

# New Technology 2014

Arden Digital Leaders

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# What Are In-App Purchases?

- In-app purchases are when you can buy additional items within a game or app to boost your experience.
- This can range from any type of platform including Apple, Android and even on game consoles such as PlayStation Store and Xbox Live.
- Often there is a risk of the game remembering your credit/debit card information and as this can lead to mass purchases or accidental purchases.
- The best way to prevent this is to make sure that the game is trusted and secure. Also, check the game before your child installs it and ensure you 'un-link' your credit/debit card.



# What Are In-App Purchases?

- This is so recent that even today this has been in the news!

Life - Gadgets and Tech - News

## Apple changes App Store buttons to avoid parents' wrath on childrens' in-app purchases

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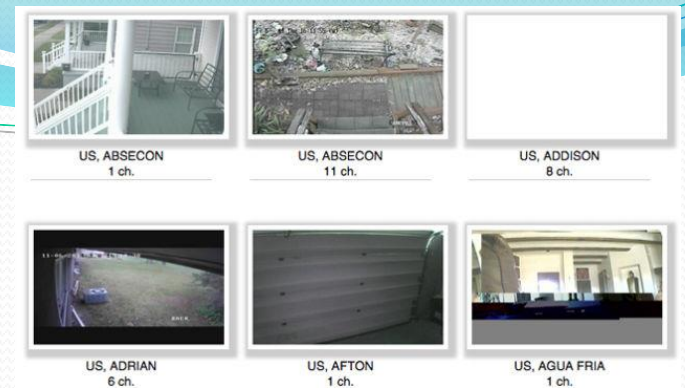
**100** NOW TRENDING

- 1 These moving photos of wounded soldiers were taken by Bryan Adams
- 2 The Nickelback song inspired by Ferguson that no one asked for is here
- 3 Female computer engineers improve Barbie's computer engineer book
- 4 Nestle is trying to make a drink that will stop the need for exercise
- 5 There is now a petition against the petition to ban Myleene Klass

ebay

- Apple has stopped describing any apps as 'free' in it's App Store, to avoid law suits and angry parents complaining about children having spent money on in-app purchases.
- When users go to buy free apps, the button that once said '**FREE**' has now changed to '**GET**'.

# What Is Insecam?



- A website has recently appeared that shows the live feed from webcams where the administrator has forgot to set the default password on webcams.
- Thousands of locations across the world are in full view of the public.
- Luckily this problem is easy to fix. Simply ensure that you password protect your router and your equipment such as your webcam or IP camera.

## Hackers Streaming Brits' Private Webcams

A Russian website is targeting homes and businesses across the UK, showing everything from office webcams to baby monitors.



Video: Hackers Target UK Home Webcams



Top Story





# Ask.FM

- Ask.fm is a social networking site where users can ask questions to other users on the site. The person asking the question can remain anonymous.
- In mid-2013, the site was heavily talked out in the media in relation to cyber-bullying and a link to teen suicides.
- Ask.FM were accused of not having workable reporting, tracking or parental control processes, which have become normal on other social media websites.
- However, the site later responded to the allegations by implementing a reporting feature and they stated that they employ a number people to help fight cyberbullying.

# Social Media Apps

Technology



# Social Media Apps

- There are many ‘Social Media Apps’ that most children and teenagers use to contact others and share what they do everyday.
- There are a lot of positive aspects of these apps; you can communicate with friends and family, update people on what you are doing and share entertainment with others.
- However, there are also a lot of disadvantages to social media such as: cyber bullying, ‘Trolling’, online harassment and spam messages.



# Examples of Social Media Apps 1

- Snapchat – Pictures can be sent to a recipient which can only be seen for a certain amount of seconds before it is removed. A **danger** is that the receiver can take a ‘screen-shot’ of the image and keep it stored.
- Twitter – Short 140 character ‘tweets’ (messages) can be posted on a person’s profile in which others can reply. A **danger** is that once a ‘tweet’ is sent, it is permanent.
- Facebook – More family orientated. Similar to Twitter but with ‘likes’ and friends instead of followers and re-posts. A **danger** is that your location can be shared with others and you need to check privacy settings as ‘friends of friends’ can sometimes see images you are tagged in.
- Instagram – Images and 15 second videos can be uploaded to share with friends. A **danger** is that the receiver can take a ‘screen-shot’ of the image and keep it stored.



