



## ISSUE 50

**Mount Kelly's Safeguarding Bulletin aims to provide parents and carers with the information needed to have informed and age-appropriate conversations with their children about potential risks and issues in the wider world and online. This week's bulletin provides information about in-game chat and the Marvel Rivals game.**

### In-Game Chat

Online gaming enjoys an apparently ever-increasing level of popularity, and many players are eager to connect with one another as they enjoy a friendly competition or go for the win side by side. Whether it's to strategise and coordinate, or simply have a chat as you indulge in your hobby, the fact remains that plenty of games now offer means for their players to talk to one another, be that in a text or voice format.

Unfortunately, this functionality – which is used to connect with strangers just as often as it is with friends – poses several risks to younger players, and it's vital for parents and educators to understand these safety concerns. The first of this week's guides offers expert advice on the issues that may arise when using in-game chat, and lets you know how to safeguard the children in your care as they make use of this technology. There is also [a version of this guide](#) in podcast format, so you can access the same support while you're on the go.



### Marvel Rivals

Marvel Rivals is a highly popular multiplayer shooter that pits iconic superheroes against formidable villains. The game is free to play on PC and current-generation consoles but does feature microtransactions that allow players to spend real money on cosmetic items for their characters.

While Marvel Rivals has been deemed suitable for children aged 12 and over, there are several risks associated with the title that parents and educators should be aware of. This free guide offers more information on these safety concerns and lets you know how to ensure that children playing the game can have a fun and age-appropriate experience.



# What Parents & Educators Need to Know about IN-GAME CHAT

## WHAT ARE THE RISKS?

Video games are continuing to grow in popularity – including, of course, among children and young people – and the emergence of gaming communities has been accelerated by the inclusion of chat functionality across many different titles. While in-game chat isn't inherently a bad thing, it can create some concerns about online safety and the people that children might be interacting with.

## DIFFERENT TYPES OF CHAT

There are a number of ways that gamers commonly chat with one another online. As the name would suggest, in-game chat happens within the game itself. There's also party chat: a group voice conversation that console users can have with anyone on the same platform. This tends to be more commonly used by players who already know each other. Finally, many gamers – especially on PC – will chat via a third-party app such as Discord.

## CONTACT WITH STRANGERS

Whether it's text- or voice-based, in-game chat is frequently open to all players to use. Many games default to making it an opt-in function, but some don't: meaning a child could start seeing messages within the game from people they're playing with, regardless of whether they know those individuals or not. While most strangers won't necessarily have ill intent, there are some who may behave inappropriately when chatting to a child – intentionally or otherwise.

## DANGER OF GROOMING

It's been reported that some young gamers have encountered older players online who pretend to be a lower age to manipulate children, sending gifts in exchange for chatting and sending photos. Just as on any messaging platform, it's good to advise young people to avoid speaking to strangers; emphasise that they shouldn't accept gifts from anyone online that they don't know.

## BULLYING AND ABUSE

While some in-game chat can turn toxic because of how a match plays out, others turn that way because of people who engage in trolling – in essence, behaving in an offensive and abusive way simply to cause pain or get a rise out of whoever they're talking to. These 'trolls' often lean on racial slurs, anti-LGBT sentiment and other hateful rhetoric; they normally feel most confident preying on younger, more impressionable gamers.

## POTENTIAL FOR PRIVATE CHAT

If a player would like a re-match with a stranger after meeting them in the game, they can send a friend request, or use the party chat together in the future. For the most part, this is harmless – but it might lead to messages being exchanged in private. This could then escalate to the sharing of private information, and potentially attempts to manipulate or scam younger players.

## COMPETITIVE ATMOSPHERE

Certain games are very competitive, and players can sometimes get upset if they feel a teammate is underperforming, an opponent won unfairly, or they're just a bad loser. This can lead to unpleasant messages that stray away from playful 'trash talk' and wander into the territory of bullying. Some players have been known to get incredibly abusive in situations like this, and the impact of this on a young gamer's emotional wellbeing could be severe.

## Advice for Parents & Educators

### LOCK-DOWN IN-GAME CHAT

In-game chat can often be disabled in the game's settings. This allows children to play without risk of contact from strangers – but it will need to be done in each individual game. Text chat appears in the corner of the screen in many titles, so it's normally easy to take a quick glance and see what's being said. With voice chat, explain to children what behaviour is inappropriate, so they can spot the dangers themselves.

### REPORT POTENTIAL OFFENDERS

Most games offer a robust means of reporting other players, so you can flag an account as potentially harmful. This normally leads to the account not being matched with yours in the future and, if that person's conduct breaks any of the game's rules, they may be banned from playing entirely. This is done within the game itself, so each title has a slightly different process, but these tend to be designed for simplicity.

### CONSIDER OTHER CHAT OPTIONS

If a child wants to play with people they know, consider using party chat or a third-party service like Discord. This allows everyone involved to chat on a private server and even enjoy each other's company while playing different games. It's also far more secure, as anyone looking to join will need to request and be granted access – normally by whoever is hosting the chat.

