



As a school it is our duty of care to pass on any information we receive that puts young people at risk. This has been passed on from the MASH education team who are affiliated with the police and deal with child protection. This information would have been drawn from a police enquiry and is as stated. We are highly concerned with online safety and the games being played online, the one below is highlighted but I also want to take this opportunity to draw your attention to the news on the game of Fortnite, which has very worrying consequences as well.

Please read the following:

Dear All

I am emailing you in respect of an issue which has come to light in an ongoing Inquest. I believe the information is so concerning that this warrants my writing at this stage to make the local authorities aware of the issue so appropriate information can be disseminated. This has arisen due to the fact I am conducting the Inquest into the death of a 15 year old boy (BW) who died earlier this year. BW lived and was at school within the Bury area. Evidence obtained suggested he had used an online game called DOKI DOKI. I requested GMP obtain further information about this game.

Yesterday I received a statement from DI Gladwin. In researching this DI Gladwin has liaised with the NSPCC online safety officers.

To summarise his statement says as follows; "Doki Doki also known as Doki Doki Literature Club. Developed in 2017. It does warn it is not suitable for children however the graphics etc are clearly aimed at young people. This is the first game produced by Salvato and has won a number of awards since it was launched in August 2017. It was downloaded over 2 million times in the first 4 months.

In essence the story plot seems to be that a male character joins a literature club and interacts with female members. There are alternative endings depending on choices made during the course of the game. The story plot uncovers suicidal thoughts the members have. The multiple outcomes follow things such as mental health issues (voices in their head), self-harming, suicide and violent scenes such as one of the player's neck snapping. All of this then links the reader back to an outcome whereby you are made to think the PC has taken over your computer and you have to continue playing. Some outcomes lead you to consider what you could have done to prevent one of the characters deaths. One even shows you messages from the players who have passed away saying "now you can all be happy I am gone". This is a psychological horror game with suicide as a main feature.

This game is free of charge but an upgraded version can be purchased for \$10 to unlock extra content.

Prior to our contact the NSPCC Online Safety team had had no calls with regards to this game but they are now alerted to its existence.

As a result they reviewed information from their Childline Counsellor Facts notes since April 2017. Two counselling sessions had made notes with regards to Doki Doki – these were in November 2017 and January 2018. One talked about a friend playing the game. It was noted the game can trigger emotional responses. The other session noted the young person had been playing it and their favourite character had committed suicide – the young person was thinking about ending their life the same way."

Many thanks for taking your time to read this. If you have any concerns with safeguarding please do not hesitate to contact the school for advice and support.

The Hodgson Safeguarding team.

Miss F Bate DSL

