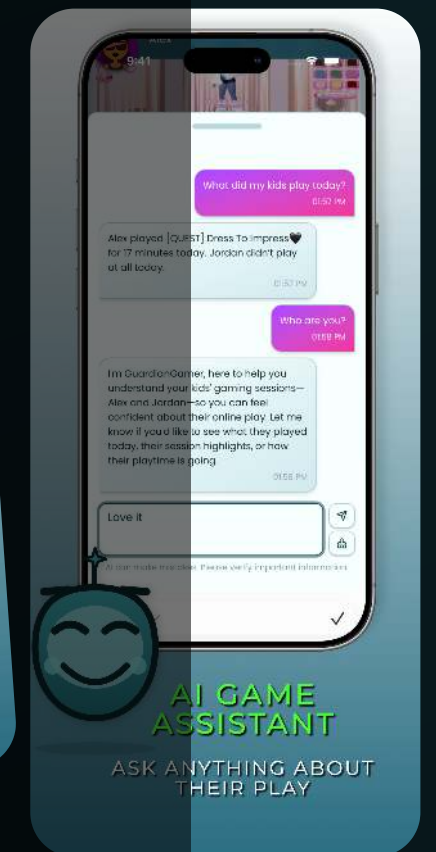
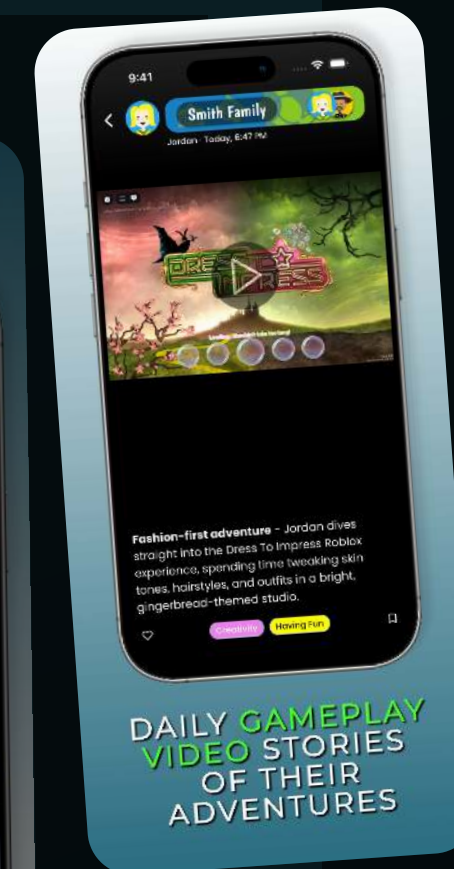
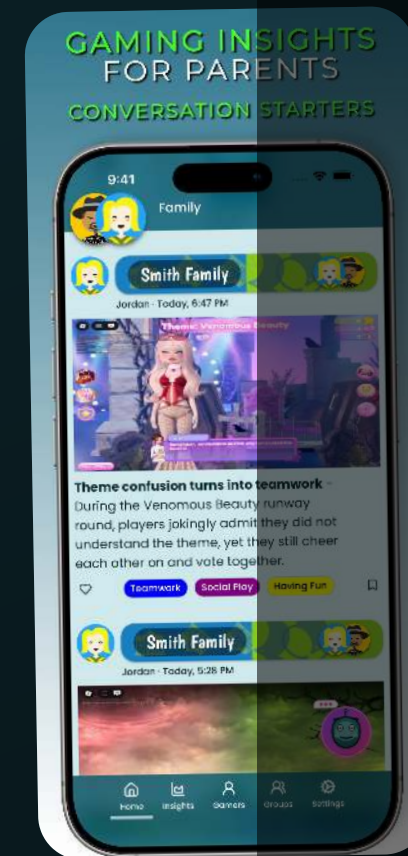


# Introduction to GuardianGamer.

*A coach's primer for guiding parents through their child's gaming life – what GuardianGamer is, how it works, and how to bring it into your workshops.*



*“I have no idea what they're doing for three hours.”*

WHAT YOU'RE HEARING

Time-in-game keeps growing. The activity is opaque.

