

TINA'S VIDEO GAME JOURNEY

TRUSTED
FUTURE®

New laws in Texas and Utah and proposals in Louisiana and the U.S. Congress **require an app user's age be verified at the app store**. On the surface, these bills have a great goal: ensuring that children only access age-appropriate content online.

But unfortunately, **the bills put children's privacy at risk without actually solving the problem of how to keep kids safe**. This story, from 11-year-old Tina, shows the challenge.



Tina has a tablet that she uses for homework, video calling her grandparents, playing games, and streaming movies. She wants to be an astronaut and likes weather apps. She also has apps to teach herself sign language, origami, and painting.



Because of these new laws, Tina's tablet is now **sending details about her age to the developer of each of her apps**, even if they don't host age-inappropriate content.

And it's doing so **without her parent's knowledge or consent**.



Tina's friends at school are talking about a new game. It has two levels of access, **one designed for kids and one with more mature themes and graphics for adults**.

Tina tries to download the grownup version on her tablet **but can't because of the new law**.



Tina is a good kid, but this game is all anyone is talking about at school. She goes onto the shared family computer and is able to create an account for the adult version. **She avoided the app store, so there was no one to check her age**.

She plays the game, sees violent content, and interacts with adults online – **exactly what her parents are nervous about**.



While Tina's parents eventually found out and made her delete the account, she showed a weakness that the invasive data collection on her other apps couldn't help prevent.

Read more [here](#).