

Mobile Gaming Incursion



Identify Activity <i>Funtime Kids Parties Mobile Gaming Incursion</i>		Location <i>Indoors. Hall, event space or home</i>		Who May Be At Risk <i>Participants (children and adults), Supervising Adults, Funtime Staff</i>			
Equipment	Hazards	Potential Harm	Risk Rating			Existing Control Measures	Residual Risk Rating
			Likelihood	Impact	Risk Assessment		
<i>6 TVs, 6 gaming consoles, controllers, power boards, extension leads, tables, chairs</i>	<i>Electrical hazards from power points, power boards, or damaged leads</i>	<i>Electric shock, burns, equipment damage</i>	<i>Possible</i>	<i>Major</i>	<i>High</i>	<i>All electrical equipment is visually inspected prior to use. Power boards with surge protection are used. Power points are not overloaded. Equipment is kept away from water sources at all times. Only staff handle power connections.</i>	<i>Low</i>
	<i>Trip hazards from cords, cables, and extension leads</i>	<i>Trips, falls, minor to serious injury</i>	<i>Likely</i>	<i>Moderate</i>	<i>High</i>	<i>All cables are routed away from walkways and secured using tape or cable covers. Equipment is positioned behind tables where possible. Clear walkways are maintained throughout the session.</i>	<i>Low</i>


Mobile Gaming Incursion



	TVs or consoles falling from tables	Injury to participants or staff, equipment damage	Possible	Major	High	TVs are placed on stable tables away from high traffic areas. Tables are checked for stability before use. Consoles are positioned centrally on tables. Children are supervised at all times.	Low
	Manual handling during setup and pack down	Muscle strain, back injury	Possible	Moderate	Medium	Staff use correct lifting techniques. Team lifting is used where required. Adequate setup and pack down time is allowed.	Low
	Overcrowding around gaming stations	Collisions, pushing, minor injuries	Possible	Moderate	Medium	Participant numbers are managed per station. Structured rotations are implemented. Stations are spaced appropriately and supervised by staff.	Low
	Misuse of equipment or inappropriate behaviour	Injury, equipment damage, conflict between participants	Possible	Moderate	Medium	Clear rules are explained at the start of the session. Age appropriate groups are maintained. Staff actively supervise and intervene when required.	Low

Mobile Gaming Incursion



	Screen fatigue or overstimulation	Headaches, eye strain, fatigue	Possible	Minor	Low	Sessions are time managed. Regular breaks and rotations are provided. Staff monitor participants for signs of fatigue.	Low
	Equipment overheating	Equipment damage, minor burn risk	Unlikely	Moderate	Low	Equipment is well ventilated and not stacked. Devices are monitored and powered down during breaks if required.	Low
	Emergency exits obstructed by equipment	Restricted evacuation during an emergency	Unlikely	Major	Medium	Room layout is checked prior to setup. All exits and access paths are kept clear at all times.	Low
Who Conducted the Risk Assessment?							
Completed by: Jack Carlos, Funtime Kids Parties Director				Signature: 		Date: 4/2/2026	



RISK RATING MATRIX

		Impact				
		Insignificant	Minor	Moderate	Major	Severe
Li ke li ho od	Almost Certain	Medium	High	High	Very High	Very High
	Likely	Medium	Medium	High	High	Very High
	Possible	Low	Medium	High	High	Very High
	Unlikely	Low	Low	Medium	Medium	High
	Rare	Low	Low	Medium	Medium	Medium

Likelihood	Almost Certain	Is expected to occur in most circumstances
	Likely	Will probably occur in most circumstances
	Possible	Could occur at some time
	Unlikely	Not likely to occur in normal circumstances
	Rare	May occur only in exceptional circumstances

Impact	Insignificant	Injuries not requiring first aid
	Minor	First aid required

Mobile Gaming Incursion



Funtime Kids Parties

1800 386 846

office@funtimekidsentertainment.com.au

www.funtimekidsparties.com.au

Moderate	Medical treatment required
Major	Hospital admission required
Severe	Death or permanent disability to one of more persons