Anxiety builds without information — and the two options parents reach for, **block everything** or **trust blindly**, both fail.

— A PARENT · WORKSHOP, FALL 2025

IN YOUR SESSIONS, THREE VOICES

# Parents feel locked out of their kids' *gaming worlds.*

01 / WHAT PARENTS SAY

*"I don't know what they're doing for 3 hours."*

Time-in-game keeps growing — but the activity is opaque. Anxiety builds without information.

02 / WHAT KIDS FEEL

*"My parents don't get my world."*

When parents engage only to restrict, kids hide. Connection breaks before safety even comes up.

03 / WHAT COACHES NEED

*A shared, neutral language.*

A way for the family to talk about gaming with facts, not assumptions. That's where GuardianGamer fits in.

THE WHOLE PRODUCT, IN ONE BREATH

GuardianGamer turns each gaming session into a *story parents can read* — a 90-second daily reel of what their child built, who they played with, and any moments worth a conversation.

A NOTE ON FRAMING

*It's a recap, not a watchtower.*

Think of it like a coach's session note — generated by AI, delivered to the family, and designed to start a conversation rather than file a report.

DEFUSE THIS ON SLIDE ONE OF EVERY WORKSHOP

It is *not* any of these things.

~~parental controls.~~

~~a screen time blocker.~~

~~surveillance – kids know the platform is watching, and so do the parents.~~

*Lead with what it isn't. The "spying" objection comes up first – answer it first.*

FOR FAMILIES · SETUP IN MINUTES

# Three steps. *That's all.*

## STEP 01

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### Download the parent app

A parent installs GuardianGamer on their phone, creates the family dashboard, and adds each child as a "gamer."

## STEP 02

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### Connect the child's device

A pairing code lets the child play on a parent's phone, on their own iPhone or iPad, or in any browser at [joinmy.gg](https://joinmy.gg). Roblox runs as it always does — kids don't change anything about how they play.

