



## E-sports in schools

Australian children (and adults) have been very keen on video and computer games for years, with many priding themselves on their game-playing skills. The 2018 IGEA Digital Australia report found that 97% of homes with children have video games; 67% of the population plays video games; and the daily average time spent playing video games is 98 mins for males, and 77 mins for females.

Of significance is that in the 5-14 yr bracket, 90% are players (on average 110 mins a day), and in the 15-24yr bracket 82% are players (averaging 150 mins a day).

From being mainly a home and arcade experience, game play has expanded through live and online multi-player competitions played mainly by amateurs, to professional international players competing in big arenas for big prize money, in big events run by big business, and live streamed across the world.

Global revenues for the e-sports industry are expected to reach \$906 million this year, up more than 38 percent over 2017, with China accounting for \$164 million of the total, and North America for \$345 million, according to the NY Times (30/8). At the Asian Games in late August, the 135 e-sports players represented 18 countries and were drawn from a 27-nation qualifying pool, with players being a mix of amateurs and professionals, some of whom have handsome corporate sponsorships.

Popular games for eSports include *League of Legends*, *Dota 2*, *Counter-Strike: Global Offensive*, *Call of Duty*, *Heroes of the Storm*, *Hearthstone*, *Overwatch*, *Smite*, *Rainbow Six Siege*, *PlayerUnknown's Battlegrounds* and *StarCraft II*. It's this emphasis on violent games, that has the IOC questioning the inclusion of e-sports in the Olympics.

Some world tournaments have been built around particular games, with the League of Legends (LOL) World Championship being one. Riot Games is the developer of the game and the organiser of that Championship, and of tournaments such as Oceanic Pro League (OPL). Legacy e-sports is an e-sports club which operates teams across

a range of games, and competes in the LOL Championship and the OPL. About a year ago Legacy was bought by the Adelaide Crows (the first time an Australian sporting club had bought an e-sports club).

Since then the Adelaide Crows has partnered with Riot Games Oceania, the publisher of LOL, to provide a managed national e-sports tournament platform for Australian High Schools. A new e-sports business called High School Esports League (HSEL) has been created, and the League of Legends Australia and New Zealand Championship is expected to attract thousands of young gamers. State and regional winners will advance to the finals in September 8-9 2018, where a sole winning high school team will be named. HSEL is launching with 16 teams and over 500 high school participants.

It is claimed that the program will include player and parent education focusing on well-rounded approaches to gaming and wellness. This initiative has been supported by Helen Connolly, South Australia's Commissioner for Children and Young People, She is quoted as saying,

*"Gaming is very important to many young people, and if we make the effort to understand what young people are playing and encourage a healthy relationship with gaming, we will see its benefits, too."*

## Recruitment news – Australian Classification

A recruitment process has begun for the role of the Deputy Director of the Classification Board and several positions as members of the Classification Review Board.

Deputy Directory of the Classification Board is full-time position located in Sydney. The Classification Review Board is a part-time Board that convenes when required in response to applications for review of decisions made by the Classification Board. More information

[www.classification.gov.au](http://www.classification.gov.au)

## Early childhood focus on screens



From left: Dr Michael Rich, Dr John Darcy (Facilitator) and Dr Justin Coulson

On August 9 ACCM hosted a Conversation in Sydney between visiting US mediatrix Dr Michael Rich and Australian parenting expert Dr Justin Coulson, with Dr John Darcy as the facilitator.

An enthusiastic audience of parents, teachers, early childhood professionals and young people studying child development joined in a vigorous and wide-ranging discussion on strategies for struggles with screens. Topics ranged from "why Fortnite is so attractive to children" to harms from media violence, and how and whether children get addicted to screens. The Conversation venue was PLC, Croydon.

Dr Rich, who is the founder and Director of the Center for Media and Child Health in Boston, (and a former filmmaker turned paediatrician) was in Sydney as a keynote speaker at the Australian Council for Educational Leaders' conference on Early Childhood. Attendees, numbering close to 400, were very appreciative of the insights provided in Dr Rich's address "Babes in Digitoyland: living, learning and building brains in a screen-filled world".

ACCM showcased its movie and app review services, *Know Before You Go* and *Know Before You Load*, as an exhibitor at the 2 day ACEL conference.





no. 355 August 2018

**small screen****Editor:** Barbara Biggins OAM**Compiler:** Caroline Donald**Editorial Board:** Barbara Biggins, Judy Bundy, Elizabeth Handsley

*small screen* is published at the beginning of each month and reports on the events of the previous month 11 issues per year (Dec/Jan double issue)

Published by  
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ACCM is a national, non-profit community organisation. Its mission is to promote a quality media environment for Australian children.

