

DIGITAL GAMES AND FAMILY LIFE



When parents and kids play together

According to national survey data, 91 percent of children in the United States ages 2 to 17 play video games (NPD Group, 2011). In an effort to better understand the ever-changing relationship between digital games and family life, the Joan Ganz Cooney Center surveyed nearly 700 parents of 4 to 13-year-olds who play digital games. The following infographic explores how conversations and interactions between parents and their children vary based on parent interest in game play.

Of the 696 parents surveyed,

76% say that there are certain game titles that they enjoy playing as much as their kids do

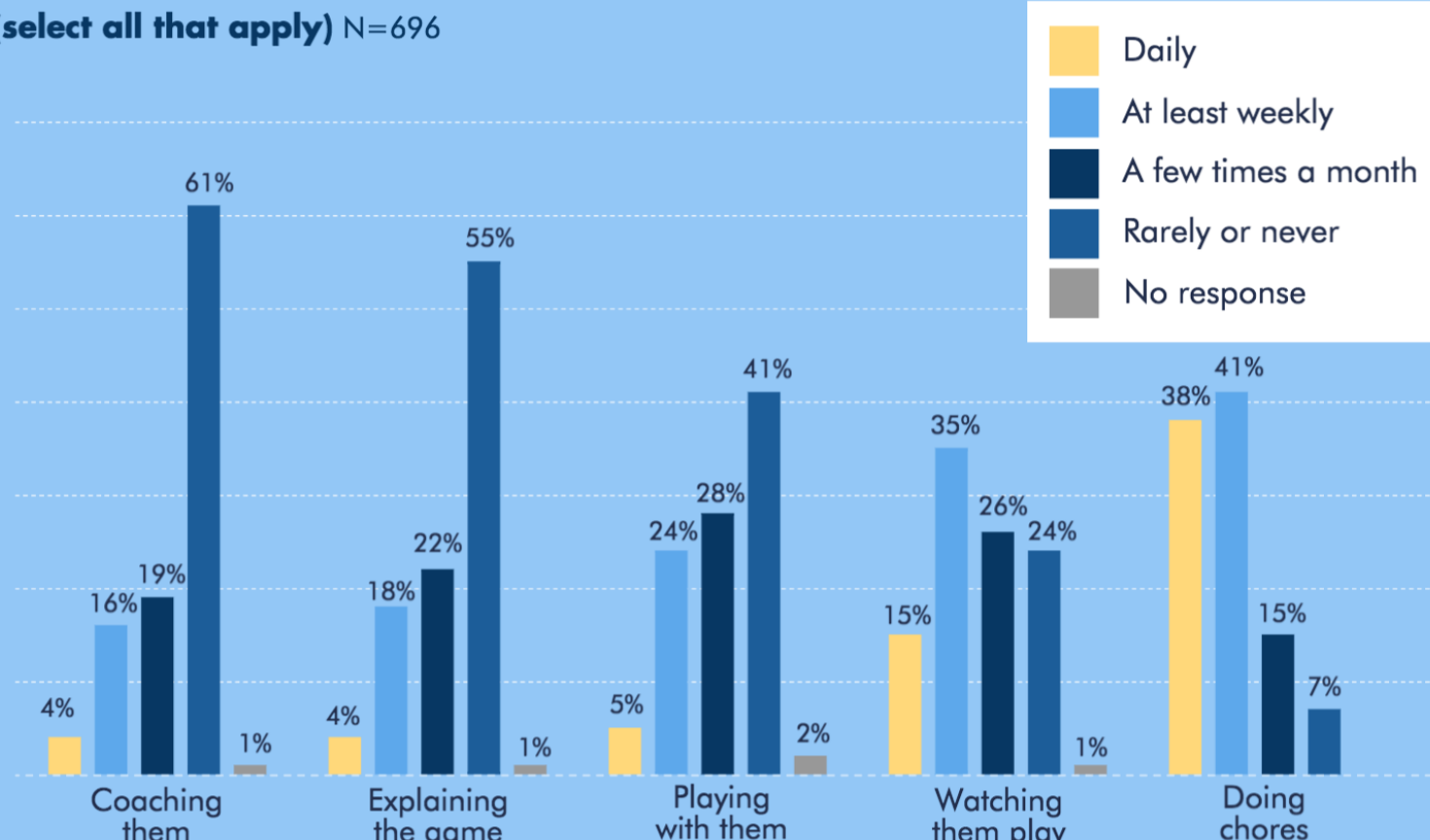
WHICH TITLES DO BOTH PARENTS AND KIDS ENJOY?

N=459



WHAT ARE PARENTS DOING WHILE THEIR KIDS ARE PLAYING GAMES?