## STEP 03

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### Receive insights

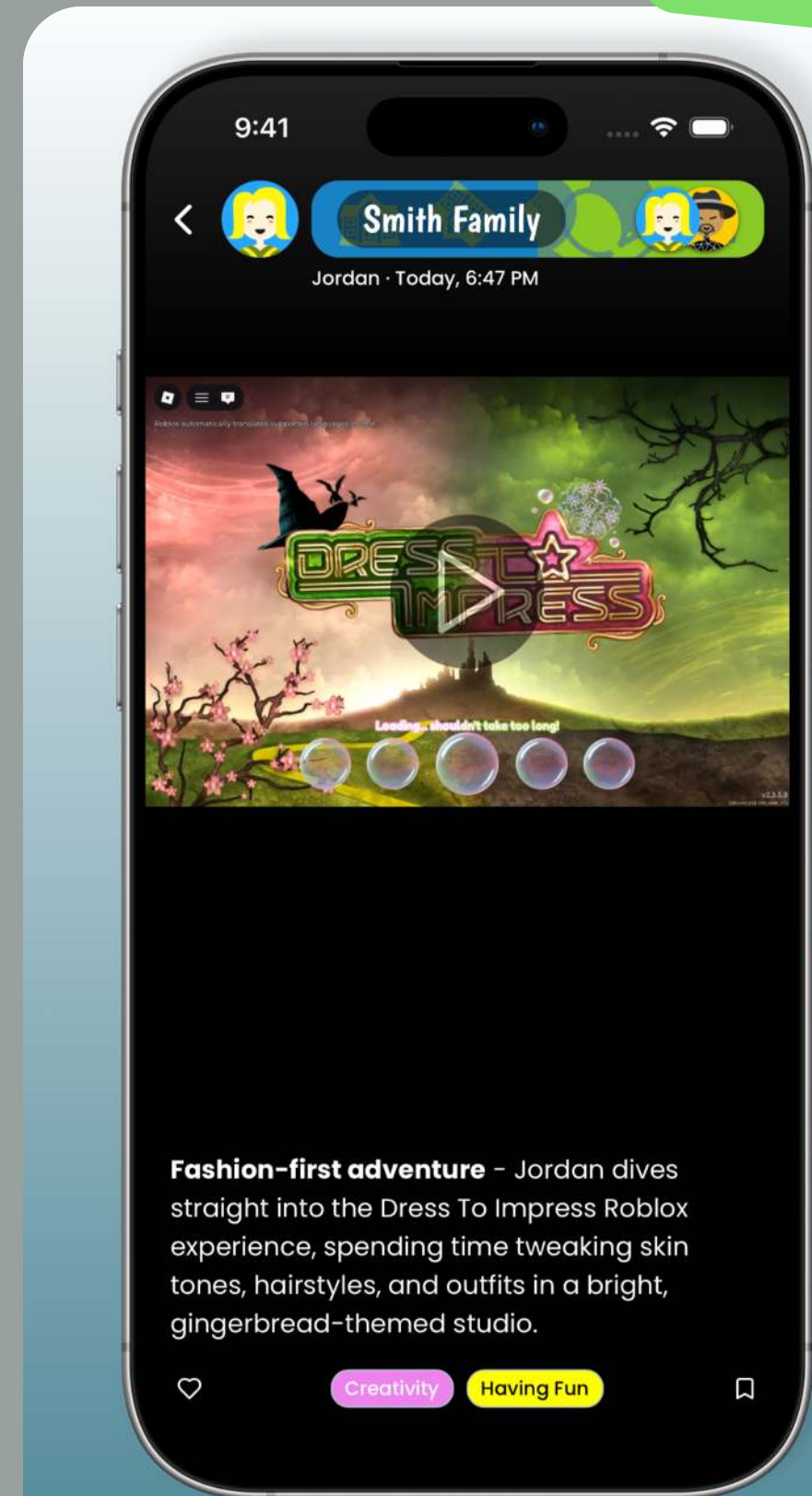
About 20 minutes after each session, AI-generated highlight reels and summaries arrive in the parent app. Conversations follow.

THE PARENT APP · WATCH

# Daily video stories.

- **90 seconds, every day.** AI condenses hours of play into what the child built, who they played with, what skills they showed.
- **A family feed, not a dashboard.** Reels arrive in a feed parents actually open — not a weekly screen-time report no one reads.
- **Natural conversation starters.** The reel becomes a launching point: *"Tell me about the lava bakery you built."*

