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Erasmus + KA2
Understanding and critical Media Literacy
Report
The Influence of Video Games on Values

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The aim of this report is to analyze the results of a survey in which 178 Spanish, 58 Slovakian, 100 Greek, 223 Romanian, 53 Croatian, 35 Italian, 21 Turkish, 52 Czech and 64 Estonian 10-12 year old students were questioned about playing video games. The purpose is to find out whether playing video games influences the values of the boys and girls and compare the results with the same age children from 9 our project partner schools.

Students and video games

Video game is an entertainment activity in which players operate and control images on a television, computer or a smartphone screen. It is a new entertainment. It also has a lot of secrets.

784 students were questioned and among them were 356 girls and 428 boys. 195 students out of 784 do not play video games. In Turkey all the questioned students played video games. It shows that children start playing video games at an early age and they plays an important role in their lives.

Almost a half of the questioned students (303) never play video games with their parents and 70 children always played video games with their parents.

It could be explained with the fact that parents are too busy to spend time with their children or they find that playing video games is not a good entertainment.

It is surprising that 187 students never play with their brothers and sisters, 251 students often play with their friends and 160 students always play video games alone.

Best days for playing video games

The students play video games every day.

The best days for playing video games are as expected Friday, Saturday and Sunday. The survey shows that there were 540 players on Friday, 642 players on Saturday and 588 players on Sunday. It can be explained with no homework to do for the next day.

In elementary school there is usually no homework for Monday either.

Thursday is an exceptional day for the Estonian students when half of the students play games and the other half do not play games. It could be the difference in the timetable (the classes where the students do not have to prepare, for example, Physical Education, Music and Art).

While in the Spanish school only 43 students out of 178 play video games on Monday. The table shows that the smallest number of players is on Monday. The same tendency in the Slovakian school where the number of players and non-players almost equals on Monday. Turkey follows almost the same pattern.

The time spent on playing video games

More than half of the students (455) play video games 1 to 3 hours a week; 88 students play games between 3 to 6 hours and 78 students play more than 10 hours in a week.

This questionnaire shows that students can spend very little time outside.

Only 39.6 percent (311) of the students' parents regulate the time their children spend on playing video games.

376 students out of 784 can buy and play the video games they like. It shows that parents trust their children.

Favourite video games

488 students out of 784 prefer playing action and adventure video games, followed by sports games (391 students), strategy games (269 students) and racing (266 students). The least popular were simulators` (193 students) and fighting games (167 students). Students like different kinds of video games.

The most popular games are Minecraft and FIFA both preferred by 255 students. The next favourite is Grand Theft Auto played by 246 students and Super Mario with 222 players. 173 students like to play Destiny and 124 students like the SIMS. The preferences vary in different countries, but the questionnaire shows that young students in the 9 European countries look for thrill, excitement and speed.

Different reactions when you have to quit playing video games

Children's reactions are different when their parents tell them to quit playing video games.

Almost half of the children questioned (344) are obedient and switch off immediately when they are asked to stop playing; 23percent (183) children wait for a while and 49 children are disobedient, they do not care and keep on playing. These 49 families might have problems with their children in the future.

About 37 percent of the children (291) do not like when someone interrupts them while playing; 321 children do not consider it a problem, but 135 children get upset. It shows that these 135 students are focused on the video games and they find it difficult to stop it.

Feelings after stopping playing

57 percent of the questioned children (453) feel satisfied and great because they had had a good time, while 147 children feel bad because they wanted to play more and 66 children get angry with their parents because they did not have enough playing time in their opinion. It shows that children should have certain limits otherwise they forget themselves playing and do not understand when it is time to stop it.

The values of video games

The students think that video games help them to be creative (489 young students) that makes 62 percent and 39 percent (311) believe it makes them competitive. They also believe that video games help them to be sociable (281 students) and be strategist 344 students. Unfortunately 14 percent of the questioned students think that playing video games make them aggressive.

Thus, playing video games can be addictive because when losing a game 239 students start a new game. Everybody wants to be a winner. 235 students do not mind losing the game and accept it, but 112 young students do not like it and feel bad; 104 students get really angry.

The survey shows that the young students are quite realistic about video games, but may not always make the difference between the reality and the game. 275 children do not agree that they play video games because they can learn how to fight with their friends, while 397 children agree to the fact that they can learn how to defend oneself; 320 young students agree that when they play games they feel like doing the same as some characters.

Conclusion

The survey shows that the video games played by 10 – 12 year young students in 9 different countries are quite similar. There is a similarity in young students` reactions to losing a game and also in the feelings when somebody interrupts them in the middle of the game.

Video games are an important entertainment in young people`s lives. Playing video games can help you to be more creative, sociable and more initiative.

Video games may have an addictive influence on children if young people have no control over how many hours they spend on video games and what kind of games they play.

There is a danger that children may not understand the difference between the real life and the game. After playing video games for a long time it is complicated to focus on one`s studies.

There should be a balance in physical exercises and mental work and games.

Young people should spend more time outside and be active in sports and outdoor games as well.

The influence on the video games values survey - Media Literacy

Thank you very much for filling up this survey.

* Kohustuslik

0. Where are you from? *

1. Are you a boy or a girl?

Boy

Girl

2. Do you play video games? *

NO

YES

3. Who do you normally play with? *

always often sometimes rarely never

with my parents (father and / or mother)

alone

with my brother/s and / or sister/s

with my friends

with my parents (father and / or mother)

4. When do you play video games? *

Yes No

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday

5. How many hours do you spend on playing video games a week? *

between 1 - 3 hours

between 3 - 6 hours

between 6 - 10 hours

more than 10 hours

6. Do your parents regulate the time you spend on playing video games? *

Yes

No

7. Can you buy and play the video game you like? *

No, my parents control that.

Yes

8. Which kind of video games do you prefer? *

Action / Adventure

War

Fighting

Strategy

Sports

Simulators

Racing

9. Which video games do you prefer? *

Call of Duty

FIFA

Minecraft

Grand Theft Auto

The Legend of Zelda

The SIMS

Destiny

Super Mario

10. How do you react when your parents tell you to quit playing? *

You switch off immediately

You wait till the second call

You wait for a while

You don't care and keep on playing

11. How do you feel when someone interrupts you while you are playing? *

Fine, no problem

I don't like it

I get upset

12. How do you feel when you stop playing? *

I feel satisfied and great because I had a good time

I feel bad because I wanted to play more

I get angry with my parents because I didn't have enough

13. How do you agree with these statements? *

I agree absolutely I quite agree I agree up to a certain extent I don't agree

I like video games because I can learn how to defend myself

I like video games because I can learn how to fight with my friends

When I play video games I feel like doing the same as some characters.

14. I think that video games help me to ... (choose 3) *

be creative

be intelligent

be aggressive

be competitive

be sociable

be strategist

have more initiative

to react faster to stressful situations

not to trust people

15. How do you feel when you lose a game?

I don't mind. I accept it.

I don't like it. I feel bad.

I get really angry.

I start a new game.