



## Talk-it-over topics for video games:

- Is your child easily frightened?
  - Are there any movies or TV shows that have scared them in the past?
  - Are there any subjects or characters (zombies, ghosts, etc.) that they don't like?
  
- How do you as a parent feel about game violence?
  - Would you be comfortable with a game that contained modern weapons?
  - How about melee weapons like swords and bows?
  - Is bloodless cartoon violence more acceptable than realistic violence?
  - How much is your child mature enough to handle? Have violent scenes from movies or TV disturbed them in the past?
  
- How do you as a parent feel about spending money in-game or about clicking on ads?
  - Does your child know how microtransactions and ads work? If not, try explaining it. The more they know, the less they'll be influenced.
  - Would you condone spending money in-game? Have you set ground rules?
  
- How much time will your child spend gaming?
  - Are there limits on weeknights? Cutoffs at a certain time of evening?
  - What is the ratio of real-world play to video gameplay?
  - Is your child mature enough to respect the time limits, if any, that you decide to set? The more concrete the rules are, the more your kid knows what to expect—even if they don't like it too much.

- What are some ways your child can take the ideas and lessons from the game and apply them in real life?
  - This isn't something that you can decide beforehand, but it's something to watch for and feel good about once you see it happening.
  - Sometimes actualizing video game interests emerge in simple ways, like a Minecraft-loving kid getting into cardboard fort-building. Other times, a story-based game can inspire a child to not only reenact the game in their pretend play, but creatively expand upon it to create their own stories, plotlines, and adventures. They can even use their Relays as creative additions to the game! Additionally, kids can take a moral lesson away from the game, maybe that evil loses in the long run, that teamwork is fun, or simply that "the cake is a lie."