

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 1  
Which of the following best describes your current working status?  
Base: All respondents

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: Working	817	402	414	98	108	107	110	102	118	89	85	61	24	86	80	67	59	41	92	96	117	65	29
	78%	78%	78%	80%	79%	75%	80%	74%	84%g	75%	75%	74%	73%	76%	76%	72%	83%q	65%	77%	83%q	82%q	83%q	81%
Working full time - working 30 hours per week or more	523	266	257	52	67	56	71	68	83	64	62	43	16	57	47	48	36	31	57	71	54	40	23
	50%	51%	48%	43%	49%	39%	51%e	49%	59%ce	54%e	54%e	52%t	48%	50%t	45%	52%t	51%	49%	48%	61%nrt	38%	51%	64%t
Working part time - working between 8 and 29 hours per week	294	136	157	46	41	51	39	34	35	25	23	18	8	29	33	19	23	10	35	25	63	25	6
	28%	26%	30%	38%ghi	30%	36%ghi	28%	25%	25%	21%	20%	22%	24%	26%	31%q	20%	32%q	16%	29%q	22%	44%klm	32%q	17%
				j		j															noqrs		
NET: Not working	234	115	118	24	29	36	28	36	23	29	29	21	9	27	25	26	12	22	27	20	25	13	7
	22%	22%	22%	20%	21%	25%	20%	26%h	16%	25%	25%	26%	27%	24%	24%	28%	17%	35%pst	23%	17%	18%	17%	19%
																		u					
Not working/ temporarily unemployed/ sick, but seeking work	35	22	13	4	6	8	3	6	1	5	2	4	1	4	4	2	3	4	3	4	4	2	-
	3%	4%	2%	3%	4%	6%h	2%	4%	1%	4%	2%	5%	3%	4%	4%	2%	4%	6%	3%	3%	3%	3%	-
Not working and not seeking work	26	10	16	1	1	5	-	6	4	4	5	2	1	2	3	-	2	6	5	-	2	2	1
	2%	2%	3%	1%	1%	3%f	-	4%f	3%f	3%f	4%f	2%	3%	2%	3%	-	3%	10%most	4%os	-	1%	3%	3%
Student	4	1	3	1	1	1	1	-	-	-	-	1	-	-	-	-	-	1	-	1	1	-	-
	*	*	1%	1%	1%	1%	1%	-	-	-	-	1%	-	-	-	-	-	2%	-	1%	1%	-	-
Retired on a state pension only	1	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	-	-
	*	*	-	-	-	-	-	-	1%	-	-	-	-	-	-	-	-	-	-	-	1%	-	-
Retired with a private pension	6	3	3	-	1	-	-	2	-	1	2	-	-	-	-	1	-	1	1	-	1	1	1
	1%	1%	1%	-	1%	-	-	1%	-	1%	2%	-	-	-	1%	-	-	2%	1%	-	1%	1%	3%
House person, housewife, househusband, etc.	162	78	83	18	20	22	24	22	17	19	20	14	7	21	18	23	7	10	18	15	16	8	5
	15%	15%	16%	15%	15%	15%	17%	16%	12%	16%	18%	17%	21%	19%	17%	25%pst	10%	16%	15%	13%	11%	10%	14%
																							u

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 2  
Gender  
Base: All respondents

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Male	517	517	-	57	65	68	71	71	71	61	53	35	17	54	55	42	37	39	42	62	77	37	20
	49%	100% <sup>b</sup>	-	47%	47%	48%	51%	51%	50%	52%	46%	43%	52%	48%	52% <sup>r</sup>	45%	52% <sup>r</sup>	62% <sup>kor</sup>	35%	53% <sup>r</sup>	54% <sup>r</sup>	47%	56% <sup>r</sup>
Female	532	-	532	64	72	74	67	67	70	57	61	47	16	59	49	51	33	24	77	54	65	41	16
	51%	-	100% <sup>a</sup>	52%	53%	52%	49%	49%	50%	48%	54%	57% <sup>q</sup>	48%	52%	47%	55% <sup>q</sup>	46%	38%	65% <sup>npq</sup> stv	47%	46%	53%	44%
Other	1	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-
	*	-	-	-	-	1%	-	-	-	-	-	-	-	-	-	-	1%	-	-	-	-	-	-
Prefer not to say	1	-	-	1	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-
	*	-	-	1%	-	-	-	-	-	-	-	-	-	-	1%	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 3  
Which of the following describes where you live?  
Base: All respondents

	Gender			Age								Region											
	Total	Male	Female	8	9	10	11	12	13	14	15	Scot-land	North East	North West	York-shire and the Humber	West Mid-lands	East Mid-lands	Wales	East of Eng-land	London	South East	South West	North-ern Ire-land
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Scotland	82	35	47	7	12	12	10	8	11	11	11	82	-	-	-	-	-	-	-	-	-	-	-
	8%	7%	9%	6%	9%	8%	7%	6%	8%	9%	10%	100%lmno	-	-	-	-	-	-	-	-	-	-	-
North East	33	17	16	2	5	3	8	4	3	5	3	-	33	-	-	-	-	-	-	-	-	-	-
	3%	3%	3%	2%	4%	2%	6%	3%	2%	4%	3%	-	100%kmno	-	-	-	-	-	-	-	-	-	-
North West	113	54	59	20	12	18	11	20	9	16	7	-	-	113	-	-	-	-	-	-	-	-	-
	11%	10%	11%	16%fhj	9%	13%	8%	14%hj	6%	14%	6%	-	-	100%klno	-	-	-	-	-	-	-	-	-
Yorkshire and the Humber	105	55	49	11	19	14	12	8	18	12	11	-	-	-	105	-	-	-	-	-	-	-	-
	10%	11%	9%	9%	14%g	10%	9%	6%	13%g	10%	10%	-	-	-	100%klmo	-	-	-	-	-	-	-	-
West Midlands	93	42	51	12	6	19	14	14	7	14	7	-	-	-	-	93	-	-	-	-	-	-	-
	9%	8%	10%	10%	4%	13%dh	10%	10%	5%	12%dh	6%	-	-	-	-	100%klmn	-	-	-	-	-	-	-
East Midlands	71	37	33	5	16	7	8	13	7	4	11	-	-	-	-	-	71	-	-	-	-	-	-
	7%	7%	6%	4%	12%cehi	5%	6%	9%	5%	3%	10%	-	-	-	-	-	100%klmn	-	-	-	-	-	-
Wales	63	39	24	5	6	9	5	7	11	9	11	-	-	-	-	-	-	63	-	-	-	-	-
	6%	8%b	5%	4%	4%	6%	4%	5%	8%	8%	10%	-	-	-	-	-	-	100%klmn	-	-	-	-	-
East of England	119	42	77	17	16	7	12	16	21	12	18	-	-	-	-	-	-	-	119	-	-	-	-
	11%	8%	14%a	14%e	12%e	5%	9%	12%e	15%e	10%	16%e	-	-	-	-	-	-	-	100%klmn	-	-	-	-
London	116	62	54	13	11	15	18	14	18	14	13	-	-	-	-	-	-	-	-	116	-	-	-
	11%	12%	10%	11%	8%	10%	13%	10%	13%	12%	11%	-	-	-	-	-	-	-	-	100%klmn	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 3  
Which of the following describes where you live?  
Base: All respondents

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
South East	142 14%	77 15%	65 12%	18 15%	21 15%	25 17%	21 15%	18 13%	15 11%	13 11%	11 10%	-	-	-	-	-	-	-	-	-	142 100%klmn opqrsuv	-	-
South West	78 7%	37 7%	41 8%	11 9%	9 7%	12 8%	12 9%	9 7%	12 9%	6 5%	7 6%	-	-	-	-	-	-	-	-	-	-	78 100%klmn opqrstv	-
Northern Ireland	36 3%	20 4%	16 3%	1 1%	4 3%	2 1%	7 5% <sup>c</sup>	7 5% <sup>c</sup>	9 6% <sup>ce</sup>	2 2%	4 4%	-	-	-	-	-	-	-	-	-	-	-	36 100%klmnopqrst

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 4  
Which of the following best describes your marital status?  
Base: All respondents

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Single	122 12%	57 11%	64 12%	13 11%	11 8%	15 10%	20 14%	19 14%	15 11%	10 8%	19 17% <sup>d</sup>	14 17%	4 12%	11 10%	14 13%	11 12%	7 10%	10 16%	12 10%	12 10%	16 11%	9 12%	2 6%
NET: Married/ civil partnership/ co habiting	849 81%	415 80%	433 81%	102 84%	119 87% <sup>j</sup>	116 81%	110 80%	108 78%	111 79%	95 81%	88 77%	61 74%	28 85%	95 84%	83 79%	73 78%	60 85%	49 78%	97 82%	93 80%	114 80%	66 85%	30 83%
Married	646 61%	319 62%	327 61%	77 63%	89 65%	95 66%	84 61%	80 58%	84 60%	71 60%	66 58%	48 59%	17 52%	71 63%	63 60%	54 58%	45 63%	37 59%	71 60%	76 66%	84 59%	55 71%	25 69%
Civil Partnership	13 1%	7 1%	6 1%	-	2 1%	1 1%	-	5 4% <sup>cf</sup>	1 1%	2 2%	2 2%	-	-	4 4%	2 2%	1 1%	1 1%	2 2%	2 2%	1 1%	1 1%	-	-
Co Habiting	190 18%	89 17%	100 19%	25 20%	28 20%	20 14%	26 19%	23 17%	26 18%	22 19%	20 18%	13 16%	11 33% <sup>kns</sup> u	20 18%	18 17%	14 19%	14 20%	11 17%	24 20%	16 14%	29 20%	11 14%	5 14%
Widowed	9 1%	4 1%	5 1%	1 1%	1 1%	1 1%	1 1%	2 1%	1 1%	1 1%	1 1%	1 1%	-	-	-	1 1%	1 1%	1 2%	2 2%	1 1%	2 1%	-	-
Separated	29 3%	20 4% <sup>b</sup>	9 2%	3 2%	1 1%	7 5% <sup>d</sup>	2 1%	3 2%	8 6% <sup>d</sup>	3 3%	2 2%	2 2%	1 3%	3 3%	4 4%	3 3%	1 1%	-	2 2%	4 3%	4 3%	2 3%	3 8% <sup>q</sup>
Divorced	41 4%	20 4%	21 4%	2 2%	5 4%	4 3%	5 4%	6 4%	6 4%	9 8% <sup>c</sup>	4 4%	4 5%	-	4 4%	4 4%	5 5%	2 3%	3 5%	6 5%	5 4%	6 4%	1 1%	1 3%
Prefer not to answer	1 *	1 *	-	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 1%	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 5  
**Do you have any children aged 18 or under? If so, how old are they?**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
No children aged 18 or under	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Yes - children under 8	365 35%	171 33%	193 36%	66 54% ij	79 58% hij	61 43% ghi	50 36% hij	41 30% ij	32 23% j	22 19%	14 12%	32 39% u	9 27%	44 39% qu	40 38% u	39 42% quv	29 41% qu	15 24%	38 32%	38 33%	56 39% qu	17 22%	8 22%
Yes - children aged 8 to 11 years old	680 65%	341 66%	337 63%	122 100% ghi	135 99% ghij	143 100% ghi	136 99% ghi	51 37% j	46 33% j	34 29% j	13 11%	52 63%	22 67%	78 69% q	68 65%	66 71% q	44 62%	33 52%	69 58%	71 61%	103 73% qr	53 68%	21 58%
Yes - children aged 12 to 15 years old	615 59%	300 58%	314 59%	25 20%	25 18%	27 19%	34 25%	134 97% cde	139 99% cde	117 99% cde	114 100% cde	46 56%	21 64%	66 58%	58 55%	56 60%	44 62%	45 71% nst	80 67% t	65 56%	68 48%	43 55%	23 64%
Yes - children aged 16 to 17 years old	127 12%	77 15% b	50 9%	4 3%	8 6%	11 8%	14 10% c	18 13% cd	30 21% cde	17 14% cd	25 22% cde	9 11%	2 6%	16 14% nu	6 6%	10 11%	9 13%	14 14%	19 16% nu	19 16% nu	17 12%	4 5%	7 19% nu
Yes - children aged 18 years old or older	105 10%	51 10%	54 10%	3 2%	3 2%	5 3%	13 9% cde	10 7% d	20 14% cde	29 25% cde	22 19% cde	11 13% t	5 15% t	11 10%	16 15% rt	9 10%	6 8%	8 13%	8 7%	13 11%	7 5%	9 12%	2 6%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 6  
Age (Child)  
Base: All respondents

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
8	122 12%	57 11%	64 12%	122 100% hij	-	-	-	-	-	-	-	7 9%	2 6%	20 18% pv	11 10%	12 13%	5 7%	5 8%	17 14%	13 11%	18 13%	11 14%	1 3%
9	137 13%	65 13%	72 14%	-	137 100% hij	-	-	-	-	-	-	12 15%	5 15%	12 11%	19 18% o	6 6%	16 23% moq s	6 10%	16 13%	11 9%	21 15%	9 12%	4 11%
10	143 14%	68 13%	74 14%	-	-	143 100% hij	-	-	-	-	-	12 15% r	3 9%	18 16% r	14 13%	19 20% rv	7 10%	9 14%	7 6%	15 13%	25 18% r	12 15% r	2 6%
11	138 13%	71 14%	67 13%	-	-	-	138 100% hij	-	-	-	-	10 12%	8 24% mqr	11 10%	12 11%	14 15%	8 11%	5 8%	12 10%	18 16%	21 15%	12 15%	7 19%
12	138 13%	71 14%	67 13%	-	-	-	-	138 100% hij	-	-	-	8 10%	4 12%	20 18% n	8 8%	14 15%	13 18% n	7 11%	16 13%	14 12%	18 13%	9 12%	7 19% n
13	141 13%	71 14%	70 13%	-	-	-	-	-	141 100% gij	-	-	11 13%	3 9%	9 8%	18 17% mo	7 8%	7 10%	11 17%	21 18% mo	18 16%	15 11%	12 15%	9 25% mopt
14	118 11%	61 12%	57 11%	-	-	-	-	-	-	118 100% ghj	-	11 13%	5 15%	16 14%	12 11%	14 15%	4 6%	9 14%	12 10%	14 12%	13 9%	6 8%	2 6%
15	114 11%	53 10%	61 11%	-	-	-	-	-	-	-	114 100% fghi	11 13%	3 9%	7 6%	11 10%	7 8%	11 15% m	11 17% mt	18 15% m	13 11%	11 8%	7 9%	4 11%
Average age	11.43	11.46	11.40	8.00	9.00	10.00	11.00	12.00	13.00	14.00	15.00	11.61	11.55	11.11	11.37	11.33	11.41	12.02 tu	11.64 t	11.59	11.07	11.21	11.94 mt

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 7  
Age (Parent)  
Base: All respondents

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)	
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*	
18-24	8 1%	3 1%	5 1%	5 4%efgh i	1 1%	-	-	-	-	-	2 2%	1 1%	1 3%t	-	-	5 5%mnrs tu	1 1%	-	-	-	-	-	-	-
25-34	184 18%	88 17%	95 18%	33 27%fhi j	32 23%hij	39 27%fgh ij	23 17%ij	24 17%ij	19 13%j	9 8%	5 4%	10 12%	8 24%	25 22%	15 14%	25 27%knr sv	13 18%	10 16%	16 13%	18 16%	29 20%	12 15%	3 8%	
35-44	463 44%	217 42%	245 46%	64 52%ij	77 56%efg hij	63 44%	58 42%	61 44%	58 41%	38 32%	44 39%	43 52%	11 33%	47 42%	51 49%	38 41%	33 46%	24 38%	50 42%	48 41%	65 46%	35 45%	18 50%	
45-54	339 32%	181 35%	158 30%	19 16%	25 18%	35 24%	49 36%cde	46 33%cd	54 38%cde	59 50%cde fg	52 46%cde g	25 30%	12 36%	39 35%	34 32%	21 23%	23 32%	26 41%o	42 35%o	42 36%o	39 27%	24 31%	12 33%	
55-64	48 5%	25 5%	23 4%	1 1%	2 1%	6 4%	6 4%	4 3%	9 6%cd	10 8%cd	10 9%cdg	3 4%	-	2 2%	4 4%	3 3%	1 1%	3 5%	10 8%mp	8 7%	5 4%	6 8%m	3 8%	
65+	9 1%	3 1%	6 1%	-	-	-	2 1%	3 2%	1 1%	2 2%	1 1%	-	1 3%	-	1 1%	1 1%	-	-	1 1%	-	4 3%	1 1%	-	
Average age	42.00	42.23	41.80	37.98	38.58	39.80c	43.04c de	42.58c de	43.30c de	45.62c defgh	45.83c defgh	41.71	41.12	41.04	42.13o	39.30	41.17	43.03o	43.49m op	42.88o	41.61	43.22o	43.97mo	

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 8

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**Summary**

**Base: All respondents**

	Devices													
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a handheld games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset/ device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)	NET: Mobile/ Tablet	NET: Console/PC	NET: Any Other	NET: Portable
Base	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051
NET: At least daily	548 52%	408 39%	240 23%	361 34%	132 13%	115 11%	59 6%	68 6%	69 7%	55 5%	678 65%	532 51%	256 24%	707 67%
NET: At least weekly	790 75%	681 65%	487 46%	629 60%	302 29%	192 18%	117 11%	93 9%	113 11%	100 10%	940 89%	843 80%	462 44%	962 92%
NET: At least monthly	864 82%	803 76%	604 57%	730 69%	384 37%	248 24%	171 16%	113 11%	160 15%	152 14%	994 95%	936 89%	585 56%	1009 96%
NET: Ever	922 88%	868 83%	746 71%	842 80%	508 48%	344 33%	260 25%	164 16%	239 23%	222 21%	1022 97%	990 94%	716 68%	1028 98%
Several times a day	386 37%	264 25%	142 14%	229 22%	74 7%	63 6%	36 3%	32 3%	39 4%	31 3%	492 47%	353 34%	154 15%	512 49%
Once a day	162 15%	144 14%	98 9%	132 13%	58 6%	52 5%	23 2%	36 3%	30 3%	24 2%	186 18%	179 17%	102 10%	195 19%
Several times a week	187 18%	209 20%	178 17%	211 20%	132 13%	45 4%	38 4%	17 2%	25 2%	28 3%	214 20%	249 24%	154 15%	219 21%
Once a week	55 5%	64 6%	69 7%	57 5%	38 4%	32 3%	20 2%	8 1%	19 2%	17 2%	48 5%	62 6%	52 5%	36 3%
Several times a month	52 5%	68 6%	78 7%	70 7%	55 5%	33 3%	33 3%	12 1%	34 3%	28 3%	42 4%	57 5%	75 7%	34 3%
Once a month	22 2%	54 5%	39 4%	31 3%	27 3%	23 2%	21 2%	8 1%	13 1%	24 2%	12 1%	36 3%	48 5%	13 1%
Less often	58 6%	65 6%	142 14%	112 11%	124 12%	96 9%	89 8%	51 5%	79 8%	70 7%	28 3%	54 5%	131 12%	19 2%
Never	125 12%	178 17%	298 28%	205 20%	531 51%	695 66%	774 74%	875 83%	774 74%	804 76%	28 3%	61 6%	335 32%	23 2%

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 8

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**Summary**

**Base: All respondents**

	Devices													
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset/ device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)	NET: Mobile/ Tablet	NET: Console/PC	NET: Any Other	NET: Portable
Base	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051	1051
Don't know	4 *	5 *	7 1%	4 *	12 1%	12 1%	17 2%	12 1%	38 4%	25 2%	1 *	-	-	-

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 9

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	548 52%	263 51%	284 53%	39 32%	52 38%	63 44% <sub>c</sub>	79 57% <sub>cde</sub>	95 69% <sub>cde</sub>	90 64% <sub>cde</sub>	70 59% <sub>cde</sub>	60 53% <sub>cd</sub>	44 54%	16 48%	52 46%	54 51%	58 62% <sub>msu</sub>	38 54%	39 62% <sub>mu</sub>	67 56% <sub>u</sub>	54 47%	74 52%	32 41%	20 56%
NET: At least weekly	790 75%	381 74%	407 77%	61 50%	80 58%	100 70% <sub>cd</sub>	114 83% <sub>cde</sub>	124 90% <sub>cde</sub>	121 86% <sub>cde</sub>	98 83% <sub>cde</sub>	92 81% <sub>cde</sub>	63 77%	25 76%	80 71%	73 70%	77 83% <sub>mnu</sub>	58 82%	52 83%	92 77%	83 72%	105 74%	54 69%	28 78%
NET: At least monthly	864 82%	416 80%	446 84%	71 58%	97 71% <sub>c</sub>	109 76% <sub>c</sub>	121 88% <sub>cde</sub>	131 95% <sub>cde</sub>	130 92% <sub>cde</sub>	105 89% <sub>cde</sub>	100 88% <sub>cde</sub>	69 84%	29 88%	89 79%	80 76%	80 86%	61 86%	55 87%	102 86%	94 81%	115 81%	60 77%	30 83%
NET: Ever	922 88%	443 86%	477 90%	84 69%	108 79%	116 81% <sub>c</sub>	128 93% <sub>cde</sub>	134 97% <sub>cde</sub>	135 96% <sub>cde</sub>	110 93% <sub>cde</sub>	107 94% <sub>cde</sub>	71 87%	31 94%	100 88%	87 83%	86 92% <sub>nt</sub>	64 90%	59 94% <sub>nt</sub>	107 90%	101 87%	118 83%	67 86%	31 86%
Several times a day	386 37%	179 35%	206 39%	22 18%	35 26%	42 29% <sub>c</sub>	56 41% <sub>cd</sub>	67 49% <sub>cde</sub>	66 47% <sub>cde</sub>	56 47% <sub>cde</sub>	42 37% <sub>c</sub>	31 38%	9 27%	45 40%	36 34%	39 42%	25 35%	27 43%	52 44% <sub>u</sub>	38 33%	50 35%	23 29%	11 31%
Once a day	162 15%	84 16%	78 15%	17 14%	17 12%	21 15%	23 17%	28 20%	24 17%	14 12%	18 16%	13 16% <sub>m</sub>	7 21% <sub>m</sub>	7 6%	18 17% <sub>m</sub>	19 20% <sub>m</sub>	13 18% <sub>m</sub>	12 19% <sub>m</sub>	15 13%	16 14%	24 17% <sub>m</sub>	9 12%	9 25% <sub>m</sub>
Several times a week	187 18%	89 17%	97 18%	19 16%	21 15%	24 17%	27 20%	26 19%	27 19%	20 17%	23 20%	16 20%	6 18%	23 20%	16 15%	13 14%	14 20%	11 17%	20 17%	21 18%	25 18%	16 21%	6 17%
Once a week	55 5%	29 6%	26 5%	3 2%	7 5%	13 9% <sub>cgh</sub>	8 6%	3 2%	4 3%	8 7%	9 8% <sub>g</sub>	3 4%	3 9%	5 4%	3 3%	6 6%	6 8%	2 3%	5 4%	8 7%	6 4%	6 8%	2 6%
Several times a month	52 5%	23 4%	29 5%	7 6%	11 8%	8 6%	5 4%	6 4%	6 4%	4 3%	5 4%	6 7% <sub>p</sub>	3 9% <sub>p</sub>	4 4%	6 6% <sub>p</sub>	2 2%	-	2 3%	7 6% <sub>p</sub>	9 8% <sub>p</sub>	8 6% <sub>p</sub>	3 4%	2 6% <sub>p</sub>
Once a month	22 2%	12 2%	10 2%	3 2%	6 4%	1 1%	2 1%	1 1%	3 2%	3 3%	3 3%	-	1 3%	5 4%	1 1%	1 4%	3 4%	1 2%	3 3%	2 2%	2 1%	3 4%	-
Less often	58 6%	27 5%	31 6%	13 11% <sub>gh</sub>	11 8% <sub>g</sub>	7 5%	7 5%	3 2%	5 4%	5 4%	7 6%	2 2%	2 6%	11 10% <sub>kt</sub>	7 7%	6 6%	3 4%	4 6%	5 4%	7 6%	3 2%	7 9% <sub>t</sub>	1 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 9

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	125 12%	72 14% <sup>b</sup>	53 10%	36 30% <sup>efg</sup> hij	29 21% <sup>efgh</sup> ij	27 19% <sup>efghi</sup> j	10 7% <sup>g</sup>	3 2%	5 4%	8 7%	7 6%	11 13%	2 6%	12 11%	17 16%	7 8%	7 10%	4 6%	11 9%	15 13%	24 17% <sup>oq</sup>	10 13%	5 14%
Don't know	4 *	2 *	2 *	2 2%	-	-	-	1 1%	1 1%	-	-	-	-	1 1%	1 1%	-	-	-	1 1%	-	-	1 1%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 10  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	408 39%	305 59%b	102 19%	35 29%	47 34%	50 35%	51 37%	59 43%c	74 52%cde fj	57 48%cde j	35 31%	33 40%	16 48%	46 41%	37 35%	44 47%st	32 45%	32 51%nst	43 36%	37 32%	46 32%	27 35%	15 42%
NET: At least weekly	681 65%	412 80%b	268 50%	63 52%	94 69%cj	99 69%cj	96 70%cj	90 65%cj	105 74%cj	75 64%	59 52%	62 76%mnrt	27 82%mnrt	68 60%	65 62%	61 66%	48 68%	42 67%	72 61%	78 67%	84 59%	49 63%	25 69%
NET: At least monthly	803 76%	450 87%b	352 66%	75 61%	108 79%c	113 79%c	111 80%cj	110 80%cj	119 84%cj	89 75%c	78 68%	68 83%mt	29 88%mt	78 69%	84 80%	71 76%	53 75%	50 79%	88 74%	92 79%	100 70%	62 79%	28 78%
NET: Ever	868 83%	467 90%b	400 75%	86 70%	115 84%c	121 85%c	117 85%c	115 83%c	124 88%cj	102 86%c	88 77%	70 85%	29 88%	85 75%	88 84%	80 86%	55 77%	55 87%	95 80%	97 84%	113 80%	69 88% m	32 89%
Several times a day	264 25%	210 41%b	53 10%	21 17%	22 16%	33 23%	33 24%	35 25%	47 33%cd fgj	46 39%cde fgj	27 24%	21 26%	11 33% s	32 28% s	25 24%	32 34% stu	18 25%	23 37% rst u	27 23%	20 17%	29 20%	16 21%	10 28%
Once a day	144 14%	95 18%b	49 9%	14 11%	25 18%ij	17 12%	18 13%	24 17%j	27 19%ij	11 9%	8 7%	12 15%	5 15%	14 12%	12 11%	14 13%	9 20%	16 14%	17 13%	17 15%	17 12%	11 14%	5 14%
Several times a week	209 20%	86 17%	123 23%a	20 16%	36 26%gi j	40 28% c gi	33 24% gi	19 14%	28 20%	14 12%	19 17%	25 30% moq u	9 27%	19 17%	24 23%	13 14%	13 18%	9 14%	22 18%	28 24%	28 20%	11 14% kmno pq	8 22%
Once a week	64 6%	21 4%	43 8%a	8 7%	11 8%h	9 6%	12 9%h	12 9%h	3 2%	4 3%	5 4%	4 5%	2 6%	3 3%	4 4%	4 4%	3 4%	1 2%	7 6%	13 11% mnq	10 7%	11 14% kmno pq	2 6%
Several times a month	68 6%	25 5%	43 8%a	7 6%	10 7%	6 4%	10 7%	9 7%	7 5%	9 8%	10 9%	3 4%	2 6%	4 4%	14 13% kmpt	6 6%	3 4%	5 8%	9 8%	10 9%	5 4%	5 6%	2 6%
Once a month	54 5%	13 3%	41 8%a	5 4%	4 3%	8 6%	5 4%	11 8%	7 5%	5 4%	9 8%	3 4%	- 5%	6 5%	4 4%	2 3%	3 5%	7 6%	4 3%	11 8%	8 10%	1 3%	
Less often	65 6%	17 3%	48 9%a	11 9%	7 5%	8 6%	6 4%	5 4%	5 4%	13 11% fgh	10 9%	2 2%	- -	7 6%	4 4%	9 10%	2 3%	5 8%	7 6%	5 4%	13 9%	7 9%	4 11%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 10

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	178 17%	48 9%	129 24% <sup>a</sup>	35 29% <sup>def</sup>	22 16%	21 15%	21 15%	23 17%	16 11%	15 13%	25 22% <sup>h</sup>	11 13%	3 9%	28 25% <sup>qu</sup>	17 16%	13 14%	15 21%	7 11%	23 19%	19 16%	29 20%	9 12%	4 11%
Don't know	5 *	2 *	3 1%	1 1%	-	1 1%	-	-	1 1%	1 1%	1 1%	1 1%	1 3% <sup>t</sup>	-	-	-	1 1%	1 2%	1 1%	-	-	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 11

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a desktop computer or laptop**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	240 23%	132 26% <sup>b</sup>	107 20%	23 19%	24 18%	31 22%	30 22%	37 27%	40 28% <sup>d</sup>	25 21%	30 26%	19 23%	5 15%	25 22%	21 20%	28 30% <sup>u</sup>	14 20%	17 27%	29 24%	32 28%	31 22%	13 17%	6 17%
NET: At least weekly	487 46%	244 47%	241 45%	47 39%	55 40%	71 50%	64 46%	70 51% <sup>c</sup>	75 53% <sup>cd</sup>	50 42%	55 48%	39 48%	12 36%	46 41%	43 41%	48 52% <sup>v</sup>	36 51%	34 54% <sup>v</sup>	61 51% <sup>v</sup>	64 55% <sup>mnt</sup>	59 42%	34 44%	11 31%
NET: At least monthly	604 57%	304 59%	298 56%	58 48%	68 50%	85 59%	80 58%	86 62% <sup>cd</sup>	90 64% <sup>cd</sup>	71 60%	66 58%	44 54%	18 55%	64 57% <sup>v</sup>	53 50%	61 66% <sup>ntv</sup>	46 65% <sup>v</sup>	39 62% <sup>v</sup>	68 57% <sup>v</sup>	81 70% <sup>kmn</sup>	72 51%	45 58% <sup>v</sup>	13 36%
NET: Ever	746 71%	371 72%	373 70%	84 69%	88 64%	99 69%	101 73%	102 74%	107 76% <sup>d</sup>	83 70%	82 72%	53 65%	22 67%	77 68%	67 64%	71 76%	56 79% <sup>n</sup>	45 71%	89 75%	94 81% <sup>kmn</sup>	94 66%	56 72%	22 61%
Several times a day	142 14%	75 15%	66 12%	10 8%	10 7%	17 12%	19 14%	22 16% <sup>d</sup>	28 20% <sup>cd</sup>	15 13%	21 18% <sup>cd</sup>	14 17%	3 9%	17 15%	12 11%	16 17%	11 15%	10 16%	13 11%	16 14%	17 12%	9 12%	4 11%
Once a day	98 9%	57 11%	41 8%	13 11%	14 10%	14 10%	11 8%	15 11%	12 9%	10 8%	9 8%	5 6%	2 6%	8 7%	9 9%	12 13%	3 4%	7 11%	16 13% <sup>p</sup>	16 14% <sup>p</sup>	14 10%	4 5%	2 6%
Several times a week	178 17%	79 15%	99 19%	16 13%	24 18%	25 17%	26 19%	25 18%	26 18%	20 17%	16 14%	16 20%	6 18%	19 17%	17 16%	16 17%	15 21%	10 16%	18 15%	26 22%	21 15%	11 14%	3 8%
Once a week	69 7%	33 6%	35 7%	8 7%	7 5%	15 10%	8 6%	8 6%	9 6%	5 4%	9 8%	4 5%	1 3%	2 2%	5 5%	4 4%	7 10% <sup>m</sup>	7 11% <sup>m</sup>	14 12% <sup>mt</sup>	6 5%	7 5%	10 13% <sup>mot</sup>	2 6%
Several times a month	78 7%	38 7%	40 8%	9 7%	9 7%	8 6%	8 6%	9 7%	9 6%	16 14% <sup>ef</sup>	10 9%	4 5%	6 18% <sup>knq</sup>	14 12% <sup>nr</sup>	4 4%	8 9% <sup>r</sup>	7 10% <sup>r</sup>	3 5%	2 2%	14 12% <sup>nr</sup>	8 6%	7 9% <sup>r</sup>	1 3%
Once a month	39 4%	22 4%	17 3%	2 2%	4 3%	6 4%	8 6% <sup>j</sup>	7 5%	6 4%	5 4%	1 1%	1 1%	- -	4 4%	6 6%	5 5%	3 4%	2 3%	5 4%	3 3%	5 4%	4 5%	1 3%
Less often	142 14%	67 13%	75 14%	26 21% <sup>egh</sup>	20 15%	14 10%	21 15%	16 12%	17 12%	12 10%	16 14%	9 11%	4 12%	13 12%	14 13%	10 11%	10 14%	6 10%	21 18%	13 11%	22 15%	11 14%	9 25% <sup>moqs</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 11

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a desktop computer or laptop**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	298 28%	142 27%	156 29%	37 30%	49 36%h	43 30%	35 25%	35 25%	33 23%	34 29%	32 28%	29 35%ps	11 33%	34 30%	37 35%ps	21 23%	14 20%	17 27%	29 24%	22 19%	48 34%ps	22 28%	14 39%ps
Don't know	7 1%	4 1%	3 1%	1 1%	-	1 1%	2 1%	1 1%	1 1%	1 1%	-	-	-	2 2%	1 1%	1 1%	1 1%	1 2%	1 1%	-	-	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 12  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	361 34%	175 34%	185 35%	55 45%gij	60 44%gij	59 41%gij	48 35%j	35 25%	49 35%j	34 29%	21 18%	33 40%v	9 27%	37 33%v	45 43%uv	34 37%v	24 34%v	20 32%	46 39%v	37 32%v	49 35%v	22 28%	5 14%
NET: At least weekly	629 60%	303 59%	325 61%	94 77%fgh ij	98 72%ghi j	97 68%ghi j	86 62%j	77 56%j	79 56%j	61 52%j	37 32%	52 63%v	16 48%	64 57%v	67 64%v	55 59%v	48 68%v	33 52%	68 57%v	76 66%v	87 61%v	50 64%v	13 36%
NET: At least monthly	730 69%	356 69%	373 70%	106 87%efg hij	113 82%fgh ij	107 75%ij	98 71%j	92 67%j	92 65%j	71 60%j	51 45%	59 72%	21 64%	75 66%	77 73%v	62 67%	55 77%v	41 65%	76 64%	89 77%rv	103 73%	52 67%	20 56%
NET: Ever	842 80%	410 79%	430 81%	114 93%fgh ij	123 90%ghi j	123 86%ij	113 82%j	108 78%j	110 78%j	87 74%j	64 56%	65 79%	24 73%	84 74%	86 82%v	75 81%v	60 85%v	48 76%	94 79%	96 83%v	124 87%lmq v	63 81%	23 64%
Several times a day	229 22%	108 21%	120 23%	32 26%gj	40 29%gj	41 29%gj	32 23%gj	13 9%	32 23%gj	26 22%gj	13 11%	22 27%	6 18%	20 18%	35 33%mps uv	21 23%	13 18%	15 24%	27 23%	20 17%	32 23%	14 18%	4 11%
Once a day	132 13%	67 13%	65 12%	23 19%ij	20 15%i	18 13%	16 12%	22 16%ij	17 12%	8 7%	8 7%	11 13%	3 9%	17 15%	10 10%	13 14%	11 15%	5 8%	19 16%v	17 15%	17 12%	8 10%	1 3%
Several times a week	211 20%	95 18%	116 22%	31 25%hj	32 23%j	32 22%j	30 22%	32 23%j	22 16%	18 15%	14 12%	16 20%	5 15%	22 19%	18 17%	16 17%	17 24%	10 16%	17 14%	33 28%nr	31 22%	22 28%rv	4 11%
Once a week	57 5%	33 6%	24 5%	8 7%	6 4%	6 4%	8 6%	10 7%j	8 6%	9 8%j	2 2%	3 4%	2 6%	5 4%	4 4%	5 5%	7 10%	3 5%	5 4%	6 5%	7 5%	6 8%	4 11%
Several times a month	70 7%	35 7%	35 7%	9 7%	10 7%	10 7%	9 7%	9 7%	8 6%	8 7%	7 6%	6 7%	3 9%	11 10%t	8 8%	7 8%	3 4%	5 8%	4 3%	11 9%t	5 4%	2 3%	5 14%rtu
Once a month	31 3%	18 3%	13 2%	3 2%	5 4%e	-	3 2%	6 4%e	5 4%e	2 2%	7 6%e	1 1%	2 6%mo	-	2 2%	-	4 6%mo	3 5%mo	4 3%	2 2%	11 8%kmno su	-	2 6%mo
Less often	112 11%	54 10%	57 11%	8 7%	10 7%	16 11%	15 11%	16 12%	18 13%	16 14%	13 11%	6 7%	3 9%	9 8%	9 9%	13 14%	5 7%	7 11%	18 15% s	7 6%	21 15% s	11 14%	3 8%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 12  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	205 20%	105 20%	100 19%	8 7%	14 10%	20 14%	25 18% <sup>c</sup>	29 21% <sup>cd</sup>	29 21% <sup>cd</sup>	30 25% <sup>cde</sup>	50 44% <sup>cde</sup>	17 21%	9 27% <sup>t</sup>	29 26% <sup>t</sup>	19 18%	17 18%	11 15%	15 24% <sup>t</sup>	24 20%	19 16%	17 12%	15 19%	13 36% <sup>nopst</sup>
Don't know	4 *	2 *	2 *	-	-	-	-	1 1%	2 1%	1 1%	-	-	-	-	-	1 1%	-	-	1 1%	1 1%	1 1%	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 13

