angus reid 🗩

Gamers are everywhere

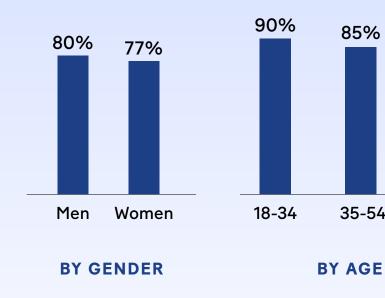
Not just teenagers in the basement anymore

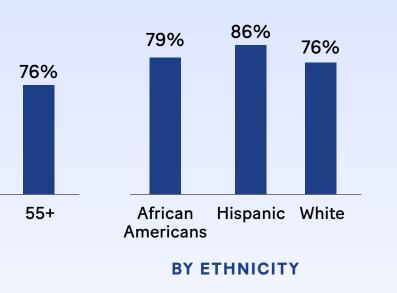
While young men still dominate the video game landscape, the proliferation in game types, especially via phone, has made game play ubiquitous across all groups in society.



INSIGHTS BY Demetre Eliopoulos

Who is playing video games?





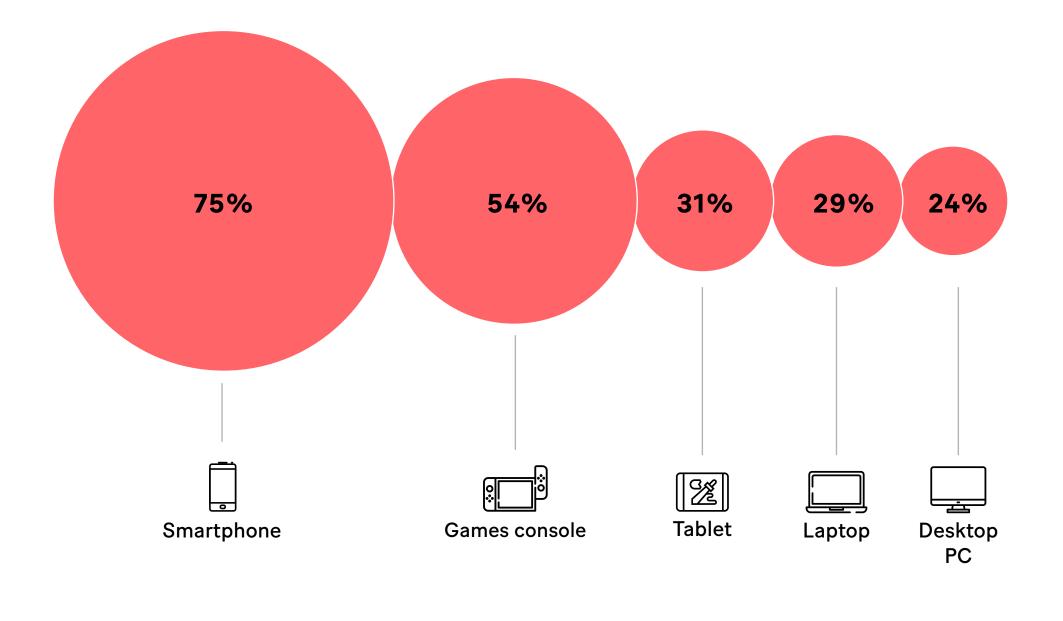
79% report playing video games

Shift to smartphone

In almost every age and gender cohort smartphones are the most popular way of playing video games, with the one exception of men aged 18-34

85%

35-54



GAME GENRE

Male gamers 18-34 are playing the most, 6+ hours a week on:

26% Action games

22%

First person shooter games 23%

Role playing games

Sports games

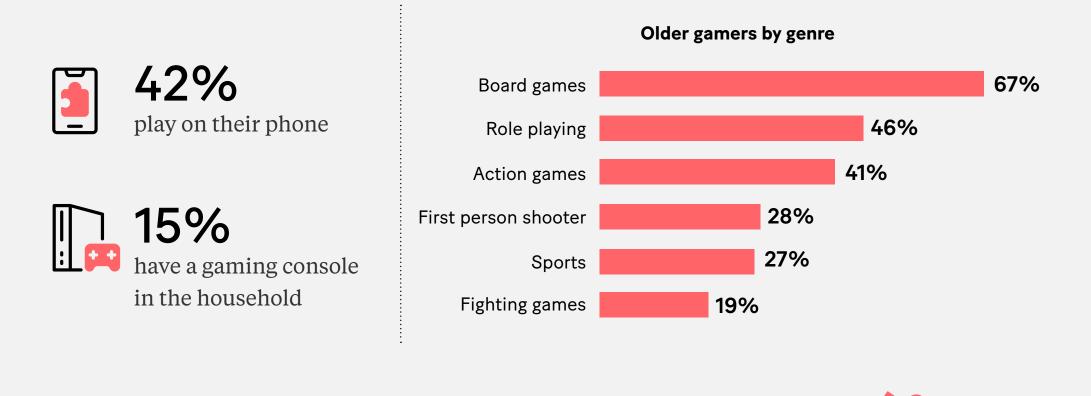
15%

Fighting games

13% Virtual puzzles/ board games

Older gamers (55+ years)

Not to be left behind, older Americans are playing and have the gear.

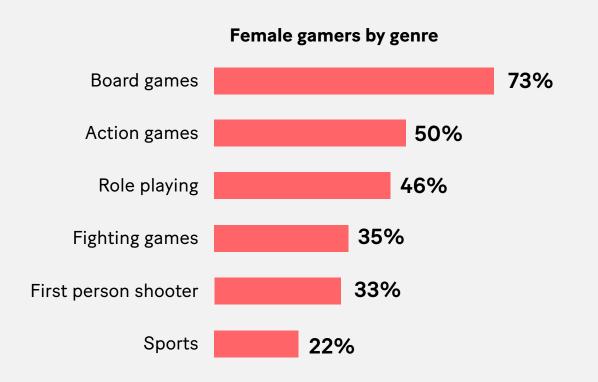


19% One-in-five (19%) older gamers are playing 6+ hours a week on virtual puzzles/board games

Female Gamers



36% have a gaming console in the household





21%

One-in-five (21%) female gamers are playing 6+ hours a week on virtual puzzles/board games



Gaming solo

Given the advancements in technology that facilitates gaming with others, it is still mainly a solo activity

Thinking about how you game, what percentage of the time would you say you are gaming with other people?

31%

34%

Never (always game alone) Less than a quarter of the time

4%

Always

Partner Accompaniment Not necessary

Among gamers with partners, there is relatively low interest in making gaming a couples activity

30%

I wish my partner would pay more interest to gaming 29%

It is important to me that my partner plays video games



METHODOLOGY

Angus Reid surveyed 5,176 online adults who are members of the Angus Reid Forum USA. Of these, 4,073 self-reported as "gamers" (defined as playing some form of game on a range of platforms including smartphones, consoles, laptop, tablet or desktop). The sample frame was balanced and weighted on age, gender and region according to the latest census data. For comparison purposes only, a probability sample of the gamer sample would yield a margin of error of +/- 1.5 percentage points, 19 times out of 20.

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