

HOME LEARNING

Year 8 PSHE Website Pack 11

This week we are continuing to look at Gambling and Gaming.

All work completed will be awarded with Sleuth Points 😊

Read the information below:

In recent years, video games have offered 'loot boxes' to players as a way to unlock rare/exclusive items. Loot boxes are rewarded for playing the game but some games also sell them – this is especially common in free-to-play games.

The boxes contain random items, power-ups, weapons and equipment that can give players an advantage over another. Some items are cosmetic, however, but their rarity makes them desirable.

Critics of loot boxes argue that the "rush" or "buzz" associated with opening loot boxes is similar to that associated with gambling owing to their random, costly nature.



- 1) Do you think loot boxes could be considered as a form of gambling? Explain your answer below

Read Sarah and John's thoughts about Loot boxes



“Loot boxes themselves aren’t the problem, parents should monitor what their children are up to online. Besides, most of the games aren’t designed for young people anyway, so having a form of gambling in them isn’t a problem. Adults shouldn’t be punished because some parents aren’t careful enough.”



“Loot boxes are just as harmful as gambling. Young people are encouraged to spend real-world money and they’re designed to keep young people spending until they find the item they’re looking for. The outcome is completely random and you’re likely to be out of pocket.”

2) What do you think about these two statements? Who do you agree with and why?

Case Study: Lucas

Lucas has been playing a free-to-play game. He enjoys playing the game but often finds himself losing to players with better weapons and items.

After spending all of his pocket money and allowance for the month on loot boxes, He is disappointed that he didn’t unlock any useful weapons or items he’d seen other players using.

He has now begun using his Mum’s bank card to buy loot boxes without her permission and has spent over £100 on loot boxes. He’s worried he’ll get caught spending his Mums’ money but he still wants to unlock better weapons and items for the game.

3) What advice would you give to Lucas in this situation?

4) Over to you:

What do you think about Loot Boxes? *Do you think loot boxes are too similar to gambling? Do you think that video game companies should be making loot boxes available with real-world money? Do you think loot boxes should be removed from games entirely?*

Please email your work to lhunt@bower-grove.kent.sch.uk