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Contributions are welcome.

ACCM's movie and app review services are supported by grants from the  
**South Australian Government**

ACCM's Website is designed and supported by



[www.gocreate.com.au](http://www.gocreate.com.au)

ACCM acknowledges support from the Romeo Family

**EDITORIAL****e-Sports in schools: benefits and downsides**

The views about the role of e-sports in schools are very mixed. Some see their introduction as a way of building on (mostly boys') enjoyment and involvements in video and online games to increase their engagement in school. The HSEL site says "There's a persistent myth that video games are bad for schoolwork. We are working towards changing that with this League by ensuring the motivating factor to be eligible is to excel in their school work and having fun with friends – this is paramount.

Others are less sure that these benefits will be realised, and potential harms avoided.

In their article in the *Journal of Paediatric and Child Health* (1), legal scholars Holden et al argue that:

*"Esports are competitive video game contests and they present an emerging public health risk on three axes: the age of participants, the use of stimulants and inactivity. The medical community has previously expressed concerns related to excessive video game consumption observing, for example 'space invaders wrist' among other potential side effects associated with video games."*

The authors note that esports are not local competitions just held at shopping malls, but are now

*"commercial pursuits with sponsorships for top performers, sold-out stadiums for live-viewing, venture capital-like investments and a tethered wagering market expected to reach US\$23.5 billion by the year 2020."*

The authors' concerns include physical and mental exhaustion. They say:

*"The burn-out associated with competitive video-gaming is associated not only with the playing of games but also with the streaming of games". This is reportedly sometimes "for periods of 24 h or longer to satisfy the appetites of the site's subscribers".*

**Invitation to take part in research**

You are invited to take part in a 7-nation online study about online behaviour and cyberbullying. The study is being conducted by Dr Wayne Warburton and Ms Karolina Stozek from Macquarie University, NSW, Australia and A/P Chris Barlett from Gettysburg College in the USA.

Participants will complete a brief questionnaire that should take 2-5 minutes to complete. Participation is totally anonymous and entirely voluntary. If you wish to participate, simply enter the study website (see the link below). All participants are eligible to go into a draw to win a \$50 gift voucher.

[mq.edu.qualtrics.com/jfe/form/SV\\_eP3KmQFhVZVPmWV](http://mq.edu.qualtrics.com/jfe/form/SV_eP3KmQFhVZVPmWV)

Their other concerns include the use of stimulants such as dextroamphetamine to maintain alertness during marathon gaming sessions(2) and the exposure of young players to associated sports betting and gambling. This latter concern is echoed by Macey and Hamari 's article in *New Media & Society*(3)



Barbara Biggins  
OAM  
Hon CEO

ACCM's concerns include the impacts of violent games, known to include the risks of desensitisation, and the increased use of aggression. The risks of problematic online game use are also real and not to be ignored (see *small screen* June 2018 "WHO confirms internet gaming disorder as a mental health problem").

It's vital that High School students, their teachers, coaches and their parents know of the risks and are prepared to understand and intervene if needed. The emergence of top-level esports is a reality, but there needs to be more awareness and willingness to prepare for the health-related challenges.

**REFERENCES**

1. Holden, J.T., Kaburakis, A., Rodenberg, R.M., 2018. **Esports: Children, stimulants and video-gaming-induced inactivity.** *Journal of Paediatrics and Child Health* 54, 830–831. doi.org/10.1111/jpc.13897
2. [www.ultimatenutrition.com/product/cheat-code-nootropic-formula-30-tablets/](http://www.ultimatenutrition.com/product/cheat-code-nootropic-formula-30-tablets/)
3. Macey, J., Hamari, J., 2018. **eSports, skins and loot boxes: Participants, practices and problematic behaviour associated with emergent forms of gambling.** *New Media & Society*. doi.org/10.1177/1461444818786216

**Submissions made public**

Submissions to the Reviews of the Enhancing Online Safety Act 2015 and the Online Content Scheme have been published. They are available on 'Have Your Say' tab of the Department of Communications and the Arts' website:

<https://www.communications.gov.au/have-your-say/reviews-enhancing-online-safety-act-2015-and-online-content-scheme>

The ACCM submission is also available on our website at:

[childrenandmedia.org.au/taking-action/accm-submissions](http://childrenandmedia.org.au/taking-action/accm-submissions)

