



The Gaming Generation



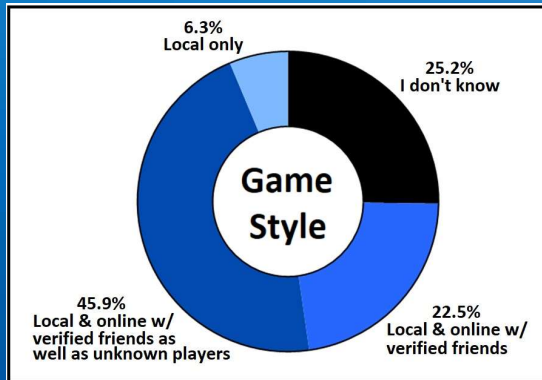
Aim: To describe gaming usage, patterns and character preferences of middle school students.

Survey Data:

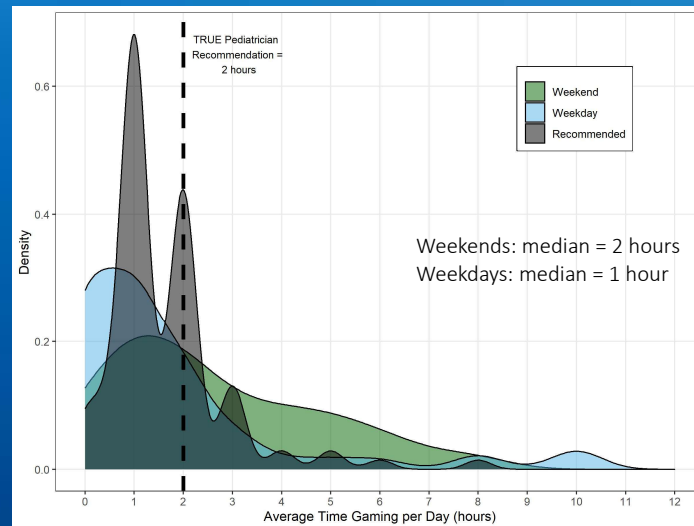
- N = 136
- 6th & 7th grade middle school students
- completed survey during math classes



Permitted Styles of Game Play

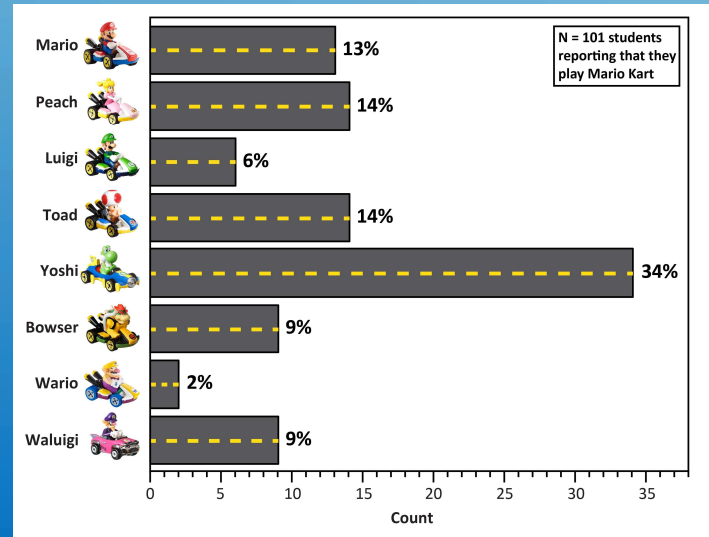


Average number of hours students' game

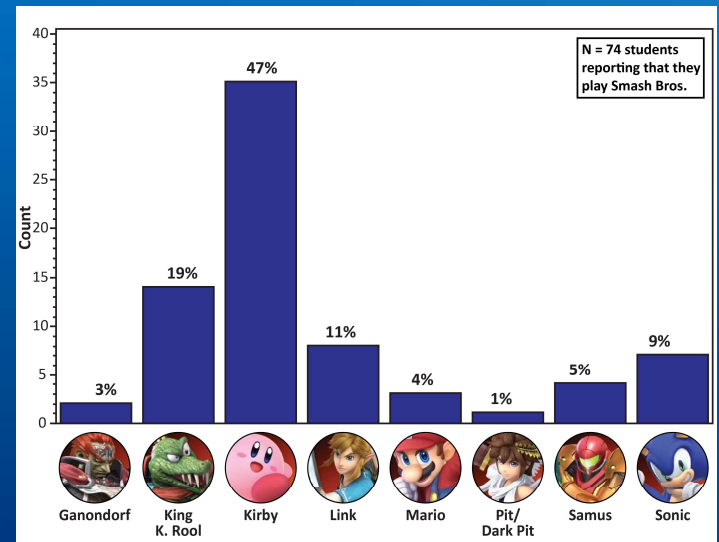


Students game longer on weekends than weekdays (distribution shifted). There is more variability in hours spent gaming on weekends (wider spread).

Favorite Mario Kart characters



Favorite Smash Brothers characters



Gaming system(s):

Nintendo Switch: 74 (67%)

Xbox: 65 (59%)

Computer or PC: 53 (48%)

PlayStation: 32 (29%)

Other: 27 (24%)