What Parents & Educators Need to Know about

CEO FORTIUE

Epic Games have recently introduced three new game modes to Fortnite: Rocket Racing, Fortnite Festival and, finally, Lego Fortnite: a survival game using official Lego characters. There are lots of great mechanics that encourage creativity in children, but – as with any online game – it's important to stay aware of the potential risks.

WHAT ARE THE RISKS?

MONETISATION

Lego Fortnite utilises a similar online item shop to the main Fortnite game. When this title was released, the makers introduced thousands of Lego versions of the original game's character skins. While these character skins have remained the same price, this piece of downloadable content effectively doubled the cosmetics available, creating even more opportunities to spend real money on these in-game accessories.

ONLINE PLAY

Just like Fortnite itself, Lego Fortnite can be played online against other people. Players can invite anyone to play with them, so there's always a chance of strangers (including much older ones) ending up on a child's server. Thankfully, Epic Games has implemented a solid reporting system, as well as tools to kick other players from the game.

FEAR FACTOR

There is no explicit violence in Lego Fortnite, but there is a lot of combat. While the battles in Lego Fortnite remain very cartoonish and child friendly, a lot of the action unfolds inside dark caves, with spiders, skeletons or scary-looking monsters. The game can get a little spooky at times, which could potentially scare younger players.

COMPLEX GAMEPLAY

Lego Fortnite is a survival game, though it's not as simple as something like Minecraft. There are lots of different crafting stations and loads of items to use or combine (including various rarities to seek out and harvest). The gathering and crafting elements of the game can get quite complicated and confusing, which could be a source of frustration for some younger players.

Advice for Parents & Educators

LEGO IS FRIENDLY

Much like real Lego, this game is incredibly inviting. It's friendly, fun and accessible: a younger player could still enjoy this title even if they'd never played Fortnite before. With sanitised violence, it's a far more family-friendly gaming experience all round – worth bearing in mind if you're concerned about children and young people being exposed to violent or frightening content.

PLAY TOGETHER

Parents could take some time to have fun playing the game with their child.

Besides helping with some of the more complicated tasks, playing with family members also reduces the need for younger players to find strangers to enjoy the game with. Playing Lego Fortnite with a child also lets parents control the length of gaming sessions. Instead of "switch it off", parents can now say "let's play some more later!"

SET LITTLE CHALLENGES

As we've noted, the game is a lot more difficult than it may seem, which could be frustrating or upsetting for some younger players. While the game does a good job of setting realistic targets for players, it can still feel overwhelming. If parents suggest smaller challenges – such as building a house – children can flex their creativity, express themselves with their builds and feel a real sense of accomplishment.

MONITOR SPENDING

As with the main version of Fortnite, it's worth parents staying aware of how much a child is spending on V-Bucks, the in-game currency. It can be a temptation for young players to buy character skins in Lego form, as a way of expressing themselves and making their characters look cool and unique. As these digital skins tend to cost between £6 and £18, outlay can add up very quickly if it's not tracked and limited.

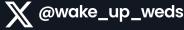
Meet Our Expert

Daniel Lipscombe is a writer specialising in technology, video gaming, virtual reality, augmented reality and Web3. He has also written 15 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.





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