

Appendix D: Sample Data Protection Impact Assessment: Game or App

[How to do a data protection impact assessment \(DPIA\) if you are designing a mobile game or app](#)

1. Best interests of the child: How do you incorporate pause/exits to the game without the loss of progress?
2. How do you approach monetization?
 - a. Features triggered by gameplay, not user progress or performance.
 - b. Ads being served that are suitable for the target audience.
 - c. Using the platform payment systems which include parental control options.
3. How do you minimise the capture of data that is not core to the purpose of the game?
4. Geolocation
5. Profiling: Shall be switched off by default