

FAMILY SCENARIOS



Xbox dad & son

Marcus just bought he and his son Miles an Xbox One for his birthday. He wants to treat his son, and to be able to help him grow in responsibility while building their relationship by playing together.



Marcus' needs (Xbox Parent)

- Feel that his son is safe from seeing unsafe content
- Keep an eye on son's gaming (what games, who he's playing with, the type of gaming environment, etc.)
- Help his son create healthy gaming habits, growing in self-control
- Allow son to grow in responsibility/accountability
- Reward son with extra time/\$ when he's doing well in school
- Pause Xbox time if son is not behaving
- Have meaningful connections within the Xbox and real life
- Expand his safety toolset to beyond screen time

Scenarios (Xbox Parent)

- Configure age-based content filters (1)**
- Receive an overview of child's activity (games played, people he's played with, etc.) **(3)**
- Receive a notification when son begins playing, or purchases a new game
- Configure screen time boundaries
- Respond to notifications when son requests more screentime, or access to blocked content (2)**
- Add money or screen time to child's account (maybe include a message)
- Pause screentime (maybe include a message "time for bed")
- Compete together for rewards
- Learn what other tools



Miles' needs (Xbox Child)

- Monitor screen time limits
- Request more time and content
- Explore, play, have independence
- Build trust with dad
- Have fun with dad

Scenarios (Xbox Child)

- Check how much screen time they have left
- Request more screentime (optional message) (1)**
- Request access to content
- See what parent is able to see
- Get heads up before alerts are sent to parents (giving child ability to prevent it) (2)**