

APPG for Video Games and Esports Games and Online Safety for young players Online meeting

**21st October 2021
3:30pm – 5pm**

Overview

Online games remain incredibly popular with young players, and after coronavirus restrictions last year, this has only increased. Research from Ofcom has demonstrated that seven in ten 5-15 year olds played games online in 2020. As a result, there may be concerns as to whether the frequency and severity of harms to young players have equally increased, and with the draft Online Safety Bill having been undergoing pre-legislative scrutiny, this is a timely topic. With this in mind, this APPG for Video Games and Esports meeting will uncover what the level of risks are from the National Crime Agency and Childnet, before attendees then hear from games companies how they tackle these from technical to human measures, and how effective these are. Discussion will include how the Online Safety Bill can best assist the industry in handling these issues

Key information

- 15:30: Introduction by Chair, Daniel Zeichner MP
- 15:35 -15:40: Opening update by Secretariat on Westminster Games Week
- 15:40 – 15:50: National Crime Agency
- 15:50 – 16:00: Roblox
- 16:00 – 16:10: Childnet
- 16:10 – 16:20: Movie Star Planet
- 16:20 – 17:00: Roundtable discussion

Attendees

All-Party Parliamentary for Video Games and Esports members

An APPG is an informal group of MPs and Peers who have a particular interest in a topic. The [APPG for Video Games and Esports](#) has 12 members and meets quarterly. We usually do not expect every member to attend every meeting due to their busy parliamentary schedule.

Other interested MPs and Peers



Other details

An article of the event will be published on the Ukie website, including a screenshot of attendees. It will be a high-level overview to notify members that the event took place. ([Example](#) of similar article post-an APPG meeting).

We would like to also circulate minutes with APPG members who are unable to attend.