

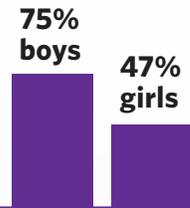


Fortnite

Game review by Common Sense Media

age 13+

61%

 of teens have played *Fortnite*


33%

 of teens have been harassed or have heard bad language while chatting with other players.

Live, unmoderated chat can be turned on or off in the console and PC versions of *Fortnite: Battle Royale*. Chat exposes players to the likelihood of profanity.



24%

 of parents are concerned about the amount of time their kids spend playing *Fortnite*.

Is video game addiction real? Some parents and teachers would say yes, and the World Health Organization has identified a condition called gaming disorder. But true gaming addiction is probably rare and is associated with severe life impairments. More research is needed.

Parents and teens don't see eye to eye on *Fortnite*.



Poll of parents of 8- to 17-year-olds/teens

Percent of respondents who:	Parents	Teens
Say their child has/they have played <i>Fortnite</i> during class time at school.	2%	27%
Are at least moderately concerned with the level of violence in <i>Fortnite</i> .	28%	7%
Say playing <i>Fortnite</i> helps their child/them keep up with friends?	28%	50%
Say playing <i>Fortnite</i> helps their child/them learn teamwork?	26%	50%
Say playing <i>Fortnite</i> has helped their child/them bond with a sibling?	16%	39%

Parent tip:

To manage kids' time on *Fortnite*, you can use the ~20-min. matches as a natural stopping point, decide on a set amount of time or number of matches per day, or use your Wi-Fi or phone settings to limit game access.

39%

 of dads (and 18% of moms) have played, too!

And ... do they play with their kids? Yes, 31% of *Fortnite*-playing dads play at least occasionally with their child vs. 17% of moms.

Methodology: This SurveyMonkey online poll was conducted October 8-17, 2018, among a national sample of 19,063 adults—including 2,111 parents with children between 8 and 17 years old—and 1,348 teenagers age 13 to 17. Respondents for this survey were selected from the more than 2 million people who take surveys on the SurveyMonkey platform each day. Data have been weighted for age, race, sex, education, and geography using the Census Bureau's American Community Survey to reflect the demographic composition of people in the United States age 18 and over.

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