

Misleading PEGI-ratings on the Fortnite gaming-platform

Dear contact at PEGI.

Barnevakten has been made aware of the changes to the popular gaming-plattform, *Fortnite*. In Norway alone, 4 out of 10 boys between the age of 9 - 14 years play Fortnite, as well as almost 1 out of 4 girls ages 13 - 14-years.

Becoming a multi game-platform, Fortnite is a place where users can create and publish their own content, available to the public.

In a similar manner to Roblox.

In correlation to these changes, Epic Games has implemented parental controls, and age ratings, which consists of the PEGI-system in Europe.

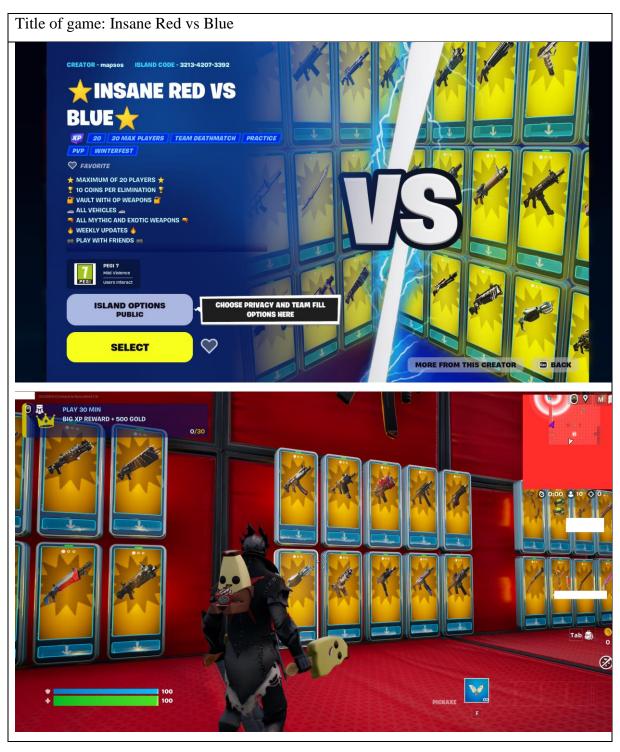
In some instances, these ratings seem to be well suited to the targeted audience, exemplifying this with LEGO Fortnite which has an age rating of 7 years from PEGI, Rocket Racing that has an age rating of 3 years, and the traditional game of Fortnite: Battle Royale, which has an age rating of 12.

Each step on the age rating corresponds with an increase of violence in these three examples.

However, several parents have contacted Barnevakten commenting that the PEGI-rating appears to be wrong or misleading in several instances. On the Fortnite gaming-platform. Exemplified in games that appear to have similar content to the Battle Royale-section of the game, but still maintaining a lower age rating of 7 years.

Below are some examples:







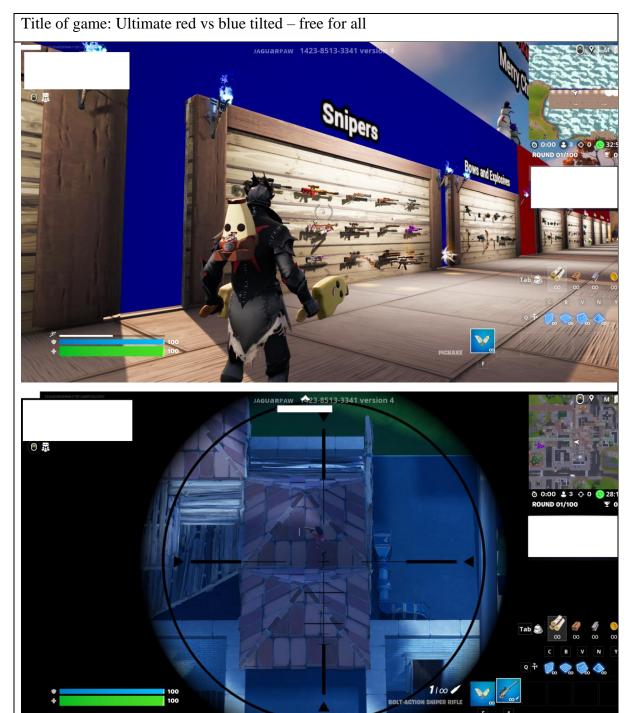


Age rating: 7, mild violence, users interact

Content: Use of guns, tanks, sniper-rifles, battles between players. Similar play style to

