

PUBLIC SERVERS

Joining a public network (called a server) lets your child potentially interact with strangers through text chat. Some servers focus on building, while others are dedicated to role-playing encouraging direct player interaction. Anyone can join public servers and connecting to one is relatively simple. Public server IP addresses (and therefore someone's location) are easy to find with search engines.

GRIEFING

Some people in Minecraft delight in purposefully damaging or destroying another player's creation. This is called 'griefing' and is a form of bullying; it intentionally spoils someone else's experience in the game by deleting hours of their work and forcing them to start from scratch. Many public servers treat griefing as a severe offence and frequently ban offenders.

ADDICTIVENESS

Minecraft's gameplay is relatively simple, and the autoone (when a child has built samething new, for instance) can be extremely gratifying. This can make the game highly addictive. It's easy to lose track of time while playing Minecraft, causing committed young players to forget about other activities like homework or enjoying family time.

SCARY ELEMENTS

The Visual design and gameplay of Minecraft is purposefully child friendly, so there's nothing too untoward in the game. downwar, some of the 'boddles' that can be pricountered might prove a little too scary for very young players. In the game, certain enemier come out at night and are occompanied by sudio – such as romble moons and skeleton bene rattles – that may unnery young ones.

ADDITIONAL PURCHASES

After initially buying the game, players can make optional extra purchases for assmetic items and other bonuses. Minecraft Readins is an optional online subscription (requiring regular payments) that lets users run a multiplayer server to play with their friends. Most games consoles also need an active subscription to enable online play - so online gaming aan quickly become an expensive hobby.

Advice for Parents & Carers

RESEARCH CONTENT CREATORS

There are a lots of Minecraft content creators who release helpful videos about the game on YouTube and Twitch. Not all of these, however, are suitable for children. Watching these content creators' channels yoursell first is a safe way to find appropriate Minecraft videos to share with your children. This also helps you learn more about the game Itself, and how your child plays it.

CHOOSE THE RIGHT MODE

Selecting 'Creative' or 'Peaceful' mode allows children to play Minecraft without having to contend with enemies. It's also a great way for you to get used to playing the game with them, since the difficulty level is lower. This allows you to work together on a long-term project, creating something special without the threat of moraling rambles or creepers damaging your build.

HOST A PRIVATE SERVER

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The easiest way to find a safe server for your child to play on is to make one yourself, feating a server prevents strangers from finding it, unless they we been given the necessary joining details. A private server also lets you control who's allowed to enter and – if necessary – to ban someone who shouldn't be there. This is the clasest equivalent to parental controls in Minecraft.

ENCOURAGE BREAKS

It's easy for the hours to fly by while your child is playing Minecraft, so reminding them to take regular brooks is essential. This is a useful way for them to learn good time management, which they li benefit from as they get older. It will also leach them to play their favourite games in moderation - limiting addictive behaviour and affection them to manage their fac bette.

TALK ABOUT STRANGERS

At some point in their lives, almost everyone needs to have contact with a stranger enline. Talking to your child about enline safety, therefore, is essential — as is having a plan in place for dealing with any hostile or difficult strangers. Ensure that your child knows never to tell a stranger about themselves enline, and that they should come to you straight away if they do encounter a problem.

Meet Our Expert

Clare Godwin (a.k.a. Lunaworlf) has worked as an editor and journaist in the gaming industry since 2016, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-relation books.



