



New gadget an answer in mobile phone school ban

PUBLIC primary schools across NSW and Victoria will ban school-hours use of mobile phones - but a new device could hold the key to parents keeping in touch with their children during the day.

NSW premier Gladys Berejiklian said the new measures were in response to an expert review last year showing increases in cases of online bullying, sharing of explicit images and predatory behaviour.

High schools will be able to opt into the ban, after community consultation. The Victorian government has followed with a similar ban to be imposed from 2020, and the SA Opposition leader Peter Malinauskas said he would support restrictions on mobile phones. Underdale High in the state's western suburbs has already introduced bans on phones during school hours, with positive results.



SA's education minister John Gardner told 9 News he would look at the success of the NSW ban.

Making children in Year 3 earn their "digital licence" and rolling out basic cybersafety education were among some of Dr Michael Carr-Gregg's findings in 2018's NSW review.

MGM Wireless has developed the SpaceTalk watch, a social media-free, camera-free, watch that gives parents the chance to message, call and get their child's GPS location.

The watch will only make phone calls to a list of contacts that parents manage, MGM's website says.

Parents can also choose to block calls and messages from unknown numbers. They will also receive a notification when and if it happens.

MGM Wireless chief executive officer, Mark Fortunatow, told *ARN Net* sales across Australia had "exceeded expectations" after a roll out across the UK.

"We have been impressed by the en-

thusiasm and support expressed by UK retailers and distributors," Mr Fortunatow said.

"It's an all-in-one smart watch, phone and GPS device, so it makes and receives phone calls, text messages and parents can see where their child is.

"But most importantly, it's parent-controlled, so children can receive calls that parents allow them to and text messages, so there is no chance the child can be bullied, or be a bully, so it's a very safe device."

Founded in 2001, MGM Wireless has specialised in an SMS messaging service used by schools throughout Australia.

The eSafety Commissioner, Julie Inman Grant, backed the NSW ban.

"Australian classrooms should be environments in which children and young people can learn safely and without unnecessary distraction," Ms Inman Grant said in the review. "Students should not be... using digital devices for personal purposes during classroom hours."

The comments were echoed by the Australian Council on Children and the Media president Elizabeth Handsley, who said as part of the NSW re-

view, time spent on a mobile phone had an impact on a child's learning. "Concentration is necessary to work through complex and challenging problems, and phones can distract from the task at hand."

Spider-man: Far From Home trailer far from suitable for Toy Story 4 screening, ACCM says

THE latest film in the *Spider-man* series has been classified M (not recommended under the age of 15 years) by the federal Classification board on June 24.

Its season starts on Monday July 1, only a week later.

The film has been promoted for some time.

ACCM noted a promotion to children in Adelaide's Sunday Mail children's pages on June 16 via a colouring-in competition using the figure of

S p i - der-Man.

Winners of the competition would get merchandise packs and a family in-season pass to see the film. Nowhere is the likely classification of the film mentioned.

ACCM has also been advised that a trailer of *Spider-man: Far From Home* (CTC) was screened in a city cinema along with the new feature *Toy Story 4* (classified PG) a few days before June 24.

When screening such trailers for films which are yet to be classified (CTC), a cinema operator is required to determine what the likely classification of that film will be and should not screen it with features of a lower classification.

The rules for advertising unclassified films are [here](#).

ACCM notes that other countries have managed to have *Spider-man: Far From Home* classified well before Australia.

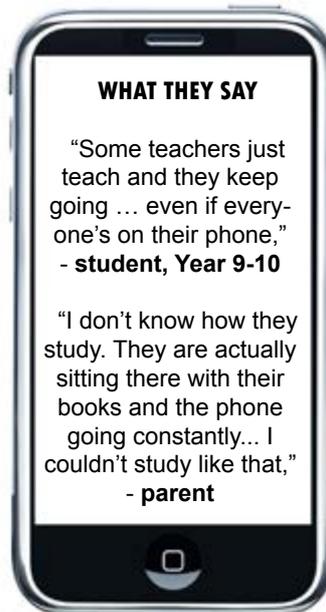
In the US it's a PG13, in the UK it's a 12A (with legal force), and The Netherlands Kijkwijzer has given it a 12.