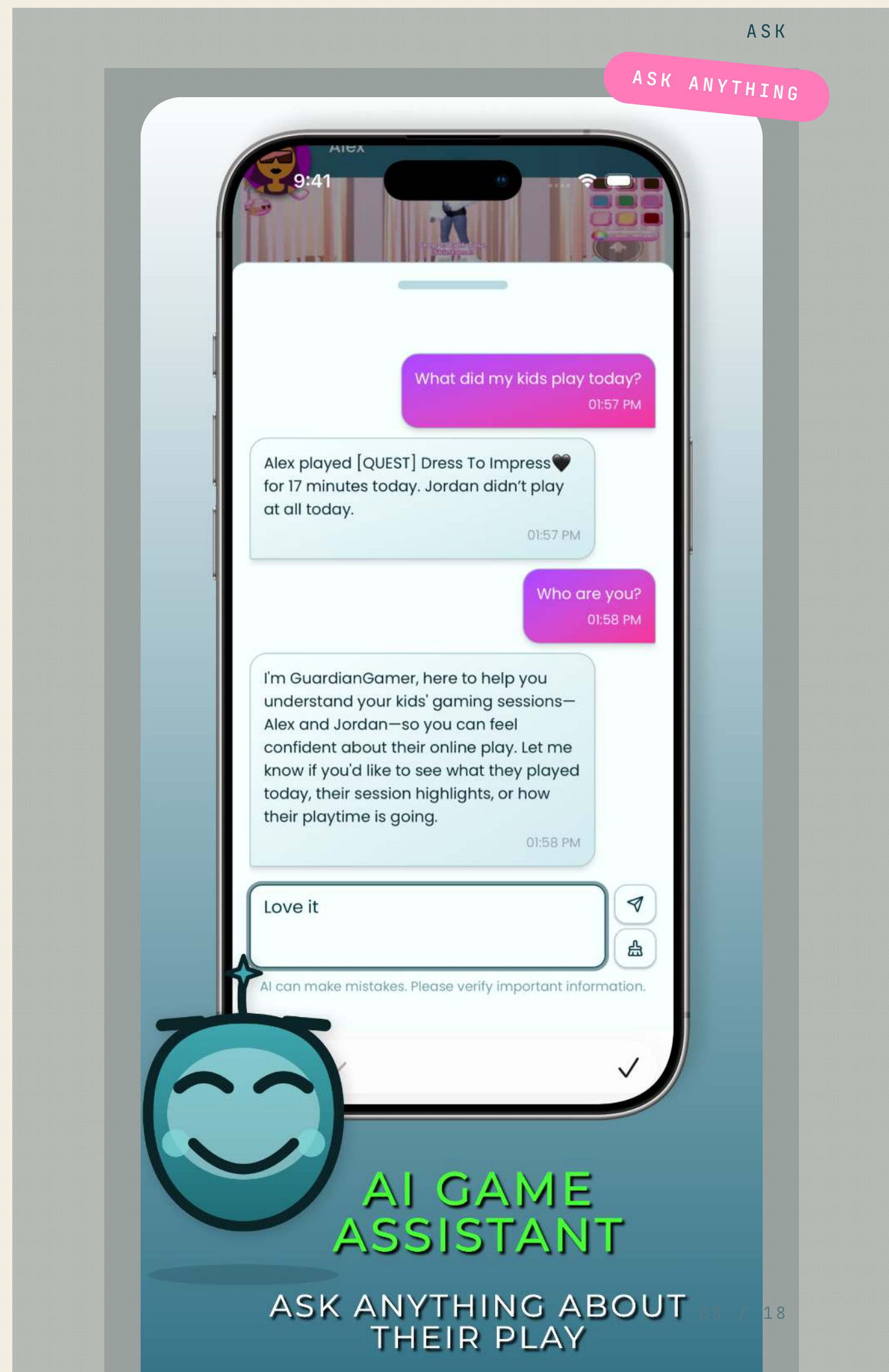
90-SECOND REEL



DAILY GAMEPLAY  
VIDEO STORIES  
OF THEIR  
ADVENTURES

# Ask anything in *plain English*.

- **Grounded in real session data.** Every answer is rooted in the child's actual gameplay — not a generic LLM, not parenting advice.
- **Proactive, not reactive.** The Assistant surfaces what to ask before the parent thinks to. New friend on the trusted list? Unusual session? It tells you.
- **Replaces the dashboard.** Parents don't read data — they have conversations. Type the question, get the answer.

