Being Safety Smart is a free to use online and cd-rom, multiplatform computer game providing safety strategies for children aged from 6 to 8. The program is designed to increase the awareness of children to situations which might impact upon their personal safety and to empower them with the ability to act appropriately and with confidence. The game uses engaging interactive games and contemporary cartoon animations of real life personal safety scenarios. The safety messages are spoken by children for children, and allow rehearsal of personal safety skills in a safe and secure gaming environment.

Being Safety Smart is the integration and extension of knowledge across academic disciplines of creative arts, psychology, social work, counselling, education, IT and game design. The game is based on global best practice coupled with experience and advice from the Queensland Police Service and the Crime and Misconduct Commission (CMC). The game is aligned to the national curriculum and uses key psychological features associated with improved child learning and retention.

Being Safety Smart is used by over 1,500 schools across 15 countries, and awarded the State Gold Award for excellence in crime prevention. The game has been adopted into the national Child Safety Curriculum by the Department of Education, Training and Employment (DETE) for Prep to Year 2. The development of Being Safety Smart was funded through a Problem-Oriented Partnership Policing research grant with the Queensland Police Service, and in partnership with the CMC and DETE. It has been formally evaluated in primary schools with teachers, parents and children, with children using the game becoming much more aware of their personal safety, knowing how to act to keep themselves safe and exhibiting greater confidence. Research behind the game design decisions have been published in journals and presented at international conferences.