

# Gooseberry Alert 36

## **Live Streaming**

Please share your Gooseberry Alert content with students, staff and parents.

All that we ask in return and in the spirit of modelling positive digital citizenship, when sharing our content, please acknowledge 'Gooseberry Planet Limited' as the source of your advice. Thank you.



### Gooseberry **Student** 'Discussion' of the week

Live Streaming (viewing, creating or broadcasting 'real-time' video content online) can be a great way to keep up to date with popular events, connect and communicate with friends and family or quickly create, broadcast and share content with an online audience using popular social media apps.

Viewing and creating Live Streaming content can be fun and entertaining but it might put you and others at risk if the content is upsetting or inappropriate, if the content is misused by others or if it allows people you do not know to contact you.

#### **Explore the topic:**

- What technology might people use to view or create live stream (real-time) content?
- Why might people want to live stream? How might it be helpful?
- What are the risks and how can they be reduced?
- What are the age limits for using popular live streaming apps?
- Explain the problems people might face with live streaming?
- How might live streaming upset people? (comments, content, not enough 'likes' etc.)

Key Messages: Being aware of the risks of live streaming might help you make safer decisions online. You should only use age-appropriate apps and ask a trusted adult before sharing anything online.

Please share with students.



Live streaming is particularly popular with young people and children. Popular themes within live streaming communities include: gaming, music, fashion, sport and popular culture. Content may include anything from reviews, tips, advice and tutorials to high value 'give-aways' (often sponsored by popular commercial brands) for simply 'liking' or 'following' a content creator. Social media such as YouTube, Facebook, Snapchat and Instagram have live functions as do live-streaming services such as Live.ly, Omegle and Periscope. For most of these the minimum age is

13.

Live streaming is instant, making it attractive. It can also be a highly creative, liberating and inclusive online experience, building self-esteem and meaningful friendships with the like-minded. By contrast, there can be downsides. It can contribute to feelings of anxiety, upset and bullying, if the responses received are not positive. It risks exposing young people to upsetting or inappropriate content without warning. It is also a medium known to be used by abusers who exploit the immediacy of these platforms to groom children.

Key Messages: Reinforce the importance of only using age-appropriate apps online, never disclosing personal information which could reveal their identity or location and never responding to dares, games or requests for nudity or other inappropriate behaviour. Remind students to seek the permission of a trusted adult before sharing anything online.

Please share with staff.







#### Gooseberry **Parent** 'Actions' of the week

Live streaming (viewing, creating or broadcasting 'real-time' video content online) is popular amongst children but some content might be upsetting or inappropriate for your child to view. Knowing what your child is viewing, creating or sharing online can help you to manage how your child uses their technology and may help you reduce the risks to your child's safety and well-being online.

Live streaming platforms include Facebook, YouTube, Instagram, Snapchat, Skype, Live.ly, Omegle and Periscope. Some only allow a limited number of people to view the content; others are open to all. For most of these platforms the minimum user age is 13.

Live streaming platforms are known to be used by abusers who exploit the immediacy of these platforms to groom children, sometimes tricking them or daring them to stream nudity.

We have more comprehensive advice on live streaming on our website for parents of children who use the Gooseberry Planet games.

Key Messages: Ensure that your child is using age-appropriate apps, review and manage privacy settings to help control who can view content and connect with your child, disable comments, check the suitability of any content before it is viewed or shared, watch content together, supervise the content being created.

Contact us at:

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Want to know more? Visit us at www.gooseberryplanet.com