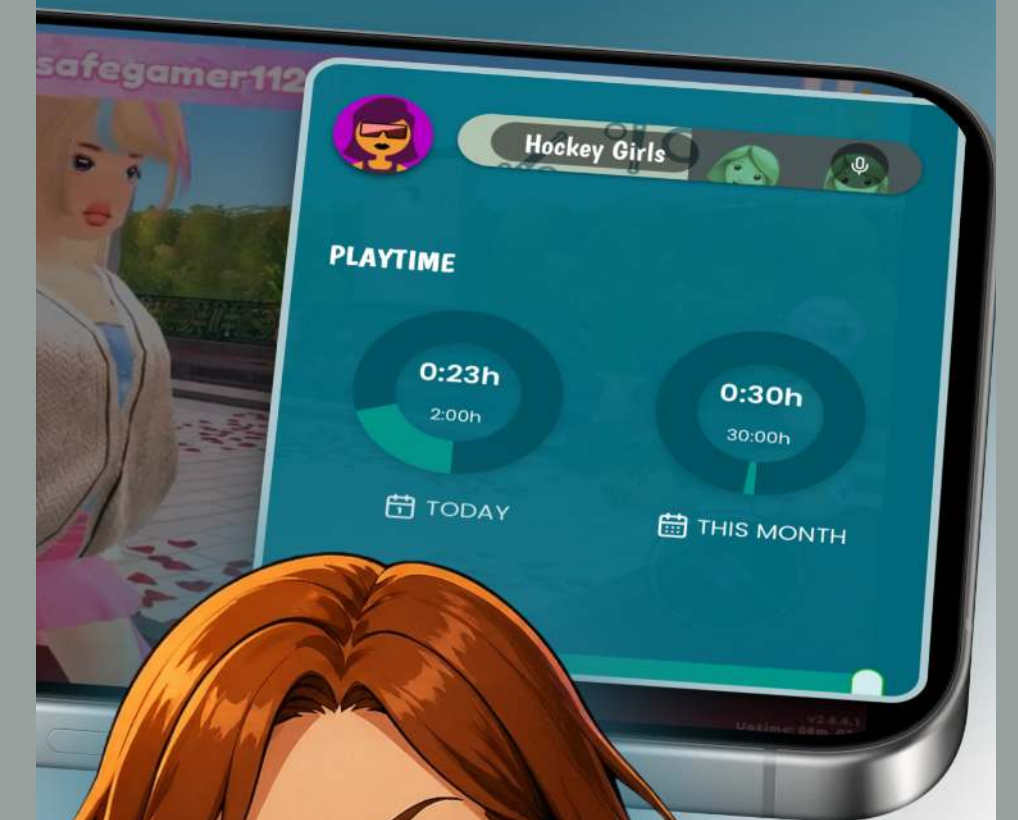


# Trusted groups & *private voice*.

- **Parent-approved trusted groups.** Only kids whose parents both opted in can find each other. Zero strangers by default.
- **Private voice chat.** Voice is private — only with parent-approved friends. No open rooms, no strangers.
- **Supervision, not surveillance.** Kids know what's seen. Parents know what's relevant. No transcripts, no raw audio — just signal.

APPROVED FRIENDS ONLY

## SOCIAL GAMING PRIVATE VOICE CHAT FOR KIDS



A LINE WORTH DRAWING IN EVERY WORKSHOP

# Visibility — *not* surveillance.

The product is built around one boundary: parents see what helps them stay connected and keep their child safe — and nothing else. Kids know what is observed. The line is explicit, age-appropriate, and consistent.

## WHAT PARENTS SEE

### Connection signal.

- ✓ Daily 90-second highlight reels
- ✓ Who their child played with (trusted groups only)
- ✓ What was built, achieved, attempted
- ✓ Time spent · games played · spending events
- ✓ AI-flagged unusual moments

