

What Parents & Educators Need to Know about NINTENDO SWITCH 2

Nintendo launched its Switch 2 games console in early June 2025 – its first new console in eight years. While it builds on the original's success by remaining compatible with certain existing games, it also adds powerful hardware and new features like GameChat and a USB-C camera. As more children look to upgrade, it's important to understand how this new console might affect their play and safety.

WHAT ARE THE RISKS?

EASIER TO ACCESS MATURE CONTENT

18

CENSORED

Despite Nintendo's reputation for family-friendly titles, mature games like Cyberpunk 2077 and Hitman have been released onto the platform. With the Switch 2's improved performance, developers will be able to port even more mature-rated games. These may appeal to children due to their popularity, but they contain content that is highly unsuitable for young audiences.

IN-APP & GAME STORE PURCHASES

The Nintendo eShop enables purchases with just a few taps. If payment details are saved and PIN protection is disabled, children may unknowingly make costly purchases – including game add-ons, cosmetic items or entire new releases – without parental approval.

UNRESTRICTED ONLINE PLAY IN SOME GAMES

While GameChat is one feature, Switch 2 also connects to the broader Nintendo Switch Online service. Many free-to-play titles like Fortnite or Splatoon 3 allow voice or text chat with strangers unless chat settings are adjusted, meaning children could encounter inappropriate language or unwanted contact.

GAMECHAT & REAL-TIME VOICE COMMUNICATION

GameChat enables live chatting with up to 12 people, even across different games, with optional video and screen-sharing. Though children under 16 are restricted to chatting only with approved friends, the sheer interactivity could raise privacy concerns or create pressure to remain online longer.

CAMERA COMPATIBILITY & PRIVACY CONCERNS

The optional USB-C camera supports video calling and facial overlays in games; however, this also raises the risk of cyberbullying or the unwanted sharing of personal images. The camera can be disabled, removed or covered, and parental controls are essential to manage how and when it is used.

POWERFUL PULL OF FAMILIAR CHARACTERS

Nintendo's mascot, Mario – along with Pikachu, Donkey Kong and others – remains hugely appealing to younger audiences, especially after the success of the recent film, 'The Super Mario Bros. Movie' (2023). These beloved icons are central to Nintendo's branding and often feature in merchandising, adverts and in-game promotions, creating strong emotional attachments in children and a sense of urgency to keep up with their peers.

Advice for Parents & Educators

CHECK RATINGS & USE PARENTAL CONTROLS

Every Switch and Switch 2 game comes with a PEGI age rating. Before buying one, ensure the content matches your child's age. Use the Nintendo Parental Controls app to monitor gameplay, set screen-time limits and manage friend requests.

REVIEW FRIEND LISTS AND CHAT PERMISSIONS

Child profiles are restricted to chatting with approved friends only, but it's good practice to regularly check their friend list and communication settings. Use the Parental Controls app to switch off voice or video chat if necessary.

REMOVE OR RESTRICT PAYMENT METHODS

Avoid accidental spending by unlinking credit cards from the device. Instead, consider adding funds via prepaid eShop cards or requiring a PIN for purchases. Some banking apps can also be set to approve transactions manually.

ENCOURAGE OPEN CONVERSATIONS

Teach children how to block, report and capture any behaviour or content that makes them uncomfortable. The console's built-in tools allow them to create screenshots and video clips, which can aid in reporting any issues. Keeping an open dialogue helps children feel supported and safe.

Meet Our Expert

Lloyd Coombes is the Games Editor of Daily Star and has been working in the gaming and tech industry for five years. A regular visitor to the App Store to try out new tools, he's also a parent and understands the importance of online safety. He's also a tech and fitness writer and has been published on sites including IGN, TechRadar, and plenty more.



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