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	132 13%	78 15%b	53 10%	13 11%	20 15%	25 17% <sup>f</sup>	12 9%	19 14%	18 13%	13 11%	12 11%	11 13%	1 3%	16 14%	12 11%	12 13%	13 18% <sup>lu</sup>	10 16%	14 12%	13 11%	19 13%	5 6%	6 17%
NET: At least weekly	302 29%	166 32% <sup>b</sup>	135 25%	29 24%	43 31%	53 37% <sup>cij</sup>	40 29%	39 28%	41 29%	29 25%	28 25%	21 26%	9 27%	32 28%	28 27%	32 34%	22 31%	19 30%	34 29%	39 34%	35 25%	21 27%	10 28%
NET: At least monthly	384 37%	208 40% <sup>b</sup>	175 33%	33 27%	56 41% <sup>c</sup>	64 45% <sup>c</sup>	49 36%	48 35%	55 39% <sup>c</sup>	40 34%	39 34%	26 32%	13 39%	40 35%	45 43% <sup>t</sup>	36 39%	31 44% <sup>t</sup>	22 35%	46 39%	46 40%	42 30%	25 32%	12 33%
NET: Ever	508 48%	269 52% <sup>b</sup>	238 45%	44 36%	70 51% <sup>c</sup>	80 56% <sup>c</sup>	64 46%	66 48%	75 53% <sup>c</sup>	55 47%	54 47%	37 45%	16 48%	47 42%	61 58% <sup>mt</sup>	46 49%	37 52%	27 43%	59 50%	64 55% <sup>m</sup>	63 44%	35 45%	16 44%
Several times a day	74 7%	45 9% <sup>b</sup>	28 5%	8 7%	12 9% <sup>f</sup>	14 10% <sup>f</sup>	4 3%	10 7%	12 9% <sup>f</sup>	7 6%	7 6%	6 7%	- -	9 8%	9 9%	7 8%	7 10%	7 11%	7 6%	7 6%	10 7%	3 4%	2 6%
Once a day	58 6%	33 6%	25 5%	5 4%	8 6%	11 8%	8 6%	9 7%	6 4%	6 5%	5 4%	5 6%	1 3%	7 6%	3 3%	5 5%	6 8%	3 5%	7 6%	6 5%	9 6%	2 3%	4 11%
Several times a week	132 13%	73 14%	59 11%	14 11%	20 15%	23 16% <sup>j</sup>	21 15%	13 9%	19 13%	13 11%	9 8%	8 10%	8 24% <sup>kpt</sup>	14 12%	14 13%	15 16% <sup>pt</sup>	4 6%	7 11%	18 15% <sup>pt</sup>	21 18% <sup>pt</sup>	10 7%	11 14%	2 6%
Once a week	38 4%	15 3%	23 4%	2 2%	3 2%	5 3%	7 5%	7 5%	4 3%	3 3%	7 6%	2 2%	- -	2 2%	2 2%	5 5%	5 7%	2 3%	2 2%	5 4%	6 4%	5 6%	2 6%
Several times a month	55 5%	27 5%	28 5%	3 2%	8 6%	5 3%	6 4%	8 6%	10 7%	8 7%	7 6%	3 4%	3 9%	7 6%	10 10% <sup>o</sup>	2 2%	4 6%	2 3%	7 6%	7 6%	5 4%	3 4%	2 6%
Once a month	27 3%	15 3%	12 2%	1 1%	5 4%	6 4%	3 2%	1 1%	4 3%	3 3%	4 4%	2 2%	1 3%	1 1%	7 7% <sup>mst</sup>	2 2%	5 7% <sup>mst</sup>	1 2%	5 4% <sup>s</sup>	- -	2 1%	1 1%	- -
Less often	124 12%	61 12%	63 12%	11 9%	14 10%	16 11%	15 11%	18 13%	20 14%	15 13%	15 13%	11 13%	3 9%	7 6%	16 15% <sup>m</sup>	10 11%	6 8%	5 8%	13 11%	18 16% <sup>m</sup>	21 15% <sup>m</sup>	10 13%	4 11%
Never	531 51%	243 47%	287 54% <sup>a</sup>	77 63% <sup>deg</sup>	66 48% <sup>h</sup>	62 43%	72 52%	70 51%	64 45%	60 51%	60 53%	45 55%	17 52%	65 58% <sup>ns</sup>	43 41%	46 49%	33 46%	36 57% <sup>n</sup>	58 49%	49 42%	78 55% <sup>ns</sup>	41 53%	20 56%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 13

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	12	5	7	1	1	1	2	2	2	3	-	-	-	1	1	1	1	-	2	3	1	2	-
	1%	1%	1%	1%	1%	1%	1%	1%	1%	3%	-	-	-	1%	1%	1%	1%	-	2%	3%	1%	3%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 14  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	115 11%	58 11%	57 11%	11 9%	13 9%	17 12%	13 9%	18 13%	21 15%	10 8%	12 11%	12 15%u	4 12%	13 12%	7 7%	14 15%qu	7 10%	3 5%	15 13%	22 19%nqtu	12 8%	4 5%	2 6%
NET: At least weekly	192 18%	96 19%	96 18%	19 16%	18 13%	31 22%	24 17%	27 20%	31 22%	21 18%	21 18%	18 22%u	5 15%	22 19%	13 12%	21 23%u	12 17%	8 13%	22 18%	35 30%npqr	25 18%	8 10%	3 8%
NET: At least monthly	248 24%	125 24%	123 23%	25 20%	28 20%	38 27%	31 22%	32 23%	37 26%	27 23%	30 26%	21 26%	7 21%	27 24%	19 18%	25 27%u	17 24%	11 17%	32 27%u	39 34%nquv	35 25%	11 14%	4 11%
NET: Ever	344 33%	174 34%	169 32%	36 30%	38 28%	53 37%	42 30%	42 30%	57 40%d	39 33%	37 32%	28 34%	9 27%	35 31%	28 27%	39 42%nuv	25 35%uv	18 29%	40 34%u	48 41%nuv	52 37%uv	16 21%	6 17%
Several times a day	63 6%	32 6%	31 6%	6 5%	4 3%	12 8%	7 5%	8 6%	13 9% <u>d</u>	8 7%	5 4%	7 9%	-	7 6%	3 3%	10 11% <u>n</u>	3 4%	2 3%	8 7%	11 9% <u>n</u>	6 4%	4 5%	2 6%
Once a day	52 5%	26 5%	26 5%	5 4%	9 7%	5 3%	6 4%	10 7% <u>i</u>	8 6%	2 2%	7 6%	5 6% <u>u</u>	4 12% <u>quv</u>	6 5% <u>u</u>	4 4%	4 4%	4 6% <u>u</u>	1 2%	7 6% <u>u</u>	11 9% <u>qu</u>	6 4%	-	-
Several times a week	45 4%	20 4%	25 5%	5 4%	4 3%	7 5%	8 6%	4 3%	7 5%	5 4%	5 4%	4 5%	-	6 5%	4 4%	6 6% <u>p</u>	-	3 5%	5 4%	9 8% <u>p</u>	5 4%	2 3%	1 3%
Once a week	32 3%	18 3%	14 3%	3 2%	1 1%	7 5% <u>d</u>	3 2%	5 4%	3 2%	6 5% <u>d</u>	4 4%	2 2%	1 3%	3 3%	2 2%	1 7% <u>o</u>	5 3%	2 3%	2 2%	4 3%	8 6%	2 3%	-
Several times a month	33 3%	16 3%	17 3%	5 4%	5 4%	5 3%	5 4%	2 1%	3 2%	3 3%	5 4%	2 2%	2 6%	4 4%	3 3%	3 3%	4 6%	2 3%	4 3%	2 2%	4 3%	2 3%	1 3%
Once a month	23 2%	13 3%	10 2%	1 1%	5 4%	2 1%	2 1%	3 2%	3 2%	3 3%	4 4%	1 1%	-	1 1%	3 3%	1 1%	1 1%	1 2%	6 5%	2 2%	6 4%	1 1%	-
Less often	96 9%	49 9%	46 9%	11 9%	10 7%	15 10%	11 8%	10 7%	20 14% <u>j</u>	12 10%	7 6%	7 9%	2 6%	8 7%	9 9%	14 15%	8 11%	7 11%	8 7%	9 8%	17 12%	5 6%	2 6%
Never	695 66%	339 66%	355 67%	86 70% <u>h</u>	97 71% <u>h</u>	89 62%	94 68%	94 68%	82 58%	76 64%	77 68%	54 66%	23 70%	77 68%	76 72% <u>os</u>	52 56%	45 63%	45 71%	77 65%	68 59%	89 63%	59 76% <u>os</u>	30 83% <u>oprst</u>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 14  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	12	4	8	-	2	1	2	2	2	3	-	-	1	1	1	2	1	-	2	-	1	3	-
	1%	1%	2%	-	1%	1%	1%	1%	1%	3%	-	-	3%	1%	1%	2%	1%	-	2%	-	1%	4% <sup>s</sup>	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 15  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset/ device**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	59 6%	42 8%b	16 3%	5 4%	6 4%	10 7%	4 3%	5 4%	14 10%fg	8 7%	7 6%	4 5%	2 6%	1 1%	6 6% <sub>m</sub>	12 13% <sub>mrtu</sub>	4 6%	4 6% <sub>m</sub>	5 4%	11 9% <sub>m</sub>	6 4%	3 4%	1 3%
NET: At least weekly	117 11%	76 15%b	40 8%	6 5%	12 9%	17 12% <sub>c</sub>	14 10%	11 8%	25 18% <sub>cdg</sub>	15 13% <sub>c</sub>	17 15% <sub>c</sub>	8 10%	4 12%	6 5%	11 10%	16 17% <sub>m</sub>	7 10%	8 13%	12 10%	21 18% <sub>mu</sub>	14 10%	6 8%	4 11%
NET: At least monthly	171 16%	114 22%b	56 11%	10 8%	16 12%	24 17% <sub>c</sub>	24 17% <sub>c</sub>	22 16%	33 23% <sub>cd</sub>	21 18% <sub>c</sub>	21 18% <sub>c</sub>	13 16%	8 24%	13 12%	13 12%	21 23% <sub>m</sub>	10 14%	11 17%	16 13%	30 26% <sub>mnr</sub>	21 15%	9 12%	6 17%
NET: Ever	260 25%	161 31%b	98 18%	15 12%	24 18%	42 29% <sub>cd</sub>	34 25% <sub>c</sub>	34 25% <sub>c</sub>	46 33% <sub>cd</sub>	33 28% <sub>cd</sub>	32 28% <sub>cd</sub>	19 23%	10 30%	23 20%	19 18%	27 29%	14 20%	19 30%	26 22%	39 34% <sub>mnp</sub>	38 27%	18 23%	8 22%
Several times a day	36 3%	22 4%	13 2%	4 3%	3 2%	8 6% <sub>g</sub>	2 1%	1 1%	8 6% <sub>g</sub>	5 4%	5 4%	4 5% <sub>m</sub>	-	-	3 3%	9 10% <sub>mnqt</sub>	3 4% <sub>m</sub>	1 2%	5 4% <sub>m</sub>	5 4% <sub>m</sub>	4 3%	1 1%	1 3%
Once a day	23 2%	20 4%b	3 1%	1 1%	3 2%	2 1%	2 1%	4 3%	6 4%	3 3%	2 2%	-	2 6% <sub>kr</sub>	1 1%	3 3%	3 3%	1 1%	3 5% <sub>kr</sub>	-	6 5% <sub>kr</sub>	2 1%	2 3%	-
Several times a week	38 4%	21 4%	17 3%	1 1%	5 4%	2 1%	8 6% <sub>ce</sub>	3 2%	8 6% <sub>c</sub>	3 3%	8 7% <sub>ce</sub>	2 2%	2 6%	5 4%	2 2%	2 2%	3 4%	2 3%	4 3%	8 7%	6 4%	1 1%	3 3%
Once a week	20 2%	13 3%	7 1%	-	1 1%	5 3% <sub>c</sub>	2 1%	3 2%	3 2%	4 3% <sub>c</sub>	2 2%	2 2%	-	-	3 3%	2 2%	-	2 3%	3 3%	2 2%	2 1%	2 3%	2 6% <sub>mp</sub>
Several times a month	33 3%	23 4%b	10 2%	2 2%	3 2%	3 2%	7 5%	5 4%	6 4%	4 3%	3 3%	3 4%	3 9% <sub>pu</sub>	3 3%	2 2%	4 4%	-	2 3%	3 3%	6 5%	5 4%	1 1%	1 3%
Once a month	21 2%	15 3%b	6 1%	2 2%	1 1%	4 3%	3 2%	6 4%	2 1%	2 2%	1 1%	2 2%	1 3%	4 4%	-	1 1%	3 4% <sub>n</sub>	1 2%	1 1%	3 3%	2 1%	2 3%	1 3%
Less often	89 8%	47 9%	42 8%	5 4%	8 6%	18 13% <sub>c</sub>	10 7%	12 9%	13 9%	12 10%	11 10%	6 7%	2 6%	10 9%	6 6%	6 6%	4 6%	8 13%	10 8%	9 8%	17 12%	9 12%	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 15  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset/ device**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	774	349	424	107	111	98	99	101	94	84	80	62	23	88	86	65	55	43	92	75	101	56	28
	74%	68%	80% <sup>a</sup>	88% <sup>efg</sup>	81% <sup>ehj</sup>	69%	72%	73%	67%	71%	70%	76%	70%	78% <sup>s</sup>	82% <sup>oqs</sup>	70%	77%	68%	77% <sup>s</sup>	65%	71%	72%	78%
Don't know	17	7	10	-	2	3	5	3	1	1	2	1	-	2	-	1	2	1	1	2	3	4	-
	2%	1%	2%	-	1%	2%	4% <sup>c</sup>	2%	1%	1%	2%	1%	-	2%	-	1%	3%	2%	1%	2%	2%	5% <sup>n</sup>	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 16  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	68 6%	30 6%	38 7%	5 4%	10 7%	7 5%	8 6%	7 5%	17 12% cegi	5 4%	9 8%	5 6%	2 6%	8 7%	5 5%	10 11%	2 3%	3 5%	5 4%	14 12% pr	8 6%	4 5%	2 6%
NET: At least weekly	93 9%	45 9%	48 9%	8 7%	11 8%	13 9%	11 8%	10 7%	21 15% cgi	8 7%	11 10%	7 9%	2 6%	9 8%	8 8%	12 13%	3 4%	3 5%	10 8%	19 16% npqt	11 8%	7 9%	2 6%
NET: At least monthly	113 11%	54 10%	59 11%	9 7%	13 9%	16 11%	16 12%	12 9%	23 16% c	10 8%	14 12%	8 10%	3 9%	9 8%	10 10%	14 15% q	5 7%	3 5%	11 9%	22 19% mnp	16 11%	8 10%	4 11%
NET: Ever	164 16%	85 16%	79 15%	13 11%	16 12%	24 17%	26 19%	17 12%	34 24% cdg i	16 14%	18 16%	11 13%	3 9%	15 13%	17 16%	17 18%	8 11%	8 13%	13 11%	26 22% r	30 21% r	11 14%	5 14%
Several times a day	32 3%	13 3%	19 4%	2 2%	3 2%	6 4%	3 2%	4 3%	6 4%	3 3%	5 4%	4 5%	1 3%	5 4%	1 1%	6 6% nq	2 3%	-	2 2%	5 4%	3 2%	2 3%	1 3%
Once a day	36 3%	17 3%	19 4%	3 2%	7 5% e	1 1%	5 4%	3 2%	11 8% egi	2 2%	4 4%	1 1%	1 3%	3 3%	4 4%	4 4%	-	3 5%	3 3%	9 8% kp	5 4%	2 3%	1 3%
Several times a week	17 2%	9 2%	8 2%	1 1%	1 1%	3 2%	3 2%	2 1%	3 2%	3 3%	1 1%	-	-	1 1%	1 1%	1 1%	1 1%	-	4 3%	4 3%	3 2%	2 3%	-
Once a week	8 1%	6 1%	2 *	2 2%	-	3 2%	-	1 1%	1 1%	-	1 1%	2 2%	-	-	2 2%	1 1%	-	-	1 1%	1 1%	-	1 1%	-
Several times a month	12 1%	6 1%	6 1%	-	-	3 2%	1 1%	2 1%	2 1%	2 2%	2 2%	1 1%	1 3%	-	2 2%	1 1%	1 1%	-	1 1%	2 2%	2 1%	-	1 3%
Once a month	8 1%	3 1%	5 1%	1 1%	2 1%	-	4 3% egh	-	-	-	1 1%	-	-	-	-	1 1%	1 1%	-	-	1 1%	3 2%	1 1%	1 3%
Less often	51 5%	31 6%	20 4%	4 3%	3 2%	8 6%	10 7% d	5 4%	11 8% d	6 5%	4 4%	3 4%	-	6 5%	7 7%	3 3%	3 4%	5 8% r	2 2%	4 3%	14 10% rs	3 4%	1 3%
Never	875 83%	426 82%	447 84%	109 89% fh	117 85% h	118 83%	111 80%	118 86% h	105 74%	101 86% h	96 84%	71 87%	30 91%	97 86%	88 84%	74 80%	62 87%	53 84%	104 87% s	88 76%	111 78%	66 85%	31 86%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 16

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**Using wearable technology like a smartwatch (such as an Apple Watch)**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	12	6	6	-	4	1	1	3	2	1	-	-	-	1	-	2	1	2	2	2	1	1	-
	1%	1%	1%	-	3%	1%	1%	2%	1%	1%	-	-	-	1%	-	2%	1%	3%	2%	2%	1%	1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 17  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	69 7%	40 8%	29 5%	3 2%	8 6%	10 7%	6 4%	6 4%	18 13%cdfg	11 9%c	7 6%	6 7%	-	9 8%	4 4%	11 12%lnp	2 3%	4 6%	7 6%	12 10%	10 7%	3 4%	1 3%
NET: At least weekly	113 11%	59 11%	53 10%	10 8%	10 7%	20 14%	15 11%	11 8%	21 15%cd	14 12%	12 11%	8 10%	2 6%	15 13%p	9 9%	17 18%npq	3 4%	4 6%	11 9%	19 16%p	15 11%	7 9%	3 8%
NET: At least monthly	160 15%	79 15%	80 15%	15 12%	19 14%	29 20%g	19 14%	16 12%	26 18%	19 16%	17 15%	10 12%	4 12%	18 16%	17 16%	24 26%kpqr	6 8%	4 6%	14 12%	24 21%pq	22 15%	13 17%	4 11%
NET: Ever	239 23%	118 23%	120 23%	17 14%	28 20%	43 30%cj	36 26%cj	32 23%	42 30%cj	23 19%	18 16%	15 18%	10 30%q	22 19%	27 26%q	28 30%qr	15 21%	6 10%	22 18%	33 28%q	37 26%q	18 23%q	6 17%
Several times a day	39 4%	25 5%	14 3%	1 1%	6 4%	6 4%	2 1%	3 2%	10 7%cf	7 6%c	4 4%	5 6%	-	6 5%	2 2%	6 6%	1 1%	2 3%	4 3%	8 7%	3 2%	1 1%	1 3%
Once a day	30 3%	15 3%	15 3%	2 2%	2 1%	4 3%	4 3%	3 2%	8 6%	4 3%	3 3%	1 1%	-	3 3%	2 2%	5 5%	1 1%	2 3%	3 3%	4 3%	7 5%	2 3%	-
Several times a week	25 2%	10 2%	15 3%	4 3% <sup>d</sup>	-	6 4% <sup>d</sup>	7 5% <sup>dh</sup>	2 1%	1 1%	1 1%	4 4% <sup>d</sup>	1 1%	-	2 2%	2 2%	6 6% <sup>pqt</sup>	-	-	2 2%	5 4%	2 1%	3 4%	2 6% <sup>p</sup>
Once a week	19 2%	9 2%	9 2%	3 2%	2 1%	4 3%	2 1%	3 2%	2 1%	2 2%	1 1%	1 1%	2 6% <sup>o</sup>	4 4%	3 3%	-	1 1%	-	2 2%	2 2%	3 2%	1 1%	-
Several times a month	34 3%	15 3%	19 4%	3 2%	7 5%	6 4%	4 3%	2 1%	4 3%	4 3%	4 4%	2 2%	2 6%	3 3%	7 7% <sup>q</sup>	6 6% <sup>q</sup>	2 3%	-	2 2%	5 4%	3 2%	2 3%	-
Once a month	13 1%	5 1%	8 2%	2 2%	2 1%	3 2%	-	3 2%	1 1%	1 1%	1 1%	-	-	-	1 1%	1 1%	1 1%	-	1 1%	-	4 3%	4 5% <sup>kms</sup>	1 3%
Less often	79 8%	39 8%	40 8%	2 2%	9 7% <sup>j</sup>	14 10% <sup>cij</sup>	17 12% <sup>cij</sup>	16 12% <sup>cij</sup>	16 11% <sup>cij</sup>	4 3%	1 1%	5 6%	6 18% <sup>kmoqr</sup>	4 4%	10 10%	4 4%	9 13% <sup>mq</sup>	2 3%	8 7%	9 8%	15 11% <sup>m</sup>	5 6%	2 6%
Never	774 74%	380 74%	394 74%	100 82% <sup>defh</sup>	98 72% <sup>e</sup>	96 67%	97 70%	101 73%	97 69%	91 77%	94 82% <sup>defh</sup>	63 77%	23 70%	87 77%	74 70%	63 68%	52 73%	55 87% <sup>lno</sup>	90 76%	78 67%	100 70%	59 76%	30 83%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 17

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a smart speaker (audio game)**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	38	19	18	5	11	4	5	5	2	4	2	4	-	4	4	2	4	2	7	5	5	1	-
	4%	4%	3%	4%	8%hj	3%	4%	4%	1%	3%	2%	5%	-	4%	4%	2%	6%	3%	6%	4%	4%	1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 18

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	55 5%	33 6%	22 4%	4 3%	7 5%	11 8% <i>i</i>	6 4%	7 5%	13 9% <i>i</i>	1 1%	6 5%	4 5%	1 3%	4 4%	5 5%	8 9%	2 3%	4 6%	9 8%	10 9%	5 4%	2 3%	1 3%
NET: At least weekly	100 10%	57 11%	43 8%	8 7%	12 9%	19 13% <i>i</i>	17 12% <i>i</i>	10 7%	17 12%	6 5%	11 10%	7 9%	1 3%	9 8%	10 10%	13 14%	4 6%	7 11%	12 10%	16 14%	11 8%	6 8%	4 11%
NET: At least monthly	152 14%	82 16%	70 13%	18 15%	18 13%	24 17%	22 16%	14 10%	22 16%	11 9%	23 20% <i>g</i> <i>j</i>	10 12%	3 9%	14 12%	16 15%	18 19%	8 11%	9 14%	16 13%	25 22%	19 13%	9 12%	5 14%
NET: Ever	222 21%	117 23%	104 20%	27 22% <i>i</i>	29 21% <i>i</i>	31 22% <i>i</i>	31 22% <i>i</i>	24 17%	34 24% <i>i</i>	14 12%	32 28% <i>g</i> <i>j</i>	14 17%	4 12%	19 17%	25 24%	22 24%	11 15%	13 21%	28 24%	35 30% <i>k</i> <i>l</i> <i>m</i> pu	32 23%	10 13%	9 25%
Several times a day	31 3%	17 3%	14 3%	1 1%	2 1%	8 6% <i>c</i> <i>i</i>	5 4%	2 1%	8 6% <i>c</i> <i>i</i>	1 1%	4 4%	4 5%	- -	3 3%	3 3%	5 5%	1 1%	2 3%	4 3%	5 4%	2 1%	2 3%	- -
Once a day	24 2%	16 3%	8 2%	3 2%	5 4% <i>i</i>	3 2%	1 1%	5 4% <i>i</i>	5 4% <i>i</i>	- -	2 2%	- -	1 3%	1 1%	2 2%	3 3%	1 1%	2 3%	5 4%	5 4%	3 2%	- -	1 3%
Several times a week	28 3%	15 3%	13 2%	1 1%	4 3%	5 3%	7 5% <i>c</i> <i>g</i>	1 1%	3 2%	4 3%	3 3%	3 4%	- -	2 2%	4 4%	2 2%	1 1%	2 3%	1 1%	5 4%	3 2%	3 4%	2 6%
Once a week	17 2%	9 2%	8 2%	3 2%	1 1%	3 2%	4 3%	2 1%	1 1%	1 1%	2 2%	- -	- -	3 3%	1 1%	3 3%	1 1%	1 2%	2 2%	1 1%	3 2%	1 1%	1 3%
Several times a month	28 3%	16 3%	12 2%	6 5%	2 1%	2 1%	3 2%	2 1%	4 3%	4 3%	5 4%	1 1%	1 3%	2 2%	2 2%	2 2%	1 1%	2 3%	1 1%	7 6% <i>r</i>	6 4%	3 4%	- -
Once a month	24 2%	9 2%	15 3%	4 3%	4 3%	3 2%	2 1%	2 1%	1 1%	1 1%	7 6% <i>f</i> <i>g</i> <i>h</i> <i>i</i>	2 2%	1 3%	3 3%	4 4%	3 3%	3 4%	- -	3 3%	2 2%	2 1%	- -	1 3%
Less often	70 7%	35 7%	34 6%	9 7%	11 8%	7 5%	9 7%	10 7%	12 9% <i>i</i>	3 3%	9 8%	4 5%	1 3%	5 4%	9 9% <i>u</i>	4 4%	3 4%	4 6%	12 10% <i>u</i>	10 9% <i>u</i>	13 9% <i>u</i>	1 1%	4 11% <i>u</i>
Never	804 76%	388 75%	415 78%	93 76%	105 77%	110 77%	98 71%	113 82% <i>f</i>	104 74%	99 84% <i>f</i> <i>h</i> <i>j</i>	82 72%	68 83% <i>s</i>	28 85%	90 80% <i>s</i>	79 75%	69 74%	58 82% <i>s</i>	48 76%	88 74%	79 68%	106 75%	64 82% <i>s</i>	27 75%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 18

**Q1. How often do you play video games at home or elsewhere on each of the following devices?**

**On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	25	12	13	2	3	2	9	1	3	5	-	-	1	4	1	2	2	2	3	2	4	4	-
	2%	2%	2%	2%	2%	1%	7%	1%	2%	4%	-	-	3%	4%	1%	2%	3%	3%	3%	2%	3%	5%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 19  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile/Tablet**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	678 65%	327 63%	349 66%	71 58%	81 59%	91 64%	92 67%	102 74%cdj	100 71%cdj	76 64%	65 57%	53 65%	18 55%	70 62%	71 68%u	69 74%lsu	46 65%	46 73%su	83 70%su	65 56%	94 66%u	41 53%	22 61%
NET: At least weekly	940 89%	455 88%	483 91%	109 89%	123 90%	128 90%	123 89%	129 93%j	128 91%	106 90%	94 82%	72 88%	26 79%	98 87%	93 89%	89 96%lmsv	69 97%klmnsv	57 90%	108 91%	100 86%	127 89%	71 91%	30 83%
NET: At least monthly	994 95%	483 93%	509 96%	117 96%	133 97%j	132 92%	131 95%	134 97%j	135 96%	110 93%	102 89%	76 93%	31 94%	105 93%	97 92%	92 99%kmnsv	70 99%	59 94%	115 97%	108 93%	134 94%	74 95%	33 92%
NET: Ever	1022 97%	501 97%	519 98%	119 98%	136 99%ej	136 95%	134 97%	137 99%ej	138 98%	114 97%	108 95%	77 94%	32 97%	110 97%	103 98%	93 100%kv	70 99%	61 97%	116 97%	112 97%	140 99%v	75 96%	33 92%
Several times a day	492 47%	237 46%	253 48%	45 37%	58 42%	68 48%	69 50%c	72 52%cj	73 52%c	62 53%cj	45 39%	40 49%	11 33%	56 50%	53 50%	48 52%	31 44%	34 54%	60 50%	46 40%	67 47%	33 42%	13 36%
Once a day	186 18%	90 17%	96 18%	26 21%	23 17%	23 16%	23 17%	30 22%i	27 19%	14 12%	20 18%	13 16%	7 21%	14 12%	18 17%	21 23%u	15 21%	12 19%	23 19%	19 16%	27 19%	8 10%	9 25%u
Several times a week	214 20%	102 20%	112 21%	31 25%	35 26%	32 22%	24 17%	22 16%	27 19%	22 19%	21 18%	16 20%	5 15%	23 20%	19 18%	14 15%	18 25%	10 16%	20 17%	30 26%	29 20%	24 31%noqr	6 17%
Once a week	48 5%	26 5%	22 4%	7 6%h	7 5%h	5 3%	7 5%h	5 4%	1 1%	8 7%h	8 7%h	3 4%	3 9%	5 4%	3 3%	6 6%	5 7%	1 2%	5 4%	5 4%	4 3%	6 8%	2 6%
Several times a month	42 4%	22 4%	20 4%	6 5%	10 7%i	4 3%	5 4%	4 3%	6 4%	2 2%	5 4%	4 5%	4 12%pqt	5 4%	4 4%	3 3%	-	1 2%	5 4%	6 5%	4 3%	3 4%	3 8%p
Once a month	12 1%	6 1%	6 1%	2 2%	-	-	3 2%	1 1%	1 1%	2 2%	3 3%	-	1 3%	2 2%	-	-	1 1%	1 2%	2 2%	2 2%	3 2%	-	-
Less often	28 3%	18 3%	10 2%	2 2%	3 2%	4 3%	3 2%	3 2%	3 2%	4 3%	6 5%	1 1%	1 3%	5 4%	6 6%pr	1 1%	-	2 3%	1 1%	4 3%	6 4%	1 1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 19  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile/Tablet**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	28 3%	16 3%	12 2%	3 2%	1 1%	7 5% <sup>dg</sup>	4 3%	1 1%	2 1%	4 3%	6 5% <sup>dg</sup>	5 6% <sup>oo</sup>	1 3%	3 3%	2 2%	-	1 1%	2 3%	2 2%	4 3%	2 1%	3 4%	3 8% <sup>ot</sup>
Don't know	1 *	-	1 *	-	-	-	-	-	1 1%	-	-	-	-	-	-	-	-	1 1%	-	-	-	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 20  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console/PC**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	532 51%	363 70%b	167 31%	51 42%	60 44%	63 44%	73 53%	79 57%cde	86 61%cde	66 56%c	54 47%	43 52%	18 55%	59 52%	49 47%	52 56%	41 58%	37 59%	60 50%	53 46%	67 47%	34 44%	19 53%
NET: At least weekly	843 80%	471 91%b	370 70%	88 72%	107 78%	115 80%	118 86%cj	117 85%cj	127 90%cde	91 77%	80 70%	74 90%mnrt	30 91%t	86 76%	79 75%	75 81%	61 86%t	51 81%	95 80%	96 83%	104 73%	63 81%	29 81%
NET: At least monthly	936 89%	495 96%b	439 83%	97 80%	120 88%	128 90%c	128 93%c	128 93%c	134 95%cdi	104 88%	97 85%	78 95%mt	33 100%mp	93 82%	93 89%	86 92%mt	63 89%	56 89%	106 89%	106 91%mt	118 83%	73 94%mt	31 86%
NET: Ever	990 94%	503 97%b	485 91%	109 89%	127 93%	133 93%	132 96%	131 95%	138 98%cdj	115 97%c	105 92%	80 98%mt	33 100%	101 89%	96 91%	91 98%mt	67 94%	60 95%	112 94%	110 95%	127 89%	77 99%mnt	36 100%mt
Several times a day	353 34%	252 49%b	99 19%	29 24%	27 20%	44 31%d	49 36%cd	51 37%cd	62 44%cde	51 43%cde	40 35%d	30 37%	12 36%	43 38%	34 32%	39 42%rst	26 37%	28 44%rst	32 27%	31 27%	41 29%	24 31%	13 36%
Once a day	179 17%	111 21%b	68 13%	22 18%	33 24%eij	19 13%	24 17%	28 20%	24 17%	15 13%	14 12%	13 16%	6 18%	16 14%	15 14%	13 14%	15 21%	9 14%	28 24%	22 19%	26 18%	10 13%	6 17%
Several times a week	249 24%	87 17%	162 30%a	28 23%	36 26%	41 29%i	38 28%	26 19%	35 25%	21 18%	24 21%	27 33%qt	10 30%	24 21%	26 25%	19 20%	16 23%	11 17%	26 22%	36 31%t	28 20%	18 23%	8 22%
Once a week	62 6%	21 4%	41 8%a	9 7%j	11 8%j	11 8%j	7 5%	12 9%j	6 4%	4 3%	2 2%	4 5%	2 6%	3 3%	4 4%	4 4%	4 6%	3 5%	9 8%	7 6%	9 6%	11 14%kmno	2 6%
Several times a month	57 5%	16 3%	41 8%a	5 4%	9 7%h	6 4%	8 6%	6 4%	2 1%	10 8%h	11 10%h	1 1%	3 9%kp	4 4%	9 9%kp	6 6%p	-	5 8%kp	7 6%p	9 8%kp	7 5%	5 6%p	1 3%
Once a month	36 3%	8 2%	28 5%a	4 3%	4 3%	7 5%	2 1%	5 4%	5 4%	3 3%	6 5%	3 4%	-	3 3%	5 5%	5 5%	2 3%	-	4 3%	1 1%	7 5%	5 6%qs	1 3%
Less often	54 5%	8 2%	46 9%a	12 10%efgh	7 5%	5 3%	4 3%	3 2%	4 3%	11 9%fgh	8 7%	2 2%	-	8 7%	3 3%	5 5%	4 6%	4 6%	6 5%	4 3%	9 6%	4 5%	5 14%klms

