



# Safeguarding for Houseparty



## What is it?

A **social networking platform** for video chatting with friends

## Age restriction:

**13 and over** but there is no age verification process

## Great for:

- **Dropping in and out of chats with friends**, creating the feeling of going into different rooms at a party
- Playing **classic party games**, such as Heads Up and Trivia
- Only getting **friend suggestions from people in your contacts**

## How can you make it safer?

- **Private mode** automatically prevents strangers joining all chats
- The 'lock' icon at the bottom of the screen will **prevent others joining individual chats**
- Keep **location services off** when you're not using the app
- **Talk!** Be interested in what games users are playing and who they are talking to
- **Ghosting** hides your presence from selected people
- **Sneak into the house** hides your 'in the house' notifications from everyone else
- **Stranger Danger** lets everyone in the room know if a third party has been added

## Risks:

- **Chats are live and unmoderated**, so users could be exposed to inappropriate content
- **Strangers can join** into conversations as links to chats can be shared publicly and acquaintances of all friends in a chat can join in, without invitation
- **Users all get a push notification when their friends are online**, causing users to feel pressure to join in, or causing them to feel left out if friends are online, but not speaking to them