

Pupils' guide: Playing for free?

Consumer education about playing online

A product from the European Consumer Centres



Co-funded by
the European Union



European Consumer Centres Network

Gaming online

On your phone or computer

Do you ever think about what can happen when you are playing games online on your phone or computer. You are about to watch a movie that show situations that might happen when you are playing online.

There are no right or wrong answers to the questions that you will be asked after you watched this movie. Try to think what you would do if something similar happened to you.

Say hello to Theo, Andreas and Anna – they will show what happened to them when they were playing online.



Watch the first episode: Playing for free?

1:53 minutes

To understand this episode you need to know the following words in your own language. 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



Co-funded by
the European Union

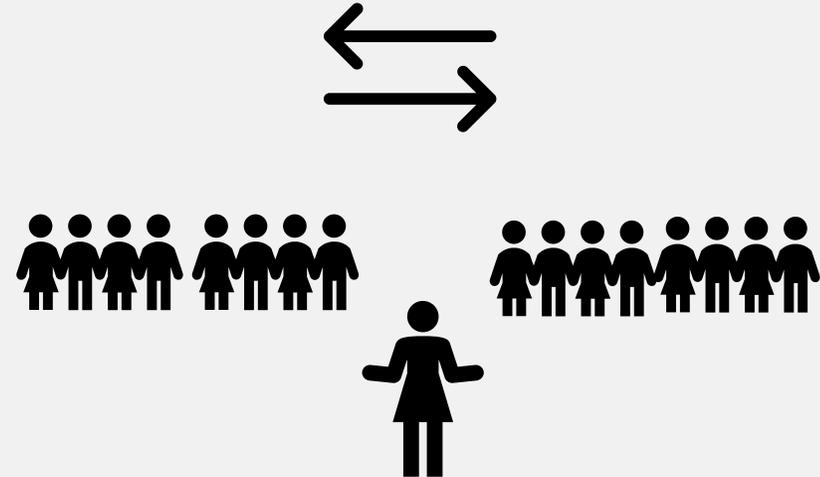
Make a choice

First episode

Your teacher will ask you some questions after you watched the first part of the first episode. Depending on what you think you need to choose the left or right side of the classroom. Try to think about why you made the choices that you did.

The questions will be asked one by one.

1. What do you think Theo should do? Should he buy the purple diamonds?
2. Do you think it is okay to spend money to buy your way through a game?
3. Have you ever bought things in a game?
 - If you have bought things in a game, did you think it was expensive?
 - If you have not bought things in a game, what do you think is a lot of money?



Discussion

First episode

Watch the rest of episode 1

After you've watched the rest of episode 1, you will have a discussion in smaller groups. Think of the following questions.

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?

After you have discussed the questions, think about what you would like to tell the rest of you class about your discussions.



Watch the second episode: Subscription traps

1:45 minutes

To understand this episode you need to know the following words in your own language. 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

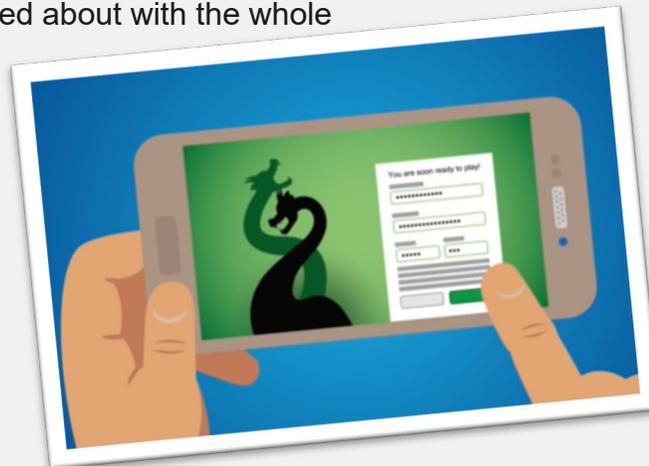
1

Watch the second part of Playing for free up until the pause sign.

When you have watched the first part of episode 2, you will be paired two and two. Discuss the following questions together for a few minutes:

- 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

You will now watch the rest of part two of the movie. After that you should 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?

Watch the third episode: Buying a game – with what?

