

# The impact of online marketing on children's behaviour

exposed to marketing online. Online games, applications and social media sites are all used to attract Europe's young consumers.

Children are increasingly

A European Commission study examined the impact of online marketing on children's behaviour.

### in online games Advergame: an online video game that promotes a particular brand, product or marketing message by integrating it into the game.

How children are targeted

Application (app) game: a game developed as an application for mobile devices.

**Contextual ads** 



Social media games: 6/6

Application games: 1/12

Advergames: 3/7

Contained contextual ads

In-app purchases



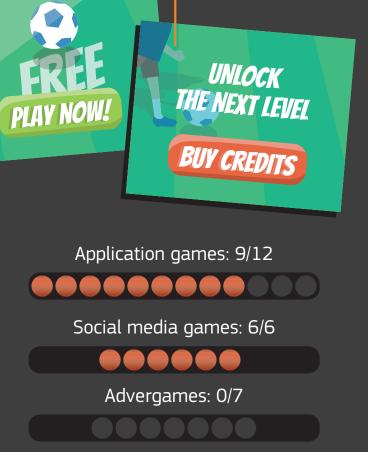
**Embedded ads and** 

Social media games: 1/6

Application games: 5/12

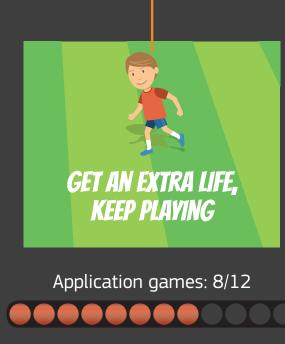
Advergames: 7/7

Contained embedded ('hidden') ads



Contained In-app purchases

Prompts to extend gameplay



Advergames: 5/7

Social media games: 6/6

What are the effects

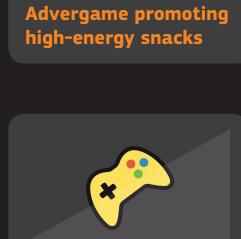
Contained inducements to keep playing

### One investigated the effects of being exposed to embedded advertisements in games and the other investigated the effects of being exposed to prompts to make In-app purchases.

Two behavioural experiments with children were conducted as part of this study.

Advertisements in online games has an impact on children's behaviour

**More sweets** 



**Advergames** 

Advergame promoting toys

UNLOCK

THE NEXT LEVEL

BUY

In-app purchases

eaten

Fewer sweets eaten

**Advergames** 

can lead to a

SUBCONSCIOUS

change in children's

behaviour.

# Some controls can reduce their spending



Children are vulnerable to prompts to make In-app purchases

Parents have an important role to play in moderating their children's behaviour online, but they are not always aware of all the risks. Parents' concerns about children's activities online MAIN CONCERNS Violent images Online buying

Data tracking

Prompts to make In-app purchases

20% **Permissive** 

**15% Authoritarian** 

Digital identity theft

Targeted ads

Hidden ads

Online protection



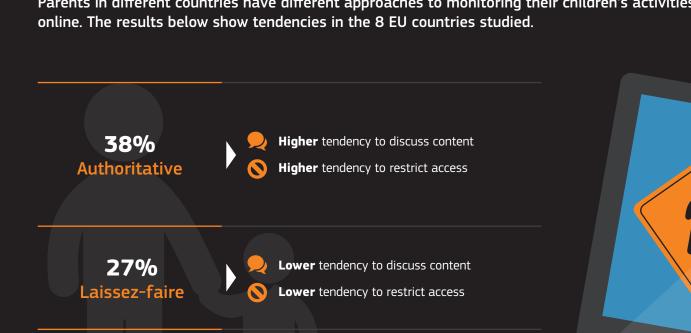
OF CHILDREN'S ATTITUDE

TO ONLINE MARKETING

Younger children spend more.

Not **Annoyed** Ads for unhealthy lifestyle interested Ads for unhealthy foods

Parents in different countries have different approaches to monitoring their children's activities



Lower tendency to restrict access Lower tendency to discuss content

Higher tendency to discuss content

**Higher** tendency to restrict access

These differences mean that children across the EU do not have the same level of protection against online marketing.

The study analysed the impact of online marketing through an in-depth analysis of games, behavioural experiments, focus groups, surveys as well as a literature