## NEW PUBLICATIONS

## ADVERTISING

Ha, O.-R., et al 2018

**Food advertising literacy training reduces the importance of taste in children's food decision-making: A pilot study.**

*Front Psychol 9*

Stanley, S.L., Lawson, C.A., 2018

**Developing discerning consumers: an intervention to increase skepticism toward advertisements in 4- to 5-year-olds in the US.**

*Journal of Children and Media 12, 211–225.*

## CHILD DEVELOPMENT

Henkel, A.Q., 2018

**Exploring the materiality of literary apps for children.**

*Child Lit Educ 49, 338–355.*

Shahaeian, A., et al. 2018

**Early shared reading, socioeconomic status, and children's cognitive and school competencies: six years of longitudinal evidence.**

*Scientific Studies of Reading 22, 485–502.*

Taylor, G., Monaghan, P., Westermann, G., 2018

**Investigating the association between children's screen media exposure and vocabulary size in the UK.**

*Journal of Children and Media 12, 51–65.*

Vollmer, A.-L., et al. 2018

**Children conform, adults resist: A robot group induced peer pressure on normative social conformity.**

*Science Robotics 3, eaat7111.*

Wenhold, H., Harrison, K., 2018

**Television use and family mealtimes among a sample of US families with preschoolers.**

*Journal of Children and Media 12, 98–115.*

Yogman, M., et al. 2018

**The power of play: a pediatric role in enhancing development in young children.**

*Pediatrics e20182058.*

## HEALTH

Aggarwal, S., Karande, S., 2018

**Internet for child mental health: Boon or bane.**

*Journal of Postgraduate Medicine 64, 131.*

Alqaderi, H., et al. 2018

**Short sleep duration and screen-based activities: a longitudinal multilevel analysis.**

*American Journal of Lifestyle Medicine 12, 340–348.*

Faulkner, G., et al. 2018

**Can the Moblees move Canadian**

**children? Investigating the impact of a television program on children's physical activity.**

*Front Public Health 6.*

Foerster, M., et al. 2018

**A prospective cohort study of adolescents' memory performance and individual brain dose of microwave radiation from wireless communication.**

*Environmental Health Perspectives 126.*

Radesky, J., 2018.

**Digital media and symptoms of attention-deficit/hyperactivity disorder in adolescents.**

*JAMA 320, 1–2.*

## MEDIA CONTENT

Hahn, R., Aubrey, J.S., 2018

**The tween television diet: a content analysis of US tween program food references.**

*Journal of Children and Media 12, 175–191.*

Leeuw, R.N.H. de; Laan, C.A. van der, 2018

**Helping behavior in Disney animated movies and children's helping behavior in the Netherlands.**

*Journal of Children and Media 12, 159–174.*

Zurcher, J.D., Robinson, T., 2018

**From "Bibbid-Bobbidi-Boo" to Scrooge: an update and comparative analysis of the portrayal of older characters in recent Disney animated films.**

*Journal of Children and Media 12, 1–15.*

## MEDIATION

Alt, D., Boniel-Nissim, M., 2018

**Parent-adolescent communication and problematic internet use: the mediating role of fear of missing out (FOMO).**

*Journal of Family Issues 39, 3391–3409.*

Lee, N., et al. 2018

**Children and sexting: The case for intergenerational co-learning.**

*Childhood 25, 385–399.*

Rasmussen, E.E., et al. 2018

**Parental mediation of US youths' exposure to televised relational aggression.**

*Journal of Children and Media 12, 192–210.*

Scherr, S., et al. 2018

**On the relevance of parents and TV as socializers of 6–19 year-olds' expressions of emotion: representative data from Germany.**

*Journal of Children and Media 12, 33–50.*

Skaug, S., et al. 2018

**Parent-child interactions during traditional and interactive media settings: A pilot randomized control**

**study.**

*Scand J Psychol 59, 135–145.*

## VIDEO GAMES

Balakrishnan, J., Griffiths, M.D., 2018

**Loyalty towards online games, gaming addiction, and purchase intention towards online mobile in-game features.**

*Computers in Human Behavior 87, 238–246.*

Hanghøj, T., Lieberoth, A., Misfeldt, M., 2018

**Can cooperative video games encourage social and motivational inclusion of at-risk students?**

*British Journal of Educational Technology 49, 775–799.*

Kral, T.R.A., et al. 2018

**Neural correlates of video game empathy training in adolescents: a randomized trial.**

*Science of Learning 3, 13.*

## EVENTS

## ECA National Conference 2018

***Be the difference for children and families***

19–22 September 2018  
Sydney ICC

[ecaconference.com.au](http://ecaconference.com.au)