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 20  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console/PC**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	61 6%	14 3%	47 9%a	13 11%hi	10 7%h	10 7%	6 4%	7 5%	3 2%	3 3%	9 8%h	2 2%	-	12 11%kou	9 9%u	2 2%	4 6%	3 5%	7 6%	6 5%	15 11%kou	1 1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 21  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	256 24%	146 28%b	109 20%	24 20%	31 23%	33 23%	32 23%	42 30%c	38 27%	30 25%	26 23%	19 23%	7 21%	32 28%u	23 22%	28 30%u	20 28%u	17 27%	25 21%	32 28%u	32 23%	11 14%	10 28%
NET: At least weekly	462 44%	245 47%b	216 41%	50 41%	51 37%	70 49% <sup>d</sup>	64 46%	64 46%	63 45%	53 45%	47 41%	32 39%	12 36%	53 47%	41 39%	44 47%	34 48%	30 48%	54 45%	57 49%	60 42%	29 37%	16 44%
NET: At least monthly	585 56%	304 59%b	280 53%	64 52%	75 55%	90 63%	76 55%	79 57%	80 57%	63 53%	58 51%	39 48%	18 55%	65 58%	64 61%	53 57%	44 62%	35 56%	69 58%	62 53%	78 55%	38 49%	20 56%
NET: Ever	716 68%	367 71%	348 65%	73 60%	93 68%	105 73% <sup>cj</sup>	94 68%	101 73% <sup>cj</sup>	99 70%	81 69%	70 61%	52 63%	21 64%	72 64%	80 76% <sup>mu</sup>	70 75% <sup>u</sup>	53 75% <sup>u</sup>	45 71%	80 67%	78 67%	96 68%	46 59%	23 64%
Several times a day	154 15%	88 17% <sup>b</sup>	65 12%	13 11%	19 14%	22 15%	16 12%	19 14%	28 20% <sup>c</sup>	20 17%	17 15%	11 13%	1 3%	19 17% <sup>l</sup>	14 13%	19 20% <sup>lu</sup>	11 15%	11 17% <sup>l</sup>	16 13%	19 16% <sup>l</sup>	20 14%	7 9%	6 17%
Once a day	102 10%	58 11%	44 8%	11 9%	12 9%	11 8%	16 12%	23 17% <sup>ehj</sup>	10 7%	10 8%	9 8%	8 10%	6 18% <sup>u</sup>	13 12%	9 9%	9 10%	6 13%	6 10%	9 8%	13 11%	12 8%	4 5%	4 11%
Several times a week	154 15%	78 15%	76 14%	21 17% <sup>g</sup>	18 13%	27 19% <sup>g</sup>	25 18% <sup>g</sup>	12 9%	20 14%	17 14%	14 12%	10 12%	5 15%	19 17%	14 13%	14 15%	6 8%	11 17%	24 20% <sup>p</sup>	18 16%	18 13%	12 15%	3 8%
Once a week	52 5%	21 4%	31 6%	5 4%	2 1%	10 7% <sup>d</sup>	7 5%	10 7% <sup>d</sup>	5 4%	6 5%	7 6% <sup>d</sup>	3 4%	- 2%	2 2%	4 4%	2 2%	8 11% <sup>lmo</sup>	2 3%	5 4%	7 6%	10 7% <sup>m</sup>	6 8% <sup>m</sup>	3 8%
Several times a month	75 7%	35 7%	40 8%	7 6%	14 10%	11 8%	8 6%	9 7%	11 8%	8 7%	7 6%	5 6%	5 15% <sup>su</sup>	8 7%	13 12% <sup>su</sup>	8 9%	4 6%	4 6%	8 7%	5 4%	10 7%	3 4%	2 6%
Once a month	48 5%	24 5%	24 5%	7 6%	10 7% <sup>i</sup>	9 6%	4 3%	6 4%	6 4%	2 2%	4 4%	2 2%	1 3%	4 4% <sup>s</sup>	10 10% <sup>oqs</sup>	1 1%	6 8% <sup>os</sup>	1 2%	7 6% <sup>s</sup>	- -	8 6% <sup>s</sup>	6 8% <sup>os</sup>	2 6% <sup>s</sup>
Less often	131 12%	63 12%	68 13%	9 7%	18 13%	15 10%	18 13%	22 16% <sup>c</sup>	19 13%	18 15%	12 11%	13 16% <sup>m</sup>	3 9%	7 6%	16 15% <sup>m</sup>	17 18% <sup>m</sup>	9 13%	10 16% <sup>m</sup>	11 9%	16 14%	18 13%	8 10%	3 8%
Never	335 32%	150 29%	184 35%	49 40% <sup>eg</sup>	44 32%	38 27%	44 32%	37 27%	42 30%	37 31%	44 39% <sup>eg</sup>	30 37%	12 36%	41 36% <sup>n</sup>	25 24%	23 25%	18 25%	18 29%	39 33%	38 33%	46 32%	32 41% <sup>nop</sup>	13 36%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 22  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	707 67%	347 67%	358 67%	74 61%	87 64%	94 66%	96 70%	106 77% <sup>cde</sup>	104 74% <sup>cj</sup>	78 66%	68 60%	56 68%	19 58%	75 66%	72 69% <sup>u</sup>	69 74% <sup>su</sup>	50 70% <sup>u</sup>	49 78% <sup>lsu</sup>	85 71% <sup>su</sup>	68 59%	97 68% <sup>u</sup>	42 54%	25 69%
NET: At least weekly	962 92%	470 91%	490 92%	111 91%	128 93% <sup>j</sup>	133 93% <sup>j</sup>	125 91%	131 95% <sup>j</sup>	132 94% <sup>j</sup>	106 90%	96 84%	74 90%	26 79%	100 88%	96 91%	89 96% <sup>l</sup>	69 97% <sup>lms</sup>	59 94% <sup>l</sup>	111 93% <sup>l</sup>	103 89%	131 92% <sup>l</sup>	73 94% <sup>l</sup>	31 86%
NET: At least monthly	1009 96%	492 95%	515 97%	117 96%	135 99% <sup>ij</sup>	136 95%	134 97% <sup>j</sup>	135 98% <sup>j</sup>	139 99% <sup>ij</sup>	110 93%	103 90%	77 94%	31 94%	106 94%	101 96%	92 99% <sup>v</sup>	70 99%	60 95%	117 98%	110 95%	138 97%	74 95%	33 92%
NET: Ever	1028 98%	503 97%	523 98%	119 98%	136 99%	138 97%	134 97%	138 100% <sup>efi</sup>	140 99%	114 97%	109 96%	78 95%	32 97%	111 98%	103 98%	93 100% <sup>kv</sup>	70 99%	62 98%	118 99% <sup>v</sup>	113 97%	140 99% <sup>v</sup>	75 96%	33 92%
Several times a day	512 49%	248 48%	262 49%	46 38%	62 45%	70 49%	69 50% <sup>c</sup>	76 55% <sup>c</sup>	76 54% <sup>c</sup>	63 53% <sup>c</sup>	50 44%	41 50%	11 33%	59 52%	55 52%	48 52%	33 46%	36 57% <sup>ls</sup>	62 52%	48 41%	71 50%	33 42%	15 42%
Once a day	195 19%	99 19%	96 18%	28 23% <sup>i</sup>	25 18%	24 17%	27 20%	30 22%	28 20%	15 13%	18 16%	15 18%	8 24%	16 14%	17 16%	21 23%	17 24% <sup>u</sup>	13 21%	23 19%	20 17%	26 18%	9 12%	10 28% <sup>u</sup>
Several times a week	219 21%	105 20%	114 21%	31 25% <sup>g</sup>	39 28% <sup>fgj</sup>	36 25% <sup>g</sup>	24 17%	20 14%	27 19%	22 19%	20 18%	17 21%	5 15%	21 19%	21 20%	15 16%	17 24%	8 13%	23 19%	31 27% <sup>q</sup>	30 21%	26 33% <sup>mmo</sup>	5 14% <sup>qtv</sup>
Once a week	36 3%	18 3%	18 3%	6 5% <sup>h</sup>	2 1%	3 2%	5 4%	5 4%	1 1%	6 5% <sup>h</sup>	8 7% <sup>dh</sup>	1 1%	2 6%	4 4%	3 3%	5 5%	2 3%	2 3%	3 3%	4 3%	4 3%	5 6%	1 3%
Several times a month	34 3%	15 3%	19 4%	4 3%	7 5%	3 2%	6 4%	3 2%	6 4%	2 2%	3 3%	3 4%	4 12% <sup>pqrt</sup>	4 4%	5 5%	3 3%	-	-	3 3%	5 4%	4 3%	1 1%	2 6% <sup>p</sup>
Once a month	13 1%	7 1%	6 1%	2 2%	-	-	3 2%	1 1%	1 1%	2 2%	4 4% <sup>de</sup>	-	1 3%	2 2%	-	-	1 1%	1 2%	3 3%	2 2%	3 2%	-	-
Less often	19 2%	11 2%	8 2%	2 2%	1 1%	2 1%	-	3 2%	1 1%	4 3% <sup>f</sup>	6 5% <sup>dfh</sup>	1 1%	1 3%	5 4%	2 2%	1 1%	-	2 3%	1 1%	3 3%	2 1%	1 1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 22  
**Q1. How often do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	23	14	9	3	1	5	4	-	1	4	5	4	1	2	2	-	1	1	1	3	2	3	3
	2%	3%	2%	2%	1%	3%g	3%g	-	1%	3%g	4%g	5%o	3%	2%	2%	-	1%	2%	1%	3%	1%	4%	8%ort

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**  
 \* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 23  
**Q2. What do you like playing video games on the most?**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)	456 43%	319 62% <sup>b</sup>	137 26%	39 32%	57 42%	56 39%	67 49% <sup>cj</sup>	64 46% <sup>c</sup>	74 52% <sup>cej</sup>	58 49% <sup>cj</sup>	41 36%	36 44%	19 58% <sup>r</sup>	46 41%	45 43%	47 51% <sup>r</sup>	33 46%	33 52% <sup>r</sup>	42 35%	48 41%	59 42%	29 37%	19 53%
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	207 20%	40 8%	167 31% <sup>a</sup>	18 15%	20 15%	24 17%	20 14%	30 22%	29 21%	32 27% <sup>cde</sup>	34 30% <sup>cde</sup>	14 17%	4 12%	25 22%	17 16%	24 26%	13 18%	10 16%	28 24%	25 22%	28 20%	13 17%	6 17%
On a tablet computer (such as an iPad)	182 17%	49 9%	133 25% <sup>a</sup>	37 30% <sup>fgh</sup>	41 30% <sup>fgh</sup>	31 22% <sup>ghi</sup>	26 19% <sup>hij</sup>	15 11%	11 8%	10 8%	11 10%	15 18%	6 18%	17 15%	28 27% <sup>mov</sup>	10 11%	11 15%	10 16%	20 17%	19 16%	26 18%	18 23% <sup>ov</sup>	2 6%
On a desktop computer or laptop	117 11%	58 11%	58 11%	15 12%	9 7%	18 13%	14 10%	20 14% <sup>d</sup>	14 10%	9 8%	18 16% <sup>d</sup>	8 10%	3 9%	14 12%	9 9%	8 9%	7 10%	5 8%	16 13%	11 9%	19 13%	13 17%	4 11%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	60 6%	33 6%	26 5%	11 9%	7 5%	13 9%	6 4%	6 4%	6 4%	6 5%	5 4%	6 7%	1 3%	9 8%	4 4%	2 2%	4 6%	3 5%	8 7%	6 5%	9 6%	4 5%	4 11% <sup>o</sup>
On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)	11 1%	7 1%	4 1%	2 2%	2 1%	1 1%	3 2%	-	1 1%	1 1%	1 1%	1 1%	-	1 1%	2 2%	1 1%	1 1%	1 2%	1 1%	1 1%	1 1%	1 1%	-
On a virtual reality gaming headset/ device	9 1%	7 1%	2 *	-	-	-	2 1%	2 1%	2 1%	-	3 3%	1 1%	-	1 1%	-	-	2 3% <sup>t</sup>	1 2%	3 3%	-	-	-	1 3% <sup>t</sup>
Through an app on a smart TV	4 *	2 *	2 *	-	-	-	-	1 1%	2 1%	1 1%	-	-	-	-	-	-	-	-	-	4 3% <sup>mrt</sup>	-	-	-
On a smart speaker (audio game)	3 *	1 *	2 *	-	-	-	-	-	2 1%	1 1%	-	1 1%	-	-	-	1 1%	-	-	-	1 1%	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 23  
**Q2. What do you like playing video games on the most?**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Using wearable technology like a smartwatch (such as an Apple Watch)	2*	1*	1*	-	1	-	-	-	-	-	1	-	-	-	-	-	-	-	1	1	-	-	-
				-	1%	-	-	-	-	-	1%	-	-	-	-	-	-	-	1%	1%	-	-	-
NET: Mobile/ Tablet	389	89	300	55	61	55	46	45	40	42	45	29	10	42	45	34	24	20	48	44	54	31	8
	37%	17%	56% <sup>a</sup>	45% <sup>gh</sup>	45% <sup>gh</sup>	38%	33%	33%	28%	36%	39%	35%	30%	37%	43% <sup>v</sup>	37%	34%	32%	40% <sup>v</sup>	38%	38%	40%	22%
NET: Console/ PC	584	384	199	56	68	75	84	84	89	68	60	45	22	61	56	56	41	39	59	60	79	43	23
	56%	74% <sup>b</sup>	37%	46%	50%	52%	61% <sup>c</sup>	61% <sup>c</sup>	63% <sup>cd</sup>	58%	53%	55%	67%	54%	53%	60%	58%	62%	50%	52%	56%	55%	64%
NET: Any Other	78	44	33	11	8	13	8	9	12	8	9	8	1	10	4	3	6	4	12	12	9	4	5
	7%	9%	6%	9%	6%	9%	6%	7%	9%	7%	8%	10%	3%	9%	4%	3%	8%	6%	10%	10% <sup>o</sup>	6%	5%	14% <sup>no</sup>
NET: Portable	449	122	326	66	68	68	52	51	46	48	50	35	11	51	49	36	28	23	56	50	63	35	12
	43%	24%	61% <sup>a</sup>	54% <sup>fgh</sup>	50% <sup>fgh</sup>	48% <sup>h</sup>	38%	37%	33%	41%	44%	43%	33%	45%	47%	39%	39%	37%	47%	43%	44%	45%	33%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 24  
**Q3. Which, if any, of the following types of video games do you play?**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	706 67%	355 69%	351 66%	87 71%ij	101 74%ij	98 69%ij	104 75%ij	95 69%ij	97 69%ij	66 56%	58 51%	56 68%	23 70%	76 67%	71 68%	63 68%	48 68%	40 63%	83 70%	70 60%	102 72%v	55 71%	19 53%
Games where I compete against lots of people/ teams (e.g. Fortnite)	462 44%	311 60%b	150 28%	38 31%	47 34%	50 35%	74 54%cde	70 51%cde	86 61%cde	52 44%c	45 39%	39 48%	15 45%	49 43%	41 39%	46 49%	31 44%	31 49%	51 43%	47 41%	60 42%	33 42%	19 53%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	428 41%	141 27%	287 54%a	57 47%g	57 42%	63 44%	56 41%	47 34%	53 38%	42 36%	53 46%g	24 29%	11 33%	42 37%	34 32%	42 45%k	33 46%k	23 37%	58 49%kn	47 41%	67 47%kn	33 42%	14 39%
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	286 27%	166 32%b	120 23%	30 25%	27 20%	45 31%d	36 26%	39 28%	44 31%d	30 25%	35 31%d	18 22%	11 33%	29 26%	24 23%	34 37%knq	20 28%	12 19%	40 34%qu	32 28%	43 30%	16 21%	7 19%
Games that feel like a real-life experience (e.g. flying, driving)	279 27%	176 34%b	102 19%	29 24%	36 26%	38 27%	35 25%	41 30%	41 29%	28 24%	31 27%	17 21%	6 18%	27 24%	28 27%	27 29%	17 24%	17 27%	28 24%	38 33%	40 28%	23 29%	11 31%
Games that are controlled by my movement (e.g. Wii Fit)	223 21%	83 16%	140 26%a	27 22%	28 20%	35 24%	28 20%	27 20%	31 22%	22 19%	25 22%	15 18%	6 18%	22 19%	18 17%	21 23%v	11 15%	11 17%	34 29%npv	29 25%v	36 25%v	18 23%v	2 6%
Games where I am part of a team competing against another team (e.g. League of Legends)	217 21%	152 29%b	65 12%	14 11%	28 20%	27 19%	27 20%	24 17%	41 29%ceg	31 26%c	25 22%c	16 20%	9 27%	19 17%	18 17%	22 24%	19 27%u	9 14%	28 24%	28 24%	30 21%	10 13%	9 25%
Games that take place in a virtual world (e.g. World of Warcraft)	209 20%	125 24%b	84 16%	20 16%	14 10%	26 18%	24 17%	31 22%d	36 26%d	26 22%d	32 28%cdf	16 20%	7 21%	21 19%	23 22%	20 22%	16 23%	7 11%	27 23%	31 27%qu	26 18%	11 14%	4 11%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus





## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 24

**Q3. Which, if any, of the following types of video games do you play?**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	208 20%	129 25% <sup>b</sup>	79 15%	15 12%	22 16%	22 15%	26 19%	18 13%	43 30% <sup>cde</sup>	26 22% <sup>c</sup>	36 32% <sup>cde</sup>	17 21%	8 24%	16 14%	24 23%	21 23%	16 23%	15 24%	26 22%	25 22%	22 15%	10 13%	8 22%
Games where I compete against 1 player (e.g. Online Chess)	141 13%	78 15%	63 12%	11 9%	14 10%	21 15%	20 14%	20 14%	27 19% <sup>cdi</sup>	11 9%	17 15%	6 7%	2 6%	14 12%	10 10%	15 16% <sup>v</sup>	9 13%	6 10%	22 18% <sup>kv</sup>	21 18% <sup>kv</sup>	22 15% <sup>v</sup>	13 17% <sup>v</sup>	1 3%
Other types of game	43 4%	23 4%	20 4%	4 3%	3 2%	7 5%	6 4%	8 6% <sup>i</sup>	10 7% <sup>i</sup>	1 1%	4 4%	2 2%	1 3%	3 3%	6 6%	2 2%	1 1%	4 6%	7 6%	5 4%	7 5%	2 3%	3 8%
NET: Single Player	663 63%	311 60%	351 66%	82 67%	86 63%	89 62%	84 61%	86 62%	87 62%	70 59%	79 69%	45 55%	24 73%	71 63%	62 59%	64 69%	43 61%	35 56%	82 69% <sup>k</sup>	70 60%	94 66%	49 63%	24 67%
NET: Multiplayer Competitive	581 55%	370 72% <sup>b</sup>	210 39%	47 39%	65 47%	68 48%	88 64% <sup>cde</sup>	88 64% <sup>cde</sup>	101 72% <sup>cde</sup>	62 53% <sup>c</sup>	62 54% <sup>c</sup>	48 59%	18 55%	60 53%	50 48%	51 55%	41 58%	38 60%	66 55%	67 58%	78 55%	39 50%	25 69% <sup>n</sup>
NET: Multiplayer Collaborative/ creative	773 74%	395 76% <sup>b</sup>	378 71%	89 73%	106 77% <sup>i</sup>	107 75%	107 78% <sup>i</sup>	99 72%	112 79% <sup>ij</sup>	76 64%	77 68%	62 76%	28 85%	82 73%	75 71%	66 71%	51 72%	51 81%	88 74%	78 67%	110 77%	58 74%	24 67%
NET: Any Multiplayer	909 86%	479 93% <sup>b</sup>	429 81%	100 82%	123 90% <sup>j</sup>	123 86%	128 93% <sup>cij</sup>	118 86%	130 92% <sup>cij</sup>	96 81%	91 80%	71 87%	31 94%	98 87%	89 85%	79 85%	61 86%	56 89%	104 87%	99 85%	123 87%	68 87%	30 83%
NET: Other	397 38%	193 37%	204 38%	42 34%	42 31%	54 38%	48 35%	57 41%	57 40%	43 36%	54 47% <sup>cdf</sup>	26 32%	12 36%	37 33%	40 38%	36 39%	26 37%	15 24%	55 46% <sup>kmq</sup>	51 44% <sup>qv</sup>	64 45% <sup>mqv</sup>	26 33%	9 25%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 25

**Q4. Which of these types of video games do you play on your different devices?**

**Summary**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Devices									
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset/ device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)
Base	726	694	591	668	411	265	208	126	191	173
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	106 15%	168 24%	94 16%	101 15%	84 20%	31 12%	28 13%	14 11%	29 15%	45 26%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	61 8%	118 17%	68 12%	51 8%	49 12%	17 6%	22 11%	11 9%	19 10%	25 14%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	309 43%	335 48%	320 54%	329 49%	172 42%	74 28%	52 25%	31 25%	47 25%	42 24%
Games that feel like a real-life experience (e.g. flying, driving)	101 14%	169 24%	82 14%	106 16%	61 15%	41 15%	46 22%	12 10%	19 10%	38 22%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	297 41%	61 9%	125 21%	250 37%	72 18%	56 21%	19 9%	34 27%	45 24%	25 14%
Games where I compete against 1 player (e.g. Online Chess)	66 9%	45 6%	55 9%	61 9%	24 6%	29 11%	13 6%	10 8%	15 8%	13 8%
Games where I am part of a team competing against another team (e.g. League of Legends)	65 9%	120 17%	59 10%	54 8%	41 10%	20 8%	21 10%	11 9%	16 8%	21 12%
Games where I compete against lots of people/ teams (e.g. Fortnite)	119 16%	305 44%	120 20%	97 15%	113 27%	55 21%	44 21%	22 17%	32 17%	34 20%

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 25

**Q4. Which of these types of video games do you play on your different devices?**

**Summary**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Devices									
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset/ device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)
Base	726	694	591	668	411	265	208	126	191	173
Games that are controlled by movement (e.g. Wii Fit)	25 3%	144 21%	19 3%	22 3%	40 10%	29 11%	29 14%	13 10%	17 9%	18 10%
Games that take place in a virtual world (e.g. World of Warcraft)	57 8%	113 16%	67 11%	42 6%	48 12%	13 5%	22 11%	8 6%	14 7%	26 15%
Other type of game	8 1%	21 3%	6 1%	10 1%	6 1%	-	-	-	2 1%	1 1%
NET: Single Player	415 57%	311 45%	253 43%	370 55%	180 44%	118 45%	85 41%	54 43%	81 42%	93 54%
NET: Multiplayer Competitive	208 29%	366 53%	184 31%	180 27%	152 37%	93 35%	69 33%	39 31%	55 29%	53 31%
NET: Multiplayer Collaborative/ creative	349 48%	389 56%	358 61%	357 53%	198 48%	87 33%	65 31%	42 33%	62 32%	61 35%
NET: Any Multiplayer	461 63%	523 75%	438 74%	459 69%	281 68%	158 60%	118 57%	70 56%	102 53%	98 57%
NET: Other	83 11%	248 36%	83 14%	68 10%	87 21%	40 15%	48 23%	21 17%	29 15%	42 24%

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 26

**Q4. Which of these types of video games do you play on your different devices?**

**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	726	381	345	63*	89*	86*	108	101	115	80*	84*	53*	27**	77*	67*	65*	52*	45*	87*	79*	101	51*	22**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	309 43%	164 43%	145 42%	26 41%	38 43%i	38 44%i	50 46%i	51 50%ij	54 47%i	22 28%	30 36%	27 51%	9 33%	33 43%	31 46%	30 46%	19 37%	17 38%	41 47%	30 38%	43 43%	20 39%	9 41%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	297 41%	93 24%	204 59%a	34 54%hi	39 44%	41 48%hi	45 42%	40 40%	37 32%	25 31%	36 43%	16 30%	11 41%	28 36%	19 28%	30 46%n	23 44%	18 40%	48 55%kmn s	30 38%	44 44%n	24 47%n	6 27%
Games where I compete against lots of people/teams (e.g. Fortnite)	119 16%	83 22%b	36 10%	7 11%	9 10%	14 16%	19 18%	18 18%	17 15%	19 24%d	16 19%	5 9%	1 4%	24 31%knp stu	7 10%	14 22%t	8 15%	10 22%t	16 18%	13 16%	9 9%	6 12%	6 27%
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	106 15%	62 16%	44 13%	8 13%	12 13%	12 14%	16 15%	13 13%	20 17%	15 19%	10 12%	7 13%	6 22%	10 13%	8 12%	12 18%	6 12%	3 7%	14 16%	15 19%	19 19%	6 12%	- -
Games that feel like a real-life experience (e.g. flying, driving)	101 14%	67 18%b	34 10%	12 19%	10 11%	15 17%	14 13%	13 13%	18 16%	10 13%	9 11%	6 11%	2 7%	7 9%	10 15%	12 18%	5 10%	3 7%	8 9%	15 19%	20 20%qr	11 22%mqr	2 9%
Games where I compete against 1 player (e.g. Online Chess)	66 9%	36 9%	30 9%	5 8%	5 6%	9 10%	7 6%	13 13%	12 10%	5 6%	10 12%	3 6%	- -	6 8%	3 4%	6 9%	5 10%	3 7%	13 15%n	6 8%	15 15%n	5 10%	1 5%
Games where I am part of a team competing against another team (e.g. League of Legends)	65 9%	51 13%b	14 4%	1 2%	6 7%	5 6%	8 7%	5 5%	18 16%ceg	13 16%ceg	9 11%c	4 8%	2 7%	4 5%	5 7%	4 6%	6 12%	4 9%	11 13%	8 10%	11 11%	3 6%	3 14%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	61 8%	33 9%	28 8%	2 3%	7 8%	5 6%	7 6%	3 3%	20 17%cd gi	5 6%	12 14%cg	4 8%	1 4%	3 4%	3 4%	12 18%mntu	4 8%	4 9%	10 11%u	10 13%u	6 6%	1 2%	3 14%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 26

**Q4. Which of these types of video games do you play on your different devices?**

**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	726	381	345	63*	89*	86*	108	101	115	80*	84*	53*	27**	77*	67*	65*	52*	45*	87*	79*	101	51*	22**
Games that take place in a virtual world (e.g. World of Warcraft)	57 8%	31 8%	26 8%	2 3%	4 4%	7 8%	8 7%	9 9%	8 7%	4 5%	15 18% i	3 6%	1 4%	8 10% n	- -	7 11% n	3 6% n	3 7% n	14 16% nt	7 9% n	7 7% n	3 6% n	1 5%
Games that are controlled by movement (e.g. Wii Fit)	25 3%	10 3%	15 4%	4 6%	4 4%	4 5%	3 3%	2 2%	2 2%	4 5%	2 2%	2 4%	2 7%	1 1%	5 7% s	3 5%	1 2%	- -	6 7% s	- -	3 3%	2 4%	- -
Other type of game	8 1%	4 1%	4 1%	- -	- -	3 3%	1 1%	1 1%	2 2%	- -	1 1%	- -	1 4%	1 1%	1 1%	1 2%	- -	1 2%	- -	- -	3 3%	- -	- -
NET: Single Player	415 57%	182 48%	233 68% a	44 70% hij	54 61%	53 62%	65 60%	56 55%	57 50%	41 50%	45 54%	28 53%	16 59%	39 51%	34 51%	39 60%	28 54%	23 51%	55 63%	47 59%	65 64%	33 65%	8 36%
NET: Multiplayer Competitive	208 29%	135 35% b	73 21%	11 17%	17 19%	25 29%	31 29%	30 30%	34 30%	29 36% cd	31 37% cd	11 21%	3 11%	29 38% kn	13 19%	18 28%	16 31%	13 29%	28 32%	26 33%	29 29%	13 25%	9 41%
NET: Multiplayer Collaborative/ creative	349 48%	182 48%	167 48%	27 43%	42 47%	41 48%	53 49% i	52 51% i	69 60% cij	27 34%	38 45%	31 58%	10 37%	34 44%	33 49%	38 58%	21 40%	21 47%	44 51%	36 46%	48 48%	21 41%	12 55%
NET: Any Multiplayer	461 63%	256 67% b	205 59%	31 49%	50 56%	55 64%	69 64%	68 67% c	84 73% cdi	47 59%	57 68% c	37 70%	12 44%	50 65%	42 63%	45 69%	32 62%	29 64%	56 64%	51 65%	63 62%	27 53%	17 77%
NET: Other	83 11%	40 10%	43 12%	5 8%	7 8%	13 15%	11 10%	12 12%	10 9%	7 9%	18 21% cdfh	4 8%	4 15%	10 13%	6 9%	10 15%	4 8%	4 9%	17 20%	7 9%	12 12%	4 8%	1 5%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 27  
**Q4. Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)**  
**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	694	398	296	65*	91*	90*	100	93*	107	75*	73*	55*	25**	70*	71*	63*	45*	43*	81*	73*	91*	52*	25**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	335 48%	216 54%b	119 40%	28 43%	48 53%i	46 51%i	58 58%ij	49 53%i	49 46%	26 35%	31 42%	27 49%	14 56%	35 50%	28 39%	31 49%	24 53%	22 51%	39 48%	33 45%	45 49%	28 54%	9 36%
Games where I compete against lots of people/ teams (e.g. Fortnite)	305 44%	226 57%b	79 27%	24 37%	30 33%	32 36%	52 52%dej	52 56%cde	56 52%dej	34 45%	25 34%	29 53%	10 40%	35 50%	25 35%	30 48%	22 49%	21 49%	34 42%	29 40%	36 40%	21 40%	13 52%
Games that feel like a real-life experience (e.g. flying, driving)	169 24%	117 29%b	52 18%	16 25%	19 21%	25 28%	25 25%	22 24%	25 23%	19 25%	18 25%	10 18%	3 12%	17 24%	16 23%	18 29%	11 24%	11 26%	17 21%	24 33%	18 20%	17 33%	7 28%
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	168 24%	113 28%b	55 19%	17 26%	17 19%	21 23%	25 25%	23 25%	26 24%	20 27%	19 26%	15 27%	8 32%	14 20%	16 23%	13 21%	13 29%	8 19%	26 32%	18 25%	23 25%	9 17%	5 20%
Games that are controlled by movement (e.g. Wii Fit)	144 21%	53 13%	91 31%a	21 32%i	18 20%	17 19%	20 20%	21 23%	21 20%	11 15%	15 21%	9 16%	4 16%	14 20%	15 21%	16 25%	6 13%	9 21%	22 27%	16 22%	19 21%	12 23%	2 8%
Games where I am part of a team competing against another team (e.g. League of Legends)	120 17%	94 24%b	26 9%	9 14%	9 10%	9 10%	17 17%	14 15%	31 29%cde	17 23%de	14 19%	10 18%	5 20%	9 13%	10 14%	8 13%	13 29%mo	6 14%	19 23%	13 18%	14 15%	8 15%	5 20%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	118 17%	84 21%b	34 11%	9 14%	13 14%	8 9%	18 18%	9 10%	28 26%deg	16 21%eg	17 23%eg	14 25%mt	6 24%	7 10%	10 14%	9 14%	10 22%	9 21%	16 20%	13 18%	11 12%	7 13%	6 24%
Games that take place in a virtual world (e.g. World of Warcraft)	113 16%	77 19%b	36 12%	11 17%	9 10%	12 13%	13 13%	13 14%	23 21%d	14 19%	18 25%d	8 15%	4 16%	12 17%	11 15%	12 19%	10 22%	6 14%	16 20%	13 18%	13 14%	6 12%	2 8%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 27

**Q4. Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation/ Nintendo switch connected to a TV)**  
**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	694	398	296	65*	91*	90*	100	93*	107	75*	73*	55*	25**	70*	71*	63*	45*	43*	81*	73*	91*	52*	25**
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	61 9%	29 7%	32 11%	6 9%	10 11%	8 9%	11 11%	5 5%	10 9%	6 8%	5 7%	4 7%	1 4%	6 9%	5 7%	10 16%	2 4%	4 9%	9 11%	6 8%	8 9%	4 8%	2 8%
Games where I compete against 1 player (e.g. Online Chess)	45 6%	31 8%	14 5%	1 2%	7 8%	7 8%	7 7%	4 4%	9 8%	6 8%	4 5%	2 4%	2 8%	4 6%	3 4%	5 8%	4 9%	3 7%	10 12%	4 5%	5 5%	3 6%	- -
Other type of game	21 3%	16 4%	5 2%	1 2%	2 2%	1 1%	4 4%	5 5% <sup>i</sup>	5 5%	- -	3 4%	1 2%	- -	2 3%	1 1%	- -	1 2%	1 2%	4 5%	4 5%	3 3%	2 4%	2 8%
NET: Single Player	311 45%	198 50% <sup>b</sup>	113 38%	34 52%	39 43%	41 46%	45 45%	40 43%	43 40%	38 51%	31 42%	25 45%	10 40%	26 37%	30 42%	32 51%	20 44%	19 44%	40 49%	36 49%	39 43%	24 46%	10 40%
NET: Multiplayer Competitive	366 53%	262 66% <sup>b</sup>	104 35%	27 42%	37 41%	40 44%	58% <sup>cd</sup>	59% <sup>cde</sup>	71% <sup>cde</sup>	41% <sup>j</sup>	33% <sup>j</sup>	36% <sup>ntu</sup>	14% <sup>ntu</sup>	39% <sup>ntu</sup>	32% <sup>ntu</sup>	30% <sup>ntu</sup>	26% <sup>ntu</sup>	24% <sup>ntu</sup>	45% <sup>ntu</sup>	37% <sup>ntu</sup>	42% <sup>ntu</sup>	24% <sup>ntu</sup>	17% <sup>ntu</sup>
NET: Multiplayer Collaborative/ creative	389 56%	246 62% <sup>b</sup>	143 48%	32 49%	54 59%	49 54%	62% <sup>ntu</sup>	53% <sup>ntu</sup>	64% <sup>ntu</sup>	36% <sup>ntu</sup>	39% <sup>ntu</sup>	33% <sup>ntu</sup>	18% <sup>ntu</sup>	38% <sup>ntu</sup>	32% <sup>ntu</sup>	33% <sup>ntu</sup>	28% <sup>ntu</sup>	29% <sup>ntu</sup>	41% <sup>ntu</sup>	41% <sup>ntu</sup>	52% <sup>ntu</sup>	30% <sup>ntu</sup>	14% <sup>ntu</sup>
NET: Any Multiplayer	523 75%	334 84% <sup>b</sup>	189 64%	42 65%	70 77%	64 71%	80% <sup>c</sup>	75% <sup>c</sup>	87% <sup>c</sup>	54% <sup>c</sup>	51% <sup>c</sup>	46% <sup>n</sup>	21% <sup>n</sup>	51% <sup>n</sup>	48% <sup>n</sup>	45% <sup>n</sup>	36% <sup>n</sup>	34% <sup>n</sup>	59% <sup>n</sup>	57% <sup>n</sup>	68% <sup>n</sup>	38% <sup>n</sup>	20% <sup>n</sup>
NET: Other	248 36%	129 32%	119 40% <sup>a</sup>	30 46% <sup>e</sup>	28 31%	26 29%	34% <sup>e</sup>	34% <sup>e</sup>	39% <sup>e</sup>	23% <sup>e</sup>	34% <sup>dei</sup>	16% <sup>dei</sup>	8% <sup>dei</sup>	26% <sup>dei</sup>	24% <sup>dei</sup>	26% <sup>dei</sup>	15% <sup>dei</sup>	13% <sup>dei</sup>	36% <sup>dei</sup>	26% <sup>dei</sup>	34% <sup>dei</sup>	18% <sup>dei</sup>	6% <sup>dei</sup>

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 28

**Q4. Which of these types of video games do you play on your different devices?****On a desktop computer or laptop****Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	591	319	272	61*	73*	75*	85*	77*	94*	61*	65*	39*	19**	61*	56*	52*	45*	36*	76*	73*	77*	43*	14**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	320 54%	161 50%	159 58%	32 52%	40 55%	38 51%	49 58%	52 68% <sup>eij</sup>	50 53%	27 44%	32 49%	22 56%	10 53%	27 44%	32 57%	28 54%	26 58%	21 58%	39 51%	29 40%	49 64% <sup>ms</sup>	29 67% <sup>ms</sup>	8 57%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	125 21%	48 15%	77 28% <sup>a</sup>	17 28% <sup>h</sup>	25 34% <sup>ghi</sup>	18 24%	20 24%	12 16%	13 14%	9 15%	11 17%	5 13%	4 21%	15 25%	9 16%	12 23%	11 24%	4 11%	22 29% <sup>q</sup>	16 22%	16 21%	7 16%	4 29%
Games where I compete against lots of people/ teams (e.g. Fortnite)	120 20%	79 25% <sup>b</sup>	41 15%	7 11%	13 18%	10 13%	15 18%	23 30% <sup>ce</sup>	24 26% <sup>c</sup>	14 23%	14 22%	5 13%	3 16%	11 18%	11 20%	9 17%	12 27%	9 25%	18 24%	14 19%	19 25%	6 14%	3 21%
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	94 16%	56 18%	38 14%	10 16%	7 10%	15 20%	9 11%	11 14%	18 19%	12 20%	12 18%	9 23% <sup>t</sup>	4 21%	9 15%	10 18%	5 10%	11 24% <sup>t</sup>	3 8%	17 22% <sup>t</sup>	12 16%	7 9%	6 14%	1 7%
Games that feel like a real-life experience (e.g. flying, driving)	82 14%	51 16%	31 11%	10 16% <sup>d</sup>	3 4%	14 19% <sup>d</sup>	10 12%	12 16% <sup>d</sup>	16 17% <sup>d</sup>	11 18% <sup>d</sup>	6 9%	5 13%	2 11%	6 10%	9 16%	6 12%	6 13%	3 8%	8 11%	13 18%	12 16%	10 23%	2 14%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	68 12%	46 14% <sup>b</sup>	22 8%	3 5%	11 15% <sup>f</sup>	6 8%	4 5%	7 9%	16 17% <sup>cf</sup>	7 11%	14 22% <sup>cef</sup>	6 15% <sup>n</sup>	2 11%	5 8%	2 4%	3 6%	9 20% <sup>nou</sup>	6 17% <sup>n</sup>	14 18% <sup>nou</sup>	8 11%	8 10%	2 5%	3 21%
Games that take place in a virtual world (e.g. World of Warcraft)	67 11%	37 12%	30 11%	5 8%	4 5%	9 12%	6 7%	13 17% <sup>d</sup>	13 14%	8 13%	9 14%	7 18%	-	6 10%	6 11%	4 8%	6 13%	2 6%	9 12%	13 18%	8 10%	4 9%	2 14%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 28

**Q4. Which of these types of video games do you play on your different devices?****On a desktop computer or laptop****Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	591	319	272	61*	73*	75*	85*	77*	94*	61*	65*	39*	19**	61*	56*	52*	45*	36*	76*	73*	77*	43*	14**
Games where I am part of a team competing against another team (e.g League of Legends)	59 10%	43 13%b	16 6%	2 3%	4 5%	9 12%	5 6%	11 14% <sup>c</sup>	16 17% <sup>cdf</sup>	7 11%	5 8%	5 13%	1 5%	3 5%	4 7%	3 6%	7 16%	3 8%	11 14%	10 14%	7 9%	4 9%	1 7%
Games where I compete against 1 player (e.g. Online Chess)	55 9%	33 10%	22 8%	4 7%	3 4%	10 13%	6 7%	7 9%	13 14% <sup>d</sup>	7 11%	5 8%	2 5%	-	4 7%	2 4%	7 13%	2 4%	1 3%	13 17% <sup>npq</sup>	10 14%	7 9%	7 16% <sup>n</sup>	-
Games that are controlled by movement (e.g. Wii Fit)	19 3%	8 3%	11 4%	1 2%	-	4 5% <sup>d</sup>	2 2%	3 4%	6 6% <sup>d</sup>	1 2%	2 3%	-	-	-	3 5%	4 8% <sup>m</sup>	1 2%	-	3 4%	4 5%	2 3%	2 5%	-
Other type of game	6 1%	2 1%	4 1%	-	1 1%	2 3%	-	1 1%	1 1%	-	1 2%	1 3%	-	1 2%	-	1 2%	-	-	2 3%	-	1 1%	-	-
NET: Single Player	253 43%	129 40%	124 46%	33 54% <sup>h</sup>	32 44%	35 47%	36 42%	30 39%	33 35%	29 48%	25 38%	18 46%	9 47%	28 46%	23 41%	19 37%	22 49%	10 28%	34 45%	34 47%	31 40%	18 42%	7 50%
NET: Multiplayer Competitive	184 31%	119 37% <sup>b</sup>	65 24%	11 18%	17 23%	21 28%	23 27%	32 42% <sup>cd</sup>	38 40% <sup>cd</sup>	21 34% <sup>c</sup>	21 32%	9 23%	4 21%	16 26%	14 25%	14 27%	15 33%	11 31%	32 42% <sup>kn</sup>	26 36%	28 36%	12 28%	3 21%
NET: Multiplayer Collaborative/ creative	358 61%	188 59%	170 63%	34 56%	45 62%	41 55%	52 61%	55 71% <sup>ei</sup>	58 62%	31 51%	42 65%	25 64%	12 63%	32 52%	32 57%	30 58%	29 64%	25 69% <sup>s</sup>	44 58%	35 48%	53 69% <sup>s</sup>	30 70% <sup>s</sup>	11 79%
NET: Any Multiplayer	438 74%	243 76%	195 72%	37 61%	54 74%	52 69%	61 72%	65 84% <sup>ce</sup>	75 80% <sup>c</sup>	43 70%	51 78% <sup>c</sup>	27 69%	14 74%	42 69%	39 70%	39 75%	32 71%	29 81%	59 78%	51 70%	62 81%	33 77%	11 79%
NET: Other	83 14%	43 13%	40 15%	5 8%	5 7%	13 17%	8 9%	16 21% <sup>cdf</sup>	15 16%	9 15%	12 18% <sup>d</sup>	7 18%	-	7 11%	9 16%	8 15%	6 13%	2 6%	12 16%	15 21% <sup>q</sup>	11 14%	4 9%	2 14%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 29