Fortnite: battle royale



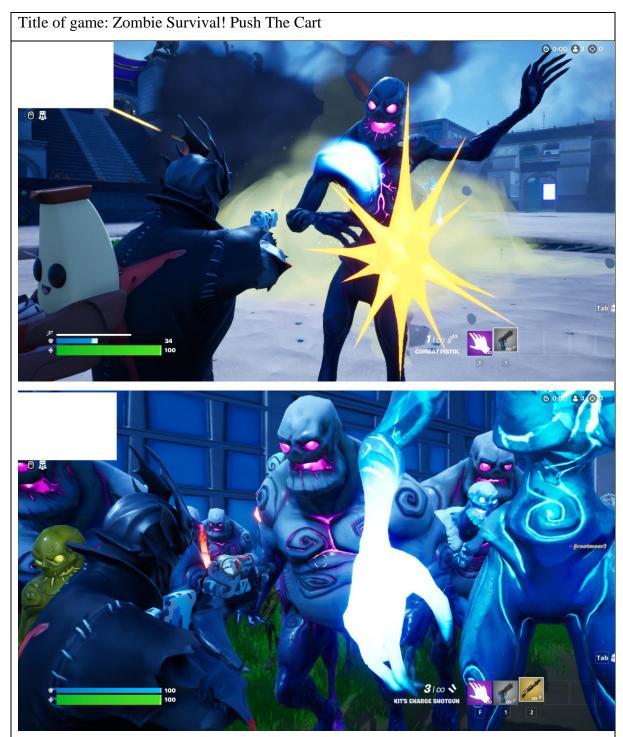


Age rating: 7, mild violence

Contains: Use of guns, tanks, sniper-rifles, battles between players. Similar play style to

Fortnite: battle royale





Age rating: 7, mild violence, users interact

Contains: Use of guns, zombies, shotguns etc. Similar play style to Fortnite: Save the

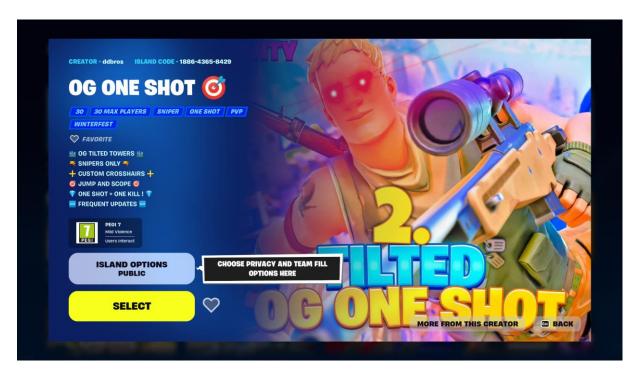
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These examples are just a few of similar type of games with an age rating of 7 years on Fortnite.

There are games within the genres "horror" and "team deathmatch" that contain intense gun violence, zombies, and player versus player-battles.

There are also games that specifically contain sniper-rifles. Like this game which has been rated PEGI 7. Containing shootouts against other players with sniper-rifles.



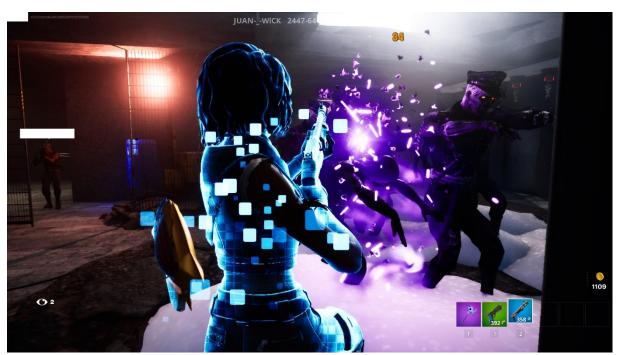


Or this survival-themed game containing zombies. Containing Fortnite-weaponry, and shootouts with zombies.









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In summary

Epic Games have expanded their gaming platform Fortnite, introducing the PEGI-system for

gamers in Europe. Also with parental controls targeting parents and caretakers for providing

individually suited gaming experiences for children.

However, the PEGI-ratings do not always seem to cohere with the in-game-content. As an

example, similar playstyles to Fortnite: Battle Royale or Fortnite: Save The World, have been

given age ratings of 7. In contrast to the age rating of 12 that appears to be more appropriate

and in line with Fortnite: Battle Royale and Save The Worlds age rating.

The PEGI system is an important guideline for parents and educators in choosing suitable

content for their children. When there appears to be systemic misrepresentations in the age

ratings, this may have a negative impact on the view and credibility of the PEGI-ratings as a

whole.

Fortnite as a gaming platform is still in its early stages, and therefore it may be important to

make proper adjustments as soon as possible.

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On behalf of Barnevakten.

Barnevakten is a Norwegian organization that provides tips and advice to children, parents,

and teachers on the safe and conscious use of digital media.

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