

BuPP – Federal Office for the Positive Assessment of Digital Games

The Federal Office for the Positive Assessment of Digital Games (BuPP), which was founded in 2005, is a service of the Federal Chancellery. The website offers parents and interested parties information on handling digital games in everyday family life. The BuPP approach is to “recommend and inform rather than banning”. The BuPP offers a guide to selecting age-appropriate games for computers, consoles, smartphones and tablets. The BuPP also promotes a constructive and reflective handling of the topic of “gaming”, which is so important to children and young people.

The BuPP’s key offer is recommendations for games that are fun but also have the potential to foster children and young people to develop skills, such as logical thinking, reaction, teamwork etc. Parents can offer these games to their children or play them with them without hesitation, if they follow the BuPP age recommendations. The BuPP age recommendations take into account both youth protection elements such as the representation of violence etc. but also relates to the children's abilities (“playability”). A game recommended by the BuPP for a specific age can actually be played by this target group. The playability is not taken into account by other age classifications such as the European PEGI system or the German USK system.

The game recommendations on the website include basic information about available platforms and genres etc. and also a description of each and a justification for the recommendation. A table of pros and cons enables parents to get their own idea of individual games and decide whether the game is suitable for their child.

Media educational services and initiative

The BuPP offers free workshops and lectures on “digital games” to improve media skills. Teachers, parents and young people are prompted to engage in reflective thought through discussions, group work and inputs, enabling them to achieve new insight into the skilled handling of digital games. In this way, potential can be better estimated and used and risks can be avoided. The BuPP also attends numerous events. Attendees can try out recommended games and ask questions.

Research and networking

Science and experience form the basis of the BuPP's work. The BuPP is also contributing to a more differentiated and enlightened handling of digital games in public and in everyday family life through the articles it writes for reference books, specialist journals and other media.

The international "F.R.O.G - Future and Reality of Gaming" conference held as part of the annual "Game-City" in the Vienna Town Hall is the largest academic event run by BuPP. Experts from research and practice and interested parties discuss the latest findings in the field of gaming.

Assessment process

The BuPP team is made up of employees from the Federal Chancellery, external reviewers with a pedagogical background and experience with computer games and external specialists. The games are selected by the team in advance depending on their relevance – there is no requirement to cover the whole market. Reviewers test each game extensively and prepare a report based on a test manual with clearly defined criteria. An assessment commission makes a decision regarding a recommendation after a presentation of the game and a discussion.

Further information

- Federal Office for the Positive Assessment of Digital Games (in German only)
www.bupp.at
- F.R.O.G www.frogvienna.at

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The task of the Youth Competence Centre is to implement and coordinate the Austrian Youth Strategy and provide data and facts on youth policy and youth work. If you have any suggestions, please contact jugendstrategie@bka.gv.at