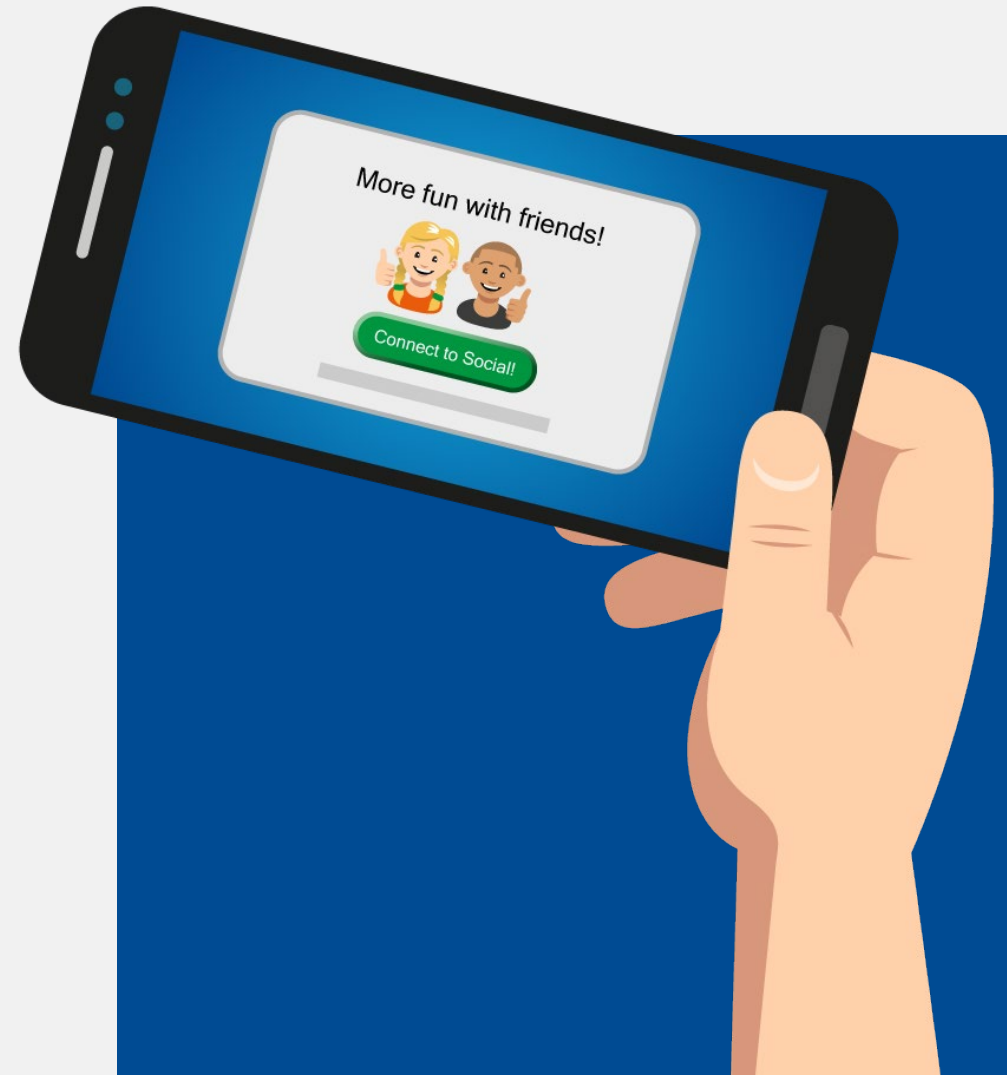
# Group discussions

## Third episode

Watch the rest of the movie. Discuss in groups of four or five, for two minutes:

- What did Anna really pay for the game?
- Do you ever think that there are different ways of paying for a game?

After the discussions; present what you talked about in your group



# Debate in two groups

## Third episode

Debate if it is good or bad to pay for games. You will be divided in to two groups.

1

The first group are in favor of paying for games, they don't mind sharing their personal data or spending time on watching ads, because it is fun to play.

2

The second group is against paying for a game with both money, time and personal data. They think all games should always be for free.



# Exit-ticket

What did you learn?

- Did you learn anything new from the movie? Write down your answer



# Greetings from the European Consumer Centres



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Want more information about the ECC Network? Find it on [www.eccnet.eu](http://www.eccnet.eu)

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