

INNOVATION ESSAY

ENTP 4500 Spring 2023

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Expected Graduation Date: May 12, 2023 | Word Count: 708

As an innovator, I am concerned about the safety of children when playing online video games and want to make a difference in their safety by creating an application that parents and children can use to stay safe. Throughout the video game industry, online multiplayer games are becoming more popular to play. Owing to the popularity of these style games, young children are openly exposing themselves to a toxic environment, developing a negative and toxic mindset, and sometimes exposing information that can cause them harm. Being part of a toxic or negative environment as a child could affect their growth as a person.

As a gamer myself, I have seen many young children join an online multiplayer game and start being toxic and using language that I did not use growing up. As an innovator, I want to create an application that will help parents protect their children when being online. I value the innocence of children and want to help keep the negative side of online gaming to a minimum. This application could help with finding people to play with that are in a certain age range and could possibly be monitoring matches, and voice chat settings in the background while the child is playing the game.

With my current experience in the computer science world, this goal can be achievable. With the proper API's and the proper workflow, this application is attainable. I plan to help innovate a safe path for children and give parents a sound of mind knowing their child can be playing an online and an application is protecting their child from the toxicity that is the internet. To be able to help innovate an idea where I am planning to help protect children from a negative environment is very important to me.

In the future, I plan to have children of my own and want to introduce them to video games. But most games that might gather their attention, will probably be online multiplayer games. I do not wish for my children to hear any kind of inappropriate phrases and then proceed

to use those phrases outside of the game. My fear for children present day and in the future is that children will go to school and use that type of language and create a negative mindset about school or life. So, as an innovator I want to ensure that such toxic language will not be heard and that children do not build a negative mindset.

This day and age, children have become increasingly rude to adults and their peers. One reason for their disrespect is how they interact online and how they have become absorbed with their devices. The application that I want to help innovate will help eliminate the voice chat, limit the number of matches the child can play in one sitting, and help children play with children in their age range. I also want the parents to have some control over the limitations, but also want the application to help teach the child the importance of safety.

The application itself will not only keep children safe, but help the child learn why it is important to stay safe on the internet. I believe helping the child understand why they should be safe when playing video games online, or using any form of media online, will help them become less likely to inherit a negative mindset and language or at the very least help them see a route that will lead to a less happy life. My goal is to help reduce the toxic behavior in children and give parents a safe way for their children to play online.

As an innovator, this value is dear to my heart, and I believe that even the smallest vision of safety for children can eventually make a big impact in the future. I want to help create a platform where children will go to and find teammates, use the application for chatting, and learn the importance of staying safe while online. This idea can help isolate the toxic chatting that happens online and help children play with children around their age group. This application can give parents the sound of mind that their child can be safe when playing online.