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## Deakin Food Policy Dialogue:

***Creating healthier food retail environments***

Monday 15 October 2018

Deakin Downtown

Level 12, Tower 2, 727 Collins St  
Docklands, VIC 3008

[eventbrite.com.au/e/deakin-food-policy-dialogue-2018-tickets-47006844738](http://eventbrite.com.au/e/deakin-food-policy-dialogue-2018-tickets-47006844738)

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## Digital Media &amp; Developing Minds

October 15-18 2018

Long Island, New York USA

[meetings.cshl.edu/](http://meetings.cshl.edu/)

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## Be the change: Leaving no one behind

Family & Relationship Services Australia  
National Conference 2018

20-23 November

Pullman Cairns International Hotel

[frsa.org.au/frsa-national-conference-2018/](http://frsa.org.au/frsa-national-conference-2018/)

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## WORLD NEWS

### Screen play with parents benefits children

There has been much concern about the negative effects of screen play on toddlers but few studies have looked at the potential benefits of tablets and other interactive media on the relationship between parents and children. A recent Norwegian study suggests that playing games together on tablets may be beneficial for the interaction between parents and young children. Researchers found that mothers are better at interacting with their two-year-olds when playing online games than when they are watching TV together or engaged in regular play with toys.

To assess the effects of small children's tablet usage, this study compared the interaction between children and their mothers in three situations: when they played online games, when they watched TV or when they played with actual toys. Tests with 22 mothers and their two-year-olds showed that mothers became more engaged and responded more favourably to their toddlers when they played online games than when they were watching TV or playing with dolls and cars.

[sciencenordic.com/two-year-olds-benefit-playing-games-tablets](http://sciencenordic.com/two-year-olds-benefit-playing-games-tablets)

### The persuasive effect of robots

A UK study has shown an interesting effect of humanoid robots on children. The study, conducted at the University of Plymouth, compared how adults and children respond to an identical line matching task when in the presence of both their peers and humanoid robots.

It showed that while adults regularly have their opinions influenced by peers, they are

largely able to resist being persuaded by robots. On the other hand, children aged between seven and nine were more likely to give the same responses as the robots, even if they were obviously incorrect.

When children were alone in the room in this research, they scored 87% on a test, but when the robots join in their score dropped to 75%. And of the wrong answers, 74% matched those of the robot.

The researchers say the study provides an interesting insight into how robots could be used positively within society. However, they also say it raises concerns around the potential for robots to have a negative influence on vulnerable young children.

[sciencedaily.com/releases/2018/08/180815154454.htm](http://sciencedaily.com/releases/2018/08/180815154454.htm)

### Digital media use taking over

A third of U.S. teenagers haven't read a book for pleasure in at least a year, according to a new survey from the American Psychological Association (APA). The research points to the continuing increase dominance of digital media use among teenagers. Teen use of traditional media has declined, while time spent texting, scrolling through social media and using other forms of digital media continues to increase.

Television consumption is declining with 13% of eighth graders saying that they watched five or more hours of television per day in 2016, compared to 22% in the 1990s.

The average grade 12 student reports spending about six hours per day using digital media — roughly two hours each

texting, surfing the internet and using social media. Grade ten students reported an average of five hours of use per day, while eighth graders reported an average of four hours per day.

[psycnet.apa.org/record/2018-41062-001](http://psycnet.apa.org/record/2018-41062-001)

### New online gambling ad rules

The Australian Communications and Media Authority (ACMA) has released new rules restricting how streaming platforms can advertise gambling during sports events.

The rules include e-sports and will come into force on September 28. They bring online platforms into line with traditional broadcasters and will see gambling advertising banned during live games between 5am and 8:30pm.

Outside those hours, gambling advertising can be shown during stoppages but at all times, commentators aren't permitted to promote odds for 30 minutes before and after a game.

The ACMA chair, Nerida O'Loughlin said that this was the first time that online services streaming live sport have been required to comply with gambling advertising restrictions and that it brought online services in line with television and radio broadcasting services. She is quoted as claiming that, "It creates a safe zone for children and families to watch live sport across a variety of platforms"

[mumbrella.com.au/regulator-tightens-restrictions-on-gambling-advertising-during-live-sports-streaming-538007](http://mumbrella.com.au/regulator-tightens-restrictions-on-gambling-advertising-during-live-sports-streaming-538007)