**Q4. Which of these types of video games do you play on your different devices?**

**On a tablet computer (such as an iPad)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	668	356	312	85*	102	94*	94*	83*	93*	65*	52*	49*	21**	67*	68*	57*	48*	36*	79*	74*	105	49*	15**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	329 49%	171 48%	158 51%	47 55%i	60 59%hi	47 50%	44 47%	44 53%	38 41%	24 37%	25 48%	26 53%	10 48%	29 43%	35 51%	30 53%	27 56% <sup>s</sup>	17 47%	46 58% <sup>s</sup>	28 38%	54 51%	21 43%	6 40%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	250 37%	88 25%	162 52% <sup>a</sup>	38 45% <sup>h</sup>	36 35%	41 44% <sup>h</sup>	36 38%	32 39%	27 29%	21 32%	19 37%	11 22%	9 43%	23 34%	22 32%	21 37%	16 33%	14 39%	38 48% <sup>k</sup>	27 36%	45 43% <sup>k</sup>	20 41%	4 27%
Games that feel like a real-life experience (e.g. flying, driving)	106 16%	66 19% <sup>b</sup>	40 13%	18 21% <sup>gj</sup>	17 17% <sup>j</sup>	20 21% <sup>gj</sup>	13 14%	8 10%	19 20% <sup>gj</sup>	9 14%	2 4%	6 12%	2 10%	7 10%	10 15%	10 18%	7 15%	5 14%	9 11%	16 22%	18 17%	13 27% <sup>mr</sup>	3 20%
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	101 15%	59 17%	42 13%	14 16%	11 11%	20 21% <sup>d</sup>	11 12%	13 16%	14 15%	11 17%	7 13%	9 18% <sup>s</sup>	2 10%	10 15%	11 16% <sup>s</sup>	7 12%	8 17% <sup>s</sup>	3 8%	17 22% <sup>s</sup>	4 5%	21 20% <sup>s</sup>	8 16% <sup>s</sup>	1 7%
Games where I compete against lots of people/ teams (e.g. Fortnite)	97 15%	67 19% <sup>b</sup>	30 10%	7 8%	14 14%	8 9%	19 20% <sup>ce</sup>	16 19% <sup>ce</sup>	15 16%	8 12%	10 19%	3 6%	- -	10 15%	9 13%	6 11%	8 17%	5 14%	20 25% <sup>kou</sup>	12 16%	15 14%	4 8%	5 33%
Games where I compete against 1 player (e.g. Online Chess)	61 9%	40 11% <sup>b</sup>	21 7%	9 11%	7 7%	8 9%	5 5%	14 17% <sup>dfj</sup>	12 13%	4 6%	2 4%	2 4%	1 5%	5 7%	3 4%	6 11%	5 10%	3 8%	9 11%	7 9%	13 12%	6 12%	1 7%
Games where I am part of a team competing against another team (e.g. League of Legends)	54 8%	35 10%	19 6%	2 2%	8 8%	10 11% <sup>c</sup>	7 7%	5 6%	11 12% <sup>c</sup>	6 9%	5 10%	3 6%	1 5%	5 7%	5 7%	7 12%	3 6%	2 6%	9 11%	8 11%	9 9%	1 2%	1 7%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	51 8%	30 8%	21 7%	4 5%	11 11%	6 6%	6 6%	6 7%	12 13%	3 5%	3 6%	4 8%	1 5%	4 6%	4 6%	8 14% <sup>t</sup>	3 6%	5 14% <sup>t</sup>	8 10% <sup>t</sup>	7 9%	3 3%	2 4%	2 13%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 29

**Q4. Which of these types of video games do you play on your different devices?**

**On a tablet computer (such as an iPad)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	668	356	312	85*	102	94*	94*	83*	93*	65*	52*	49*	21**	67*	68*	57*	48*	36*	79*	74*	105	49*	15**
Games that take place in a virtual world (e.g. World of Warcraft)	42 6%	24 7%	18 6%	4 5%	6 6%	4 4%	6 6%	8 10%	9 10%	2 3%	3 6%	2 4%	- -	4 6%	3 4%	6 11%q	2 4%	- -	8 10%	6 8%	7 7%	3 6%	1 7%
Games that are controlled by movement (e.g. Wii Fit)	22 3%	9 3%	13 4%	2 2%	7 7%ef	1 1%	1 1%	1 1%	7 8%efg	2 3%	1 2%	- -	1 5%	- -	3 4%	2 4%	1 2%	- -	3 4%	5 7%am	4 4%	2 4%	1 7%
Other type of game	10 1%	5 1%	5 2%	1 1%	1 1%	4 4%	1 1%	1 1%	2 2%	- -	- -	- -	1 5%	1 1%	- -	1 2%	- -	2 6% <sup>s</sup>	1 1%	- -	3 3%	1 2%	- -
NET: Single Player	370 55%	168 47%	202 65% <sup>a</sup>	55 65%	54 53%	61 65% <sup>h</sup>	51 54%	43 52%	47 51%	34 52%	25 48%	25 51%	11 52%	37 55%	37 54%	28 49%	23 48%	17 47%	48 61%	41 55%	63 60%	33 67%	7 47%
NET: Multiplayer Competitive	180 27%	118 33% <sup>b</sup>	62 20%	15 18%	24 24%	21 22%	29 31% <sup>c</sup>	30 36% <sup>ce</sup>	29 31% <sup>c</sup>	16 25%	16 31%	8 16%	2 10%	20 30%	15 22%	13 23%	13 27%	9 25%	27 34% <sup>k</sup>	26 35% <sup>k</sup>	31 30%	10 20%	6 40%
NET: Multiplayer Collaborative/ creative	357 53%	186 52%	171 55%	48 56%	63 62% <sup>i</sup>	51 54%	47 50%	46 55%	47 51%	27 42%	28 54%	30 61%	11 52%	29 43%	36 53%	35 61% <sup>m</sup>	27 56%	22 61%	47 59%	34 46%	57 54%	21 43%	8 53%
NET: Any Multiplayer	459 69%	256 72%	203 65%	55 65%	75 74%	62 66%	62 66%	65 78% <sup>i</sup>	63 68%	39 60%	38 73%	35 71%	12 57%	45 67%	44 65%	43 75% <sup>u</sup>	34 71%	27 75%	58 73% <sup>u</sup>	50 68%	75 71% <sup>u</sup>	27 55%	9 60%
NET: Other	68 10%	34 10%	34 11%	6 7%	14 14%	8 9%	7 7%	10 12%	15 16%	4 6%	4 8%	2 4%	2 10%	5 7%	6 9%	8 14%	3 6%	2 6%	10 13%	10 14%	13 12%	5 10%	2 13%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 30

**Q4. Which of these types of video games do you play on your different devices?****On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)****Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	411	229	182	35*	56*	60*	57*	53*	65*	38*	47*	28**	15**	39*	51*	38*	29**	20**	51*	49*	51*	28**	12**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	172 42%	103 45%	69 38%	19 54%e	26 46%	19 32%	27 47%	23 43%	26 40%	14 37%	18 38%	11 39%	8 53%	10 26%	20 39%	15 39%	10 34%	9 45%	26 51% <sup>m</sup>	23 47% <sup>m</sup>	24 47% <sup>m</sup>	9 32%	7 58%
Games where I compete against lots of people/ teams (e.g. Fortnite)	113 27%	80 35% <sup>b</sup>	33 18%	12 34% <sup>j</sup>	12 21%	16 27%	19 33% <sup>j</sup>	19 36% <sup>j</sup>	16 25%	12 32%	7 15%	9 32%	4 27%	12 31%	11 22%	15 39% <sup>s</sup>	9 31%	8 40%	15 29%	8 16%	13 25%	7 25%	2 17%
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	84 20%	55 24% <sup>b</sup>	29 16%	7 20%	10 18%	18 30% <sup>h</sup> <sup>j</sup>	14 25%	12 23%	9 14%	8 21%	6 13%	3 11%	2 13%	12 31% <sup>s</sup>	12 24%	7 18%	7 24%	3 15%	16 31% <sup>s</sup>	5 10%	10 20%	6 21%	1 8%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	72 18%	30 13%	42 23% <sup>a</sup>	9 26%	14 25%	8 13%	12 21%	10 19%	8 12%	4 11%	7 15%	6 21%	2 13%	5 13%	6 12%	6 16%	6 21%	1 5%	13 25%	8 16%	14 27% <sup>n</sup>	3 11%	2 17%
Games that feel like a real-life experience (e.g. flying, driving)	61 15%	37 16%	24 13%	9 26% <sup>f</sup> <sup>i</sup>	8 14%	12 20% <sup>i</sup>	5 9%	9 17%	9 14%	2 5%	7 15%	5 18%	-	5 13%	10 20% <sup>r</sup>	5 13%	8 28%	5 25%	3 6%	9 18%	8 16%	3 11%	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	49 12%	30 13%	19 10%	3 9%	7 13%	6 10%	9 16% <sup>i</sup>	4 8%	8 12%	1 3%	11 23% <sup>g</sup> <sup>j</sup>	5 18%	3 20%	3 8%	6 12%	6 16%	4 14%	3 15%	7 14%	5 10%	4 8%	2 7%	1 8%
Games that take place in a virtual world (e.g. World of Warcraft)	48 12%	27 12%	21 12%	4 11%	3 5%	8 13%	5 9%	10 19% <sup>d</sup>	7 11%	4 11%	7 15%	3 11%	2 13%	6 15%	4 8%	3 8%	6 21%	-	4 8%	10 20%	5 10%	5 18%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 30

**Q4. Which of these types of video games do you play on your different devices?****On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)****Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North Ireland (v)
Base	411	229	182	35*	56*	60*	57*	53*	65*	38*	47*	28**	15**	39*	51*	38*	29**	20**	51*	49*	51*	28**	12**
Games where I am part of a team competing against another team (e.g League of Legends)	41 10%	28 12%	13 7%	3 9%	2 4%	6 10%	6 11%	6 11%	7 11%	4 11%	7 15% <sup>d</sup>	5 18%	2 13%	3 8%	4 8%	5 13%	5 17%	- -	3 6%	6 12%	3 6%	3 11%	2 17%
Games that are controlled by movement (e.g. Wii Fit)	40 10%	13 6%	27 15% <sup>a</sup>	3 9%	5 9%	7 12%	5 9%	7 13%	6 9%	3 8%	4 9%	2 7%	2 13%	5 13%	5 10%	3 8%	- -	2 10%	4 8%	5 10%	8 16%	2 7%	2 17%
Games where I compete against 1 player (e.g. Online Chess)	24 6%	14 6%	10 5%	1 3%	6 11%	2 3%	3 5%	2 4%	6 9%	2 5%	2 4%	2 7%	- -	2 5%	2 4%	1 3%	4 14%	- -	3 6%	6 12%	2 4%	1 4%	1 8%
Other type of game	6 1%	3 1%	3 2%	- -	- -	2 3%	2 4%	1 2%	1 2%	- -	- -	- -	- -	- -	- -	1 3%	- -	2 10%	- -	1 2%	2 4%	- -	- -
NET: Single Player	180 44%	100 44%	80 44%	20 57% <sup>i</sup>	28 50%	28 47%	23 40%	28 53% <sup>i</sup>	24 37%	12 32%	17 36%	11 39%	4 27%	19 49%	24 47%	15 39%	15 52%	7 35%	25 49%	19 39%	28 55%	10 36%	3 25%
NET: Multiplayer Competitive	152 37%	102 45% <sup>b</sup>	50 27%	14 40%	18 32%	22 37%	23 40%	20 38%	25 38%	15 39%	15 32%	15 54%	4 27%	14 36%	15 29%	18 47%	12 41%	8 40%	18 35%	20 41%	14 27%	9 32%	5 42%
NET: Multiplayer Collaborative/ creative	198 48%	118 52%	80 44%	19 54%	29 52%	24 40%	32 56%	24 45%	29 45%	14 37%	27 57%	13 46%	10 67%	12 31%	24 47%	20 53%	11 38%	11 55%	29 57% <sup>m</sup>	25 51%	25 49%	10 36%	8 67%
NET: Any Multiplayer	281 68%	174 76% <sup>b</sup>	107 59%	25 71%	36 64%	38 63%	43 75%	33 62%	47 72%	25 66%	34 72%	21 75%	11 73%	22 56%	32 63%	30 79% <sup>mt</sup>	20 69%	14 70%	37 73%	36 73%	30 59%	18 64%	10 83%
NET: Other	87 21%	37 16%	50 27% <sup>a</sup>	6 17%	8 14%	16 27%	11 19%	16 30% <sup>d</sup>	12 18%	7 18%	11 23%	5 18%	4 27%	11 28%	7 14%	6 16%	6 21%	3 15%	7 14%	14 29%	15 29%	7 25%	2 17%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 31

**Q4. Which of these types of video games do you play on your different devices?**

**Through an app on a smart TV**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	265	140	125	23**	31*	42*	35*	32*	50*	23**	29**	21**	8**	28**	22**	32*	17**	12**	31*	35*	43*	12**	4**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	74 28%	34 24%	40 32%	8 35%	11 35%	8 19%	9 26%	11 34%	12 24%	4 17%	11 38%	7 33%	2 25%	10 36%	5 23%	10 31%	6 35%	3 25%	10 32%	6 17%	8 19%	5 42%	2 50%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	56 21%	21 15%	35 28%a	5 22%	7 23%	9 21%	9 26%	6 19%	10 20%	4 17%	6 21%	2 10%	3 38%	3 11%	7 32%	10 31%	2 12%	5 42%	10 32% <sub>s</sub>	4 11%	9 21%	1 8%	-
Games where I compete against lots of people/ teams (e.g. Fortnite)	55 21%	37 26% <sub>b</sub>	18 14%	2 9%	5 16%	6 14%	9 26%	9 28%	17 34% <sub>e</sub>	5 22%	2 7%	5 24%	1 13%	7 25%	5 23%	8 25%	4 24%	4 33%	4 13%	6 17%	7 16%	3 25%	1 25%
Games that feel like a real-life experience (e.g. flying, driving)	41 15%	25 18%	16 13%	7 30%	3 10%	7 17%	3 9%	6 19%	9 18%	3 13%	3 10%	4 19%	-	3 11%	2 9%	6 19%	1 6%	-	4 13%	12 34% <sub>rt</sub>	6 14%	3 25%	-
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	31 12%	18 13%	13 10%	3 13%	5 16%	4 10%	5 14%	3 9%	5 10%	3 13%	3 10%	2 10%	-	5 18%	1 5%	4 13%	1 6%	1 8%	6 19%	5 14%	5 12%	1 8%	-
Games where I compete against 1 player (e.g. Online Chess)	29 11%	19 14%	10 8%	1 4%	4 13%	5 12%	3 9%	5 16%	6 12%	2 9%	3 10%	-	1 13%	3 11%	1 5%	4 13%	1 6%	-	5 16%	7 20%	5 12%	2 17%	-
Games that are controlled by movement (e.g. Wii Fit)	29 11%	10 7%	19 15% <sub>a</sub>	5 22%	4 13%	6 14%	1 3%	5 16%	6 12%	1 4%	1 3%	1 5%	-	2 7%	4 18%	1 3%	2 12%	-	4 13%	3 9%	9 21% <sub>o</sub>	2 17%	1 25%
Games where I am part of a team competing against another team (e.g. League of Legends)	20 8%	15 11% <sub>b</sub>	5 4%	2 9%	3 10%	4 10%	2 6%	2 6%	2 4%	4 17%	1 3%	1 5%	2 25%	2 7%	-	3 9%	-	-	3 10%	4 11%	5 12%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 31

**Q4. Which of these types of video games do you play on your different devices?**

**Through an app on a smart TV**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	265	140	125	23**	31*	42*	35*	32*	50*	23**	29**	21**	8**	28**	22**	32*	17**	12**	31*	35*	43*	12**	4**
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	17 6%	6 4%	11 9%	1 4%	4 13%g	4 10%	1 3%	-	4 8%	1 4%	2 7%	2 10%	-	-	1 5%	3 9%	1 6%	-	3 10%	2 6%	5 12%	-	-
Games that take place in a virtual world (e.g. World of Warcraft)	13 5%	7 5%	6 5%	2 9%	-	2 5%	-	3 9%	3 6%	-	3 10%	-	-	1 4%	1 5%	3 9%t	1 6%	-	3 10%t	3 9%	-	1 8%	-
Other type of game	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
NET: Single Player	118 45%	58 41%	60 48%	13 57%	14 45%	18 43%	16 46%	14 44%	21 42%	10 43%	12 41%	8 38%	3 38%	10 36%	10 45%	17 53%	4 24%	6 50%	17 55%	19 54%	20 47%	4 33%	-
NET: Multiplayer Competitive	93 35%	62 44%b	31 25%	2 9%	11 35%	14 33%	14 40%	14 44%	22 44%	10 43%	6 21%	6 29%	4 50%	10 36%	6 27%	11 34%	5 29%	4 33%	10 32%	16 46%	15 35%	5 42%	1 25%
NET: Multiplayer Collaborative/ creative	87 33%	37 26%	50 40%a	8 35%	14 45%	12 29%	10 29%	11 34%	15 30%	5 22%	12 41%	9 43%	2 25%	10 36%	6 27%	12 38%	6 35%	3 25%	12 39%	8 23%	12 28%	5 42%	2 50%
NET: Any Multiplayer	158 60%	88 63%	70 56%	9 39%	21 68%	23 55%	21 60%	20 63%	33 66%	13 57%	18 62%	13 62%	6 75%	18 64%	11 50%	20 63%	10 59%	6 50%	17 55%	22 63%	23 53%	9 75%	3 75%
NET: Other	40 15%	15 11%	25 20%a	6 26%	4 13%	8 19%f	1 3%	8 25%f	8 16%	1 4%	4 14%	1 5%	-	3 11%	5 23%	3 9%	3 18%	-	6 19%	6 17%	9 21%	3 25%	1 25%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 32

**Q4. Which of these types of video games do you play on your different devices?**

**On a virtual reality gaming headset/ device**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	208	131	77*	13**	18**	35*	25**	30*	40*	22**	25**	17**	10**	20**	14**	21**	11**	13**	23**	32*	30*	13**	4**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	52 25%	32 24%	20 26%	3 23%	4 22%	11 31%	6 24%	7 23%	8 20%	3 14%	10 40%	2 12%	4 40%	4 20%	3 21%	6 29%	3 27%	2 15%	8 35%	8 25%	4 13%	7 54%	1 25%
Games that feel like a real-life experience (e.g. flying, driving)	46 22%	30 23%	16 21%	6 46%	3 17%	13 37%h	7 28%	7 23%h	2 5%	4 18%	4 16%	1 6%	2 20%	4 20%	2 14%	7 33%	3 27%	3 23%	5 22%	8 25%	8 27%	2 15%	1 25%
Games where I compete against lots of people/ teams (e.g. Fortnite)	44 21%	33 25%	11 14%	5 38%	2 11%	4 11%	8 32%	4 13%	12 30%	6 27%	3 12%	4 24%	1 10%	6 30%	1 7%	5 24%	4 36%	3 23%	4 17%	7 22%	7 23%	-	2 50%
Games that are controlled by movement (e.g. Wii Fit)	29 14%	13 10%	16 21%a	3 23%	2 11%	3 9%	5 20%	5 17%	3 8%	6 27%	2 8%	3 18%	1 10%	3 15%	4 29%	2 10%	1 9%	1 8%	5 22%	2 6%	6 20%	1 8%	-
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	28 13%	25 19%b	3 4%	2 15%	1 6%	4 11%	2 8%	6 20%	7 18%	3 14%	3 12%	4 24%	2 20%	3 15%	2 14%	3 14%	2 18%	3 23%	3 13%	3 9%	2 7%	1 8%	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	22 11%	12 9%	10 13%	1 8%	3 17%	4 11%	3 12%	1 3%	5 13%	3 14%	2 8%	1 6%	1 10%	2 10%	1 7%	5 24%	2 18%	2 15%	3 13%	2 6%	2 7%	1 8%	-
Games that take place in a virtual world (e.g. World of Warcraft)	22 11%	13 10%	9 12%	1 8%	-	5 14%	3 12%	3 10%	4 10%	3 14%	3 12%	3 18%	-	1 5%	2 14%	5 24%	2 18%	-	3 13%	3 9%	2 7%	1 8%	-
Games where I am part of a team competing against another team (e.g. League of Legends)	21 10%	13 10%	8 10%	1 8%	2 11%	4 11%	4 16%	2 7%	6 15%	1 5%	1 4%	4 24%	1 10%	-	2 14%	4 19%	3 27%	-	1 4%	4 13%	2 7%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

Prepared by Populus





## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 32

**Q4. Which of these types of video games do you play on your different devices?**

**On a virtual reality gaming headset/ device**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	208	131	77*	13**	18**	35*	25**	30*	40*	22**	25**	17**	10**	20**	14**	21**	11**	13**	23**	32*	30*	13**	4**
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	19 9%	11 8%	8 10%	1 8%	1 6%	4 11%	3 12%	1 3%	6 15%	1 5%	2 8%	1 6%	- -	- -	1 7%	3 14%	1 9%	- -	1 4%	8 25%	4 13%	- -	- -
Games where I compete against 1 player (e.g. Online Chess)	13 6%	10 8%	3 4%	1 8%	2 11%	1 3%	- -	3 10%	4 10%	2 9%	- -	- -	- -	1 5%	- -	3 14%	2 18%	- -	2 9%	2 6%	1 3%	2 15%	- -
Other type of game	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -
NET: Single Player	85 41%	59 45%	26 34%	7 54%	5 28%	18 51%	10 40%	14 47%	14 35%	8 36%	9 36%	5 29%	4 40%	7 35%	5 36%	10 48%	5 45%	6 46%	8 35%	18 56%	13 43%	3 23%	1 25%
NET: Multiplayer Competitive	69 33%	48 37%	21 27%	5 38%	6 33%	8 23%	10 40%	7 23%	20 50%eg	9 41%	4 16%	8 47%	2 20%	6 30%	3 21%	8 38%	6 55%	3 23%	7 30%	12 38%	10 33%	2 15%	2 50%
NET: Multiplayer Collaborative/ creative	65 31%	39 30%	26 34%	3 23%	7 39%	13 37%	7 28%	8 27%	10 25%	6 27%	11 44%	3 18%	5 50%	6 30%	3 21%	8 38%	4 36%	4 31%	10 43%	8 25%	6 20%	7 54%	1 25%
NET: Any Multiplayer	118 57%	76 58%	42 55%	7 54%	12 67%	17 49%	14 56%	14 47%	27 68%	13 59%	14 56%	10 59%	6 60%	10 50%	6 43%	13 62%	8 73%	7 54%	14 61%	17 53%	15 50%	9 69%	3 75%
NET: Other	48 23%	23 18%	25 32%a	3 23%	2 11%	8 23%	7 28%	7 23%	7 18%	9 41%	5 20%	6 35%	1 10%	4 20%	6 43%	6 29%	3 27%	1 8%	7 30%	5 16%	7 23%	2 15%	- -

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 33

**Q4. Which of these types of video games do you play on your different devices?****Using wearable technology like a smartwatch (such as an Apple Watch)****Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	126	67*	59*	11**	14**	16**	20**	15**	29**	9**	12**	7**	3**	12**	14**	15**	6**	5**	9**	20**	24**	8**	3**
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	34 27%	14 21%	20 34%	4 36%	3 21%	3 19%	5 25%	5 33%	6 21%	4 44%	4 33%	1 14%	1 33%	4 33%	3 21%	5 33%	1 17%	1 20%	1 11%	6 30%	10 42%	-	1 33%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	31 25%	20 30%	11 19%	2 18%	3 21%	2 13%	7 35%	4 27%	8 28%	2 22%	3 25%	1 14%	-	5 42%	4 29%	5 33%	1 17%	2 40%	1 11%	5 25%	3 13%	3 38%	1 33%
Games where I compete against lots of people/ teams (e.g. Fortnite)	22 17%	12 18%	10 17%	-	3 21%	2 13%	3 15%	2 13%	8 28%	1 11%	3 25%	-	-	1 8%	3 21%	2 13%	-	2 40%	2 22%	7 35%	5 21%	-	-
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	14 11%	8 12%	6 10%	-	-	4 25%	2 10%	1 7%	4 14%	1 11%	2 17%	1 14%	-	2 17%	2 14%	2 13%	-	-	1 11%	3 15%	2 8%	1 13%	-
Games that are controlled by movement (e.g. Wii Fit)	13 10%	5 7%	8 14%	4 36%	1 7%	2 13%	2 10%	2 13%	2 7%	-	-	1 14%	-	1 8%	2 14%	1 7%	1 17%	-	1 11%	2 10%	2 8%	1 13%	1 33%
Games that feel like a real-life experience (e.g. flying, driving)	12 10%	5 7%	7 12%	2 18%	2 14%	3 19%	1 5%	-	2 7%	1 11%	1 8%	2 29%	1 33%	-	-	2 13%	1 17%	-	-	1 5%	2 8%	3 38%	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	11 9%	3 4%	8 14%	1 9%	1 7%	2 13%	-	-	2 7%	2 22%	3 25%	1 14%	1 33%	-	-	2 13%	1 17%	-	1 11%	2 10%	3 13%	-	-
Games where I am part of a team competing against another team (e.g. League of Legends)	11 9%	7 10%	4 7%	-	3 21%	2 13%	-	1 7%	5 17%	-	-	2 29%	-	1 8%	1 7%	1 7%	1 17%	-	2 22%	2 10%	-	1 13%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 33

**Q4. Which of these types of video games do you play on your different devices?**

**Using wearable technology like a smartwatch (such as an Apple Watch)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	126	67*	59*	11**	14**	16**	20**	15**	29**	9**	12**	7**	3**	12**	14**	15**	6**	5**	9**	20**	24**	8**	3**
Games where I compete against 1 player (e.g. Online Chess)	10 8%	5 7%	5 8%	- -	1 7%	1 6%	1 5%	2 13%	2 7%	1 11%	2 17%	- -	- -	1 8%	- -	- -	1 17%	- -	1 11%	3 15%	3 13%	1 13%	- -
Games that take place in a virtual world (e.g. World of Warcraft)	8 6%	4 6%	4 7%	- -	- -	2 13%	- -	3 20%	2 7%	- -	1 8%	- -	- -	- -	1 7%	3 20%	- -	- -	1 11%	1 5%	1 4%	1 13%	- -
Other type of game	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -
NET: Single Player	54 43%	26 39%	28 47%	6 55%	5 36%	8 50%	8 40%	6 40%	10 34%	6 67%	5 42%	3 43%	2 67%	6 50%	5 36%	8 53%	2 33%	1 20%	2 22%	9 45%	12 50%	3 38%	1 33%
NET: Multiplayer Competitive	39 31%	21 31%	18 31%	- -	7 50%	5 31%	4 20%	4 27%	13 45%	2 22%	4 33%	2 29%	- -	2 17%	4 29%	3 20%	2 33%	2 40%	4 44%	10 50%	8 33%	2 25%	- -
NET: Multiplayer Collaborative/ creative	42 33%	23 34%	19 32%	3 27%	4 29%	4 25%	7 35%	4 27%	10 34%	4 44%	6 50%	2 29%	1 33%	5 42%	4 29%	7 47%	2 33%	2 40%	2 22%	7 35%	6 25%	3 38%	1 33%
NET: Any Multiplayer	70 56%	38 57%	32 54%	3 27%	9 64%	7 44%	11 55%	6 40%	22 76%	4 44%	8 67%	3 43%	1 33%	6 50%	7 50%	8 53%	4 67%	4 80%	5 56%	15 75%	11 46%	5 63%	1 33%
NET: Other	21 17%	9 13%	12 20%	4 36%	1 7%	4 25%	2 10%	5 33%	4 14%	- -	1 8%	1 14%	- -	1 8%	3 21%	4 27%	1 17%	- -	2 22%	3 15%	3 13%	2 25%	1 33%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 34

**Q4. Which of these types of video games do you play on your different devices?**

**On a smart speaker (audio game)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	191	100	91*	12**	21**	33*	32*	26**	38*	15**	14**	11**	9**	18**	23**	22**	12**	4**	18**	29**	28**	14**	3**
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	47 25%	28 28%	19 21%	5 42%	6 29%	8 24%	5 16%	9 35%	8 21%	3 20%	3 21%	2 18%	- -	7 39%	6 26%	8 36%	4 33%	1 25%	6 33%	3 10%	4 14%	6 43%	- -
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	45 24%	17 17%	28 31%a	4 33%	5 24%	9 27%	12 38%	4 15%	8 21%	2 13%	1 7%	1 9%	3 33%	3 17%	7 30%	7 32%	4 33%	1 25%	4 22%	6 21%	7 25%	1 7%	1 33%
Games where I compete against lots of people/teams (e.g. Fortnite)	32 17%	24 24%b	8 9%	2 17%	3 14%	3 9%	5 16%	4 15%	10 26%	2 13%	3 21%	3 27%	3 33%	2 11%	2 9%	4 18%	1 8%	- -	4 22%	7 24%	5 18%	1 7%	- -
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	29 15%	16 16%	13 14%	3 25%	2 10%	4 12%	3 9%	7 27%	5 13%	2 13%	3 21%	1 9%	- -	3 17%	2 9%	3 14%	1 8%	1 25%	4 22%	4 14%	7 25%	3 21%	- -
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	19 10%	10 10%	9 10%	1 8%	- -	4 12%	1 3%	1 4%	6 16%	2 13%	4 29%	2 18%	- -	1 6%	1 4%	4 18%	1 8%	- -	5 28%	3 10%	2 7%	- -	- -
Games that feel like a real-life experience (e.g. flying, driving)	19 10%	11 11%	8 9%	1 8%	2 10%	3 9%	3 9%	2 8%	5 13%	2 13%	1 7%	2 18%	- -	3 17%	1 4%	2 9%	- -	- -	2 11%	6 21%	1 4%	1 7%	1 33%
Games that are controlled by movement (e.g. Wii Fit)	17 9%	10 10%	7 8%	2 17%	1 5%	2 6%	7 22%	- -	4 11%	1 7%	- -	- -	2 22%	2 11%	3 13%	2 9%	- -	- -	4 22%	3 10%	1 4%	- -	- -
Games where I am part of a team competing against another team (e.g. League of Legends)	16 8%	11 11%	5 5%	1 8%	1 5%	3 9%	2 6%	1 4%	6 16%	1 7%	1 7%	2 18%	1 11%	1 6%	1 4%	1 5%	1 8%	- -	3 17%	4 14%	- -	1 7%	1 33%

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 34

**Q4. Which of these types of video games do you play on your different devices?**

**On a smart speaker (audio game)**

**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	191	100	91*	12**	21**	33*	32*	26**	38*	15**	14**	11**	9**	18**	23**	22**	12**	4**	18**	29**	28**	14**	3**
Games where I compete against 1 player (e.g. Online Chess)	15 8%	10 10%	5 5%	- -	- -	2 6%	2 6%	3 12%	6 16%	1 7%	1 7%	1 9%	- -	1 6%	- -	2 9%	- -	- -	3 17%	6 21%	- -	2 14%	- -
Games that take place in a virtual world (e.g. World of Warcraft)	14 7%	7 7%	7 8%	1 8%	1 5%	1 3%	2 6%	2 8%	5 13%	- -	2 14%	- -	- -	1 6%	1 4%	4 18%	- -	- -	3 17%	1 3%	3 11%	1 7%	- -
Other type of game	2 1%	- -	2 2%	- -	- -	- -	1 3%	1 4%	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 25%	- -	- -	1 4%	- -	- -
NET: Single Player	81 42%	36 36%	45 49%	6 50%	9 43%	15 45%	16 50%	12 46%	13 34%	6 40%	4 29%	4 36%	3 33%	8 44%	10 43%	10 45%	5 42%	2 50%	6 33%	13 45%	13 46%	5 36%	2 67%
NET: Multiplayer Competitive	55 29%	38 38%b	17 19%	2 17%	4 19%	8 24%	7 22%	7 27%	18 47%ef	4 27%	5 36%	6 55%	4 44%	4 22%	3 13%	6 27%	2 17%	- -	6 33%	14 48%	5 18%	4 29%	1 33%
NET: Multiplayer Collaborative/ creative	62 32%	34 34%	28 31%	5 42%	6 29%	12 36%	5 16%	10 38%	12 32%	5 33%	7 50%	3 27%	- -	8 44%	7 30%	11 50%	5 42%	1 25%	9 50%	6 21%	6 21%	6 43%	- -
NET: Any Multiplayer	102 53%	63 63%b	39 43%	6 50%	10 48%	18 55%	11 34%	15 58%	24 63%f	8 53%	10 71%	7 64%	4 44%	10 56%	9 39%	14 64%	7 58%	1 25%	13 72%	16 55%	11 39%	9 64%	1 33%
NET: Other	29 15%	14 14%	15 16%	2 17%	2 10%	3 9%	9 28%	3 12%	7 18%	1 7%	2 14%	- -	2 22%	3 17%	4 17%	4 18%	- -	1 25%	5 28%	4 14%	5 18%	1 7%	- -

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 35

**Q4. Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	173	94*	79*	18**	23**	24**	26**	18**	30*	10**	24**	10**	4**	15**	22**	15**	10**	8**	25**	29**	24**	4**	7**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	45 26%	26 28%	19 24%	5 28%	4 17%	7 29%	7 27%	7 39%	7 23%	3 30%	5 21%	1 10%	2 50%	3 20%	9 41%	6 40%	3 30%	- -	7 28%	3 10%	8 33%	1 25%	2 29%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	42 24%	19 20%	23 29%	6 33%	6 26%	3 13%	5 19%	5 28%	8 27%	3 30%	6 25%	2 20%	- -	4 27%	7 32%	6 40%	3 30%	4 50%	4 16%	5 17%	4 17%	2 50%	1 14%
Games that feel like a real-life experience (e.g. flying, driving)	38 22%	23 24%	15 19%	5 28%	5 22%	6 25%	4 15%	5 28%	5 17%	3 30%	5 21%	3 30%	- -	4 27%	6 27%	4 27%	1 10%	1 13%	4 16%	8 28%	4 17%	1 25%	2 29%
Games where I compete against lots of people/ teams (e.g. Fortnite)	34 20%	24 26%b	10 13%	2 11%	4 17%	5 21%	6 23%	3 17%	9 30%	3 30%	2 8%	1 10%	1 25%	2 13%	2 9%	5 33%	1 10%	3 38%	6 24%	7 24%	5 21%	1 25%	- -
Games that take place in a virtual world (e.g. World of Warcraft)	26 15%	20 21%b	6 8%	5 28%	- -	4 17%	1 4%	4 22%	6 20%	3 30%	3 13%	2 20%	- -	1 7%	5 23%	5 33%	2 20%	- -	2 8%	6 21%	2 8%	1 25%	- -
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	25 14%	12 13%	13 16%	4 22%	4 17%	1 4%	5 19%	2 11%	5 17%	- -	4 17%	1 10%	1 25%	1 7%	3 14%	1 7%	1 10%	2 25%	5 20%	3 10%	3 13%	1 25%	3 43%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	25 14%	13 14%	12 15%	3 17%	4 17%	6 25%	4 15%	2 11%	4 13%	1 10%	1 4%	4 40%	- -	- -	1 5%	5 33%	2 20%	3 38%	3 12%	4 14%	3 13%	- -	- -

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 35

**Q4. Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES/ SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents who play games on each device (and play 2 or more types of game)**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	173	94*	79*	18**	23**	24**	26**	18**	30*	10**	24**	10**	4**	15**	22**	15**	10**	8**	25**	29**	24**	4**	7**
Games where I am part of a team competing against another team (e.g League of Legends)	21 12%	11 12%	10 13%	1 6%	3 13%	5 21%	2 8%	2 11%	3 10%	2 20%	3 13%	3 30%	1 25%	-	1 5%	4 27%	1 10%	1 13%	2 8%	5 17%	1 4%	1 25%	1 14%
Games that are controlled by movement (e.g. Wii Fit)	18 10%	6 6%	12 15%	6 33%	2 9%	4 17%	1 4%	1 6%	1 3%	-	3 13%	3 30%	-	3 20%	3 14%	1 7%	-	-	4 16%	3 10%	-	1 25%	-
Games where I compete against 1 player (e.g. Online Chess)	13 8%	8 9%	5 6%	1 6%	3 13%	3 13%	2 8%	1 6%	3 10%	-	-	-	-	-	-	3 20%	-	1 13%	1 4%	6 21%	1 4%	1 25%	-
Other type of game	1 1%	-	1 1%	-	-	-	-	-	-	-	1 4%	-	-	-	1 5%	-	-	-	-	-	-	-	-
NET: Single Player	93 54%	52 55%	41 52%	10 56%	11 48%	16 67%	14 54%	13 72%	14 47%	6 60%	9 38%	6 60%	2 50%	7 47%	12 55%	11 73%	5 50%	3 38%	13 52%	14 48%	14 58%	2 50%	4 57%
NET: Multiplayer Competitive	53 31%	33 35%	20 25%	2 11%	8 35%	9 38%	9 35%	5 28%	11 37%	4 40%	5 21%	3 30%	2 50%	2 13%	2 9%	8 53%	2 20%	4 50%	7 28%	13 45%	7 29%	2 50%	1 14%
NET: Multiplayer Collaborative/ creative	61 35%	27 29%	34 43%	8 44%	9 39%	4 17%	9 35%	6 33%	12 40%	3 30%	10 42%	3 30%	1 25%	5 33%	8 36%	6 40%	3 30%	6 75%	8 32%	8 28%	7 29%	2 50%	4 57%
NET: Any Multiplayer	98 57%	53 56%	45 57%	9 50%	16 70%	11 46%	14 54%	9 50%	20 67%	5 50%	14 58%	5 50%	2 50%	7 47%	9 41%	11 73%	5 50%	7 88%	14 56%	17 59%	13 54%	4 100%	4 57%
NET: Other	42 24%	23 24%	19 24%	9 50%	2 9%	8 33%	2 8%	5 28%	6 20%	3 30%	7 29%	5 50%	-	4 27%	9 41%	5 33%	2 20%	-	6 24%	7 24%	2 8%	2 50%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 36