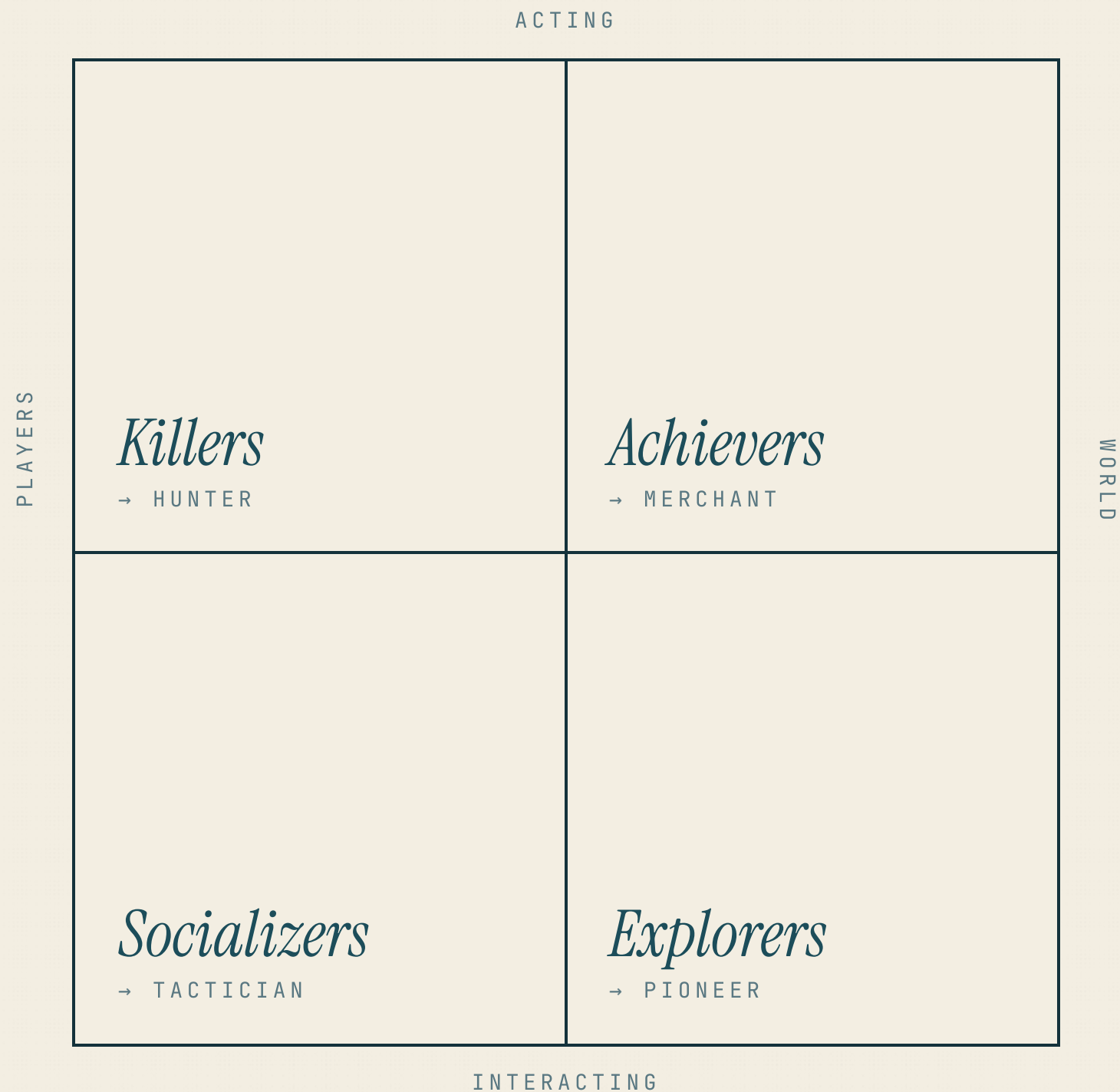
## WHAT PARENTS DO NOT SEE

### Surveillance theatre.

- ✗ Raw voice recordings
- ✗ Verbatim chat transcripts
- ✗ Every keystroke or click
- ✗ Friends not in the trusted group
- ✗ A live screen feed

# What kind of *gamer* are you raising?

*The reels aren't just clips. They're inferred — a player archetype, a handful of character traits, all read from real session signal. Here's the framework underneath.*



# The original *four* player types.

In "*Hearts, Clubs, Diamonds, Spades*," Richard Bartle categorized online players along two axes — **acting vs. interacting**, and **world vs. other players** — producing four foundational types.

Nearly every player-type framework in modern game design — Marczewski's HEXAD, Quantic Foundry's model, ours — is a refinement of this quadrant.

↳ Use this in your workshop as a universal warm-up: "which one is your kid?"

# Pioneer · Merchant · *Tactician · Hunter.*

Our patent defines four **gamer profile avatars** derived from Bartle — refined for kids' gaming, and inferred from real session signal: gameplay actions, voice tone, chat patterns, who they played with.

INTERACTS · WITH THE WORLD

## Pioneer

→ *Bartle's Explorer*

Maps the unmapped. Hunts hidden rooms, reads the lore, finds the frontier nobody else has seen yet.

