The Gaming Generation

Aim: To describe gaming usage, patterns and character preferences of middle school students.

Survey Data:
• N = 136
• 6th & 7th grade middle school students
• completed survey during math classes

Gaming system(s):
- Nintendo Switch: 74 (67%)
- Xbox: 65 (59%)
- Computer or PC: 53 (48%)
- PlayStation: 32 (29%)
- Other: 27 (24%)

Permitted Styles of Game Play

- 6.3% Local only
- 25.2% I don’t know
- 45.9% Local & online with friends as well as unknown players
- 22.5% Local & online with verified friends

Average number of hours students’ game

Students game longer on weekends than weekdays (distribution shifted). There is more variability in hours spent gaming on weekends (wider spread).

Favorite Mario Kart characters

<table>
<thead>
<tr>
<th>Character</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mario</td>
<td>13%</td>
</tr>
<tr>
<td>Peach</td>
<td>14%</td>
</tr>
<tr>
<td>Luigi</td>
<td>6%</td>
</tr>
<tr>
<td>Toad</td>
<td>14%</td>
</tr>
<tr>
<td>Yoshi</td>
<td>34%</td>
</tr>
<tr>
<td>Bowser</td>
<td>9%</td>
</tr>
<tr>
<td>Wario</td>
<td>2%</td>
</tr>
<tr>
<td>Waluigi</td>
<td>9%</td>
</tr>
</tbody>
</table>

Favorite Smash Brothers characters

- Ganondorf: 19%
- Kirby: 47%
- Link: 11%
- Mario: 1%
- Pit/Dark Pit: 5%
- Samus: 9%
- Sonic: 3%