**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Summary****Base: All respondents**

	Type of Game				NET: Play online
	Playing on your own or against the computer or games console	Playing with someone else in the same room as you	Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)	Playing online with one or more other people you have not met in person who are playing from somewhere else	
Base	1051	1051	1051	1051	1051
NET: At least daily	482 46%	211 20%	397 38%	298 28%	460 44%
NET: At least weekly	813 77%	524 50%	644 61%	480 46%	700 67%
NET: At least monthly	909 86%	685 65%	740 70%	555 53%	789 75%
NET: Ever	955 91%	854 81%	815 78%	648 62%	854 81%
Several times a day	272 26%	95 9%	252 24%	175 17%	299 28%
Once a day	210 20%	116 11%	145 14%	123 12%	161 15%
Several times a week	265 25%	217 21%	184 18%	144 14%	182 17%
Once a week	66 6%	96 9%	63 6%	38 4%	58 6%
Several times a month	78 7%	114 11%	70 7%	63 6%	64 6%
Once a month	18 2%	47 4%	26 2%	12 1%	25 2%
Less often	46 4%	169 16%	75 7%	93 9%	65 6%
Never	72 7%	182 17%	222 21%	389 37%	188 18%



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 36

**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Summary****Base: All respondents**

	<u>Type of Game</u>				
	<u>Playing on your own or against the computer or games console</u>	<u>Playing with someone else in the same room as you</u>	<u>Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)</u>	<u>Playing online with one or more other people you have not met in person who are playing from somewhere else</u>	<u>NET: Play online</u>
Base	1051	1051	1051	1051	1051
Don't know	24 2%	15 1%	14 1%	14 1%	9 1%

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 37  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	482 46%	282 55%b	198 37%	63 52%j	60 44%	74 52%j	59 43%	67 49%j	74 52%j	48 41%	37 32%	36 44%	13 39%	53 47%	51 49%	50 54%u	33 46%	29 46%	56 47%	49 42%	66 46%	27 35%	19 53%
NET: At least weekly	813 77%	420 81%b	391 73%	96 79%	106 77%	118 83%j	108 78%	107 78%	114 81%j	87 74%	77 68%	64 78%	24 73%	88 78%	75 71%	53 85%nq	43 75%	68%	94 79%	91 78%	113 80%	57 73%	32 89%nq
NET: At least monthly	909 86%	454 88%	453 85%	101 83%	122 89%	126 88%	119 86%	119 86%	126 89%	103 87%	93 82%	72 88%	29 88%	96 85%	90 86%	85 91%	58 82%	51 81%	103 87%	102 88%	124 87%	65 83%	34 94%
NET: Ever	955 91%	474 92%	479 90%	108 89%	125 91%	133 93%	122 88%	122 88%	134 95%fg	108 92%	103 90%	77 94%p	29 88%	105 93%p	92 88%	87 94%p	59 83%	54 86%	110 92%p	106 91%	131 92%p	71 91%	34 94%
Several times a day	272 26%	164 32%b	106 20%	29 24%	32 23%	50 35%cdf gj	31 22%	29 21%	45 32%gj	34 29%	22 19%	21 26%	6 18%	33 29%	31 30%	33 35%su	18 25%	18 29%	30 25%	23 20%	34 24%	15 19%	10 28%
Once a day	210 20%	118 23%b	92 17%	34 28%eij	28 20%	24 17%	28 20%	38 28%eij	29 21%	14 12%	15 13%	15 18%	7 21%	20 18%	20 19%	17 18%	15 21%	11 17%	26 22%	26 22%	32 23%	12 15%	9 25%
Several times a week	265 25%	116 22%	149 28%a	26 21%	40 29%	34 24%	35 25%	30 22%	34 24%	33 28%	33 29%	23 28%	10 30%	31 27%	20 19%	22 24%	16 23%	12 19%	30 25%	31 27%	38 27%	23 29%	9 25%
Once a week	66 6%	22 4%	44 8%a	7 6%	6 4%	10 7%	14 10%	10 7%	6 4%	6 5%	7 6%	5 6%	1 3%	4 4%	4 4%	7 8%	4 6%	2 3%	8 7%	11 9%	9 6%	7 9%	4 11%
Several times a month	78 7%	28 5%	50 9%a	4 3%	14 10%c	7 5%	9 7%	9 7%	11 8%	11 9%	13 11%c	8 10%	5 15%t	6 5%	14 13%mp	5 5%	3 4%	7 11%	9 8%	7 6%	7 5%	6 8%	1 3%
Once a month	18 2%	6 1%	12 2%	1 1%	2 1%	1 1%	2 1%	3 2%	1 1%	5 4%	3 3%	- -	- -	2 2%	1 1%	1 1%	2 3%	1 2%	- -	4 3%r	4 3%	2 3%	1 3%
Less often	46 4%	20 4%	26 5%	7 6%	3 2%	7 5%	3 2%	3 2%	8 6%	5 4%	10 9%dfg	5 6%	- -	9 8%n	2 2%	2 2%	1 1%	3 5%	7 6%	4 3%	7 5%	6 8%	- -
Never	72 7%	32 6%	40 8%	13 11%h	9 7%	7 5%	12 9%	10 7%	5 4%	6 5%	10 9%	3 4%	2 6%	7 6%	8 8%	4 4%	11 15%kmos	4 6%	9 8%	7 6%	9 6%	6 8%	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 37  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	24	11	13	1	3	3	4	6	2	4	1	2	2	1	5	2	1	5	-	3	2	1	-
	2%	2%	2%	1%	2%	2%	3%	4%	1%	3%	1%	2%	6%r	1%	5%r	2%	1%	8%mr	-	3%	1%	1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 38  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing with someone else in the same room as you**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	211 20%	111 21%	100 19%	29 24%j	29 21%	33 23%j	25 18%	33 24%j	31 22%j	17 14%	14 12%	14 17%	5 15%	24 21%	23 22%	25 27%uv	16 23%	13 21%	26 22%	25 22%	26 18%	11 14%	3 8%
NET: At least weekly	524 50%	270 52%	254 48%	57 47%	74 54%j	83 58%ij	69 50%	70 51%j	78 55%ij	50 42%	43 38%	33 40%	13 39%	52 46%	44 42%	58 62%klm nqu	38 54%	27 43%	58 49%	71 61%klm nqu	75 53%	34 44%	21 58%
NET: At least monthly	685 65%	341 66%	343 64%	74 61%	99 72%cj	103 72%j	90 65%	86 62%	98 70%j	73 62%	62 54%	46 56%	17 52%	72 64%	73 70%q	68 73%klq	46 65%	34 54%	76 64%	87 75%klq u	95 67%	46 59%	25 69%
NET: Ever	854 81%	427 83%	425 80%	92 75%	118 86%cij	121 85%	112 81%	113 82%	122 87%ccij	90 76%	86 75%	62 76%	24 73%	92 81%	83 79%	82 88%kl	56 79%	51 81%	100 84%	98 84%	115 81%	61 78%	30 83%
Several times a day	95 9%	53 10%	42 8%	12 10%	12 9%	20 14%fj	9 7%	13 9%	14 10%	10 8%	5 4%	5 6%	1 3%	15 13%	11 10%	12 13%	6 8%	6 10%	11 9%	8 7%	14 10%	4 5%	2 6%
Once a day	116 11%	58 11%	58 11%	17 14%i	17 12%	13 9%	16 12%	20 14%i	17 12%	7 6%	9 8%	9 11%	4 12%	9 8%	12 11%	13 14%	10 14%	7 11%	15 13%	17 15%	12 8%	7 9%	1 3%
Several times a week	217 21%	108 21%	109 20%	18 15%	31 23%	40 28%cfg	24 17%	22 16%	37 26%cg	23 19%	22 19%	17 21%	8 24%	21 19%	17 16%	22 24%	16 23%	11 17%	22 18%	26 22%	36 25%	13 17%	8 22%
Once a week	96 9%	51 10%	45 8%	10 8%	14 10%	10 7%	20 14%ehj	15 11%	10 7%	10 8%	7 6%	2 2%	-	7 6%	4 4%	11 12%klm	6 8%	3 5%	10 8%	20 17%klmn qr	13 9%	10 13%klm	10 28%klmnopq rstu
Several times a month	114 11%	47 9%	67 13%	8 7%	20 15%c	13 9%	17 12%	11 8%	15 11%	16 14%	14 12%	9 11%	4 12%	15 13%	16 15%	9 10%	6 8%	6 10%	11 9%	13 11%	13 9%	9 12%	3 8%
Once a month	47 4%	24 5%	22 4%	9 7%	5 4%	7 5%	4 3%	5 4%	5 4%	7 6%	5 4%	4 5%	-	5 4%	13 12%lmop qstu	1 1%	2 3%	1 2%	7 6%	3 3%	7 5%	3 4%	1 3%
Less often	169 16%	86 17%	82 15%	18 15%	19 14%	18 13%	22 16%	27 20%	24 17%	17 14%	24 21%	16 20%st	7 21%	20 18%	10 10%	14 15%	10 14%	17 27%nst	24 20%ns	11 9%	20 14%	15 19%	5 14%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 38  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing with someone else in the same room as you**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	182 17%	83 16%	99 19%	29 24% deh	16 12%	20 14%	23 17%	23 17%	18 13%	26 22% dh	27 24% deh	20 24% o	7 21%	19 17%	21 20% o	9 10%	15 21% o	9 14%	17 14%	16 14%	26 18%	17 22% o	6 17%
Don't know	15 1%	7 1%	8 2%	1 1%	3 2%	2 1%	3 2%	2 1%	1 1%	2 2%	1 1%	-	2 6% kptu	2 2%	1 1%	2 2%	-	3 5% k	2 2%	2 2%	1 1%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 39  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	397 38%	264 51%b	132 25%	36 30%	39 28%	44 31%	65 47%cde	53 38%	67 48%cde	51 43%cde	42 37%	31 38%	20 61%knr stu	47 42%n	26 25%	43 46%nsu	32 45%n	29 46%n	41 34%	38 33%	49 35%	24 31%	17 47%n
NET: At least weekly	644 61%	383 74%b	259 49%	61 50%	73 53%	80 56%	102 74%cde ij	90 65%cd	99 70%cde	70 59%	69 61%	53 65%	24 73%nu	71 63%	55 52%	60 65%	47 66%	43 68%nu	70 59%	69 59%	85 60%	40 51%	27 75%nu
NET: At least monthly	740 70%	411 79%b	327 61%	68 56%	87 64%	92 64%	112 81%cde ij	108 78%cde j	115 82%cde ij	82 69% c	76 67%	60 73%	25 76%	84 74%	70 67%	66 71%	50 70%	48 76%	80 67%	84 72%	95 67%	48 62%	30 83%u
NET: Ever	815 78%	436 84%b	377 71%	78 64%	94 69%	103 72%	118 86%cde j	115 83%cde	127 90%cde ij	95 81% cd	85 75%	66 80%	29 88%	89 79%	76 72%	74 80%	55 77%	53 84%	92 77%	90 78%	106 75%	55 71%	30 83%
Several times a day	252 24%	188 36%b	63 12%	19 16%	16 12%	33 23% d	40 29% cd	36 26% cd	43 30% cd	39 33% cd	26 23% d	21 26%	10 30%	32 28%	18 17%	31 33% nrs	20 28%	18 29%	23 19%	21 18%	31 22%	16 21%	11 31%
Once a day	145 14%	76 15%	69 13%	17 14%	23 17% e	11 8%	25 18% e	17 12%	24 17% e	12 10%	16 14%	10 12%	10 30% k m n o r s t u	15 13%	8 8%	12 13%	12 17%	11 17%	18 15%	17 15%	18 13%	8 10%	6 17%
Several times a week	184 18%	89 17%	94 18%	17 14%	24 18%	24 17%	26 19%	30 22%	25 18%	17 14%	21 18%	16 20%	4 12%	19 17%	21 20%	14 15%	12 17%	11 17%	20 17%	21 18%	25 18%	14 18%	7 19%
Once a week	63 6%	30 6%	33 6%	8 7%	10 7% i	12 8% i	11 8% i	7 5%	7 5%	2 2%	6 5%	6 7%	- -	5 4%	8 8%	3 3%	3 4%	3 5%	9 8%	10 9%	11 8%	2 3%	3 8%
Several times a month	70 7%	22 4%	48 9% a	4 3%	10 7%	6 4%	9 7%	15 11% ce	14 10% c	7 6%	5 4%	5 6%	1 3%	9 8%	11 10% t	5 5%	2 3%	5 8%	6 5%	13 11% pt	5 4%	5 6%	3 8%
Once a month	26 2%	6 1%	20 4% a	3 2%	4 3%	6 4%	1 1%	3 2%	2 1%	5 4%	2 2%	2 2%	- -	4 4%	4 4%	1 1%	1 1%	- -	4 3%	2 2%	5 4%	3 4%	- -

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 39  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Less often	75 7%	25 5%	50 9% <sup>a</sup>	10 8%	7 5%	11 8%	6 4%	7 5%	12 9%	13 11% <sup>f</sup>	9 8%	6 7%	4 12% <sup>v</sup>	5 4%	6 6%	8 9%	5 7%	5 8%	12 10% <sup>v</sup>	6 5%	11 8%	7 9%	- -
Never	222 21%	75 15%	147 28% <sup>a</sup>	43 35% <sup>fgh i</sup>	41 30% <sup>fgh i</sup>	38 27% <sup>fgh</sup>	17 12%	22 16%	14 10%	20 17%	27 24% <sup>fh</sup>	16 20%	2 6%	24 21% <sup>l</sup>	26 25% <sup>l</sup>	18 19%	16 23% <sup>l</sup>	8 13%	26 22% <sup>l</sup>	24 21%	33 23% <sup>l</sup>	23 29% <sup>lq</sup>	6 17%
Don't know	14 1%	6 1%	8 2%	1 1%	2 1%	2 1%	3 2%	1 1%	- -	3 3%	2 2%	- -	2 6% <sup>kmpu</sup>	- -	3 3%	1 1%	- -	2 3%	1 1%	2 2%	3 2%	- -	- -

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 40  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	298 28%	196 38% <sup>b</sup>	100 19%	33 27%	36 26%	40 28%	46 33%	38 28%	46 33%	31 26%	28 25%	22 27%	14 42% <sup>np</sup>	30 27%	23 22%	37 40% <sup>mnp</sup>	14 20%	26 41% <sup>mnp</sup>	35 29%	30 26%	37 26%	19 24%	11 31%
NET: At least weekly	480 46%	297 57% <sup>b</sup>	181 34%	44 36%	52 38%	63 44%	67 49% <sup>c</sup>	67 49% <sup>c</sup>	76 54% <sup>cd</sup>	62 53% <sup>cd</sup>	49 43%	38 46%	23 70% <sup>kmn</sup>	47 42%	44 42%	49 53% <sup>t</sup>	29 41%	33 52%	58 49%	54 47%	55 39%	32 41%	18 50%
NET: At least monthly	555 53%	334 65% <sup>b</sup>	219 41%	54 44%	59 43%	66 46%	78 57% <sup>cd</sup>	79 57% <sup>cd</sup>	91 65% <sup>cde</sup>	69 58% <sup>cde</sup>	59 52%	41 50%	23 70% <sup>mnt</sup>	56 50%	51 49%	53 57%	38 54%	38 60%	67 56%	67 58%	65 46%	36 46%	20 56%
NET: Ever	648 62%	370 72% <sup>b</sup>	276 52%	64 52%	66 48%	76 53%	91 66% <sup>cde</sup>	91 66% <sup>cde</sup>	105 74% <sup>cde</sup>	87 74% <sup>cde</sup>	68 60%	51 62%	26 79% <sup>ntu</sup>	69 61%	56 53%	61 66%	43 61%	44 70% <sup>nu</sup>	78 66% <sup>u</sup>	75 65%	80 56%	40 51%	25 69%
Several times a day	175 17%	125 24% <sup>b</sup>	48 9%	18 15%	18 13%	29 20%	26 19%	19 14%	29 21%	22 19%	14 12%	14 17%	3 9%	18 16%	15 14%	25 27% <sup>lnp</sup>	7 10%	15 24% <sup>p</sup>	21 18%	15 13%	22 15%	11 14%	9 25% <sup>p</sup>
Once a day	123 12%	71 14% <sup>b</sup>	52 10%	15 12%	18 13%	11 8%	20 14%	19 14%	17 12%	9 8%	14 12%	8 10%	11 33% <sup>kmn</sup>	12 11%	8 8%	12 13%	7 10%	11 17%	14 12%	15 13%	15 11%	8 10%	2 6%
Several times a week	144 14%	86 17% <sup>b</sup>	58 11%	7 6%	15 11%	15 10%	16 12%	26 19% <sup>ce</sup>	24 17% <sup>c</sup>	26 22% <sup>cde</sup>	15 13%	13 16%	7 21% <sup>o</sup>	15 13%	18 17% <sup>o</sup>	7 8%	12 17%	7 11%	19 16%	18 16%	14 10%	10 13%	4 11%
Once a week	38 4%	15 3%	23 4%	4 3%	1 1%	8 6% <sup>d</sup>	5 4%	3 2%	6 4%	5 4%	6 5% <sup>d</sup>	3 4%	2 6%	2 2%	3 3%	5 5%	3 4%	- -	4 3%	6 5%	4 3%	3 4%	3 8% <sup>q</sup>
Several times a month	63 6%	31 6%	32 6%	7 6%	6 4%	2 1%	9 7% <sup>e</sup>	9 7% <sup>e</sup>	14 10% <sup>e</sup>	7 6% <sup>e</sup>	9 8% <sup>e</sup>	3 4%	- -	9 8%	6 6%	3 3%	7 10%	3 5%	7 6%	10 9%	9 6%	4 5%	2 6%
Once a month	12 1%	6 1%	6 1%	3 2%	1 1%	1 1%	2 1%	3 2%	1 1%	- -	1 1%	- -	- -	- -	1 1%	1 1%	2 3%	2 3%	2 2%	3 3%	1 1%	- -	- -

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus





## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 40  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Less often	93 9%	36 7%	57 11%a	10 8%	7 5%	10 7%	13 9%	12 9%	14 10%	18 15%de	9 8%	10 12%	3 9%	13 12%	5 5%	8 9%	5 7%	6 10%	11 9%	8 7%	15 11%	4 5%	5 14%
Never	389 37%	141 27%	248 47%a	58 48%fghi	66 48%fghi	65 45%fghi	45 33%	46 33%	35 25%	29 25%	45 39%hi	31 38%l	5 15%	44 39%l	46 44%lq	30 32%	27 38%l	16 25%	41 34%l	39 34%l	61 43%lq	38 49%loqrs	11 31%
Don't know	14 1%	6 1%	8 2%	- -	5 4%c	2 1%	2 1%	1 1%	1 1%	2 2%	1 1%	- -	2 6%kmrtu	- -	3 3%	2 2%	1 1%	3 5%kmr	- -	2 2%	1 1%	- -	- -

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 41  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	460 44%	300 58%b	158 30%	45 37%	53 39%	54 38%	74 54%cde	59 43%	72 51%cde	57 48%	46 40%	36 44%	23 70%kmn	51 45%	34 32%	49 53%nsu	34 48%n	34 54%nu	50 42%	45 39%	58 41%	28 36%	18 50%
NET: At least weekly	700 67%	411 79%b	287 54%	67 55%	82 60%	89 62%	107 78%cde	96 70%cd	108 77%cde	78 66%	73 64%	57 70%	27 82%nr	78 69%	61 58%	65 70%	49 69%	44 70%	75 63%	78 67%	90 63%	48 62%	28 78% n
NET: At least monthly	789 75%	432 84%b	355 67%	75 61%	94 69%	97 68%	118 86%cde	112 81%cde	121 86%cde	90 76%cd	82 72%	63 77%	28 85%	86 76%	75 71%	71 76%	53 75%	48 76%	86 82%	92 79%	100 70%	55 71%	32 89% nr
NET: Ever	854 81%	450 87%b	402 76%	84 69%	100 73%	107 75%	123 89%cde	117 85%cde	131 93%cde	103 87%cde	89 78%	69 84%	29 88%	91 81%	80 76%	76 82%	58 82%	53 84%	98 82%	97 84%	111 78%	60 77%	32 89%
Several times a day	299 28%	216 42%b	81 15%	26 21%	26 19%	39 27%	46 33%cd	40 29%	51 36%cdj	43 36%cd	28 25%	25 30%	11 33%	37 33%	23 22%	35 38%nst	21 30%	23 37%nsu	32 27%	26 22%	36 25%	16 21%	14 39% nu
Once a day	161 15%	84 16%	77 14%	19 16%	27 20%e	15 10%	28 20%e	19 14%	21 15%	14 12%	18 16%	11 13%	12 36%kmn	14 12%	11 10%	14 15%	13 18%	11 17%	18 15%	19 16%	22 15%	12 15%	4 11%
Several times a week	182 17%	88 17%	94 18%	14 11%	20 15%	24 17%	23 17%	31 22%cd	31 22%cd	18 15%	21 18%	16 20%	3 9%	22 19%	21 20%	12 13%	12 17%	8 13%	18 15%	23 20%	23 16%	18 23%	6 17%
Once a week	58 6%	23 4%	35 7%	8 7%	9 7%	11 8%	10 7%	6 4%	5 4%	3 3%	6 5%	5 6%	1 3%	5 4%	6 6%	4 4%	3 4%	2 3%	7 6%	10 9%	9 6%	2 3%	4 11%
Several times a month	64 6%	17 3%	47 9%a	6 5%	8 6%	4 3%	9 7%	11 8%	12 9%e	8 7%	6 5%	5 6%	1 3%	4 4%	10 10%	5 5%	3 4%	4 6%	6 5%	11 9%	6 4%	5 6%	4 11%
Once a month	25 2%	4 1%	21 4%a	2 2%	4 3%	4 3%	2 1%	5 4%	1 1%	4 3%	3 3%	1 1%	- -	4 4%	4 4%	1 1%	1 1%	- -	5 4%	3 3%	4 3%	2 3%	- -

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 41  
**Q5. Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Less often	65 6%	18 3%	47 9% <sup>a</sup>	9 7%	6 4%	10 7%	5 4%	5 4%	10 7%	13 11% <sup>dfg</sup>	7 6%	6 7%	1 3%	5 4%	5 5%	5 7%	5 8%	12 10% <sup>v</sup>	5 4%	11 8%	5 6%	-	-
Never	188 18%	63 12%	125 23% <sup>a</sup>	38 31% <sup>fgh</sup> <sub>i</sub>	36 26% <sup>fgh</sup> <sub>i</sub>	34 24% <sup>fghi</sup>	13 9%	20 14% <sup>h</sup>	10 7%	13 11%	24 21% <sup>fhi</sup>	13 16%	2 6%	22 19%	24 23% <sup>l</sup>	16 17%	13 18%	8 13%	21 18%	17 15%	30 21% <sup>l</sup>	18 23% <sup>l</sup>	4 11%
Don't know	9 1%	4 1%	5 1%	-	1 1%	2 1%	2 1%	1 1%	-	2 2%	1 1%	-	2 6% <sup>kmpr</sup> <sub>tu</sub>	-	1 1%	1 1%	-	2 3%	-	2 2%	1 1%	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 42

**Q6. Which gaming activities have you done in the last month?****Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Watched gameplay videos on a video sharing service (e.g. YouTube)	524 50%	311 60%b	213 40%	60 49%	72 53%	81 57%j	71 51%	72 52%	68 48%	54 46%	46 40%	32 39%	20 61%ko	57 50%o	50 48%o	31 33%	40 56%ko	38 60%ko	55 46%	58 50%o	82 58%ko	40 51%o	21 58%o
Talk/Chat with people I know in an online game	451 43%	275 53%b	174 33%	37 30%	48 35%	63 44%c	69 50%cd	62 45%c	80 57%cd	48 41%	44 39%	32 39%	18 55%o	44 39%	42 40%	30 32%	36 51%o	32 51%o	47 39%	46 40%	70 49%o	32 41%	22 61%kmnorsu
Watched gameplay videos on a game video streaming service (e.g. Twitch)	212 20%	150 29%b	61 11%	21 17%	21 15%	23 16%	26 19%	39 28%cd	32 23%	25 21%	25 22%	12 15%	13 39%kmnprstuv	22 19%	17 16%	26 28%knt	13 18%	19 30%knt	25 21%	25 22%	23 16%	12 15%	5 14%
Talk/Chat with people I don't know in an online game	170 16%	108 21%b	61 11%	13 11%	21 15%	21 15%	20 14%	23 17%	36 26%cd	19 16%	17 15%	15 18%	8 24%n	17 15%	11 10%	18 19%	8 11%	14 22%n	19 16%	20 17%	25 18%	11 14%	4 11%
Played a game on a social media platform (e.g. Snappgames or Facebook Games)	170 16%	69 13%	101 19%a	10 8%	12 9%	18 13%	10 7%	26 19%cdf	42 30%cd	30 25%cd	22 19%cdf	15 18%	7 21%	21 19%	16 15%	19 20%u	11 15%	12 19%	22 18%	16 14%	20 14%	7 9%	4 11%
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	167 16%	122 24%b	45 8%	13 11%	21 15%e	11 8%	24 17%e	23 17%e	33 23%ce	19 16%e	23 20%ce	14 17%	4 12%	24 21%	12 11%	12 13%	14 20%	16 25%no	18 15%	17 15%	20 14%	10 13%	6 17%
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	162 15%	112 22%b	48 9%	9 7%	17 12%	17 12%	20 14%	28 20%c	31 22%cd	20 17%c	20 18%c	14 17%	8 24%	14 12%	13 12%	15 16%	10 14%	10 16%	19 16%	18 16%	25 18%	11 14%	5 14%
Streamed/ recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	121 12%	79 15%b	42 8%	13 11%	15 11%	17 12%	13 9%	19 14%	17 12%	14 12%	13 11%	8 10%	4 12%	15 13%	9 9%	23 25%kmnprstuv	8 11%	8 13%	16 13%	8 7%	15 11%	5 6%	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 42

**Q6. Which gaming activities have you done in the last month?****Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Posted gaming related content on social media	90 9%	55 11%b	34 6%	9 7%	7 5%	12 8%	8 6%	17 12%di	21 15%dfi	6 5%	10 9%	2 2%	3 9%	10 9%	9 9%	12 13%kv	8 11%kv	8 13%kv	11 9%	12 10%kv	11 8%	4 5%	-
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	89 8%	58 11%b	30 6%	6 5%	14 10%	12 8%	14 10%	9 7%	16 11%	10 8%	8 7%	9 11%	-	11 10%	6 6%	13 14%lr	6 8%	6 10%	5 4%	14 12%lr	13 9%	4 5%	2 6%
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	47 4%	31 6%b	16 3%	3 2%	3 2%	4 3%	5 4%	7 5%	14 10%cd	5 4%	6 5%	7 9%nu	-	7 6%	2 2%	5 5%	4 6%	5 8%	6 5%	5 4%	4 3%	1 1%	1 3%
NET: Watched game videos	591 56%	352 68%b	238 45%	71 58%	80 58%	89 62%j	82 59%j	78 57%	78 55%	60 51%	53 46%	37 45%	24 73%kor	63 56%	56 53%	45 48%	43 61%	46 73%kmn orst	62 52%	66 57%	82 58%	45 58%	22 61%
NET: Watch/streamed gaming videos	609 58%	360 70%b	248 47%	71 58%	80 58%	91 64%	84 61%	80 58%	82 58%	62 53%	59 52%	39 48%	24 73%kr	66 58%	57 54%	51 55%	44 62%	47 75%kmn orstu	63 53%	67 58%	84 59%	45 58%	22 61%
NET: Create	115 11%	70 14%b	44 8%	9 7%	8 6%	15 10%	11 8%	20 14%d	27 19%cd	10 8%	15 13%d	8 10%	3 9%	12 11%	10 10%	13 14%	10 14%	13 21%ntu v	15 13%	12 10%	14 10%	4 5%	1 3%
NET: Created/ streamed game play or related content	186 18%	114 22%b	71 13%	16 13%	20 15%	26 18%	19 14%	29 21%	32 23%c	20 17%	24 21%	15 18%u	5 15%	19 17%	18 17%	28 30%mn tuv	16 23%u	16 25%sv	24 20%u	15 13%	21 15%	6 8%	3 8%
NET: Chat	500 48%	304 59%b	194 36%	43 35%	55 40%	68 48%c	74 54%cd	67 49%cd	91 65%cd	53 45%	49 43%	35 43%	19 58%	49 43%	47 45%	39 42%	37 52%	39 62%kmn ors	51 43%	53 46%	72 51%	37 47%	22 61%
NET: Social features	268 25%	184 36%b	82 15%	19 16%	34 25%	24 17%	37 27%ce	41 30%ce	50 35%ce	31 26%ce	32 28%ce	22 27%	11 33%	31 27%	20 19%	23 25%	18 25%	23 37%n	28 24%	29 25%	36 25%	17 22%	10 28%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 42  
**Q6. Which gaming activities have you done in the last month?**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
None of these	227	63	164	35	35	28	24	35	17	25	28	21	6	20	24	26	12	6	32	22	33	20	5
	22%	12%	31%a	29%fh	26%h	20%	17%	25%h	12%	21%h	25%h	26%q	18%	18%	23%q	28%q	17%	10%	27%q	19%	23%q	26%q	14%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 43

**Q7. Why do you like being part of a social group (such as a clan, guild or team) on a game?**

**Base: All respondents who have joined/formed/been an active part of a social group in a game**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	162	112	48*	9**	17**	17**	20**	28**	31*	20**	20**	14**	8**	14**	13**	15**	10**	10**	19**	18**	25**	11**	5**
To play with my friends	134	92	40	8	12	14	17	23	25	18	17	12	8	12	10	13	7	10	16	13	21	7	5
	83%	82%	83%	89%	71%	82%	85%	82%	81%	90%	85%	86%	100%	86%	77%	87%	70%	100%	84%	72%	84%	64%	100%
To learn skills and improve at the game	85	57	27	3	6	10	12	15	18	12	9	4	3	6	4	12	6	4	12	13	12	8	1
	52%	51%	56%	33%	35%	59%	60%	54%	58%	60%	45%	29%	38%	43%	31%	80%	60%	40%	63%	72%	48%	73%	20%
To socialise with other people	84	55	28	4	7	10	13	13	15	14	8	10	5	8	7	9	6	5	10	9	9	4	2
	52%	49%	58%	44%	41%	59%	65%	46%	48%	70%	40%	71%	63%	57%	54%	60%	60%	50%	53%	50%	36%	36%	40%
To play with people who are skilled in the game	78	55	22	4	9	11	8	15	14	8	9	7	3	7	6	6	5	5	13	8	10	6	2
	48%	49%	46%	44%	53%	65%	40%	54%	45%	40%	45%	50%	38%	50%	46%	40%	50%	50%	68%	44%	40%	55%	40%
To make new friends	55	35	19	5	6	2	6	11	11	9	5	6	3	5	4	5	3	3	7	5	9	3	2
	34%	31%	40%	56%	35%	12%	30%	39%	35%	45%	25%	43%	38%	36%	31%	33%	30%	30%	37%	28%	36%	27%	40%
To play with people that I know will behave appropriately	53	36	17	3	3	4	7	9	10	8	9	2	3	6	4	8	2	2	6	8	7	3	2
	33%	32%	35%	33%	18%	24%	35%	32%	32%	40%	45%	14%	38%	43%	31%	53%	20%	20%	32%	44%	28%	27%	40%
Makes me feel less lonely	45	29	15	1	4	2	6	11	12	6	3	2	3	8	2	7	3	2	3	6	5	2	2
	28%	26%	31%	11%	24%	12%	30%	39%	39%	30%	15%	14%	38%	57%	15%	47%	30%	20%	16%	33%	20%	18%	40%
To schedule my play sessions	21	14	7	2	4	2	-	4	4	1	4	2	1	1	2	4	-	-	5	4	2	-	-
	13%	13%	15%	22%	24%	12%	-	14%	13%	5%	20%	14%	13%	7%	15%	27%	-	-	26%	22%	8%	-	-
Other	5	4	1	1	1	1	1	-	1	-	-	-	-	-	-	1	1	-	-	-	3	-	-
	3%	4%	2%	11%	6%	6%	5%	-	3%	-	-	-	-	-	-	7%	10%	-	-	-	12%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 44

**Q8. Do you do any of the following?****Base: All respondents who have streamed gaming related videos**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	609	360	248	71*	80*	91*	84*	80*	82*	62*	59*	39*	24**	66*	57*	51*	44*	47*	63*	67*	84*	45*	22**
<b>I watch game streams more than I watch other types of content</b>																							
Yes	261 43%	192 53% <sup>b</sup>	68 27%	33 46%	33 41%	37 41%	40 48%	34 43%	36 44%	27 44%	21 36%	17 44%	14 58%	33 50%	21 37%	30 59% <sup>npr</sup> <sup>tu</sup>	15 34%	23 49%	21 33%	28 42%	33 39%	16 36%	10 45%
No	278 46%	125 35%	153 62% <sup>a</sup>	30 42%	32 40%	43 47%	36 43%	38 48%	38 46%	30 48%	31 53%	16 41%	10 42%	27 41%	29 51% <sup>o</sup>	14 27%	21 48% <sup>o</sup>	20 43%	32 51% <sup>o</sup>	34 51% <sup>o</sup>	40 48% <sup>o</sup>	24 53% <sup>o</sup>	11 50%
Don't know	70 11%	43 12%	27 11%	8 11%	15 19%	11 12%	8 10%	8 10%	8 10%	5 8%	7 12%	6 15%	- -	6 9%	7 12%	7 14%	8 18%	4 9%	10 16%	5 7%	11 13%	5 11%	1 5%
<b>I prefer to watch other people playing video games than to play the video games myself</b>																							
Yes	97 16%	50 14%	47 19%	14 20%	12 15%	14 15%	12 14%	10 13%	16 20%	9 15%	10 17%	7 18%	3 13%	14 21% <sup>u</sup>	6 11%	12 24% <sup>u</sup>	4 9%	7 15%	8 13%	16 24% <sup>u</sup>	14 17%	3 7%	3 14%
No	456 75%	275 76%	180 73%	50 70%	56 70%	69 76%	63 75%	64 80%	60 73%	51 82%	43 73%	28 72%	18 75%	50 76%	48 84% <sup>ost</sup>	34 67%	33 75%	36 77%	51 81%	44 66%	58 69%	37 82%	19 86%
Don't know	56 9%	35 10%	21 8%	7 10%	12 15% <sup>i</sup>	8 9%	9 11%	6 8%	6 7%	2 3%	6 10%	4 10%	3 13%	2 3%	3 5%	5 10%	7 16% <sup>m</sup>	4 9%	4 6%	7 10%	12 14% <sup>m</sup>	5 11%	- -

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 45

**Q9. In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**

**Base: All respondents who have streamed gaming related videos**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- Ire- land (v)
Base	609	360	248	71*	80*	91*	84*	80*	82*	62*	59*	39*	24**	66*	57*	51*	44*	47*	63*	67*	84*	45*	22**
Yes, I have	128 21%	73 20%	54 22%	10 14%	18 23%	22 24%	17 20%	16 20%	23 28% <sup>cj</sup>	14 23%	8 14%	10 26%	7 29%	8 12%	12 21%	15 29% <sup>mq</sup>	10 23%	5 11%	14 22%	15 22%	19 23%	8 18%	5 23%
No, I haven't	413 68%	244 68%	169 68%	53 75%	55 69%	59 65%	54 64%	55 69%	53 65%	42 68%	42 71%	26 67%	16 67%	45 68%	35 61%	34 67%	29 66%	38 81% <sup>nt</sup>	41 65%	47 70%	50 60%	36 80% <sup>nt</sup>	16 73%
Prefer not to say	14 2%	9 3%	5 2%	- -	1 1%	3 3%	2 2%	1 1%	1 1%	2 3%	4 7% <sup>c</sup>	2 5%	- -	2 3%	- -	1 2%	1 2%	2 4%	3 5%	- -	3 4%	- -	- -
Don't know	54 9%	34 9%	20 8%	8 11%	6 8%	7 8%	11 13%	8 10%	5 6%	4 6%	5 8%	1 3%	1 4%	11 17% <sup>koq</sup>	10 18% <sup>koqu</sup>	1 2%	4 9%	2 4%	5 8%	5 7%	12 14% <sup>ou</sup>	1 2%	1 5%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 46

