

## 儿童类应用后台设置

- For Google's [Designed for Families](#) program or the [Apple Kids Category](#)

Google和Apple都引入了要求，以确保面向儿童的应用和投放广告的应用程序可以安全使用。如果您在自己的应用中投放广告并希望参与Google的Designed for Families计划或Apple Kids Category，则必须配置

1. 将年龄指定设置为 **This app is directed to children under the age of 13**
2. 并将您的年龄限制过滤设置为 **Do not show ads rated 13+**, 或者更小年龄

### Add new project

Project name \*

---

Copy the settings from an existing project

Selecting this will copy all objects (such as placements and floors) and settings from a project. You can edit them later. COPPA, Family Settings and Privacy settings are not copied over and must be edited post creation.

### Store IDs (optional)

The store IDs are used to fetch store information such as app category and icon. Our ad optimization will use this information to maximize your revenue. If the game hasn't been published yet you can always add the IDs later.

Apple App Store ID

---



It can take up to 7 days for a newly published game to show up in our lookup. If you think this is the case, please try again later.

Google Play Store ID

---



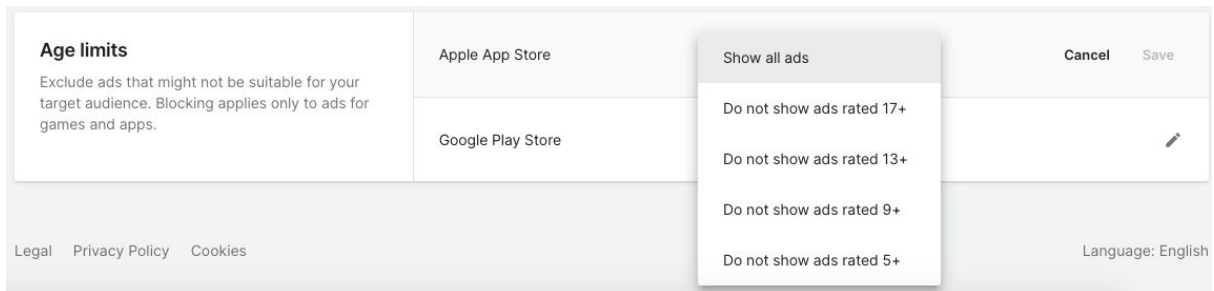
It can take up to 7 days for a newly published game to show up in our lookup. If you think this is the case, please try again later.

This game is directed to children under the age of 13 in the United States

In accordance with the Children's Online Privacy Protection Act (COPPA), we require all products that use Unity Ads to identify whether or not they are directed at children under the age of 13 in the United States

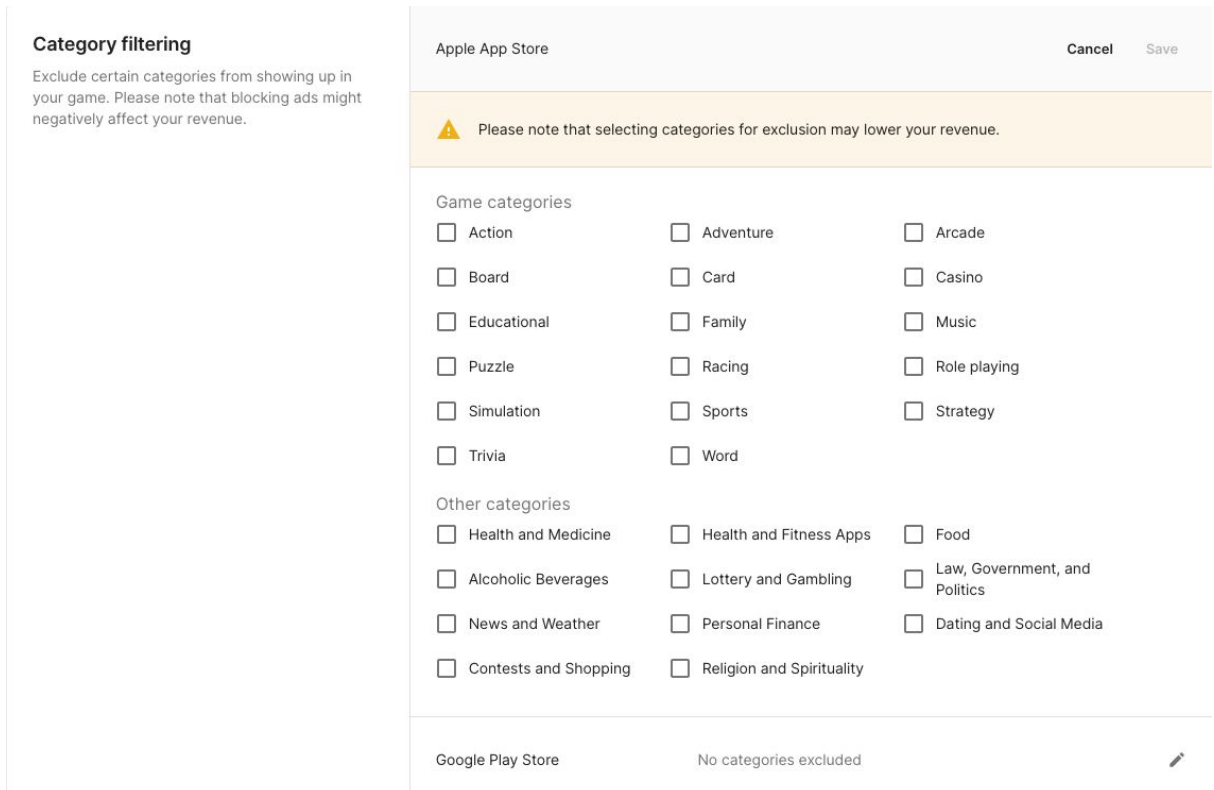
Cancel Add project

路径 : Operate - New project



路径 : Project – Monetization – Ad Filters

当所有相关的广告campaign首次投入投放时，所有新的素材都会经过人工审核。审核人员确保广告素材遵守Unity的广告内容政策。他们还会根据应用商店发布者指南，根据针对某个年龄段的恐怖，暴力或其他不合适的内容，对广告素材进行年龄分级。发布者可以根据这些评级过滤在其应用中显示的广告。



路径 : Project - Monetization – Ad Filters

更多信息请参考UnityAds knowledge base :

<https://unityads.unity3d.com/help/resources/dashboard-guide#ad-filters>