### COMMUNICATION IS KEY

Make sure children understand the differences between being competitive and being abusive. Talk about what constitutes unusual or inappropriate behaviour from strangers online. Be clear that if anything ever concerns or worries them, they should tell a trusted adult as soon as possible. Empower children to identify the risks of in-game chat for themselves and reassure them they won't get in trouble for seeking help if anything goes wrong.

## Meet Our Expert

Lloyd Coombes is the Editor in Chief of GGRecon and has been working in the games media industry for five years. He's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, his work has been published at sites including IGN, TechRadar, and plenty more.



The National College

Source: See full reference list on guide page at: [nationalcollege.com/guides/in-game-chat](https://nationalcollege.com/guides/in-game-chat)



# What Parents & Educators Need to Know about MARVEL RIVALS

AGE RESTRICTION  
PEGI  
12

ESRB advise nobody under the age of 13 should play

## WHAT ARE THE RISKS?

Marvel Rivals launched in December 2024 and amassed a player count of nearly 150,000 in mere weeks. This player versus player (PvP) shooter packs in a host of recognisable comic-book characters, pitting two teams of six against each other. Despite the game's cartoonish nature, there are several potential risks for parents and educators to be aware of.

## IN-GAME CHAT

Voice chat allows players to speak to teammates and opponents within the game, but in a competitive environment, some conversations can become unpleasant. Text chat is equally prominent among those playing on PC and will be shown on the side of the screen. Moderation on chats is relatively lax, so it's important to recognise that potentially inappropriate messages could arrive at any time.

## IN-GAME PURCHASES

While Marvel Rivals is free, there is an in-game store, selling character skins from recognisable movies and comic-book titles. Each season also includes a £10 Battle Pass (much like those seen in Fortnite and Call of Duty), offering a series of exclusive cosmetic items. These passes don't expire – but they can't be purchased once the next season rolls around, creating a fear of missing out.

## CONTACT WITH STRANGERS

With such a huge player base, it's impossible to predict whom your child will be teaming up with or playing against. They're virtually certain to run into strangers through voice and text chat, for starters. Most of these people will just be ordinary gamers enjoying the action, but there is the risk of some users behaving inappropriately with younger players – either intentionally, or because they don't realise that they're speaking to a child.

## VIOLENT CONTENT

There's no gore in Marvel Rivals, and the violence depicted is comparatively cartoonish – but the playable characters available vary between more traditional superheroes and supervillains, and figures like Black Widow and The Punisher, who use more realistic firearms. Given the game's nature as a shooter, this may make some parents and carers uncomfortable as some players will be firing these weapons at each other.

## INAPPROPRIATE CONTENT

The game includes some innuendos and mature themes in the dialogue, which could expose youngsters to content unsuitable for their age, detracting from a safe and family-friendly gaming experience. As we mentioned previously, the content of the in-game chat could also be age-inappropriate, ranging from swearing to mature themes to potentially harmful content.

## FAMILIAR CHARACTERS

The inclusion of iconic characters might make Marvel Rivals appear more approachable than other games in the genre, with recognisable heroes and villains like Spider-Man and Venom. This could lead to more interest from younger players, increasing the likelihood of children playing the game without properly understanding the risks.

## Advice for Parents & Educators

### FOLLOW ESRB RATINGS

The ESRB rating for Marvel Rivals says the game shouldn't be played by anyone under 13. Most children of that age will be able to appreciate the moral compass of the roster of characters (people can play as Hela, the Goddess of Death, for example), while also ensuring that the violence, however cartoonish, won't overwhelm them.



### FAMILIARISE YOURSELF

The game's inclusion of fan-favourite characters like Iron Man and the Hulk, plus its increasing popularity, means that younger Marvel fans will likely be eager to see what the fuss is about. Since it's free, consider playing Marvel Rivals yourself to gauge how you feel about a child playing it. Alternatively, you could let them play against the game's AI in Practice Mode, until they're old enough to compete online.

### MONITOR OR TURN OFF CHAT

Voice and text chat can both be adjusted within the in-game settings. If you're particularly concerned about exposing children and young people to them, however, you can disable both forms of chat in the game's settings. If a child wants to play alongside friends, remind them that they can use their console's party chat feature or host a call on a third-party service like Discord.



### DISCONNECT PAYMENT OPTIONS

Parents should ensure that no payment options – such as debit cards – are linked to the game, to prevent unauthorised purchases and charges. Children can be tempted by enticing in-game offers without fully understanding the costs. Removing payment methods avoids impulsive in-game spending and instils a sense of financial awareness, teaching young people to be careful with their money.



## Meet Our Expert

Lloyd Coombes is Games Editor at the Daily Star and has been working in the gaming and tech industry for five years. A regular visitor to the App Store to try out new tools, he's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, he has been published on sites including IGN, TechRadar and plenty more.



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