**Q10. Have you ever spent real money or bought in-game currency to buy additional things in a video game that is free to play?**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: Yes	493 47%	314 61%b	178 33%	41 34%	60 44%	61 43%	70 51%c	71 51%c	76 54%c	60 51%c	54 47%c	42 51%	20 61%rsu	59 52%u	47 45%	50 54%ru	33 46%	35 56%ru	47 39%	47 41%	62 44%	29 37%	22 61%rsu
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	224 21%	151 29%b	72 14%	17 14%	25 18%	26 18%	38 28%c	32 23%	39 28%c	24 20%	23 20%	17 21%	9 27%	28 25% <sub>s</sub>	20 19%	23 25% <sub>s</sub>	12 17%	22 35% <sub>npr su</sub>	22 18%	16 14%	34 24% <sub>s</sub>	13 17%	8 22%
Yes - Single player content (e.g. new levels, story or ways to play)	207 20%	134 26%b	73 14%	20 16%	28 20%	25 17%	32 23%	23 17%	33 23%	26 22%	20 18%	19 23% <sub>u</sub>	12 36% <sub>npr su</sub>	29 26% <sub>ru</sub>	17 16%	23 25% <sub>ru</sub>	12 17%	12 19% <sub>u</sub>	16 13%	19 16%	31 22% <sub>u</sub>	6 8%	11 31% <sub>ru</sub>
Yes - Something that had an impact in online play (e.g. new weapons or powers)	202 19%	149 29%b	53 10%	12 10%	25 18%	25 17%	32 23% <sub>c</sub>	27 20% <sub>c</sub>	35 25% <sub>ci</sub>	17 14%	29 25% <sub>ci</sub>	17 21%	6 18%	24 21%	21 20%	19 20%	10 14%	12 19%	27 23% <sub>u</sub>	16 14%	29 20%	9 12%	12 33% <sub>psu</sub>
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	162 15%	106 21%b	56 11%	18 15%	23 17%	19 13%	19 14%	19 14%	27 19%	19 16%	18 16%	20 24% <sub>msu</sub>	7 21%	12 11%	17 16%	19 20% <sub>u</sub>	10 14%	10 16%	19 16%	13 11%	23 16%	7 9%	5 14%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	155 15%	121 23%b	33 6%	7 6%	16 12%	15 10%	25 18% <sub>c</sub>	27 20% <sub>ce</sub>	28 20% <sub>ce</sub>	24 20% <sub>ce</sub>	13 11%	14 17%	10 30% <sub>npr stu</sub>	22 19% <sub>p</sub>	11 10%	14 15%	6 8%	13 21% <sub>p</sub>	16 13%	15 13%	19 13%	11 14%	4 11%
Yes - Something with unknown rewards (e.g. loot boxes)	65 6%	54 10%b	11 2%	3 2%	4 3%	7 5%	11 8%	12 9% <sub>cd</sub>	10 7%	9 8%	9 8%	4 5%	3 9%	10 9%	5 5%	4 4%	3 4%	7 11% <sub>u</sub>	8 7%	8 7%	8 6%	2 3%	3 8%
No	534 51%	192 37%	342 64% <sub>a</sub>	79 65% <sub>fgh ij</sub>	74 54%	80 56%	62 45%	64 46%	64 45%	53 45%	58 51%	37 45%	12 36%	52 46%	57 54% <sub>q</sub>	41 44%	36 51%	24 38%	71 60% <sub>klm oqv</sub>	64 55% <sub>q</sub>	78 55% <sub>q</sub>	48 62% <sub>klm oqv</sub>	14 39%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 46

**Q10. Have you ever spent real money or bought in-game currency to buy additional things in a video game that is free to play?**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	24 2%	11 2%	12 2%	2 2%	3 2%	2 1%	6 4%	3 2%	1 1%	5 4%	2 2%	3 4%	1 3%	2 2%	1 1%	2 2%	2 3%	4 6%nr	1 1%	5 4%	2 1%	1 1%	- -

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 47

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Summary****Base: All respondents who spent on each**

		Type of Spend					
		Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Base		207	162	202	224	155	65
Worth every penny	(10)	43 21%	25 15%	42 21%	43 19%	44 28%	8 12%
	(9)	28 14%	20 12%	30 15%	25 11%	23 15%	6 9%
	(8)	35 17%	39 24%	48 24%	45 20%	36 23%	16 25%
	(7)	27 13%	34 21%	35 17%	43 19%	22 14%	10 15%
	(6)	25 12%	12 7%	23 11%	25 11%	14 9%	11 17%
	(5)	22 11%	14 9%	10 5%	21 9%	10 6%	5 8%
	(4)	12 6%	6 4%	7 3%	8 4%	2 1%	3 5%
	(3)	3 1%	4 2%	3 1%	4 2%	2 1%	1 2%
	(2)	4 2%	3 2%	1 *	2 1%	- -	1 2%
Wasn't worth it	(1)	2 1%	2 1%	1 *	5 2%	2 1%	3 5%
NET: 8-10		106 51%	84 52%	120 59%	113 50%	103 66%	30 46%
NET: 4-7		86 42%	66 41%	75 37%	97 43%	48 31%	29 45%
NET: 1-3		9 4%	9 6%	5 2%	11 5%	4 3%	5 8%

**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 47

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Summary****Base: All respondents who spent on each**

	Type of Spend					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Base	207	162	202	224	155	65
Don't know	6 3%	3 2%	2 1%	3 1%	-	1 2%
Mean	7.35	7.33	7.74	7.35	7.99	6.92
Standard deviation	2.18	2.04	1.84	2.11	1.88	2.25
Standard error	0.15	0.16	0.13	0.14	0.15	0.28

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 48

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	207	134	73*	20**	28**	25**	32*	23**	33*	26**	20**	19**	12**	29**	17**	23**	12**	12**	16**	19**	31*	6**	11**	
Worth every penny	(10)	43	30	13	6	3	8	4	6	7	4	5	4	3	5	2	10	2	2	2	2	6	3	2
		21%	22%	18%	30%	11%	32%	13%	26%	21%	15%	25%	21%	25%	17%	12%	43%	17%	17%	13%	11%	19%	50%	18%
	(9)	28	18	10	1	8	2	3	3	3	7	1	1	6	1	3	4	33%	6	1	4	-	-	
		14%	13%	14%	5%	29%	8%	9%	13%	9%	27%	5%	5%	8%	21%	6%	4%	25%	38%	5%	13%	-	-	
	(8)	35	20	15	1	5	6	6	3	7	3	4	3	4	2	4	5	2	-	2	7	3	1	2
		17%	15%	21%	5%	18%	24%	19%	13%	21%	12%	20%	16%	33%	7%	24%	22%	17%	-	13%	37%	10%	17%	18%
	(7)	27	18	9	2	3	1	6	3	7	1	4	2	-	1	5	1	2	2	1	6	1	5	
		13%	13%	12%	10%	11%	4%	19%	13%	21%	4%	20%	11%	-	3%	29%	4%	8%	17%	13%	5%	19%	17%	45%
	(6)	25	17	8	1	1	6	7	2	4	3	1	2	2	8	1	2	-	-	3	6	-	-	
		12%	13%	11%	5%	4%	24%	22%	9%	12%	12%	5%	11%	17%	28%	6%	9%	8%	-	16%	19%	-	-	
	(5)	22	13	9	1	6	2	2	1	2	4	4	4	-	1	2	3	1	2	2	4	-	1	
		11%	10%	12%	5%	21%	8%	6%	4%	6%	15%	20%	21%	-	3%	12%	13%	8%	17%	13%	11%	13%	-	9%
	(4)	12	7	5	2	1	-	1	2	2	3	1	2	2	1	-	-	1	2	1	-	-	1	
		6%	5%	7%	10%	4%	-	3%	9%	6%	12%	5%	11%	17%	7%	6%	-	8%	13%	5%	-	-	9%	
	(3)	3	1	2	1	-	-	-	2	-	-	-	-	-	2	-	1	-	-	-	-	-	-	
		1%	1%	3%	5%	-	-	-	9%	-	-	-	-	-	7%	-	4%	-	-	-	-	-	-	
	(2)	4	4	-	1	-	-	2	1	-	-	-	1	-	-	-	1	-	-	1	1	-	-	
		2%	3%	-	5%	-	-	6%	4%	-	-	-	5%	-	-	-	8%	-	-	5%	3%	-	-	
Wasn't worth it	(1)	2	1	1	1	-	-	-	-	1	-	-	-	1	-	-	-	-	-	-	-	1	-	
		1%	1%	1%	5%	-	-	-	-	4%	-	-	-	3%	-	-	-	-	-	-	-	17%	-	
NET: 8-10		106	68	38	8	16	16	13	12	17	14	10	8	13	7	16	7	6	10	10	13	4	4	
		51%	51%	52%	40%	57%	64%	41%	52%	52%	54%	50%	42%	67%	45%	41%	70%	58%	50%	63%	53%	42%	36%	
NET: 4-7		86	55	31	6	11	9	16	8	15	11	10	4	12	9	6	3	5	6	7	16	1	7	
		42%	41%	42%	30%	39%	36%	50%	35%	45%	42%	50%	53%	33%	41%	53%	26%	25%	42%	38%	37%	52%	64%	

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 48

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	207	134	73*	20**	28**	25**	32*	23**	33*	26**	20**	19**	12**	29**	17**	23**	12**	12**	16**	19**	31*	6**	11**
NET: 1-3	9 4%	6 4%	3 4%	3 15%	-	-	2 6%	3 13%	-	1 4%	-	1 5%	-	3 10%	-	1 4%	1 8%	-	-	1 5%	1 3%	1 17%	-
Don't know	6 3%	5 4%	1 1%	3 15%	1 4%	-	1 3%	-	1 3%	-	-	-	-	1 3%	1 6%	-	1 8%	1 8%	-	1 5%	1 3%	-	-
Mean	7.35	7.40	7.26	6.82	7.52	7.96	7.00	7.17	7.63	7.12	7.45	6.79	7.58	6.96	7.25	8.09	7.55	7.64	7.63	7.00	7.33	7.67	7.27
Standard deviation	2.18	2.21	2.14	3.15	1.87	1.79	2.07	2.61	1.79	2.44	1.99	2.39	2.15	2.50	1.69	2.15	2.42	2.16	2.06	2.09	2.01	3.50	1.79
Standard error	0.15	0.19	0.25	0.76	0.36	0.36	0.37	0.54	0.32	0.48	0.44	0.55	0.62	0.47	0.42	0.45	0.73	0.65	0.52	0.49	0.37	1.43	0.54

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 49

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All respondents who spent on each**

	Total	Gender		Age								Region												
		Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	162	106	56*	18**	23**	19**	19**	19**	27**	19**	18**	20**	7**	12**	17**	19**	10**	10**	19**	13**	23**	7**	5**	
Worth every penny	(10)	25	15	10	4	3	3	1	2	4	5	3	1	1	2	-	6	3	3	3	2	3	-	1
		15%	14%	18%	22%	13%	16%	5%	11%	15%	26%	17%	5%	14%	17%	-	32%	30%	30%	16%	15%	13%	-	20%
	(9)	20	12	8	1	3	3	2	1	4	3	2	-	1	-	2	1	2	8	2	2	-	-	
		12%	11%	14%	6%	13%	16%	11%	5%	15%	16%	17%	10%	-	8%	-	11%	10%	20%	42%	15%	9%	-	-
	(8)	39	28	11	6	6	6	4	6	5	3	3	4	3	3	5	4	2	3	4	4	6	-	1
		24%	26%	20%	33%	26%	32%	21%	32%	19%	16%	17%	20%	43%	25%	29%	21%	20%	30%	21%	31%	26%	-	20%
	(7)	34	25	9	3	2	3	8	5	6	4	3	5	3	3	4	3	3	1	1	2	4	4	1
		21%	24%	16%	17%	9%	16%	42%	26%	22%	21%	17%	25%	43%	25%	24%	16%	30%	10%	5%	15%	17%	57%	20%
	(6)	12	4	8	-	2	1	1	2	4	2	-	1	-	2	2	-	-	-	1	3	2	-	-
		7%	4%	14%a	-	9%	5%	5%	11%	15%	11%	-	5%	-	8%	12%	11%	-	-	8%	13%	29%	-	-
	(5)	14	9	5	-	2	1	2	1	3	2	3	1	-	1	2	1	-	3	1	2	1	2	
		9%	8%	9%	-	9%	5%	11%	5%	11%	11%	17%	5%	-	8%	12%	5%	-	16%	8%	9%	14%	40%	
	(4)	6	6	-	-	1	-	2	1	-	2	1	-	1	-	-	1	1	-	-	2	-	-	
		4%	6%	-	-	5%	-	11%	4%	-	11%	5%	-	8%	-	-	10%	10%	-	-	9%	-	-	
	(3)	4	2	2	2	1	1	-	-	-	-	1	-	-	2	1	-	-	-	-	-	-	-	
		2%	2%	4%	11%	4%	5%	-	-	-	-	5%	-	-	12%	5%	-	-	-	-	-	-	-	
	(2)	3	2	1	1	2	-	-	-	-	-	2	-	-	1	-	-	-	-	-	-	-	-	
		2%	2%	2%	6%	9%	-	-	-	-	-	10%	-	-	6%	-	-	-	-	-	-	-	-	
Wasn't worth it	(1)	2	1	1	-	-	1	-	-	-	1	2	-	-	-	-	-	-	-	-	-	-	-	
		1%	1%	2%	-	-	5%	-	-	-	6%	10%	-	-	-	-	-	-	-	-	-	-	-	
NET: 8-10		84	55	29	11	12	12	7	9	13	11	9	7	4	6	5	12	6	8	15	8	11	-	2
		52%	52%	52%	61%	52%	63%	37%	47%	48%	58%	50%	35%	57%	50%	29%	63%	60%	80%	79%	62%	48%	-	40%
NET: 4-7		66	44	22	3	6	6	11	10	14	8	8	8	3	6	8	6	4	2	4	4	11	7	3
		41%	42%	39%	17%	26%	32%	58%	53%	52%	42%	44%	40%	43%	50%	47%	32%	40%	20%	21%	31%	48%	100%	60%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**



**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 49

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	162	106	56*	18**	23**	19**	19**	19**	27**	19**	18**	20**	7**	12**	17**	19**	10**	10**	19**	13**	23**	7**	5**
NET: 1-3	9 6%	5 5%	4 7%	3 17%	3 13%	1 5%	1 5%	-	-	-	1 6%	5 25%	-	-	3 18%	1 5%	-	-	-	-	-	-	-
Don't know	3 2%	2 2%	1 2%	1 6%	2 9%	-	-	-	-	-	-	-	-	-	1 6%	-	-	-	-	1 8%	1 4%	-	-
Mean	7.33	7.32	7.36	7.41	7.05	7.58	7.00	7.21	7.44	7.95	7.00	5.95	7.86	7.42	6.13	7.95	8.00	8.30	8.21	7.92	7.27	6.43	7.00
Standard deviation	2.04	2.00	2.14	2.50	2.46	1.95	1.91	1.69	1.72	1.72	2.52	2.82	1.07	1.83	2.00	1.99	1.89	1.83	1.62	1.51	1.80	0.79	2.12
Standard error	0.16	0.20	0.29	0.61	0.54	0.45	0.44	0.39	0.33	0.39	0.59	0.63	0.40	0.53	0.50	0.46	0.60	0.58	0.37	0.43	0.38	0.30	0.95

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 50

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All respondents who spent on each**

	Gender		Age									Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-east Ireland (v)	
Base	202	149	53*	12**	25**	25**	32*	27**	35*	17**	29**	17**	6**	24**	21**	19**	10**	12**	27**	16**	29**	9**	12**	
Worth every penny	(10)	42	36	6	2	5	7	6	5	6	6	5	1	3	7	6	7	2	2	5	-	5	2	2
		21%	24%b	11%	17%	20%	28%	19%	19%	17%	35%	17%	6%	50%	29%	37%	20%	17%	19%	-	17%	22%	17%	
	(9)	30	22	8	2	5	4	3	-	10	2	4	1	-	1	2	1	4	7	3	6	-	4	
		15%	15%	15%	17%	20%	16%	9%	-	29%	12%	14%	6%	-	4%	10%	5%	33%	26%	19%	21%	-	33%	
	(8)	48	37	11	1	6	7	7	8	9	3	7	5	3	7	3	6	3	3	6	5	2	3	2
		24%	25%	21%	8%	24%	28%	22%	30%	26%	18%	24%	29%	50%	29%	14%	32%	30%	25%	22%	31%	7%	33%	17%
	(7)	35	23	12	2	6	2	5	7	4	1	8	7	-	2	4	2	1	3	5	7	1	1	
		17%	15%	23%	17%	24%	8%	16%	26%	11%	6%	28%	41%	-	8%	19%	11%	20%	8%	31%	24%	11%	8%	
	(6)	23	16	7	1	2	1	9	6	2	1	1	-	-	1	4	1	2	1	4	2	5	1	2
		11%	11%	13%	8%	8%	4%	28%h	22%	6%	6%	3%	-	-	4%	19%	5%	20%	8%	15%	13%	17%	11%	17%
	(5)	10	6	4	2	-	3	-	-	3	1	1	-	-	4	1	2	-	-	-	1	1	1	
		5%	4%	8%	17%	-	12%	-	-	9%	6%	3%	-	-	17%	5%	11%	-	-	-	3%	11%	8%	
	(4)	7	4	3	-	1	1	-	1	2	1	1	-	-	1	-	-	1	1	1	2	-	-	
		3%	3%	6%	-	4%	4%	3%	-	3%	12%	3%	6%	-	5%	-	-	8%	4%	6%	7%	-	-	
	(3)	3	1	2	-	-	-	1	-	-	-	2	1	-	2	-	-	-	-	-	-	-	-	
		1%	1%	4%	-	-	-	3%	-	-	-	7%	6%	-	8%	-	-	-	-	-	-	-	-	
	(2)	1	1	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	
		*	1%	-	8%	-	-	-	-	-	-	-	6%	-	-	-	-	-	-	-	-	-	-	
Wasn't worth it	(1)	1	1	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	
		*	1%	-	-	-	-	4%	-	-	-	-	-	-	-	-	-	-	-	-	-	11%	-	
NET: 8-10		120	95	25	5	16	18	16	13	25	11	16	7	6	15	11	14	6	9	18	8	13	5	8
		59%	64%b	47%	42%	64%	72%	50%	48%	71%	65%	55%	41%	100%	63%	52%	74%	60%	75%	67%	50%	45%	56%	67%
NET: 4-7		75	49	26	5	9	7	15	13	10	5	11	8	-	7	10	5	4	3	8	8	15	3	4
		37%	33%	49%a	42%	36%	28%	47%	48%	29%	29%	38%	47%	-	29%	48%	26%	40%	25%	30%	50%	52%	33%	33%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 50

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All respondents who spent on each**

	Gender		Age									Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)	
Base	202	149	53*	12**	25**	25**	32*	27**	35*	17**	29**	17**	6**	24**	21**	19**	10**	12**	27**	16**	29**	9**	12**	
NET: 1-3	5 2%	3 2%	2 4%	1 8%	-	-	1 3%	1 4%	-	-	2 7%	2 12%	-	2 8%	-	-	-	-	-	-	-	-	1 11%	-
Don't know	2 1%	2 1%	-	1 8%	-	-	-	-	-	1 6%	-	-	-	-	-	-	-	-	1 4%	-	1 3%	-	-	
Mean	7.74	7.91b	7.25	7.09	8.04	8.04	7.47	7.41	8.03	8.00	7.55	6.88	9.00	7.54	7.76	8.26	7.90	8.08	8.08	7.38	7.57	7.00	8.00	
Standard deviation	1.84	1.81	1.84	2.47	1.51	1.84	1.80	1.87	1.62	2.19	1.94	2.06	1.10	2.25	1.87	1.69	1.45	1.73	1.57	1.31	1.81	2.78	1.65	
Standard error	0.13	0.15	0.25	0.74	0.30	0.37	0.32	0.36	0.27	0.55	0.36	0.50	0.45	0.46	0.41	0.39	0.46	0.50	0.31	0.33	0.34	0.93	0.48	

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 51

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	224	151	72*	17**	25**	26**	38*	32*	39*	24**	23**	17**	9**	28**	20**	23**	12**	22**	22**	16**	34*	13**	8**	
Worth every penny	(10)	43	27	15	7	6	7	5	6	7	4	1	3	2	6	4	10	3	3	2	5	1	1	
		19%	18%	21%	41%	24%	27%	13%	19%	18%	17%	4%	18%	22%	21%	20%	43%	25%	14%	14%	13%	15%	8%	13%
	(9)	25	17	8	2	2	4	5	2	5	1	4	3	-	2	3	-	3	4	4	3	1	2	
		11%	11%	11%	12%	8%	15%	13%	6%	13%	4%	17%	18%	-	10%	13%	-	14%	18%	25%	9%	8%	25%	
	(8)	45	31	14	2	7	7	8	4	8	4	5	2	5	7	2	5	2	6	2	2	6	3	3
		20%	21%	19%	12%	28%	27%	21%	13%	21%	17%	22%	12%	56%	25%	10%	22%	17%	27%	9%	13%	18%	23%	38%
	(7)	43	32	11	2	6	2	9	12	4	4	4	4	-	6	1	1	2	7	1	10	4	1	
		19%	21%	15%	12%	24%	8%	24%	38%h	10%	17%	17%	24%	-	21%	30%	4%	8%	9%	32%	6%	29%	31%	13%
	(6)	25	12	13	1	3	2	2	3	9	3	2	1	1	3	4	1	4	4	1	2	4	-	-
		11%	8%	18%a	6%	12%	8%	5%	9%	23%f	13%	9%	6%	11%	11%	20%	4%	33%	18%	5%	13%	12%	-	-
	(5)	21	15	6	1	1	1	3	2	4	3	6	3	1	2	1	3	-	2	2	2	2	2	1
		9%	10%	8%	6%	4%	4%	8%	6%	10%	13%	26%	18%	11%	7%	5%	13%	-	9%	9%	13%	6%	15%	13%
	(4)	8	6	2	1	-	-	4	-	-	2	1	-	-	1	-	-	1	1	2	1	1	-	-
		4%	4%	3%	6%	-	-	11%h	-	-	8%	4%	-	-	4%	-	-	8%	5%	5%	13%	3%	8%	-
	(3)	4	4	-	-	-	1	-	-	2	-	-	-	-	2	1	-	-	-	-	-	1	-	-
		2%	3%	-	-	-	4%	3%	-	5%	-	-	-	-	7%	5%	-	-	-	-	-	3%	-	-
	(2)	2	2	-	-	-	1	1	-	-	-	-	-	-	-	-	1	-	-	1	-	-	-	-
		1%	1%	-	-	-	3%	3%	-	-	-	-	-	-	-	-	8%	-	-	6%	-	-	-	-
Wasn't worth it	(1)	5	3	2	1	-	1	-	2	-	1	-	-	-	1	-	-	-	1	-	2	1	-	-
		2%	2%	3%	6%	-	4%	-	6%	-	4%	-	-	-	4%	-	-	-	5%	-	6%	8%	-	-
NET: 8-10		113	75	37	11	15	18	18	12	20	9	10	8	7	13	8	18	5	12	9	8	14	5	6
		50%	50%	51%	65%	60%	69%	47%	38%	51%	38%	43%	47%	78%	46%	40%	78%	42%	55%	41%	50%	41%	38%	75%
NET: 4-7		97	65	32	5	10	5	18	17	17	12	13	8	2	12	11	5	6	9	11	7	17	7	2
		43%	43%	44%	29%	40%	19%	47%	53%	44%	50%	57%	47%	22%	43%	55%	22%	50%	41%	50%	44%	50%	54%	25%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 51

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	224	151	72*	17**	25**	26**	38*	32*	39*	24**	23**	17**	9**	28**	20**	23**	12**	22**	22**	16**	34*	13**	8**
NET: 1-3	11 5%	9 6%	2 3%	1 6%	-	2 8%	2 5%	3 9%	2 5%	1 4%	-	-	-	3 11%	1 5%	-	1 8%	-	1 5%	1 6%	3 9%	1 8%	-
Don't know	3 1%	2 1%	1 1%	-	-	1 4%	-	-	-	2 8%	-	1 6%	-	-	-	-	-	1 5%	1 5%	-	-	-	-
Mean	7.35	7.28	7.45	7.88	7.96	7.88	7.11	7.06	7.36	6.86	6.96	7.63	7.89	7.04	7.40	8.48	6.92	7.48	7.24	6.94	7.00	6.62	8.00
Standard deviation	2.11	2.14	2.05	2.62	1.49	2.28	2.10	2.37	1.94	2.32	1.72	1.78	1.62	2.35	1.88	1.78	2.47	1.75	2.21	2.43	2.28	2.36	1.51
Standard error	0.14	0.18	0.24	0.64	0.30	0.46	0.34	0.42	0.31	0.49	0.36	0.45	0.54	0.44	0.42	0.37	0.71	0.38	0.48	0.61	0.39	0.66	0.53

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 52

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	155	121	33*	7**	16**	15**	25**	27**	28**	24**	13**	14**	10**	22**	11**	14**	6**	13**	16**	15**	19**	11**	4**	
Worth every penny	(10)	44	35	8	4	6	8	7	7	5	7	-	3	3	6	3	7	4	4	3	2	3	4	2
		28%	29%	24%	57%	38%	53%	28%	26%	18%	29%	-	21%	30%	27%	27%	50%	67%	31%	19%	13%	16%	36%	50%
	(9)	23	20	3	1	4	2	2	7	3	1	3	4	1	4	2	2	-	1	4	1	2	2	-
		15%	17%	9%	14%	25%	13%	8%	26%	11%	4%	23%	10%	18%	18%	14%	-	8%	25%	7%	11%	18%	-	
	(8)	36	28	8	1	2	1	7	5	12	5	3	2	3	4	3	2	-	5	5	2	5	3	2
		23%	23%	24%	14%	13%	7%	28%	19%	43%	21%	23%	14%	30%	18%	27%	14%	-	38%	31%	13%	26%	27%	50%
	(7)	22	15	7	-	2	2	5	5	2	4	2	2	3	4	1	2	-	1	2	-	5	2	-
		14%	12%	21%	-	13%	13%	20%	19%	7%	17%	15%	14%	30%	18%	9%	14%	-	8%	13%	-	26%	18%	-
	(6)	14	10	4	1	-	1	3	1	4	3	1	-	3	-	-	-	1	2	6	1	-	-	-
		9%	8%	12%	14%	-	7%	12%	4%	14%	13%	8%	7%	-	14%	-	-	17%	-	13%	40%	5%	-	-
	(5)	10	8	2	-	2	-	-	-	2	4	2	-	-	2	1	1	2	-	3	1	-	-	-
		6%	7%	6%	-	13%	-	-	-	7%	17%	15%	-	-	18%	7%	17%	15%	-	20%	5%	-	-	-
	(4)	2	2	-	-	-	1	-	-	-	-	1	-	-	-	-	-	-	-	-	1	-	-	-
		1%	2%	-	-	-	4%	-	-	-	-	8%	7%	-	-	-	-	-	-	-	5%	-	-	-
	(3)	2	2	-	-	-	-	-	2	-	-	-	-	-	1	-	-	-	-	1	-	-	-	-
		1%	2%	-	-	-	-	-	7%	-	-	-	-	-	5%	-	-	-	-	7%	-	-	-	-
	(2)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wasn't worth it	(1)	2	1	1	-	1	-	-	-	-	1	1	-	-	-	-	-	-	-	-	1	-	-	-
		1%	1%	3%	-	7%	-	-	-	-	8%	7%	-	-	-	-	-	-	-	-	5%	-	-	-
NET: 8-10		103	83	19	6	12	11	16	19	20	13	6	9	7	14	8	11	4	10	12	5	10	9	4
		66%	69%	58%	86%	75%	73%	64%	70%	71%	54%	46%	64%	70%	64%	73%	79%	67%	77%	75%	33%	53%	82%	100%
NET: 4-7		48	35	13	1	4	3	9	6	8	11	6	4	3	7	3	3	2	3	4	9	8	2	-
		31%	29%	39%	14%	25%	20%	36%	22%	29%	46%	46%	29%	30%	32%	27%	21%	33%	23%	25%	60%	42%	18%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 52

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	155	121	33*	7**	16**	15**	25**	27**	28**	24**	13**	14**	10**	22**	11**	14**	6**	13**	16**	15**	19**	11**	4**
NET: 1-3	4 3%	3 2%	1 3%	-	-	1 7%	-	2 7%	-	-	1 8%	1 7%	-	1 5%	-	-	-	-	-	1 7%	1 5%	-	-
Mean	7.99	8.05	7.73	9.00	8.50	8.47	8.04	8.15	7.89	7.71	6.62	7.64	8.40	8.05	8.09	8.79	8.50	8.15	8.25	6.60	7.32	8.73	9.00
Standard deviation	1.88	1.87	1.96	1.53	1.71	2.47	1.62	1.90	1.47	1.85	2.36	2.56	1.26	1.81	1.81	1.58	2.35	1.72	1.29	1.99	2.21	1.19	1.15
Standard error	0.15	0.17	0.34	0.58	0.43	0.64	0.32	0.36	0.28	0.38	0.66	0.68	0.40	0.39	0.55	0.42	0.96	0.48	0.32	0.51	0.51	0.36	0.58

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 53

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	65*	54*	11**	3**	4**	7**	11**	12**	10**	9**	9**	4**	3**	10**	5**	4**	3**	7**	8**	8**	8**	2**	3**	
Worth every penny	(10)	8 12%	8 15%	- -	2 67%	1 25%	2 29%	1 9%	- -	1 10%	1 11%	- -	1 33%	- -	1 20%	2 50%	- -	1 14%	1 13%	- -	- -	- -	2 67%	
	(9)	6 9%	4 7%	2 18%	- -	1 25%	- -	- -	2 17%	- -	2 22%	1 11%	- -	- -	1 20%	- -	1 33%	- -	2 25%	- -	1 13%	- -	- -	
	(8)	16 25%	13 24%	3 27%	- -	1 25%	1 14%	3 27%	4 33%	4 40%	- -	3 33%	- -	2 20%	1 20%	- -	1 33%	5 71%	3 38%	1 13%	2 25%	1 50%	- -	
	(7)	10 15%	9 17%	1 9%	- -	- -	- -	2 18%	2 17%	1 10%	4 44%	1 11%	2 50%	2 67%	2 20%	- -	- -	- -	1 13%	1 13%	2 25%	- -	- -	
	(6)	11 17%	9 17%	2 18%	1 33%	- -	2 29%	1 9%	2 17%	1 10%	1 11%	3 33%	2 50%	- -	1 20%	2 50%	1 33%	- -	1 13%	2 25%	1 13%	- -	- -	
	(5)	5 8%	4 7%	1 9%	- -	- -	- -	3 27%	- -	1 10%	- -	1 11%	- -	- -	1 10%	- -	- -	1 14%	- -	2 25%	1 13%	- -	- -	
	(4)	3 5%	3 6%	- -	- -	- -	- -	1 9%	1 8%	1 10%	- -	- -	- -	1 10%	- -	- -	- -	- -	- -	1 13%	1 13%	- -	- -	
	(3)	1 2%	1 2%	- -	- -	- -	- -	- -	- -	1 10%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 50%	- -	
	(2)	1 2%	- -	1 9%	- -	- -	- -	- -	1 8%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 33%	
Wasn't worth it	(1)	3 5%	3 6%	- -	- -	1 25%	1 14%	- -	- -	- -	1 11%	- -	- -	- -	1 10%	1 20%	- -	- -	- -	1 13%	- -	- -	- -	
NET: 8-10		30 46%	25 46%	5 45%	2 67%	3 75%	3 43%	4 36%	6 50%	5 50%	3 33%	4 44%	- -	1 33%	3 30%	3 60%	2 50%	2 67%	6 86%	6 75%	1 13%	3 38%	1 50%	2 67%
NET: 4-7		29 45%	25 46%	4 36%	1 33%	- -	2 29%	7 64%	5 42%	4 40%	5 56%	5 56%	4 100%	2 67%	5 50%	1 20%	2 50%	1 33%	1 14%	2 25%	6 75%	5 63%	- -	- -

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 53

**Q11. Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	65*	54*	11**	3**	4**	7**	11**	12**	10**	9**	9**	4**	3**	10**	5**	4**	3**	7**	8**	8**	8**	2**	3**
NET: 1-3	5 8%	4 7%	1 9%	-	1 25%	1 14%	-	1 8%	1 10%	1 11%	-	-	-	1 10%	1 20%	-	-	-	-	1 13%	-	1 50%	1 33%
Don't know	1 2%	-	1 9%	-	-	1 14%	-	-	-	-	-	-	-	1 10%	-	-	-	-	-	-	-	-	-
Mean	6.92	6.94	6.80	8.67	7.00	6.83	6.64	6.83	6.70	7.00	7.00	6.50	8.00	6.11	6.80	8.00	7.67	7.86	8.13	5.25	6.75	5.50	7.33
Standard deviation	2.25	2.29	2.15	2.31	4.08	3.37	1.80	2.08	2.16	2.60	1.32	0.58	1.73	2.47	3.56	2.31	1.53	1.46	1.25	2.12	1.67	3.54	4.62
Standard error	0.28	0.31	0.68	1.33	2.04	1.38	0.54	0.60	0.68	0.87	0.44	0.29	1.00	0.82	1.59	1.15	0.88	0.55	0.44	0.75	0.59	2.50	2.67

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 54

**Q12. Have you ever paid in real money or bought in-game currency for additional things in a video game that you had already bought?**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: Yes	345 33%	229 44% <sup>b</sup>	116 22%	28 23%	38 28%	40 28%	49 36% <sup>c</sup>	50 36% <sup>c</sup>	57 40% <sup>cde</sup>	40 34%	43 38% <sup>c</sup>	35 43% <sup>nu</sup>	17 52% <sup>npr</sup> stu	41 36% <sup>nu</sup>	25 24%	42 45% <sup>npr</sup> stu	20 28%	20 32%	36 30%	34 29%	45 32%	17 22%	13 36%
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	151 14%	104 20% <sup>b</sup>	47 9%	9 7%	19 14%	12 8%	27 20% <sup>ce</sup>	24 17% <sup>ce</sup>	27 19% <sup>ce</sup>	14 12%	19 17% <sup>ce</sup>	12 15%	5 15%	14 12%	12 11%	15 16% <sup>p</sup>	4 6%	10 16%	17 14%	14 12%	31 22% <sup>nps</sup> u	8 10%	9 25% <sup>pu</sup>
Yes - Single player content (e.g. new levels, story or ways to play)	131 12%	87 17% <sup>b</sup>	44 8%	12 10%	17 12%	19 13%	13 9%	20 14%	18 13%	14 12%	18 16%	15 18% <sup>su</sup>	6 18% <sup>u</sup>	17 15% <sup>u</sup>	12 11%	17 18% <sup>su</sup>	9 13%	7 11%	11 9%	10 9%	19 13% <sup>u</sup>	3 4%	5 14%
Yes - Something that had an impact in online play (e.g. new weapons or powers)	118 11%	81 16% <sup>b</sup>	37 7%	7 6%	8 6%	14 10%	18 13% <sup>cd</sup>	11 8%	29 21% <sup>cde</sup> g	14 12%	17 15% <sup>cd</sup>	17 21% <sup>mnp</sup> qrsu	5 15%	10 9%	9 9%	15 16%	5 7%	5 8%	12 10%	11 9%	17 12%	6 8%	6 17%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	114 11%	66 13%	48 9%	9 7%	12 9%	17 12%	16 12%	11 8%	20 14%	11 9%	18 16% <sup>c</sup>	16 20% <sup>mnp</sup> tu	5 15% <sup>u</sup>	10 9%	7 7%	18 19% <sup>mnp</sup> u	5 7%	5 8%	16 13% <sup>u</sup>	14 12% <sup>u</sup>	11 8%	3 4%	4 11%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	96 9%	76 15% <sup>b</sup>	20 4%	6 5%	9 7%	8 6%	18 13% <sup>ce</sup>	14 10%	16 11%	10 8%	15 13% <sup>ce</sup>	10 12% <sup>pv</sup>	3 9%	9 8%	7 7%	13 14% <sup>puv</sup>	2 3%	8 13% <sup>pv</sup>	14 12% <sup>pv</sup>	15 13% <sup>puv</sup>	12 8%	3 4%	-
Yes - Something with unknown rewards (e.g. loot boxes)	35 3%	30 6% <sup>b</sup>	5 1%	1 1%	2 1%	3 2%	6 4%	6 4%	5 4%	5 4%	7 6% <sup>cd</sup>	3 4%	2 6%	1 1%	2 2%	4 4%	2 3%	1 2%	4 3%	8 7% <sup>m</sup>	6 4%	2 3%	-
No	658 63%	267 52%	390 73% <sup>a</sup>	87 71% <sup>gh</sup>	90 66%	97 68%	83 60%	79 57%	81 57%	73 62%	68 60%	42 51%	15 45%	68 60%	76 72% <sup>klo</sup>	47 51%	46 65%	39 62%	76 64%	79 68% <sup>klo</sup>	88 62%	59 76% <sup>klm</sup> ot	23 64%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 54

**Q12. Have you ever paid in real money or bought in-game currency for additional things in a video game that you had already bought?**

**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	48	21	26	7	9	6	6	9	3	5	3	5	1	4	4	4	5	4	7	3	9	2	-
		5%	4%	5%	6%	7%	4%	4%	7%	2%	4%	3%	6%	3%	4%	4%	7%	6%	6%	3%	6%	3%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 55  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Summary****Base: All respondents who spent on each**

		Type of Spend					
		Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/ boosters)	Something with unknown rewards (e.g. loot boxes)
Base		131	114	118	151	96	35
Worth every penny	(10)	22 17%	18 16%	24 20%	27 18%	22 23%	5 14%
	(9)	23 18%	18 16%	15 13%	19 13%	13 14%	4 11%
	(8)	28 21%	31 27%	25 21%	25 17%	24 25%	4 11%
	(7)	23 18%	19 17%	31 26%	32 21%	12 13%	8 23%
	(6)	14 11%	14 12%	12 10%	19 13%	13 14%	9 26%
	(5)	8 6%	8 7%	7 6%	17 11%	8 8%	1 3%
	(4)	1 1%	3 3%	3 3%	5 3%	2 2%	2 6%
	(3)	5 4%	1 1%	-	2 1%	-	1 3%
	(2)	3 2%	-	-	1 1%	-	-
Wasn't worth it	(1)	2 2%	2 2%	1 1%	2 1%	1 1%	1 3%
NET: 8-10		73 56%	67 59%	64 54%	71 47%	59 61%	13 37%
NET: 4-7		46 35%	44 39%	53 45%	73 48%	35 36%	20 57%
NET: 1-3		10 8%	3 3%	1 1%	5 3%	1 1%	2 6%

**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 55  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Summary****Base: All respondents who spent on each**

