



# Making Academic Esports Safer & Bully-Free

## REALITIES OF ESPORTS

Educators, students and parents alike are growingly concerned about two substantive challenges in esports negatively impacting players:

**65%**

of all players reported experiencing "severe harassment" such as physical threats, stalking and sustained harassment \*

**56%**

of college esports players reported suffering from eye fatigue and eye strain\*\*

**42%**

of college esports players reported back and/or neck pain from excessive play\*\*

**36%**

of college esports players reported wrist and/or hand pain from excessive play\*\*

## OUR PARTNERS



Your academic institution is taking proactive steps to help prevent bullying and injuries related to esports. Our software, Healthy Player One, will allow you to quietly flag any inappropriate conduct to school officials, as well as track the amount of time playing games on school esports devices. Here's how it works:

### Harassment/Bullying Prevention

The software is always recording game play and audio in your headset on a loop of 1-5 minutes, depending on your school's settings. If you are being harassed in any way that makes you uncomfortable, press the CONTROL and F1 keys on your keyboard, and the software will flag and save that feed, uploading it to school officials to review. You will be emailed to add additional information about what happened.

### Injury Prevention

School officials will establish time limits for play, requiring mandatory rest breaks. You will always see a timer on the bottom of your screen. If you see your time is getting down to a few minutes, we recommend you do not start a new match and you log out of your game. Your coach or director can disable time limits during tournaments. You will also be asked to self-report any symptoms caused by gaming, and the program will suggest exercises to help you.

### What we do/don't do with our data

As a signatory to the Student Privacy Pledge (<https://studentprivacypledge.org/>) our goal is to both support the effective use of student information and safeguard student privacy and information security. You can read our full privacy policy at <https://www.healthyplayerone.com/privacy-policy/>

Healthy Player ONE's privacy policy was approved by the Future of Privacy Forum. By signing this pledge, we will:

- Not sell student personal information
- Not behaviorally target advertising
- Use data for authorized education purposes only
- Not change privacy policies without notice and choice
- Enforce strict limits on data retention
- Support parental access to, and correction of errors in, their children's information
- Provide comprehensive security standards
- Be transparent about collection and use of data

Our goal is to make esports a safe and inclusive environment for every student. If you have been the victim of bullying or harassment by other players, it can be a very traumatic experience. If you find the experience has left you anxious, sad or no longer eager to game, don't suffer in silence. If a friend or fellow player is showing such symptoms, lend a helping hand.

Your academic institution is among those who are taking proactive steps to help you and your peers enjoy gaming with a bully-free environment.

For resources to help yourself or help a fellow student who has been the victim of harassment, please visit <https://www.stopbullying.gov/resources/get-help-now>.



[www.healthyplayerone.com](http://www.healthyplayerone.com)

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