WHAT THEY SAY

"Some teachers just teach and they keep going ... even if everyone's on their phone,"
- student, Year 9-10

"I don't know how they study. They are actually sitting there with their books and the phone going constantly... I couldn't study like that,"
- parent



EDITORIAL,

Elizabeth Handsley

To ban or not to ban mobile phones, that is the question



DR SUSAN LINN

Dr Linn's presentation, *The Hostile Takeover*, is available on Vimeo to watch for \$12 until Sunday, July 7. www.trybooking.com/BDRKE



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EDITORIAL

To ban or not to ban, that is the question

ACCM is well aware of the risks associated with children's use of mobile internet-connected devices, and the list will be familiar to regular readers of *small screen*: inappropriate content such as pornography and violence; grooming, stalking and bullying; the impact on psychosocial development from less in-person interaction; depression and low self-esteem from social media use; increased exposure to advertising, sometimes for inappropriate products; increased sedentary behaviour with its potential impact on physical health and especially weight; and other physical risks such as damaged eyesight and overuse of fingers and hands. Perhaps

most troubling is the fact that, when children have their own devices, so much of this goes on outside the effective supervision and control of responsible adults.

Then there is 'persuasive design' – how tech companies consciously use tactics like auto-play and infinite scroll to make it hard to break off engagement and do something else. In this sense, it feels like devices are taking over all our lives, but especially those of our children.

You might think that if it's possible to rattle off a list of risks like this, we would support anything that limits children's access and exposure to such devices. But it's not as simple as

that. First, there is also a substantial list of benefits to children's mobile device use: the content can be beneficial, even educational; it enables interaction with people for whom personal contact is impossible; parents can feel more confident their children are safe. Second, mobile devices are here to stay and we all need to learn how to use them in a way that optimizes the attainment of our goals. Schools have a role in educating children about this, in much the same way as they teach children community values or interpersonal skills and manners. If children and especially teens are deprived of their phones while they are at school, they may well see the relative



Elizabeth Handsley
 PRESIDENT, ACCM

freedom of other situations (for example tertiary studies) as a free-for-all. Free access to, and unlimited use of, phones become equated to maturity and vice-versa. It would be better for all if young people learnt to self-regulate their phone use for their future lives, as they do with so many other behaviours in the course of their schooling. Therefore the answer on phones in schools needs to be an ongoing conversation, and not necessarily a ban.

'IT'S THE MOST OVERWHELMING THING IN THE WORLD'

Director of hit children's show *Bluey* talks about the cartoon going global

DALEY Pearson remembers picking up the phone to a Disney executive and being told *Bluey* was going global.

"It was a long time coming," Mr Pearson, the hit ABC show's director, told ABC Radio this week.

"The thing I'm most proud of is that it is all made in Brisbane.

"So from when Joe (creator Joe Brumm) creates them to when we sort of make it here, its about 50 people under one roof in Brisbane.

"It's about daughters and their dad and families and you can't escape the human condition - if you start talking about it, enough people will get it, no matter what language you speak or territory you are in."

This month it was



announced the animated children's show, created by Brisbane-based Ludo Studios, was acquired by Disney for its new Disney+ streaming service and the Disney Junior children's network from later this year.

Debuting last year, the show follows the lives of blue heeler pup Bluey and her family.

Upon its creation, the BBC liked the concept so much they chipped in 30 per cent of the funding and aired it on UK children's channel CBeebies.

Twenty-six episodes aired last year, followed by an order of another 26 shows for this year.

Mr Pearson said the show would be retaining its Australian voice cast, as well as its Brisbane locale.

"It looks like Brisbane, it feels like Brisbane and Australia and that's the thing we are most proud of," he told ABC.

"That you can make something in your own backyard and have the world like it - it's the most overwhelming thing in the world."

The show will continue to air on the ABC and its iView streaming service.

Executive producer Charlie Aspinwall told *Inside Film* this week the signing was a dream come true.

NEW PUBLICATIONS

CHILD DEVELOPMENT

Alade, F and AR Lauricella, June 14, 2019.

How Does Interactivity Really Impact Learning?