In-game: maps · hidden rooms ·

GUARDIANGAMER · PATENT US12097438B2 · VOGEL 2024  
Lore · frontier · WORKSHOP EDITION

ACTS · ON THE WORLD

## Merchant

→ *Bartle's Achiever*

Builds, trades, accumulates. The kid running a lemonade stand inside Roblox — gear, gold, reputation.

In-game: trading · crafting ·

gear · gold

INTERACTS · WITH PLAYERS

## Tactician

→ *Bartle's Socializer (with leadership)*

The voice on comms. Calling plays, coordinating roles, holding the team together when it matters.

In-game: calling plays · roles ·

comms

ACTS · ON PLAYERS

## Hunter

→ *Bartle's Killer / Competitor*

Lives for the 1v1. Ranked ladders, pursuit, mastery through dominance — the kid who wants to be the best.

In-game: 1v1 · ranked · pursuit ·

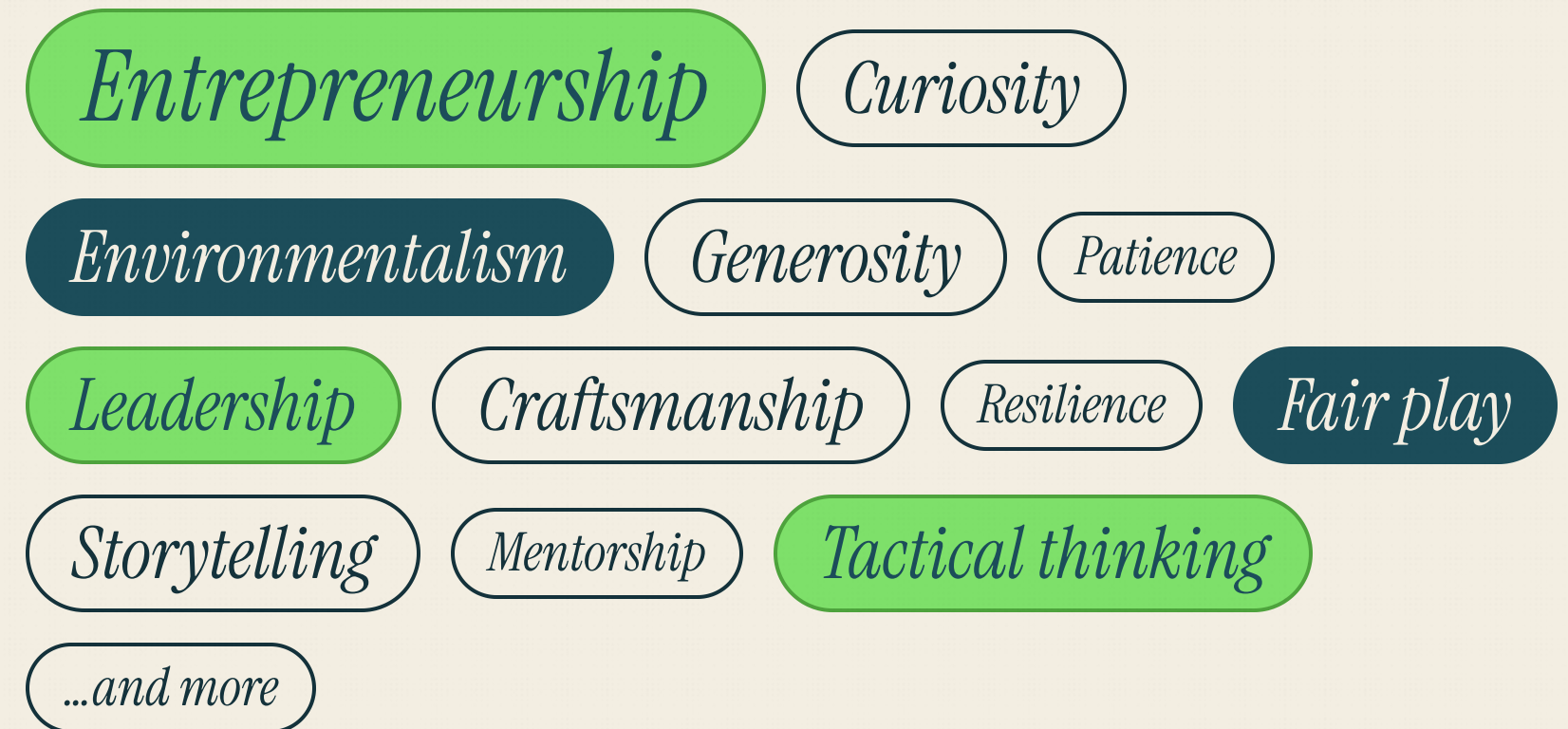
mastery

## PLUS · CHARACTER TRAITS

# The archetype is the start. *Traits* add the nuance.

A Merchant who trades fairly and helps newer players reads differently than one who corners every economy. A Pioneer who preserves the worlds they explore reads differently than one who just runs through.

Traits are how the system catches that — and how parents see it.



## FOUR FRAMES YOU CAN BORROW WHOLE-CLOTH

# Talking points for *coaches*.

## FRAME 01

*"Meet the kids where they are — in their virtual world."*

Encourage parents to stop guarding the gate and start joining the world. GuardianGamer is the doorway in.

## FRAME 02

*"Curiosity replaces control."*

A parent who can ask about Jordan's lava bakery doesn't need to forbid Roblox. Conversation > prohibition.

## FRAME 03

*"Trust, then verify — gently."*

The platform creates space for trust by giving the child agency (visible boundary) and the parent context (signal, not stream).

## FRAME 04

*"You don't watch the game. You read the story."*

Highlight reels are designed for the parent who has 90 seconds before bedtime — not the parent with 3 hours to spare.

FOR AGES  
06-12

SAY THIS