	Type of Spend					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Base	131	114	118	151	96	35
Don't know	2 2%	-	-	2 1%	1 1%	-
Mean	7.47	7.58	7.73	7.34	7.79	7.00
Standard deviation	2.11	1.85	1.71	1.99	1.83	2.09
Standard error	0.19	0.17	0.16	0.16	0.19	0.35

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 56  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Single player content (e.g. new levels, story or ways to play)**  
**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)	
Base	131	87*	44*	12**	17**	19**	13**	20**	18**	14**	18**	15**	6**	17**	12**	17**	9**	7**	11**	10**	19**	3**	5**	
Worth every penny	(10)	22 17%	14 16%	8 18%	5 42%	3 18%	3 16%	-	4 20%	2 11%	-	5 28%	2 13%	1 17%	4 24%	-	8 47%	2 22%	1 14%	2 18%	-	2 11%	-	
	(9)	23 18%	16 18%	7 16%	2 17%	5 29%	4 21%	2 15%	1 5%	3 17%	4 29%	2 11%	5 33%	2 33%	1 12%	1 8%	-	4 44%	1 14%	3 27%	3 30%	2 11%	-	
	(8)	28 21%	18 21%	10 23%	-	3 18%	7 37%	3 23%	4 20%	5 28%	2 14%	4 22%	-	1 17%	3 18%	3 25%	3 18%	2 22%	-	3 27%	5 50%	6 32%	1 33%	1 20%
	(7)	23 18%	16 18%	7 16%	1 8%	1 6%	3 16%	3 23%	5 25%	5 28%	1 7%	4 22%	4 27%	1 17%	5 29%	1 8%	2 12%	-	3 43%	-	3 16%	2 67%	2 40%	
	(6)	14 11%	9 10%	5 11%	2 17%	2 12%	1 5%	2 15%	2 10%	1 6%	3 21%	1 6%	1 7%	1 17%	2 12%	3 25%	1 6%	-	1 14%	1 9%	-	3 16%	-	1 20%
	(5)	8 6%	5 6%	3 7%	-	1 6%	-	1 8%	2 10%	-	2 14%	2 11%	-	-	1 8%	1 6%	1 11%	1 14%	1 9%	-	1 5%	-	-	
	(4)	1 1%	1 1%	-	1 8%	-	-	-	-	-	-	-	-	-	-	1 6%	-	-	-	-	-	-	-	
	(3)	5 4%	3 3%	2 5%	-	1 6%	-	1 8%	1 5%	1 6%	1 7%	-	1 7%	-	-	1 8%	1 6%	-	-	1 10%	-	-	1 20%	
	(2)	3 2%	2 2%	1 2%	1 8%	-	-	1 8%	1 5%	-	-	-	-	-	-	1 8%	-	-	-	1 9%	1 10%	-	-	
Wasn't worth it	(1)	2 2%	1 1%	1 2%	-	-	1 5%	-	-	-	1 7%	-	-	-	1 6%	-	-	-	-	-	1 5%	-	-	
NET: 8-10		73 56%	48 55%	25 57%	7 58%	11 65%	14 74%	5 38%	9 45%	10 56%	6 43%	11 61%	7 47%	4 67%	9 53%	4 33%	11 65%	8 89%	2 29%	8 73%	8 80%	10 53%	1 33%	1 20%
NET: 4-7		46 35%	31 36%	15 34%	4 33%	4 24%	4 21%	6 46%	9 45%	6 33%	6 43%	7 39%	7 47%	2 33%	7 41%	5 42%	5 29%	1 11%	5 71%	2 18%	-	7 37%	2 67%	3 60%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base; \*\* very small base (under 30) ineligible for sig testing

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 56  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Single player content (e.g. new levels, story or ways to play)**  
**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	131	87*	44*	12**	17**	19**	13**	20**	18**	14**	18**	15**	6**	17**	12**	17**	9**	7**	11**	10**	19**	3**	5**
NET: 1-3	10 8%	6 7%	4 9%	1 8%	1 6%	1 5%	2 15%	2 10%	1 6%	2 14%	-	1 7%	-	1 6%	2 17%	1 6%	-	-	1 9%	2 20%	1 5%	-	1 20%
Don't know	2 2%	2 2%	-	-	1 6%	-	-	-	1 6%	-	-	-	-	-	1 8%	-	-	-	-	-	1 5%	-	-
Mean	7.47	7.49	7.41	7.75	7.88	7.89	6.54	7.15	7.71	6.50	8.00	7.47	8.17	7.65	6.18	8.00	8.56	7.29	7.64	7.20	7.28	7.33	6.20
Standard deviation	2.11	2.07	2.22	2.73	2.00	2.00	2.15	2.23	1.65	2.44	1.68	2.07	1.47	2.21	2.18	2.35	1.51	1.70	2.42	2.53	2.08	0.58	1.92
Standard error	0.19	0.22	0.34	0.79	0.50	0.46	0.60	0.50	0.40	0.65	0.40	0.53	0.60	0.54	0.66	0.57	0.50	0.64	0.73	0.80	0.49	0.33	0.86

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**  
**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 57  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All respondents who spent on each**

	Gender		Age									Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-east Ireland (v)	
Base	114	66*	48*	9**	12**	17**	16**	11**	20**	11**	18**	16**	5**	10**	7**	18**	5**	5**	16**	14**	11**	3**	4**	
Worth every penny	(10)	18 16%	14 21%	4 8%	5 56%	2 17%	2 12%	2 13%	3 18%	- 15%	2 -	2 11%	1 13%	2 20%	1 14%	4 22%	2 40%	1 20%	1 6%	2 14%	2 18%	- -	- -	
	(9)	18 16%	10 15%	8 17%	1 11%	2 17%	5 29%	- -	- -	6 30%	2 18%	2 11%	3 19%	- -	2 20%	1 6%	- -	2 40%	3 19%	2 14%	4 36%	- -	1 25%	
	(8)	31 27%	22 33%	9 19%	1 11%	2 17%	6 35%	5 31%	4 36%	5 25%	4 36%	4 22%	3 13%	1 60%	2 10%	6 33%	2 40%	2 40%	4 25%	5 36%	2 18%	1 33%	1 25%	
	(7)	19 17%	8 12%	11 23%	2 22%	3 25%	1 6%	4 25%	1 9%	2 10%	1 9%	5 28%	1 20%	1 10%	2 29%	2 11%	- -	- -	5 31%	1 7%	2 18%	- -	- -	
	(6)	14 12%	8 12%	6 13%	- -	1 8%	2 12%	3 19%	1 9%	3 15%	2 18%	2 11%	- -	3 30%	1 14%	4 22%	- -	- -	2 13%	3 21%	- -	- -	1 25%	
	(5)	8 7%	2 3%	6 13%	- -	1 8%	- -	1 6%	2 18%	- -	2 18%	2 11%	2 13%	- -	1 10%	1 6%	1 20%	- -	1 6%	- -	- -	1 33%	1 25%	
	(4)	3 3%	1 2%	2 4%	- -	1 8%	- -	- -	- -	1 5%	- -	1 6%	2 13%	- -	- -	1 14%	- -	- -	- -	- -	- -	- -	- -	
	(3)	1 1%	1 2%	- -	- -	- -	- -	- -	1 9%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 33%	- -	
	(2)	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	
Wasn't worth it	(1)	2 2%	- -	2 4%	- -	- -	1 6%	1 6%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 7%	1 9%	- -	- -	
NET: 8-10		67 59%	46 70%b	21 44%	7 78%	6 50%	13 76%	7 44%	6 55%	14 70%	6 55%	8 44%	7 44%	4 80%	5 50%	3 43%	11 61%	4 80%	5 100%	8 50%	9 64%	8 73%	1 33%	2 50%
NET: 4-7		44 39%	19 29%	25 52%a	2 22%	6 50%	3 18%	8 50%	4 36%	6 30%	5 45%	10 56%	9 56%	1 20%	5 50%	4 57%	7 39%	1 20%	- -	8 50%	4 29%	2 18%	1 33%	2 50%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 57  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something to make the game easier in single player (e.g. more lives, energy or powers)**  
**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	114	66*	48*	9**	12**	17**	16**	11**	20**	11**	18**	16**	5**	10**	7**	18**	5**	5**	16**	14**	11**	3**	4**
NET: 1-3	3 3%	1 2%	2 4%	-	-	1 6%	1 6%	1 9%	-	-	-	-	-	-	-	-	-	-	-	1 7%	1 9%	1 33%	-
Mean	7.58	7.98b	7.02	9.00	7.50	7.82	7.00	7.09	8.00	7.18	7.28	7.25	8.20	7.60	7.14	7.78	8.20	8.80	7.56	7.43	7.91	5.33	7.00
Standard deviation	1.85	1.59	2.05	1.32	1.88	2.10	2.10	2.17	1.59	1.47	1.67	1.95	1.10	1.84	1.86	1.59	2.05	0.84	1.31	2.28	2.51	2.52	1.83
Standard error	0.17	0.20	0.30	0.44	0.54	0.51	0.52	0.65	0.36	0.44	0.39	0.49	0.49	0.58	0.70	0.38	0.92	0.37	0.33	0.61	0.76	1.45	0.91

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 58  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	118	81*	37*	7**	8**	14**	18**	11**	29**	14**	17**	17**	5**	10**	9**	15**	5**	5**	12**	11**	17**	6**	6**	
Worth every penny	(10)	24 20%	16 20%	8 22%	3 43%	2 25%	2 14%	2 11%	3 27%	8 28%	2 14%	2 12%	3 18%	-	2 20%	3 33%	4 27%	3 60%	1 20%	2 17%	1 9%	3 18%	-	2 33%
	(9)	15 13%	12 15%	3 8%	-	-	2 14%	2 11%	-	4 21%	3 24%	4 24%	1 6%	-	-	2 22%	1 7%	1 20%	-	3 25%	2 18%	4 24%	-	1 17%
	(8)	25 21%	16 20%	9 24%	1 14%	2 25%	2 14%	3 17%	3 27%	5 17%	3 21%	6 35%	5 29%	2 40%	3 30%	1 11%	3 20%	1 20%	-	2 17%	2 18%	4 24%	1 17%	1 17%
	(7)	31 26%	22 27%	9 24%	2 29%	2 25%	4 29%	8 44%	4 36%	7 24%	2 14%	2 12%	5 29%	1 20%	3 30%	-	5 33%	-	2 40%	4 33%	4 36%	2 12%	3 50%	2 33%
	(6)	12 10%	9 11%	3 8%	-	2 25%	2 14%	2 11%	1 9%	1 3%	3 21%	1 6%	3 18%	2 40%	1 10%	1 11%	1 7%	-	1 20%	1 8%	-	2 12%	-	-
	(5)	7 6%	3 4%	4 11%	1 14%	-	1 7%	1 6%	-	1 3%	1 7%	2 12%	-	-	1 10%	1 11%	1 7%	-	1 20%	-	1 9%	-	2 33%	-
	(4)	3 3%	3 4%	-	-	-	-	-	-	3 10%	-	-	-	-	-	1 11%	-	-	-	1 9%	1 6%	-	-	-
	(3)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	(2)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wasn't worth it	(1)	1 1%	-	1 3%	-	-	1 7%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 6%	-	-
NET: 8-10		64 54%	44 54%	20 54%	4 57%	4 50%	6 43%	7 39%	6 55%	17 59%	8 57%	12 71%	9 53%	2 40%	5 50%	6 67%	8 53%	5 100%	1 20%	7 58%	5 45%	11 65%	1 17%	4 67%
NET: 4-7		53 45%	37 46%	16 43%	3 43%	4 50%	7 50%	11 61%	5 45%	12 41%	6 43%	5 29%	8 47%	3 60%	5 50%	3 33%	7 47%	-	4 80%	5 42%	6 55%	5 29%	5 83%	2 33%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 58  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something that had an impact in online play (e.g. new weapons or powers)**  
**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	118	81*	37*	7**	8**	14**	18**	11**	29**	14**	17**	17**	5**	10**	9**	15**	5**	5**	12**	11**	17**	6**	6**
NET: 1-3	1 1%	-	1 3%	-	-	1 7%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 6%	-	-
Mean	7.73	7.79	7.59	8.14	7.75	7.14	7.50	8.00	7.86	7.71	7.88	7.76	7.00	7.60	7.89	7.93	9.40	7.00	8.08	7.36	7.59	6.50	8.50
Standard deviation	1.71	1.60	1.94	1.95	1.58	2.32	1.34	1.41	1.92	1.59	1.50	1.35	1.00	1.58	2.32	1.58	0.89	1.87	1.31	1.75	2.35	1.22	1.38
Standard error	0.16	0.18	0.32	0.74	0.56	0.62	0.32	0.43	0.36	0.42	0.36	0.33	0.45	0.50	0.77	0.41	0.40	0.84	0.38	0.53	0.57	0.50	0.56

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base; \*\* very small base (under 30) ineligible for sig testing

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 59  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	151	104	47*	9**	19**	12**	27**	24**	27**	14**	19**	12**	5**	14**	12**	15**	4**	10**	17**	14**	31*	8**	9**	
Worth every penny	(10)	27	21	6	2	4	4	3	5	5	1	3	1	-	3	4	7	-	1	4	2	4	1	-
		18%	20%	13%	22%	21%	33%	11%	21%	19%	7%	16%	8%	-	21%	33%	47%	-	10%	24%	14%	13%	13%	-
	(9)	19	11	8	1	2	2	1	3	5	2	3	2	-	-	1	-	1	2	3	7	-	1	
		13%	11%	17%	11%	17%	17%	4%	13%	14%	16%	17%	40%	-	-	7%	-	10%	12%	21%	23%	-	11%	
	(8)	25	18	7	1	7	2	5	2	4	1	3	2	1	3	2	1	1	2	1	5	4	2	
		17%	17%	15%	11%	37%	17%	19%	8%	15%	7%	16%	17%	20%	21%	8%	13%	25%	10%	12%	7%	16%	50%	22%
	(7)	32	26	6	-	2	1	9	7	7	2	4	4	1	1	1	3	-	5	4	2	9	1	1
		21%	25%	13%	-	11%	8%	33%	29%	26%	14%	21%	33%	20%	7%	8%	20%	-	50%	24%	14%	29%	13%	11%
	(6)	19	10	9	1	1	1	4	4	3	4	1	1	-	3	3	1	2	1	2	2	1	2	
		13%	10%	19%	11%	5%	8%	15%	17%	11%	29%	5%	8%	-	21%	25%	7%	50%	10%	6%	14%	6%	13%	22%
	(5)	17	9	8	1	2	1	3	2	2	2	4	2	1	3	-	-	1	1	4	2	1	1	
		11%	9%	17%	11%	11%	8%	11%	8%	7%	14%	21%	17%	20%	21%	-	-	25%	10%	6%	29%	6%	13%	11%
	(4)	5	5	-	1	-	-	2	-	-	1	1	-	-	1	1	-	-	1	-	1	-	-	
		3%	5%	-	11%	-	-	7%	-	-	7%	5%	-	-	7%	8%	7%	-	-	6%	-	3%	-	-
	(3)	2	1	1	1	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	1	
		1%	1%	2%	11%	-	-	-	-	4%	-	-	-	-	-	-	-	-	-	-	-	-	11%	
	(2)	1	-	1	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	
		1%	-	2%	-	-	-	-	4%	-	-	-	-	-	-	-	-	-	-	-	-	-	11%	
Wasn't worth it	(1)	2	1	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	1	-	1	-	-	
		1%	1%	2%	11%	-	8%	-	-	-	-	-	-	-	-	-	-	-	6%	-	3%	-	-	
NET: 8-10		71	50	21	4	13	8	9	10	14	4	9	5	3	6	5	10	1	3	8	6	16	5	3
		47%	48%	45%	44%	68%	67%	33%	42%	52%	29%	47%	42%	60%	43%	42%	67%	25%	30%	47%	43%	52%	63%	33%
NET: 4-7		73	50	23	3	5	3	18	13	12	9	10	7	2	8	5	5	3	7	7	8	14	3	4
		48%	48%	49%	33%	26%	25%	67%	54%	44%	64%	53%	58%	40%	57%	42%	33%	75%	70%	41%	57%	45%	38%	44%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing

**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 59  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**  
**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	151	104	47*	9**	19**	12**	27**	24**	27**	14**	19**	12**	5**	14**	12**	15**	4**	10**	17**	14**	31*	8**	9**
NET: 1-3	5 3%	2 2%	3 6%	2 22%	-	1 8%	-	1 4%	1 4%	-	-	-	-	-	1 8%	-	-	-	1 6%	-	1 3%	-	2 22%
Don't know	2 1%	2 2%	-	-	1 5%	-	-	-	-	1 7%	-	-	-	-	1 8%	-	-	-	1 6%	-	-	-	-
Mean	7.34	7.49	7.02	6.22	8.00	7.75	7.00	7.42	7.67	6.77	7.32	7.33	7.60	7.00	7.27	8.40	6.25	7.30	7.38	7.21	7.52	7.50	6.00
Standard deviation	1.99	1.91	2.14	3.23	1.57	2.70	1.64	2.00	1.80	1.79	1.92	1.56	1.67	2.04	2.53	1.88	1.26	1.42	2.50	1.93	1.96	1.51	2.35
Standard error	0.16	0.19	0.31	1.08	0.37	0.78	0.32	0.41	0.35	0.50	0.44	0.45	0.75	0.54	0.76	0.49	0.63	0.45	0.63	0.52	0.35	0.53	0.78

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**  
**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 60  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**  
**Base: All respondents who spent on each**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)	
Base	96*	76*	20**	6**	9**	8**	18**	14**	16**	10**	15**	10**	3**	9**	7**	13**	2**	8**	14**	15**	12**	3**	-**	
Worth every penny	(10)	22 23%	17 22%	5 25%	2 33%	3 33%	5 63%	4 22%	4 29%	1 6%	1 10%	2 13%	1 10%	-	3 33%	3 43%	6 46%	1 50%	1 13%	3 21%	2 13%	1 8%	1 33%	-
	(9)	13 14%	10 13%	3 15%	1 17%	2 22%	2 25%	2 11%	1 7%	3 19%	1 10%	1 7%	1 10%	-	3 33%	1 14%	-	-	3 21%	3 20%	1 8%	1 33%	-	-
	(8)	24 25%	19 25%	5 25%	1 17%	2 22%	1 13%	5 28%	2 14%	5 31%	4 40%	4 27%	2 20%	-	1 11%	2 29%	1 8%	1 50%	5 63%	1 7%	6 40%	5 42%	-	-
	(7)	12 13%	12 16%	-	-	1 11%	-	2 11%	3 21%	4 25%	-	2 13%	1 10%	1 33%	1 11%	-	1 8%	-	1 13%	5 36%	1 7%	1 8%	-	-
	(6)	13 14%	9 12%	4 20%	1 17%	1 11%	-	2 11%	3 21%	1 6%	2 20%	3 20%	2 20%	1 33%	1 11%	-	3 23%	-	-	1 14%	2 7%	3 25%	-	-
	(5)	8 8%	6 8%	2 10%	1 17%	-	-	1 6%	-	2 13%	2 20%	2 13%	2 20%	1 33%	-	2 15%	-	1 13%	-	1 7%	-	1 33%	-	-
	(4)	2 2%	2 3%	-	-	-	-	2 11%	-	-	-	-	-	-	-	1 14%	-	-	-	-	1 8%	-	-	-
	(3)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	(2)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wasn't worth it	(1)	1 1%	1 1%	-	-	-	-	-	-	-	-	1 7%	1 10%	-	-	-	-	-	-	-	-	-	-	-
NET: 8-10		59 61%	46 61%	13 65%	4 67%	7 78%	8 100%	11 61%	7 50%	9 56%	6 60%	7 47%	4 40%	-	7 78%	6 86%	7 54%	2 100%	6 75%	7 50%	11 73%	7 58%	2 67%	-
NET: 4-7		35 36%	29 38%	6 30%	2 33%	2 22%	-	7 39%	6 43%	7 44%	4 40%	7 47%	5 50%	3 100%	2 22%	1 14%	6 46%	-	2 25%	7 50%	3 20%	5 42%	1 33%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base; \*\* very small base (under 30) ineligible for sig testing



**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 60  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	96*	76*	20**	6**	9**	8**	18**	14**	16**	10**	15**	10**	3**	9**	7**	13**	2**	8**	14**	15**	12**	3**	-**
NET: 1-3	1 1%	1 1%	-	-	-	-	-	-	-	-	1 7%	1 10%	-	-	-	-	-	-	-	-	-	-	-
Don't know	1 1%	-	1 5%	-	-	-	-	1 7%	-	-	-	-	-	-	-	-	-	-	-	1 7%	-	-	-
Mean	7.79	7.75	7.95	8.00	8.56	9.50	7.61	8.00	7.56	7.30	6.93	6.50	6.00	8.67	8.43	7.92	9.00	7.75	8.00	8.07	7.33	8.00	-
Standard deviation	1.83	1.85	1.78	2.10	1.42	0.76	1.97	1.63	1.41	1.70	2.28	2.55	1.00	1.41	2.15	2.14	1.41	1.39	1.47	1.38	1.61	2.65	-
Standard error	0.19	0.21	0.41	0.86	0.47	0.27	0.47	0.45	0.35	0.54	0.59	0.81	0.58	0.47	0.81	0.59	1.00	0.49	0.39	0.37	0.47	1.53	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 61  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something with unknown rewards (e.g. loot boxes)**  
**Base: All respondents who spent on each**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-east Ireland (v)
Base	35*	30*	5**	1**	2**	3**	6**	6**	5**	5**	7**	3**	2**	1**	2**	4**	2**	1**	4**	8**	6**	2**	-**
Worth every penny	(10)	5 14%	5 17%	- 100%	1 50%	1 33%	- -	- -	1 20%	1 20%	- -	- -	- -	- -	1 50%	- -	1 50%	1 100%	1 25%	1 13%	- -	- -	- -
	(9)	4 11%	4 13%	- -	- -	- -	2 33%	- -	1 20%	1 14%	- -	- -	- -	- -	- -	- -	- -	1 25%	1 13%	1 17%	1 50%	- -	
	(8)	4 11%	2 7%	2 40%	1 50%	- -	- -	1 17%	- -	- -	2 29%	- -	1 50%	- -	- -	1 25%	- -	- -	1 25%	- -	1 17%	- -	- -
	(7)	8 23%	7 23%	1 20%	- -	1 33%	1 17%	3 50%	1 20%	1 20%	1 14%	1 33%	1 50%	1 100%	- -	1 25%	- -	- -	- -	2 25%	2 33%	- -	- -
	(6)	9 26%	7 23%	2 40%	- -	1 33%	1 17%	1 17%	2 40%	2 40%	2 29%	2 67%	- -	- -	- -	2 50%	1 50%	- -	1 25%	3 38%	- -	- -	- -
	(5)	1 3%	1 3%	- -	- -	- -	- -	- -	- -	- -	1 14%	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 17%	- -	- -
	(4)	2 6%	2 7%	- -	- -	- -	2 33%	- -	- -	- -	- -	- -	- -	- -	1 50%	- -	- -	- -	- -	- -	1 17%	- -	- -
	(3)	1 3%	1 3%	- -	- -	- -	- -	- -	1 20%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 50%	- -
	(2)	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -
Wasn't worth it	(1)	1 3%	1 3%	- -	- -	- -	- -	1 17%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 13%	- -	- -	- -
NET: 8-10		13 37%	11 37%	2 40%	1 100%	2 100%	1 33%	2 33%	1 17%	2 20%	3 43%	- -	1 50%	- -	1 50%	1 25%	1 50%	1 100%	3 75%	2 25%	2 33%	1 50%	- -
NET: 4-7		20 57%	17 57%	3 60%	- -	2 67%	4 67%	4 67%	3 60%	3 60%	4 57%	3 100%	1 50%	1 100%	1 50%	3 75%	1 50%	- -	1 25%	5 63%	4 67%	- -	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base; \*\* very small base (under 30) ineligible for sig testing





**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 61  
**Q13. Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is wasn't worth it and 10 is worth every penny) how much do you think the money spent was worth it?**  
**Something with unknown rewards (e.g. loot boxes)**  
**Base: All respondents who spent on each**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	35*	30*	5**	1**	2**	3**	6**	6**	5**	5**	7**	3**	2**	1**	2**	4**	2**	1**	4**	8**	6**	2**	-**
NET: 1-3	2 6%	2 7%	-	-	-	-	-	1 17%	1 20%	-	-	-	-	-	-	-	-	-	-	1 13%	-	1 50%	-
Mean	7.00	7.00	7.00	10.00	9.00	7.67	6.50	6.00	6.40	7.60	7.00	6.33	7.50	7.00	7.00	6.75	8.00	10.00	8.25	6.50	6.67	6.00	-
Standard deviation	2.09	2.23	1.00	-	1.41	2.08	2.26	2.53	2.51	1.82	1.41	0.58	0.71	-	4.24	0.96	2.83	-	1.71	2.67	1.86	4.24	-
Standard error	0.35	0.41	0.45	-	1.00	1.20	0.92	1.03	1.12	0.81	0.53	0.33	0.50	-	3.00	0.48	2.00	-	0.85	0.94	0.76	3.00	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 62

**Q14. On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy to keep track of how much money you (or an adult who pays for it) spend on additional stuff in games?**

**Base: All respondents who spend in game at all**

	Gender			Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)	
Base	523	330	192	43*	64*	64*	75*	75*	82*	62*	58*	47*	20**	63*	49*	53*	36*	35*	52*	50*	65*	31*	22**	
Extremely easy	(10)	81 15%	53 16%	27 14%	6 14%	10 16%	10 16%	14 19%	11 15%	12 15%	11 18%	7 12%	6 13%	3 15%	11 17%	5 10%	17 32% knq rsu	7 19%	3 9%	6 12%	6 12%	11 17%	3 10%	3 14%
	(9)	53 10%	32 10%	21 11%	2 5%	4 6%	5 8%	9 12%	6 8%	12 15%	5 8%	10 17%	4 9%	5 25%	5 8%	2 4%	4 8%	3 8%	3 9%	6 12%	7 14%	7 11%	6 19% n	1 5%
	(8)	76 15%	51 15%	25 13%	8 19%	12 19%	9 14%	9 12%	10 13%	14 17%	6 10%	8 14%	9 19%	2 10%	5 8%	11 22% m	7 13%	4 11%	5 14%	9 17%	8 16%	10 15%	3 10%	3 14%
	(7)	72 14%	45 14%	27 14%	5 12%	8 13%	12 19%	8 11%	9 12%	14 17%	9 15%	7 12%	5 11%	2 10%	9 14%	10 19%	3 8%	7 20%	10 19%	7 14%	6 9%	3 10%	5 23%	
	(6)	56 11%	35 11%	21 11%	3 7%	6 9%	6 9%	9 12%	11 15%	7 9%	7 11%	7 12%	4 9%	2 10%	9 14%	2 4%	2 6%	3 9%	7 13%	6 12%	11 17% o	3 10%	1 5%	
	(5)	47 9%	28 8%	19 10%	4 9%	8 13%	3 5%	6 8%	4 5%	9 11%	6 10%	7 12%	7 15% r	1 5%	6 10%	5 10%	7 13% r	5 14% r	2 6%	1 2%	3 6%	5 8%	2 6%	3 14%
	(4)	22 4%	17 5%	5 3%	2 5%	1 2%	2 3%	2 3%	6 8%	3 4%	4 6%	3 5%	2 4%	1 5%	4 6%	-	-	1 3%	3 9% no	2 4%	4 8% no	3 5%	1 3%	1 5%
	(3)	36 7%	19 6%	17 9%	5 12%	2 3%	4 6%	6 8%	8 11%	3 4%	6 10%	2 3%	2 4%	2 10%	6 10%	5 10%	2 4%	3 8%	1 3%	4 8%	2 4%	4 6%	4 13%	1 5%
	(2)	14 3%	10 3%	4 2%	-	2 3%	2 3%	1 1%	3 4%	2 2%	2 3%	2 3%	1 2%	-	2 3%	3 6%	-	2 6%	-	-	1 2%	4 6%	-	1 5%
Not very easy	(1)	23 4%	12 4%	11 6%	2 5%	2 3%	3 5%	5 7%	4 5%	3 4%	1 2%	3 5%	2 4%	2 10%	1 2%	2 4%	2 4%	1 3%	4 11% m	1 2%	1 2%	2 3%	3 10%	2 9%
NET: 8-10		210 40%	136 41%	73 38%	16 37%	26 41%	24 38%	32 43%	27 36%	38 46%	22 35%	25 43%	19 40%	10 50%	21 33%	18 37%	28 53% m	14 39%	11 31%	21 40%	21 42%	28 43%	12 39%	7 32%
NET: 4-7		197 38%	125 38%	72 38%	14 33%	23 36%	22 34%	25 33%	30 40%	33 40%	26 42%	24 41%	18 38%	6 30%	28 44%	16 33%	19 36%	11 31%	15 43%	20 38%	20 40%	25 38%	9 29%	10 45%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base; \*\* very small base (under 30) ineligible for sig testing

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 62

**Q14. On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy to keep track of how much money you (or an adult who pays for it) spend on additional stuff in games?**

**Base: All respondents who spend in game at all**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	523	330	192	43*	64*	64*	75*	75*	82*	62*	58*	47*	20**	63*	49*	53*	36*	35*	52*	50*	65*	31*	22**
NET: 1-3	73 14%	41 12%	32 17%	7 16%	6 9%	9 14%	12 16%	15 20%	8 10%	9 15%	7 12%	5 11%	4 20%	9 14%	10 20%	4 8%	6 17%	5 14%	5 10%	4 8%	10 15%	7 23%	4 18%
Don't know	43 8%	28 8%	15 8%	6 14%h	9 14%ghj	9 14%ghj	6 8%	3 4%	3 4%	5 8%	2 3%	5 11%	-	5 8%	5 10%	2 4%	5 14%t	4 11%	6 12%	5 10%	2 3%	3 10%	1 5%
Mean	6.70	6.78	6.55	6.49	6.91	6.82	6.75	6.26	7.00	6.61	6.70	6.67	6.70	6.57	6.25	7.59mn q	6.61	6.23	7.04	6.93	6.67	6.29	6.19
Standard deviation	2.57	2.53	2.64	2.63	2.43	2.60	2.76	2.71	2.39	2.55	2.55	2.49	2.96	2.53	2.61	2.42	2.82	2.73	2.19	2.32	2.62	2.93	2.79
Standard error	0.12	0.15	0.20	0.43	0.33	0.35	0.33	0.32	0.27	0.34	0.34	0.38	0.66	0.33	0.39	0.34	0.51	0.49	0.32	0.35	0.33	0.55	0.61

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 63

**Q15. Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games?**

**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: Any	383 36%	257 50%b	126 24%	37 30%	36 26%	36 25%	54 39%de	56 41%de	64 45%cde	51 43%cde	49 43%cde	37 45%ant	18 55%nrstu	41 36%	31 30%	37 40%	30 42%	28 44%t	39 33%	38 33%	41 29%	25 32%	18 50%nt
Online multiplayer (e.g. Xbox Live)	268 25%	193 37%b	75 14%	24 20%	22 16%	24 17%	38 28%de	39 28%de	56 40%cde	33 28%de	32 28%de	27 33%t	12 36%t	27 24%	22 21%	26 28%	19 27%	24 38%mnrst	27 23%	24 21%	28 20%	18 23%	14 39%nst
Access to a library of games for download (e.g. Apple Arcade, Xbox Game Pass)	142 14%	93 18%b	49 9%	10 8%	13 9%	15 10%	16 12%	25 18%cd	24 17%cd	18 15%	21 18%cd	14 17%	5 15%	17 15%	9 9%	14 15%	13 18%	9 14%	15 13%	15 13%	16 11%	9 12%	6 17%
A selection of games to download and own every month (e.g. Humble monthly)	50 5%	24 5%	26 5%	6 5%	6 4%	6 4%	4 3%	6 4%	12 9%f	5 4%	5 4%	2 2%	3 9%qu	6 5%u	4 4%	8 9%qu	3 4%	-	5 4%	14 12%knqr	5 4%	-	-
Access to a specific game (e.g. Final Fantasy XIV)	40 4%	20 4%	20 4%	6 5%d	1 1%	5 3%	5 4%	5 4%	7 5%d	5 4%	6 5%d	5 6%mnpru	3 9%mnpru	1 1%	1 1%	7 8%mnpr	-	1 2%	1 1%	13 11%mnpruv	7 5%	1 1%	-
Access to a streaming game platform (e.g. Google stadia)	37 4%	19 4%	18 3%	6 5%f	5 4%	4 3%	1 1%	3 2%	8 6%f	3 3%	7 6%f	3 4%	1 3%	2 2%	3 3%	7 8%mu	1 1%	1 2%	4 3%	10 9%mpu	4 3%	-	1 3%
Other	17 2%	14 3%b	3 1%	2 2%	3 2%	2 1%	3 2%	2 1%	1 1%	3 3%	1 1%	2 2%	-	1 1%	1 1%	3 3%	-	1 2%	2 2%	3 3%	2 1%	1 1%	1 3%
I do not subscribe to gaming subscription services	668 64%	260 50%	406 76%a	85 70%hij	101 74%fghij	107 75%fghij	84 61%	82 59%	77 55%	67 57%	65 57%	45 55%	15 45%	72 64%	74 70%klv	56 60%	41 58%	35 56%	80 67%l	78 67%l	101 71%klqv	53 68%l	18 50%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 64

**Q16. What brand of mobile phone or smart phone do you use for playing games?**

**Base: All respondents who play games on a mobile phone or smartphone**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North Ireland (v)
Base	922	443	477	84*	108	116	128	134	135	110	107	71*	31*	100	87*	86*	64*	59*	107	101	118	67*	31*
Apple iPhone	477 52%	192 43%	284 60%a	38 45%	41 38%	50 43%	63 49%	70 52% <sup>d</sup>	87 64% <sup>cde</sup>	62 56% <sup>de</sup>	66 62% <sup>cde</sup>	38 54%	14 45%	49 49%	44 51%	50 58% <sup>q</sup>	37 58% <sup>q</sup>	23 39%	55 51%	50 50%	65 55% <sup>q</sup>	35 52%	17 55%
NET: Non-iOS	470 51%	263 59% <sup>b</sup>	206 43%	49 58% <sup>hj</sup>	71 66% <sup>fgh</sup>	70 60% <sup>hij</sup>	67 52% <sup>j</sup>	66 49%	56 41%	49 45%	42 39%	34 48%	17 55%	54 54%	43 49%	39 45%	28 44%	36 61%	55 51%	61 60% <sup>op</sup>	56 47%	33 49%	14 45%
Samsung Galaxy	290 31%	160 36% <sup>b</sup>	129 27%	32 38% <sup>j</sup>	48 44% <sup>fgh</sup>	41 35% <sup>j</sup>	36 28%	41 31% <sup>j</sup>	41 30% <sup>j</sup>	31 28%	20 19%	15 21%	9 29%	31 31%	27 31%	27 31%	19 30%	23 39% <sup>ku</sup>	34 32%	41 41% <sup>ku</sup>	37 31%	15 22%	12 39%
Motorola	36 4%	19 4%	17 4%	2 2%	4 4%	8 7%	8 6%	4 3%	3 2%	5 5%	2 2%	2 3%	3 10% <sup>p</sup>	2 2%	5 6%	2 2%	- -	3 5%	4 4%	3 3%	7 6% <sup>p</sup>	5 7% <sup>p</sup>	- -
Google	26 3%	10 2%	16 3%	5 6% <sup>e</sup>	3 3%	- -	2 2%	5 4% <sup>e</sup>	3 2%	3 3%	5 5% <sup>e</sup>	3 4%	- -	3 3%	2 2%	- -	1 2%	2 3%	2 2%	11 11% <sup>mnp</sup>	2 2%	- -	- -
Sony Xperia	25 3%	17 4% <sup>b</sup>	8 2%	4 5% <sup>g</sup>	4 4% <sup>g</sup>	5 4% <sup>g</sup>	2 2%	- -	2 1%	1 1%	7 7% <sup>fghi</sup>	1 1%	1 3%	2 2%	1 1%	2 2%	- -	5 8% <sup>npt</sup>	3 3%	5 5%	1 1%	4 6% <sup>t</sup>	- -
HTC	16 2%	10 2%	6 1%	3 4%	2 2%	2 2%	1 1%	2 1%	3 2%	2 2%	1 1%	2 3%	- -	1 1%	2 2%	2 3%	- -	- -	1 1%	5 5% <sup>t</sup>	- -	2 3%	- -
Nokia	12 1%	5 1%	7 1%	1 1%	1 1%	3 3%	1 1%	2 1%	1 1%	1 1%	2 2%	1 1%	- -	4 4% <sup>t</sup>	- -	1 1%	1 2%	- -	1 1%	2 2%	- -	2 3%	- -
LG	8 1%	1 *	7 1% <sup>a</sup>	- -	1 1%	2 2%	2 2%	1 1%	- -	- -	2 2%	1 1%	- -	2 2%	1 1%	- -	- -	- -	1 1%	1 1%	1 1%	1 1%	- -
Nexus	3 *	1 *	2 *	- -	- -	1 1%	1 1%	- -	1 1%	- -	- -	- -	- -	1 1%	- -	- -	- -	- -	- -	2 2%	- -	- -	- -
BlackBerry	3 *	1 *	2 *	- -	- -	- -	1 1%	- -	1 1%	- -	1 1%	- -	- -	- -	- -	- -	- -	- -	- -	3 3%	- -	- -	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus



**Gaming - Children**  
**ONLINE Fieldwork:- 30th March to 5th April 2020**

Absolutes/col percents

Table 64

**Q16. What brand of mobile phone or smart phone do you use for playing games?****Base: All respondents who play games on a mobile phone or smartphone**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	922	443	477	84*	108	116	128	134	135	110	107	71*	31*	100	87*	86*	64*	59*	107	101	118	67*	31*
Other	78	53	25	4	11	11	16	13	9	6	8	9	5	8	7	5	6	4	10	5	13	4	2
	8%	12% <sup>b</sup>	5%	5%	10%	9%	13%	10%	7%	5%	7%	13%	16% <sup>s</sup>	8%	8%	6%	9%	7%	9%	5%	11%	6%	6%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 65