TEC Centre at Erikson Institute
Available [here](#)

APPS AND GAMES

Rennie, E; Schmieder, K; Thomas, J; Howard, SK; Ma, J; Yang J

Privacy and app use in Australian Primary Schools: Insights into school-based internet governance

This article identifies the apps that are most frequently used in 148 Australian primary schools and categorises them by their stated treatment of identifiable information
Available: Media International, Vol 170, Issue 1, Pages 78-79

ABSTRACTS FROM 6TH INTERNATIONAL CONFERENCE ON BEHAVIOURAL ADDICTIONS

Link [here](#)

Koning, M; R de Bok, S; R. J.J.M. van den Eijnden Utrecht University, The Netherlands

How Parents Sometimes Deliberately Increase Screen Time For Their Child

In the current study, a new aspect of parenting in relation to children's

screen-time behavior is investigated, i.e. parents' self-interest
Page 98

Greer, N; Central Queensland University

Problem gambling and gambling-related harms against e-sports bettors and skin gamblers

This presentation describes the key findings from an online survey with 739 bettors from the USA, UK, and Canada (n = 574 esports cash bettors; n = 134 esports skin bettors; n = 327 skin gamblers). Results will be presented on the demographics, problem gambling severity, and gambling-related harms by each type of gambler. Page 122

Yunmi Shin, Sungju Kim, Hee Jeong Yoo, Eunjun Park; Ajou University, School of Medicine, Department of Psychiatry. Suwon, Republic of Korea
Smart phone use and behavioural problems in young children: Evidence from South Korea

Drawing on a longitudinal sample of young children in South Korea where smartphone penetration rate is among the highest, we aim to investigate the association between the use of smartphone and current and prospective behavior problems among young children (2-5 years old). Page 95

King, Daniel; University of Adelaide
Screening tools for gaming disorder: What, how, why?

This presentation will provide a critical summary of all available tools for screening

for gaming disorder, which includes more than 20 tools designed to assess gaming-related problems, in addition to other more general Internet use-related tools.
Page 34

Kim Lee, Huu; Women's and Children's Health Network
Game Design: Beyond the Loot Box, why online games are the leaders of persuasive design

This presentation by Australian child and adolescent psychiatrist, explores the various methods used by game designers to make online games rewarding for many and addicting for some
Page 86

Dreier, M; Mueller, Kai W; Beutel M; Kling, D; Woelfling, K; University of Adelaide

In-Game-Purchases and Internet Gaming Disorder. A proposal for a Maximal Revenue Per Paying User per month (MIRPPU). Why regulation in adolescents is needed? Page 84

Holloway, D; Media International Australia

Surveillance capitalism and children's data: the Internet of toys and things for children

This article discusses the positioning of children both as objects of economic activity as and subjects of market relations under surveillance capitalism
Media International Australia, Vol 170, Issue 1, pages 27-36, February 2019

FUNDRAISING

CHILDREN'S mental health can be impacted by exposure to age-inappropriate media (movies, apps etc). ACCM provides free movie and app review services to support parents when choosing media for children. Government funding for ACCM's services ceases on June 30.

Please consider any support you can give to ensure these services continue to be provided at no cost - no parent should have to pay for information that prevents child harm and supports healthy emotional development.

CLICK ON THE BELOW LINK TO DONATE



EVENTS

Digital environments & developing minds

**October 28, 2019
Sydney Masonic Centre,
Goulburn St, Sydney NSW**

More information to come...

**Early Childhood Australia (ECA)
National Conference
From vision to action**

**Hotel Grand Chancellor,
Hobart, Tasmania
25-28 September, 2019**

ecaconference.com.au

The Mental Health and Wellbeing of Young People 2019

**Generation Next seminar series
in all mainland state capitals
and Canberra**

[generationnext.com.au/seminars/
generation-next-seminars/](http://generationnext.com.au/seminars/generation-next-seminars/)

eSafety conference

**September 11-12, 2019
Hilton Hotel,
Sydney NSW**

[https://www.esafety.gov.au/about-the-office/newsroom/events/
esafety19](https://www.esafety.gov.au/about-the-office/newsroom/events/esafety19)

WORLD NEWS

Major security flaws found in TicTocTrack Watch

Australian security researcher Troy Hunt has reported major security flaws in the popular TicTocTrack Watch used by some Australian parents to track their children.

Hunt and Ken Munro from Pen Test Partners discovered that the TicTocTrack Watch was simply a rebranded Gator tracking watch.