2:21 minutes

To understand this episode you need to know the following words in your own language. 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
- Analysing
- Selling



Group discussions

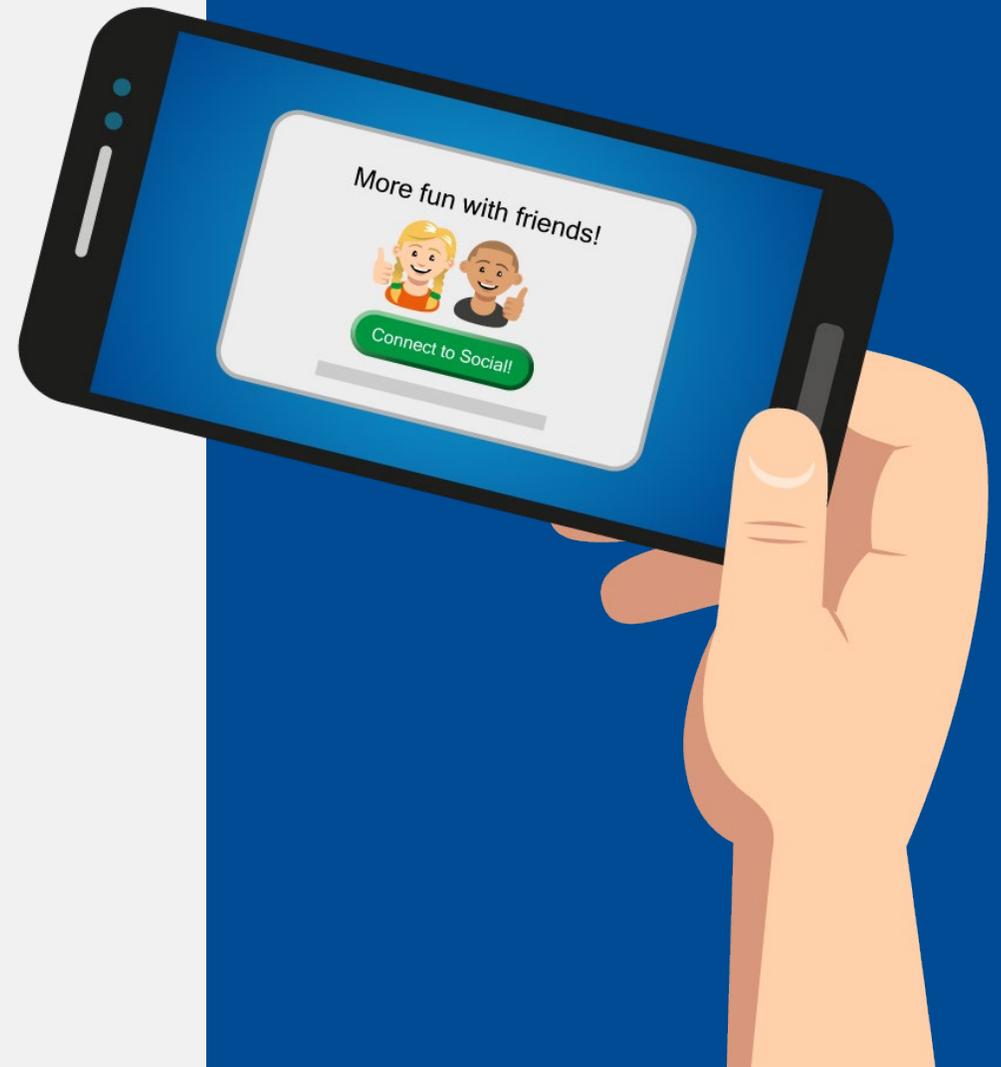
Third episode

Watch the last part of the movie all the way to the end.

You will be put in a group of four to five people. Discuss in your group:

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

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



Debate in two groups

Third episode



The class will be divided into two groups. The two groups will have two different opinions about if it is good or bad to spend money in games. Your teacher will tell you if you will be in favor or against.

1. The first group will be in favor of paying for games. You don't mind sharing your personal data or spending time on watching ads. Come up with a few arguments to sustain the group point of view. Why is it good to pay for a game or share your data?
2. The second group will be against paying for a game with both money, time and personal data. You think all games should always be for free. Come up with a few arguments why you should never have to pay for a game in any kind of way. Why is it bad to pay for games or share your data?

Discuss in your group for a few minutes. The first group will start and explain why it's good to pay for a game in any kind of way.

After the first group, the second group will explain why you shouldn't pay for anything in a game ever.

After both groups have told the class what they think, you will have a group discussion where you defend your point of view to the other group.

Exit-ticket

What did you learn?

What did I learn about playing and paying online?

Follow your teachers instructions.



Greetings from the European Consumer Centres



**Co-funded by
the European Union**

Want more information about the ECC Network? Find it on www.eccnet.eu

This presentation was funded by the European Union. The content of this presentation represents the views of the author only and it is his/her sole responsibility; it cannot be considered to reflect the views of the European Commission and/or the European Innovation Council and Small and Medium-sized Enterprises Executive Agency (EISMEA) or any other body of the European Union. The European Commission and the Agency do not accept any responsibility for use that may be made of the information it contains.