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"The concept of pocket money has changed significantly over the last ten years as children in a digital world wish to spend their money online, whether by purchasing clothes or playing online games. Among children who spend money themselves online, two out of five are now spending the majority of their pocket money online."

Rebecca McGrath, Research Analyst

This report looks at the following areas:

- Alleviating parental concerns
- · Helping children understand spending online

Covered in this report

This report will look at the spending that children conduct themselves online. Mintel's definition of online spending includes the purchase of goods, services and media over the internet.

The terms 'teen', 'tween', 'child' and 'young people' have been used interchangeably to describe children aged 10-15.

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This report is part of a series of reports, produced to provide you with a more holistic view of this market



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Financial literacy taught in schools for the first time

Disney introduces video streaming service

Nationwide launches a current account for children

Amazon adds allowance feature

Launch Activity and Innovation

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