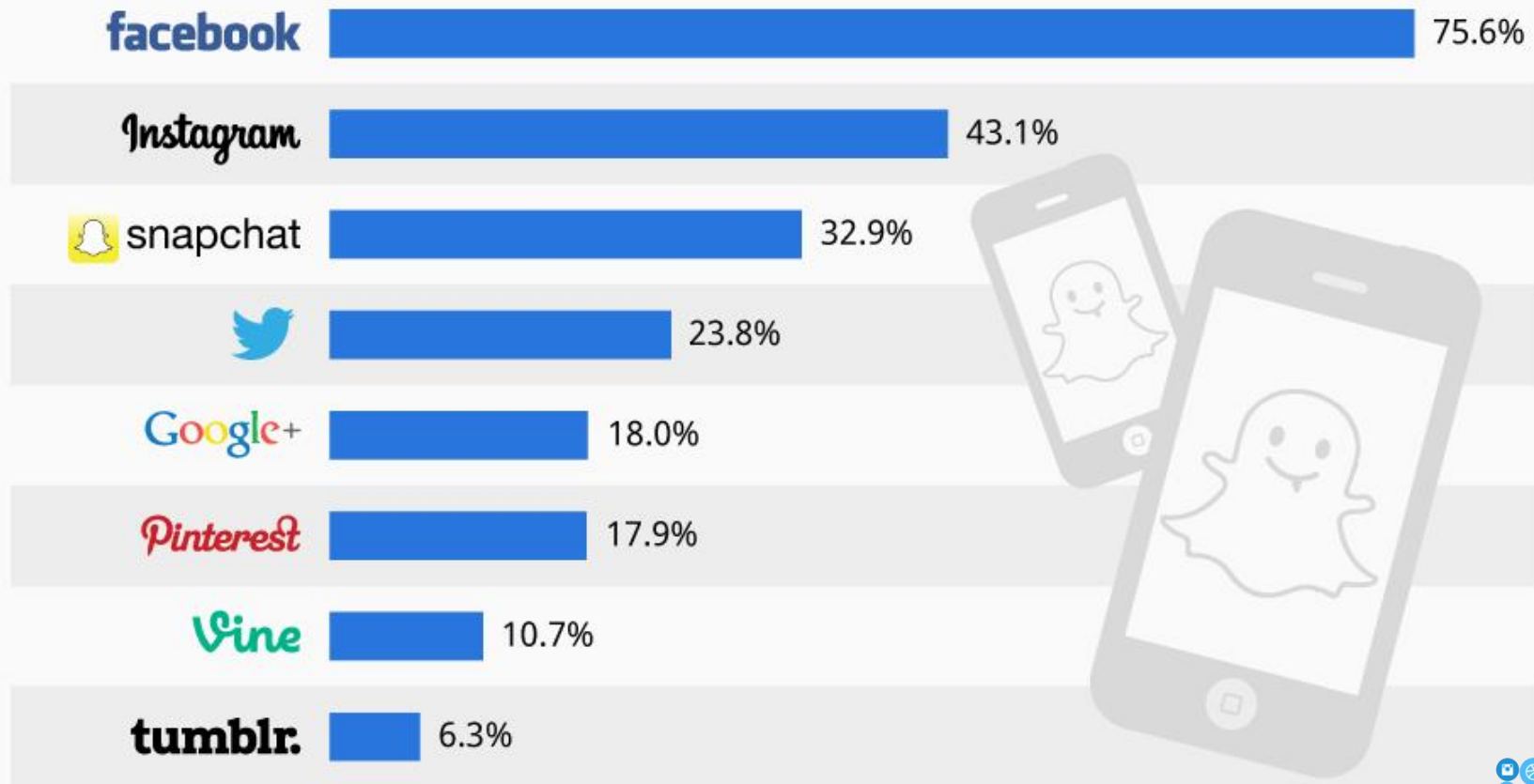
## Examples of Social Media Apps 2

- Tumblr – A blogging site with your own personal blog to post images and reply/re-blog other posts. A **danger** is that once something is written and published on the Internet, it may never be 100% gone.
- Facebook Messenger – A text messaging site built in with Facebook that is used with Wi-Fi.
- Kik Messenger – Very similar to Facebook messenger. Can be used on Wi-Fi and 3/4G.
- What'sApp – Also a messenger which requires a 69p fee after using it for one year.
- YouTube – A site where people have their own channels which videos can be uploaded to. A **danger** is that comments can be written – although this feature can be disabled in the settings.
- Vine – Short videos that replay over and over again. Similar to Instagram but with videos only. A **danger** is that it can contain explicit content.



# Snapchat More Popular Than Twitter Among Millennials

Most popular social media apps among Americans aged 18-34 (% of smartphone users)



# E-Safety Logo Quiz

- Using the sheet provided, try to correctly guess the name of logo, what it is for and the potential risks to young people or yourself!

*E-safety Quiz – how many can you get?*

<i>Name the logo</i>	<i>What is it for?</i>	<i>Potential risks for young people or yourself?</i>
		
		
		
		
		