**Q17. What brand of tablet do you use for playing games?****Base: All respondents who play games on a tablet computer**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	842	410	430	114	123	123	113	108	110	87*	64*	65*	24**	84*	86*	75*	60*	48*	94*	96*	124	63*	23**
NET: Non-iOS	462	231	230	79	87	78	62	47	45	38	26	41	13	46	50	39	29	25	52	64	62	26	15
	55%	56%	53%	69% <sub>ij</sub>	71% <sub>ij</sub>	63% <sub>ghi</sub>	55% <sub>h</sub>	44%	41%	44%	41%	63% <sub>u</sub>	54%	55%	58% <sub>u</sub>	52%	48%	52%	55%	67% <sub>ptu</sub>	50%	41%	65%
Samsung Galaxy	211	110	100	30	38	32	26	23	26	18	18	20	7	21	22	14	11	12	23	37	31	9	4
	25%	27%	23%	26%	31%	26%	23%	21%	24%	21%	28%	31% <sub>u</sub>	29%	25%	26%	19%	18%	25%	24%	39% <sub>opr tu</sub>	25%	14%	17%
Lenovo	78	42	36	6	9	15	15	10	12	9	2	5	2	9	6	9	7	3	8	10	11	3	5
	9%	10%	8%	5%	7%	12% <sub>j</sub>	13% <sub>cj</sub>	9%	11%	10%	3%	8%	8%	11%	7%	12%	12%	6%	9%	10%	9%	5%	22%
Sony Xperia	8	3	5	2	1	-	-	-	3	-	2	2	-	-	1	1	-	-	1	2	1	-	-
	1%	1%	1%	2%	1%	-	-	-	3%	-	3%	3%	-	-	1%	1%	-	-	1%	2%	1%	-	-
Other	174	81	93	43	41	31	22	14	6	11	6	15	4	18	22	15	11	10	20	18	21	14	6
	21%	20%	22%	38% <sub>efg hij</sub>	33% <sub>fgh ij</sub>	25% <sub>ghi j</sub>	19% <sub>h</sub>	13%	5%	13%	9%	23%	17%	21%	26%	20%	18%	21%	21%	19%	17%	22%	26%
Apple iPad	407	189	217	39	41	50	54	63	70	50	40	25	12	39	36	37	31	23	45	48	66	37	8
	48%	46%	50%	34%	33%	41%	48% <sub>cd</sub>	58% <sub>cde</sub>	64% <sub>cde f</sub>	57% <sub>cde</sub>	63% <sub>cde</sub>	38%	50%	46%	42%	49%	52%	48%	48%	50%	53%	59% <sub>kn</sub>	35%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 66

**Q18. What type of games console do you use for playing games?****Base: All respondents who play games on a games console connected to a TV**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	868	467	400	86*	115	121	117	115	124	102	88*	70*	29**	85*	88*	80*	55*	55*	95*	97*	113	69*	32*
NET: Gen 4 Console	684 79%	409 88%b	274 69%	67 78%	83 72%	91 75%	100 85%dei j	96 83% d	107 86%dei j	76 75%	64 73%	58 83%	24 83%	66 78%	64 73%	66 83%	49 89% nrt	45 82%	70 74%	77 79%	84 74%	52 75%	29 91% nr
NET: Xbox	434 50%	253 54%b	181 45%	39 45%	51 44%	53 44%	55 47%	59 51%	80 65% cde fgj	54 53%	43 49%	35 50%	16 55%	42 49%	41 47%	38 48%	30 55%	24 44%	49 52%	43 44%	60 53%	41 59%	15 47%
NET: Sony	414 48%	246 53%b	167 42%	40 47%	52 45%	60 50%	55 47%	56 49%	62 50%	43 42%	46 52%	30 43%	14 48%	41 48%	41 47%	48 60% krt u	27 49%	31 56% u	40 42%	51 53%	46 41%	26 38%	19 59% u
Sony PlayStation 4	358 41%	218 47%b	139 35%	33 38%	41 36%	50 41%	50 43%	50 43%	60 48% d	37 36%	37 42%	28 40%	12 41%	34 40%	33 38%	45 56% k m n rtu	25 45%	30 55% nrt u	30 32%	46 47% rtu	35 31%	22 32%	18 56% rtu
Xbox One	314 36%	200 43%b	114 29%	27 31%	31 27%	35 29%	43 37%	41 36%	62 50% cde fg	43 42% de	32 36%	28 40%	10 34%	33 39%	26 30%	29 36%	22 40%	18 33%	33 35%	26 27%	45 40% s	31 45% ns	13 41%
NET: Gen 3 Console	243 28%	118 25%	125 31%	23 27%	42 37% fi	40 33% i	26 22%	30 26%	37 30%	21 21%	24 27%	12 17%	10 34%	22 26%	27 31% v	19 24%	16 29% v	11 20%	32 34% kv	32 33% kv	39 35% kv	20 29% v	3 9%
Nintendo Switch	216 25%	128 27%	87 22%	24 28% i	30 26% i	34 28% i	32 27% i	37 32% ij	29 23%	14 14%	16 18%	18 26%	5 17%	21 25%	24 27% u	15 19%	18 33% u	13 24%	27 28% u	27 28% u	26 23%	9 13%	13 41% otu
Nintendo Wii	169 19%	66 14%	103 26% a	18 21%	32 28% fg	28 23% f	14 12%	19 17%	22 18%	19 19%	17 19%	10 14%	4 14%	14 16%	22 25%	15 19%	8 15%	9 16%	22 23%	19 20%	28 25%	15 22%	3 9%
NET: Nintendo	169 19%	90 19%	79 20%	12 14%	18 16%	23 19%	28 24%	25 22%	33 27% cdi	16 16%	14 16%	8 11%	5 17%	16 19%	22 25% kq	19 24%	13 24%	6 11%	20 21%	22 23%	26 23%	9 13%	3 9%
Xbox 360	157 18%	76 16%	81 20%	15 17%	25 22%	25 21%	15 13%	22 19%	29 23% fi	13 13%	13 15%	9 13%	6 21%	9 11%	18 20%	15 19%	10 18%	7 13%	22 23% mv	21 22% m	23 20%	15 22%	2 6%
Nintendo 2DS or 3DS	87 10%	46 10%	41 10%	7 8%	11 10%	11 9%	11 9%	12 10%	18 15%	8 8%	9 10%	3 4%	4 14%	13 15% k	9 10%	8 10%	7 13%	5 9%	10 11%	9 9%	12 11%	4 6%	3 9%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base; \*\* very small base (under 30) ineligible for sig testing



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 66

**Q18. What type of games console do you use for playing games?****Base: All respondents who play games on a games console connected to a TV**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	868	467	400	86*	115	121	117	115	124	102	88*	70*	29**	85*	88*	80*	55*	55*	95*	97*	113	69*	32*
Other	12 1%	5 1%	7 2%	1 1%	5 4% <sup>fj</sup>	2 2%	-	1 1%	1 1%	2 2%	-	2 3%	-	-	2 2%	1 1%	1 2%	1 2%	2 2%	-	2 2%	-	1 3%
Sony PlayStation 3	79 9%	42 9%	37 9%	9 10%	15 13%	11 9%	9 8%	8 7%	8 6%	10 10%	9 10%	3 4%	3 10%	9 11%	12 14% <sup>k</sup>	5 6%	6 11%	3 5%	9 9%	9 9%	14 12%	5 7%	1 3%
Nintendo DS	69 8%	34 7%	35 9%	6 7%	7 6%	9 7%	13 11%	11 10%	8 6%	10 10%	5 6%	3 4%	1 3%	3 4%	12 14% <sup>kmv</sup>	9 11%	6 11%	2 4%	11 12% <sup>mv</sup>	7 7%	11 10%	4 6%	-
Nintendo Wii U	52 6%	26 6%	26 7%	3 3%	6 5%	6 5%	7 6%	4 3%	15 12% <sup>cegi</sup>	4 4%	7 8%	4 6%	4 14%	5 6%	4 5%	5 6%	3 5%	3 5%	6 6%	13 13% <sup>ntuv</sup>	3 3%	2 3%	-
NET: Handheld Only	33 4%	26 6% <sup>b</sup>	7 2%	3 3%	4 3%	3 2%	3 3%	3 3%	7 6%	3 3%	7 8%	2 3%	2 7%	-	5 6% <sup>mu</sup>	8 10% <sup>mqtu</sup>	1 2%	-	6 6% <sup>mu</sup>	7 7% <sup>mqu</sup>	2 2%	-	-
Sony PSP	24 3%	19 4% <sup>b</sup>	5 1%	3 3%	3 3%	3 2%	3 3%	2 2%	3 2%	1 1%	6 7% <sup>i</sup>	1 1%	-	-	5 6% <sup>mtu</sup>	1 6% <sup>mtu</sup>	2 2%	-	6 6% <sup>mtu</sup>	5 5% <sup>m</sup>	1 1%	-	-
Sony PS Vita	13 1%	10 2%	3 1%	1 1%	1 1%	-	-	1 1%	5 4% <sup>ef</sup>	2 2%	3 3% <sup>ef</sup>	1 1%	2 7%	-	-	4 5% <sup>mn</sup>	-	-	1 1%	4 4%	1 1%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

**\* small base; \*\* very small base (under 30) ineligible for sig testing**

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 67  
**Q19. How often do you watch or listen to any of the following?**  
**Summary**  
**Base: All respondents**

	Activities					
	Watch live TV	Listen to live radio	Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video	Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music	Watch catch-up TV services	Watch online video clips e.g. YouTube
Base	1051	1051	1051	1051	1051	1051
NET: At least daily	475 45%	192 18%	406 39%	274 26%	219 21%	719 68%
NET: At least weekly	724 69%	391 37%	723 69%	463 44%	543 52%	961 91%
NET: At least monthly	822 78%	509 48%	807 77%	531 51%	678 65%	1007 96%
NET: Ever	935 89%	677 64%	862 82%	606 58%	790 75%	1029 98%
Several times a day	278 26%	81 8%	227 22%	177 17%	100 10%	557 53%
Once a day	197 19%	111 11%	179 17%	97 9%	119 11%	162 15%
Several times a week	184 18%	147 14%	257 24%	152 14%	244 23%	206 20%
Once a week	65 6%	52 5%	60 6%	37 4%	80 8%	36 3%
Several times a month	74 7%	89 8%	66 6%	52 5%	103 10%	32 3%
Once a month	24 2%	29 3%	18 2%	16 2%	32 3%	14 1%
Less often	113 11%	168 16%	55 5%	75 7%	112 11%	22 2%
Never	99 9%	348 33%	178 17%	419 40%	226 22%	17 2%
Don't know	17 2%	26 2%	11 1%	26 2%	35 3%	5 *

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 68  
**Q19. How often do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	475 45%	223 43%	251 47%	53 43%	68 50%i	70 49%i	65 47%	58 42%	69 49%i	42 36%	50 44%	37 45%	17 52%	47 42%	42 40%	47 51%	26 37%	31 49%	53 45%	61 53%p	66 46%	32 41%	16 44%
NET: At least weekly	724 69%	342 66%	380 71%	77 63%	95 69%	110 77%cgj	92 67%	91 66%	108 77%cj	78 66%	73 64%	53 65%	20 61%	74 65%	66 63%	65 70%	50 70%	42 67%	83 70%	88 76%n	101 71%	58 74%	24 67%
NET: At least monthly	822 78%	394 76%	426 80%	90 74%	108 79%	120 84%cfj	101 73%	106 77%	121 86%cfj	92 78%	84 74%	61 74%	24 73%	82 73%	79 75%	73 78%	57 80%	45 71%	91 76%	98 84%mq	114 80%	68 87%kmn	30 83%q
NET: Ever	935 89%	452 87%	481 90%	105 86%	124 91%	130 91%	119 86%	123 89%	133 94%cfj	106 90%	95 83%	70 85%	29 88%	94 83%	90 86%	81 87%	67 94%m	55 87%	108 91%	105 91%	129 91%	74 95%kmn	33 92%
Several times a day	278 26%	132 26%	145 27%	32 26%	43 31%	44 31%	35 25%	29 21%	40 28%	29 25%	26 23%	16 20%	13 39%kn	32 28%	21 20%	28 30%	17 24%	16 25%	32 27%	35 30%	38 27%	19 24%	11 31%
Once a day	197 19%	91 18%	106 20%	21 17%	25 18%	26 18%	30 22%i	29 21%i	29 21%i	13 11%	24 21%i	21 26%mp	4 12%	15 13%	21 20%	19 20%	9 13%	15 24%	21 18%	26 22%	28 20%	13 17%	5 14%
Several times a week	184 18%	91 18%	92 17%	17 14%	19 14%	27 19%	22 16%	27 20%	31 22%	25 21%	16 14%	14 17%	2 6%	18 16%	20 19%	13 14%	17 24%l	8 13%	21 18%	20 17%	25 18%	20 26%l	6 17%
Once a week	65 6%	28 5%	37 7%	7 6%	8 6%	13 9%	5 4%	6 4%	8 6%	11 9%	7 6%	2 2%	1 3%	9 8%	4 4%	5 5%	7 10%	3 5%	9 8%	7 6%	10 7%	6 8%	2 6%
Several times a month	74 7%	39 8%	35 7%	13 11%	12 9%	7 5%	8 6%	8 6%	8 6%	9 8%	9 8%	6 7%	4 12%	4 4%	10 10%	6 6%	5 7%	2 3%	6 5%	9 8%	9 6%	9 12%m	4 11%
Once a month	24 2%	13 3%	11 2%	- -	1 1%	3 2%	1 1%	7 5%cdf	5 4%c	5 4%c	2 2%	2 2%	- -	4 4%	3 3%	2 2%	2 3%	1 2%	2 2%	1 1%	4 3%	1 1%	2 6%
Less often	113 11%	58 11%	55 10%	15 12%	16 12%	10 7%	18 13%	17 12%	12 9%	14 12%	11 10%	9 11%	5 15%	12 11%	11 10%	8 9%	10 14%	10 16% s	17 14% s	7 6%	15 11%	6 8%	3 8%
Never	99 9%	57 11%	42 8%	13 11%h	12 9%	10 7%	17 12%h	12 9%	6 4%	10 8%	19 17%eh	9 11%	3 9%	17 15%pu	11 10%	12 13%	3 4%	5 8%	9 8%	10 9%	13 9%	4 5%	3 8%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 68  
**Q19. How often do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	17	8	9	4	1	3	2	3	2	2	-	3	1	2	4	-	1	3	2	1	-	-	-
	2%	2%	2%	3%	1%	2%	1%	2%	1%	2%	-	4%t	3%t	2%	4%t	-	1%	5%ot	2%	1%	-	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 69  
**Q19. How often do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	192 18%	71 14%	121 23%a	17 14%	32 23%g	30 21%	20 14%	19 14%	30 21%	21 18%	23 20%	15 18%	5 15%	22 19%	18 17%	20 22%	9 13%	10 16%	26 22%	22 19%	26 18%	14 18%	5 14%
NET: At least weekly	391 37%	165 32%	225 42%a	42 34%	58 42%	53 37%	47 34%	48 35%	56 40%	44 37%	43 38%	30 37%	9 27%	36 32%	39 37%	37 40%	27 38%	18 29%	52 44%q	40 34%	59 42%	33 42%	11 31%
NET: At least monthly	509 48%	219 42%	289 54%a	52 43%	69 50%	68 48%	63 46%	63 46%	70 50%	66 56%c	58 51%	42 51%	11 33%	49 43%	49 47%	45 48%	37 52%	24 38%	66 55%lq	56 48%	76 54%lq	40 51%	14 39%
NET: Ever	677 64%	316 61%	360 68%a	72 59%	91 66%	91 64%	84 61%	89 64%	92 65%	82 69%	76 67%	53 65%	17 52%	69 61%	64 61%	60 65%	46 65%	39 62%	89 75%lmn s	70 60%	95 67%	52 67%	23 64%
Several times a day	81 8%	25 5%	56 11%a	6 5%	9 7%	15 10%	12 9%	7 5%	15 11%	8 7%	9 8%	6 7%	2 6%	9 8%	9 9%	7 8%	3 4%	2 3%	11 9%	12 10%	11 8%	7 9%	2 6%
Once a day	111 11%	46 9%	65 12%	11 9%	23 17%fg	15 10%	8 6%	12 9%	15 11%	13 11%	14 12%	9 11%	3 9%	13 12%	9 9%	13 14%	6 8%	8 13%	15 13%	10 9%	15 11%	7 9%	3 8%
Several times a week	147 14%	66 13%	80 15%	18 15%	22 16%	13 9%	21 15%	23 17%	18 13%	14 12%	18 16%	11 11%	3 9%	14 12%	15 14%	13 14%	14 20%q	4 6%	19 16%	13 11%	24 17%q	13 17%	6 17%
Once a week	52 5%	28 5%	24 5%	7 6%	4 3%	10 7%j	6 4%	6 4%	8 6%	9 8%j	2 2%	6 7%am	1 3%	- -	6 6%am	4 4%am	4 6%am	4 6%am	7 6%am	5 4%am	9 6%am	6 8%am	- -
Several times a month	89 8%	43 8%	46 9%	8 7%	9 7%	11 8%	9 7%	12 9%	9 6%	17 14%cdf h	14 12%	10 12%	2 6%	11 10%	10 10%	6 6%	9 13%	3 5%	10 8%	12 10%	9 6%	5 6%	2 6%
Once a month	29 3%	11 2%	18 3%	2 2%	2 1%	4 3%	7 5%	3 2%	5 4%	5 4%	1 1%	2 2%	- -	2 2%	- -	2 2%	1 1%	3 5%n	4 3%	4 3%	8 6%n	2 3%	1 3%
Less often	168 16%	97 19%b	71 13%	20 16%	22 16%	23 16%	21 15%	26 19%	22 16%	16 14%	18 16%	11 13%	6 18%	20 18%	15 14%	15 16%	9 13%	15 24% s	23 19%	14 12%	19 13%	12 15%	9 25%
Never	348 33%	190 37%b	157 30%	47 39%	41 30%	49 34%	48 35%	45 33%	46 33%	35 30%	37 32%	29 35%	15 45% r	42 37% r	37 35%	32 34%	23 32%	21 33%	29 24%	41 35%	42 30%	25 32%	12 33%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 69  
**Q19. How often do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	26	11	15	3	5	3	6	4	3	1	1	-	1	2	4	1	2	3	1	5	5	1	1
	2%	2%	3%	2%	4%	2%	4%	3%	2%	1%	1%	-	3%	2%	4%	1%	3%	5%k	1%	4%	4%	1%	3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 70  
**Q19. How often do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	406 39%	169 33%	236 44%a	56 46%fg	57 42%fg	58 41%fg	36 26%	46 33%	61 43%fg	44 37%	48 42%fg	34 41%v	11 33%	49 43%v	42 40%	35 38%	32 45%v	27 43%v	43 36%	45 39%	48 34%	32 41%	8 22%
NET: At least weekly	723 69%	327 63%	394 74%a	77 63%	102 74%	94 66%	89 64%	92 67%	107 76%cf	82 69%	80 70%	65 79%mr	23 70%	74 65%	73 70%	66 71%	58 82%mr	45 71%	78 66%	79 68%	85 60%	55 71%	22 61%
NET: At least monthly	807 77%	382 74%	423 80%a	86 70%	110 80%	108 76%	102 74%	107 78%	114 81%	91 77%	89 78%	69 84%mtv	26 79%	81 72%	82 78%	73 78%	59 83%	54 86%mtv	87 73%	88 76%	102 72%	62 79%	24 67%
NET: Ever	862 82%	416 80%	444 83%	93 76%	114 83%	118 83%	115 83%	115 83%	120 85%	97 82%	90 79%	73 89%mt	27 82%	87 77%	85 81%	79 85%	61 86%	57 90%mt	95 80%	93 80%	109 77%	68 87%	28 78%
Several times a day	227 22%	80 15%	147 28%a	28 23%fg	31 23%fg	35 24%fg	16 12%	26 19%	40 28%fg	27 23%fg	24 21%fg	18 22%	5 15%	29 26%	28 27%	23 25%	17 24%	10 16%	25 21%	21 18%	30 21%	17 22%	4 11%
Once a day	179 17%	89 17%	89 17%	28 23%	26 19%	23 16%	20 14%	20 14%	21 15%	17 14%	24 21%	16 20%	6 18%	20 18%	14 13%	12 13%	15 21%	17 27%not	18 15%	24 21%	18 13%	15 19%	4 11%
Several times a week	257 24%	123 24%	134 25%	19 16%	34 25%	25 17%	45 33%ce	37 27%c	38 27%c	28 24%	31 27%c	27 33%mn	12 36%mn	22 19%	20 19%	24 26%	23 32%mn	14 22%	27 23%	30 26%	33 23%	16 21%	9 25%
Once a week	60 6%	35 7%	24 5%	2 2%	11 8%cj	11 8%cj	8 6%j	9 7%j	8 6%j	10 8%cj	1 1%	4 5%	- -	3 3%	11 10%mt	7 8%	3 4%	4 6%	8 7%	4 3%	4 3%	7 9%t	5 14%lmst
Several times a month	66 6%	42 8%b	24 5%	5 4%	6 4%	11 8%	12 9%	10 7%	5 4%	8 7%	9 8%	4 5%	3 9%	5 4%	9 9%p	6 6%	1 1%	8 13%mprv	4 3%	8 7%	13 9%p	5 6%	- -
Once a month	18 2%	13 3%b	5 1%	4 3%	2 1%	3 2%	1 1%	5 4%j	2 1%	1 1%	- -	- -	- -	2 2%	- -	1 1%	- -	1 2%	5 4%n	1 1%	4 3%	2 3%	2 6%knp
Less often	55 5%	34 7%	21 4%	7 6%j	4 3%	10 7%j	13 9%dj	8 6%j	6 4%	6 5%	1 1%	4 5%	1 3%	6 5%	3 3%	6 6%	2 3%	3 5%	8 7%	5 4%	7 5%	6 8%	4 11%
Never	178 17%	95 18%	83 16%	26 21%	23 17%	23 16%	21 15%	21 15%	20 14%	20 17%	24 21%	9 11%	5 15%	25 22%kq	18 17%	13 14%	10 14%	5 8%	23 19%q	22 19%	31 22%kq	9 12%	8 22%q

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 70

**Q19. How often do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	Northern Ireland (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Don't know	11	6	5	3	-	2	2	2	1	1	-	-	1	1	2	1	-	1	1	1	2	1	-
	1%	1%	1%	2%	-	1%	1%	1%	1%	1%	-	-	3%	1%	2%	1%	-	2%	1%	1%	1%	1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 71  
**Q19. How often do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	274 26%	127 25%	146 27%	17 14%	29 21%	32 22%	30 22%	33 24% <sub>c</sub>	44 31% <sub>c</sub>	43 36% <sub>cde</sub>	46 40% <sub>cde</sub>	26 32% <sub>u</sub>	8 24%	36 32% <sub>tu</sub>	25 24%	19 27%	14 22%	38 32% <sub>tu</sub>	32 28%	29 20%	13 17%	11 31%	
NET: At least weekly	463 44%	208 40%	254 48% <sub>a</sub>	36 30%	45 33%	58 41%	58 42% <sub>c</sub>	60 43% <sub>c</sub>	75 53% <sub>cde</sub>	62 53% <sub>cd</sub>	69 61% <sub>cde</sub>	41 50%	14 42%	49 43%	47 45%	39 42%	36 51%	26 41%	56 47%	52 45%	53 37%	32 41%	18 50%
NET: At least monthly	531 51%	241 47%	289 54% <sub>a</sub>	44 36%	50 36%	67 47%	62 45%	81 59% <sub>cde</sub>	85 60% <sub>cde</sub>	69 58% <sub>cd</sub>	73 64% <sub>cde</sub>	52 63% <sub>mnt</sub>	17 52%	55 49%	49 47%	47 51%	38 54%	30 48%	62 52%	60 52%	64 45%	35 45%	22 61%
NET: Ever	606 58%	280 54%	325 61% <sub>a</sub>	57 47%	63 46%	78 55%	78 57%	88 64% <sub>cd</sub>	88 62% <sub>cd</sub>	78 66% <sub>cd</sub>	76 67% <sub>cd</sub>	54 66% <sub>n</sub>	20 61%	66 58%	51 49%	52 56%	45 63%	32 51%	73 61%	66 57%	80 56%	43 55%	24 67%
Several times a day	177 17%	77 15%	100 19%	7 6%	15 11%	16 11%	13 9%	21 15% <sub>c</sub>	30 21% <sub>cde</sub>	38 32% <sub>cde</sub>	37 32% <sub>cde</sub>	17 21% <sub>u</sub>	6 18%	19 17%	16 15%	15 16%	10 14%	10 16%	26 22% <sub>u</sub>	19 16%	24 17%	7 9%	8 22%
Once a day	97 9%	50 10%	46 9%	10 8%	14 10%	16 11% <sub>i</sub>	17 12% <sub>i</sub>	12 9%	14 10%	5 4%	9 8%	9 11% <sub>t</sub>	2 6%	17 15% <sub>t</sub>	9 9%	8 9%	9 13% <sub>t</sub>	4 6%	12 10% <sub>t</sub>	13 11% <sub>t</sub>	5 4%	6 8%	3 8%
Several times a week	152 14%	61 12%	91 17% <sub>a</sub>	15 12%	11 8%	18 13%	22 16% <sub>d</sub>	19 14%	28 20% <sub>d</sub>	18 15%	21 18% <sub>d</sub>	12 15%	5 15%	13 12%	17 16%	14 15%	13 18%	10 16%	15 13%	16 14%	19 13%	13 17%	5 14%
Once a week	37 4%	20 4%	17 3%	4 3%	5 4%	8 6% <sub>i</sub>	6 4%	8 6% <sub>i</sub>	3 2%	1 1%	2 2%	3 4% <sub>m</sub>	1 3%	-	5 5% <sub>m</sub>	2 2%	4 6% <sub>m</sub>	2 3%	3 3%	4 3% <sub>m</sub>	5 4% <sub>m</sub>	6 8% <sub>m</sub>	2 6% <sub>m</sub>
Several times a month	52 5%	25 5%	27 5%	6 5%	2 1%	7 5%	3 2%	17 12% <sub>cdef</sub>	9 6% <sub>d</sub>	5 4%	3 3%	9 11% <sub>mnp</sub>	3 9%	4 4%	2 2%	6 6%	1 1%	4 6%	4 3%	8 7%	6 4%	3 4%	2 6%
Once a month	16 2%	8 2%	8 2%	2 2%	3 2%	2 1%	1 1%	4 3%	1 1%	2 2%	1 1%	2 2%	-	2 2%	-	2 2%	1 1%	-	2 2%	-	5 4% <sub>s</sub>	-	2 6% <sub>nsu</sub>
Less often	75 7%	39 8%	36 7%	13 11% <sub>hj</sub>	13 9% <sub>hj</sub>	11 8% <sub>h</sub>	16 12% <sub>hj</sub>	7 5%	3 2%	9 8% <sub>h</sub>	3 3%	2 2%	3 9%	11 10% <sub>kn</sub>	2 2%	5 5%	7 10% <sub>n</sub>	2 3%	11 9% <sub>n</sub>	6 5%	16 11% <sub>kn</sub>	8 10% <sub>kn</sub>	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 71

**Q19. How often do you watch or listen to any of the following?****Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music****Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scot- land (k)	North East (l)	North West (m)	York- shire and the Humber (n)	West Mid- lands (o)	East Mid- lands (p)	Wales (q)	East of Eng- land (r)	London (s)	South East (t)	South West (u)	North- ern Ire- land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	419 40%	225 44%b	194 36%	62 51%ghi j	69 50%ghi j	61 43%i	55 40%	46 33%	53 38%	35 30%	38 33%	28 34%	12 36%	43 38%	51 49%k	38 41%	24 34%	26 41%	45 38%	47 41%	58 41%	35 45%	12 33%
Don't know	26 2%	12 2%	13 2%	3 2%	5 4%hj	4 3%h	5 4%hj	4 3%h	-	5 4%hj	-	-	1 3%	4 4%	3 3%	3 3%	2 3%	5 8%kru	1 1%	3 3%	4 3%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 72  
**Q19. How often do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All respondents**

	Gender			Age								Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	219 21%	93 18%	126 24%a	19 16%	27 20%	36 25%	23 17%	28 20%	34 24%	25 21%	27 24%	18 22%	8 24%	25 22%	17 16%	21 23%	18 25%	12 19%	31 26%u	25 22%	27 19%	11 14%	6 17%
NET: At least weekly	543 52%	243 47%	300 56%a	47 39%	71 52%c	77 54%c	65 47%	73 53%c	87 62%cf	62 53%c	61 54%c	45 55%q	15 45%	53 47%	51 49%	53 57%q	45 63%mq	24 38%	71 60%quv	64 55%q	75 53%	33 42%	14 39%
NET: At least monthly	678 65%	306 59%	371 70%a	67 55%	83 61%	89 62%	82 59%	96 70%c	101 72%cf	81 69%c	79 69%c	55 67%v	19 58%	67 59%	60 57%	63 68%v	58 82%klm noqtuv	35 56%	85 71%nqv	80 69%v	92 65%	47 60%	17 47%
NET: Ever	790 75%	370 72%	419 79%a	78 64%	95 69%	107 75%	100 72%	107 78%c	116 82%cd	97 82%cd	90 79%c	63 77%	26 79%	78 69%	69 66%	69 74%	65 92%kmn oqstuv	42 67%	98 82%mnq v	89 77%	109 77%	58 74%	24 67%
Several times a day	100 10%	35 7%	65 12%a	8 7%	10 7%	24 17%cd fg i	11 8%	12 9%	15 11%	9 8%	11 10%	10 12%	4 12%	11 10%	9 9%	11 12%	9 13%q	2 3%	15 13%q	11 9%	13 9%	4 5%	1 3%
Once a day	119 11%	58 11%	61 11%	11 9%	17 12%	12 8%	12 9%	16 12%	19 13%	16 14%	16 14%	8 10%	4 12%	14 12%	8 8%	10 11%	9 13%	10 16%	16 13%	14 12%	14 10%	7 9%	5 14%
Several times a week	244 23%	114 22%	130 24%	25 20%	33 24%	29 20%	31 22%	36 26%	36 26%	25 21%	29 25%	20 24%	6 18%	23 20%	23 22%	27 29%q	17 24%	8 13%	26 22%	35 30%q	34 24%	18 23%	7 19%
Once a week	80 8%	36 7%	44 8%	3 2%	11 8%c	12 8%c	11 8%	9 7%	17 12%cj	12 10%c	5 4%	7 9%	1 3%	5 4%	11 10% s	5 5%	10 14%ms	4 6%	14 12%ms	4 3%	14 10% s	4 5%	1 3%
Several times a month	103 10%	47 9%	55 10%	15 12% d	7 5%	9 6%	14 10%	15 11%	14 10%	13 11%	16 14% de	9 11%	4 12%	10 9%	6 6%	8 9%	10 14%	9 14%	11 9%	8 7%	15 11%	12 15% n	1 3%
Once a month	32 3%	16 3%	16 3%	5 4% h	5 4% h	3 2%	3 2%	8 6% h	- -	6 5% h	2 2%	1 1%	- -	4 4%	3 3%	2 2%	3 4%	2 3%	3 3%	8 7% t	2 1%	2 3%	2 6%
Less often	112 11%	64 12%	48 9%	11 9%	12 9%	18 13%	18 13%	11 8%	15 11%	16 14%	11 10%	8 10%	7 21% os	11 10%	9 9%	6 6%	7 10%	7 11%	13 11%	9 8%	17 12%	11 14%	7 19% os

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v  
 \* small base

Prepared by Populus



## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 72

**Q19. How often do you watch or listen to any of the following?****Watch catch-up TV services****Base: All respondents**

	Gender		Age								Region												
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
Never	226 22%	128 25% <sup>b</sup>	97 18%	38 31% <sup>ghij</sup>	34 25% <sup>i</sup>	33 23%	33 24%	27 20%	22 16%	17 14%	22 19%	18 22% <sup>p</sup>	4 12%	29 26% <sup>pr</sup>	28 27% <sup>pr</sup>	22 24% <sup>p</sup>	6 8%	16 25% <sup>p</sup>	18 15%	24 21% <sup>p</sup>	30 21% <sup>p</sup>	19 24% <sup>p</sup>	12 33% <sup>lpr</sup>
Don't know	35 3%	19 4%	16 3%	6 5%	8 6%	3 2%	5 4%	4 3%	3 2%	4 3%	2 2%	1 1%	3 9% <sup>kptu</sup>	6 5%	8 8% <sup>kpt</sup>	2 2%	-	5 8% <sup>kpt</sup>	3 3%	3 3%	3 2%	1 1%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v**

\* small base

## Gaming - Children

### ONLINE Fieldwork:- 30th March to 5th April 2020

Absolutes/col percents

Table 73

**Q19. How often do you watch or listen to any of the following?****Watch online video clips e.g. YouTube****Base: All respondents**

	Gender		Age									Region											
	Total	Male (a)	Female (b)	8 (c)	9 (d)	10 (e)	11 (f)	12 (g)	13 (h)	14 (i)	15 (j)	Scotland (k)	North East (l)	North West (m)	Yorkshire and the Humber (n)	West Midlands (o)	East Midlands (p)	Wales (q)	East of England (r)	London (s)	South East (t)	South West (u)	North-ern Ire-land (v)
Base	1051	517	532	122	137	143	138	138	141	118	114	82*	33*	113	105	93*	71*	63*	119	116	142	78*	36*
NET: At least daily	719 68%	371 72%b	347 65%	77 63%	87 64%	95 66%	91 66%	103 75%cd	103 73%	85 72%	78 68%	54 66%	22 67%	76 67%	75 71%	63 68%	49 69%	50 79%su	78 66%	74 64%	102 72%	49 63%	27 75%
NET: At least weekly	961 91%	480 93%	479 90%	103 84%	126 92%	130 91%	124 90%	130 94%c	134 95%c	111 94%c	103 90%	75 91%	30 91%	104 92%	96 91%	87 94%	67 94%	58 92%	108 91%	105 91%	129 91%	69 88%	33 92%
NET: At least monthly	1007 96%	499 97%	506 95%	113 93%	131 96%	136 95%	131 95%	135 98%c	138 98%c	116 98%c	107 94%	78 95%	31 94%	109 96%	100 95%	91 98%	67 94%	60 95%	114 96%	112 97%	136 96%	75 96%	34 94%
NET: Ever	1029 98%	508 98%	519 98%	118 97%	136 99%	137 96%	134 97%	137 99%	139 99%	117 99%	111 97%	80 98%	32 97%	112 99%	103 98%	92 99%	69 97%	61 97%	116 97%	114 98%	139 98%	76 97%	35 97%
Several times a day	557 53%	281 54%	275 52%	55 45%	63 46%	73 51%	71 51%	81 59%cd	81 57%cd	69 58%cd	64 56%	44 54%	18 55%	61 54%	64 61% <sup>s</sup>	47 51%	38 54%	40 63% <sup>s</sup>	60 50%	50 43%	77 54%	37 47%	21 58%
Once a day	162 15%	90 17%	72 14%	22 18%	24 18%	22 15%	20 14%	22 16%	22 16%	16 14%	14 12%	10 12%	4 12%	15 13%	11 10%	16 17%	11 15%	10 16%	18 15%	24 21% <sup>n</sup>	25 18%	12 15%	6 17%
Several times a week	206 20%	90 17%	115 22%	22 18%	35 26% <sup>g</sup>	28 20%	28 20%	21 15%	28 20%	23 19%	21 18%	18 22%	8 24%	26 23%	18 17%	19 20%	15 21%	8 13%	26 22%	26 22%	21 15%	15 19%	6 17%
Once a week	36 3%	19 4%	17 3%	4 3%	4 3%	7 5%	5 4%	6 4%	3 2%	3 3%	4 4%	3 4%	- -	2 2%	3 3%	5 5%	3 4%	- -	4 3%	5 4%	6 4%	5 6% <sup>q</sup>	- -
Several times a month	32 3%	12 2%	20 4%	7 6%	3 2%	3 2%	5 4%	4 3%	2 1%	5 4%	3 3%	3 4%	- -	1 1%	4 4%	3 3%	- -	1 2%	4 3%	7 6% <sup>amp</sup>	4 3%	4 5%	1 3%
Once a month	14 1%	7 1%	7 1%	3 2%	2 1%	3 2%	2 1%	1 1%	2 1%	- -	1 1%	- -	1 3%	4 4% <sup>s</sup>	- -	1 1%	- -	1 2%	2 2%	- -	3 2%	2 3%	- -
Less often	22 2%	9 2%	13 2%	5 4%	5 4%	1 1%	3 2%	2 1%	1 1%	1 1%	4 4%	2 2%	1 3%	3 3%	3 3%	1 1%	2 3%	1 2%	2 2%	2 2%	3 2%	1 1%	1 3%
Never	17 2%	6 1%	11 2%	4 3% <sup>i</sup>	1 1%	4 3%	2 1%	1 1%	2 1%	- -	3 3%	2 2%	- -	1 1%	2 2%	1 1%	1 1%	1 2%	3 3%	1 1%	2 1%	2 3%	1 3%
Don't know	5 *	3 1%	2 *	- -	- -	2 1%	2 1%	- -	- -	1 1%	- -	- -	1 3%	- -	- -	- -	1 1%	1 2%	- -	1 1%	1 1%	- -	- -

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d/e/f/g/h/i/j - k/l/m/n/o/p/q/r/s/t/u/v

\* small base

Prepared by Populus