“ I got us a new app called *GuardianGamer*. Every day it makes me a short video of the coolest stuff from your Roblox sessions — the things you built, the wins you pulled off, the friends you teamed up with. I want to celebrate that with you — and actually understand what it's like in there with you. Voice chat works with friends we both approve. *Sound fair?*”

FROM OUR FOUNDER · USE THIS IN YOUR WORKSHOPS

# This is what the *connection* looks like.

Heidi (founder & mom) playing *Adopt Me* with her daughter — the exact moment GuardianGamer is built to protect and amplify. Show this clip in your sessions when parents ask "*but what does 'being in the architecture' actually look like?*"

↳ Pair with Frame 01: "*Meet the kids where they are — in their virtual world.*"

▶ [YOUTU.BE / 2GJTSRLTSJ8](https://youtu.be/2GJTSRLTSJ8)



FOR YOUR WORKSHOP KIT

# Resources & next steps.

DEMO

## Live in-browser demo

No download. Pre-loaded with sample data from the Smith family. Show it live in your sessions.

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[guardiangamer.com](http://guardiangamer.com)

DOWNLOAD

## Live on the App Store

Approved by Apple, May 2026 — out of TestFlight, fully public. Send families straight to the listing.

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[apps.apple.com/us/app/guardiangamer/id6754699363](https://apps.apple.com/us/app/guardiangamer/id6754699363)

NEWSLETTERS

## Monthly Parent Newsletter

Plain-language analysis of the latest reports — Common Sense Media, Surgeon General, school-district responses.

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[guardiangamer.com/newsletters](http://guardiangamer.com/newsletters)

↳ *Bringing GG into your practice as a referral or co-branded resource? Email [\[email protected\]](mailto:[email protected]).*

THANK YOU

# The Trusted Way for Kids *to Play.*

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*Heidi Vogel Brockmann*

FOUNDER & CEO · GUARDIANGAMER

EMAIL [\[EMAIL PROTECTED\]](#)

WEB [GUARDIANGAMER.COM](https://guardiangamer.com)

MATERIAL PARENT COACH · V1.0 · MAY 2026