This type of child tracking watch has been judged by German regulators to be so flawed that they suggested parents destroy the watches and stop paying for subscriptions:

German parents are being told to destroy smartwatches they have bought for their children after the country's telecoms regulator put a blanket ban in place to prevent sale of the devices, amid growing privacy concerns. Link [here](#)

New mobile phone that ensures safety for Indian children

To ensure the safety of children and track their movements, the Indian Medical Association (IMA) and Magics, an NGO, have launched a mobile phone for children.

A first of its kind in the country, the mobile phone has a GPS tracker and comes with no dial pad.

Dr Praveen G Pai, executive member of IMA Kochi, said the mobile phone addresses parents' concern over their wards misusing mobile phones.

"In most of the schools, mobile phones are banned," Dr Pai told the *New Indian Express*.

"Mobile phones are a double-edged sword as they can be used for good and bad purposes.

"We are launching this phone on International Anti-Drug Abuse Day as mobile phones are used by school children to contact drug suppliers." Link [here](#)

Study: Children who play violent video games may be more likely to handle firearms

Children who either played or watched a video game that included gun violence were more likely afterward to handle a gun and pull the trigger, a new study finds.

More than 200 children were randomly assigned to play either a non-violent video game or a game with firearm violence. Soon after, more than 60 per cent of kids who played the violent game touched a gun, compared to about 44 per cent of those who played a non-violent game,

researchers report in *JAMA Network Open*.

The lessons from the new findings are that: "gun owners should secure their guns," and "parents should protect their children from violent media, including video games," said study coauthor Brad Bushman, a professor of communication at the Ohio State University.

"Each day in the United States, nearly 50 children and teenagers are shot with a firearm, often as a result of a child finding one loaded and unsecured," Bushman and his coauthor Justin Chang, a former graduate student at Ohio State, wrote.

"Among firearm-owning households with children, approximately 20% keep at least one firearm loaded and unsecured."

Bushman and Chang recruited 242 children, ages eight to 12, to look at the impact of violent video games.

The children were partnered up and then randomly assigned to one of three groups: a version of Minecraft that included violence with guns, a version that included violence with swords and a non-violent version.

No matter which game a pair of children was assigned to, one would play the game and the other would watch.

After playing the games for 20 minutes, the children were moved to another room that contained toys for them to play with as well as two disabled guns with trigger counters that had been tucked away in a cabinet. Link [here](#)

No vote on restriction of food and drink marketing to children

CANADIAN senator Nancy Greene Raine has lost her fight to restrict marketing of food and drinks targeted towards children.

The bill was not called forward for a vote before the Senate adjourned for summer. The Senate will not meet again until after the 2019 federal election.

The bill passed unanimously in the Senate in 2017 and was passed by majority in the House of Commons.

Despite extensive debate, and having had the support of both houses, the final vote was blocked as a result of heavy industry lobbying. Link [here](#)

'What I gave my kid instead of a mobile phone', by Anastasia Basil

A year ago, I spent months undercover on the popular video-making app, Musical.ly. (It's since been re-named. Nice try, but we see you hiding

your lame-app self behind TikTok.) My commitment to using the app as an engrossed child, and not a mildly interested adult, led me on a distressing journey into a social network where kids as young as eight sexually objectify themselves. I found hundreds of self-harm videos that showed suicide options — bathtubs filling, images of blades, a child's voice saying she didn't want to live anymore. It only got worse from there. To read more, click [here](#)

US Senator calls for Federal Trade Commission to hold YouTube accountable for breaches of child privacy laws

US Senator Edward Markey is calling for major changes to how Google-owned video site YouTube handles children's content.

In a letter dated June 25, Markey asked the FTC to "take all necessary steps to hold YouTube accountable" for potential violations of children's privacy laws.

Markey is the author of the Children's Online Privacy Protection Act (COPPA), a federal law introduced in 2000. COPPA requires websites that are designed for children to ask for a parent's permission when personal data is being collected.

In his letter, Markey said that many popular YouTube channels are meant for children, but are not subject to COPPA laws because YouTube claims to be for teens and adults.

He specifically mentioned RyanToysReview, YouTube's highest earning channel with more than 19 million subscribers.

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You can support us by:

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- **Making a donation today.** (Donations of \$2 or more are tax deductible).
- **Providing a link to our website, or mentioning our services, on your website or in your publication.**
- **Writing to your local and federal Members of Parliament.**
- **Liking us on Facebook or following us on Twitter**

For more information see:

childrenandmedia.org.au/accm/support-us