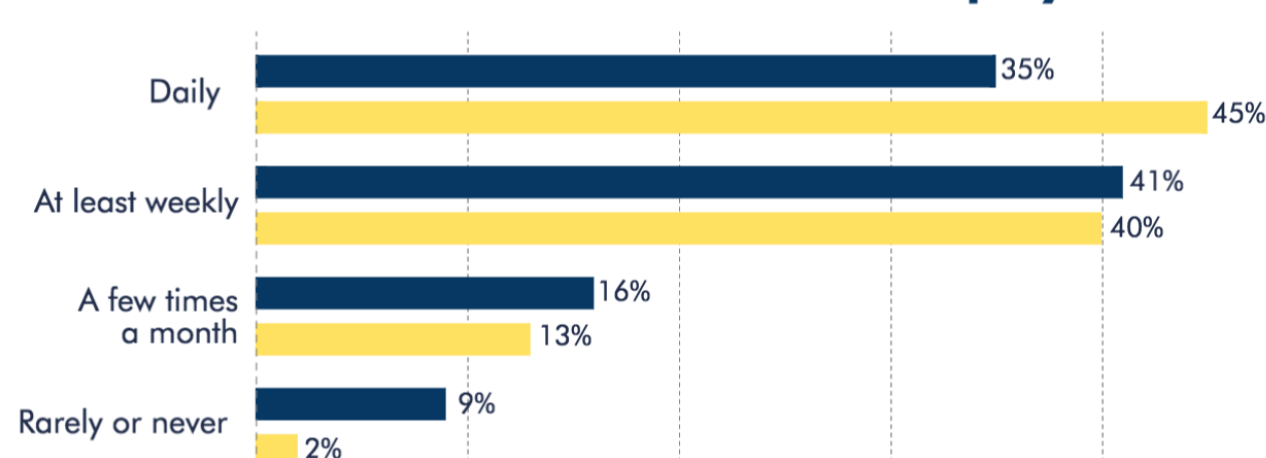
(select all that apply) N=696



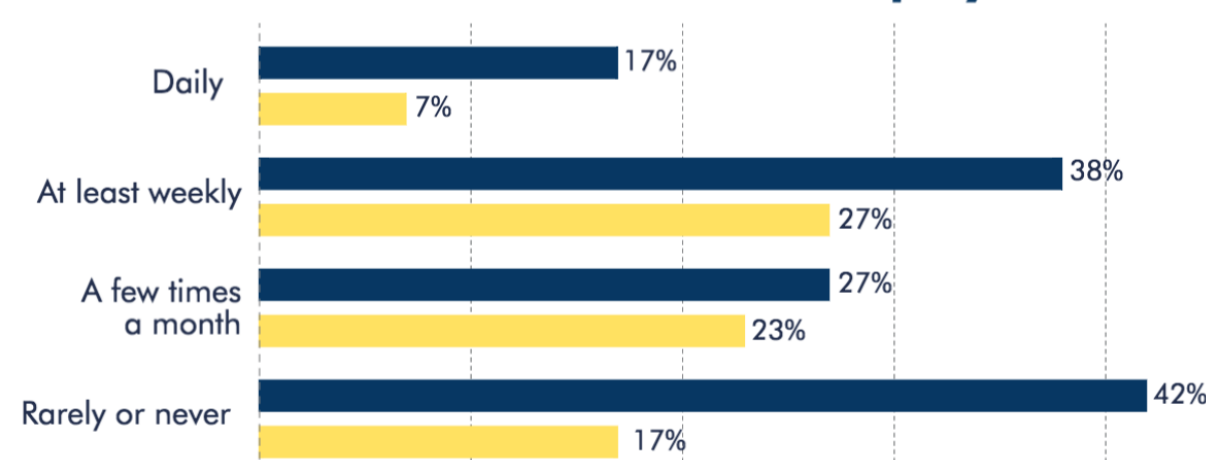
HOW DOES INVOLVEMENT VARY BASED ON WHETHER PARENT PLAYS DIGITAL GAMES?

■ Parent plays games ■ Parent doesn't play games

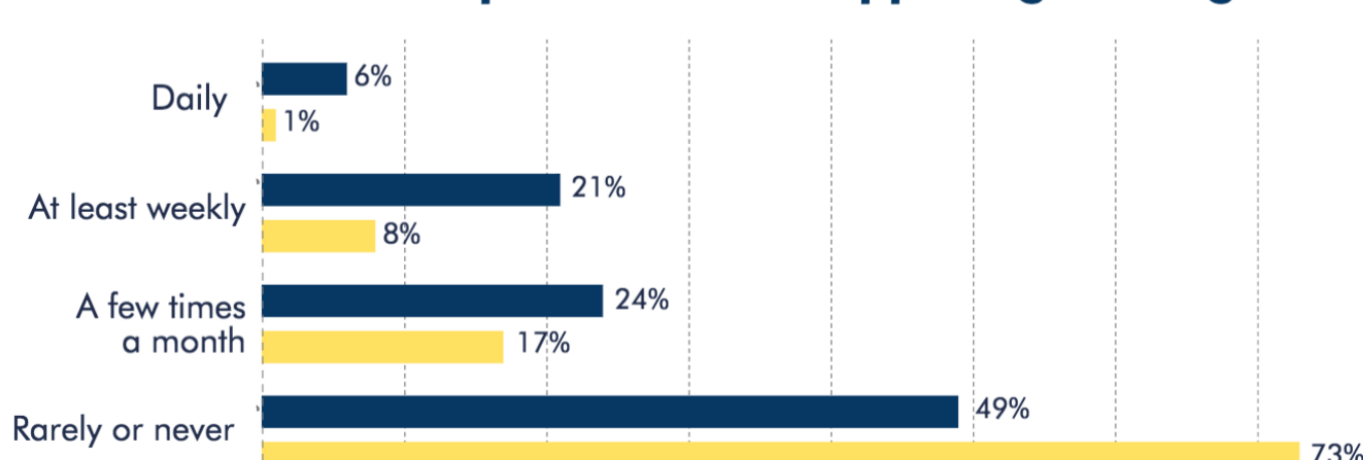
Parent does chores while child plays



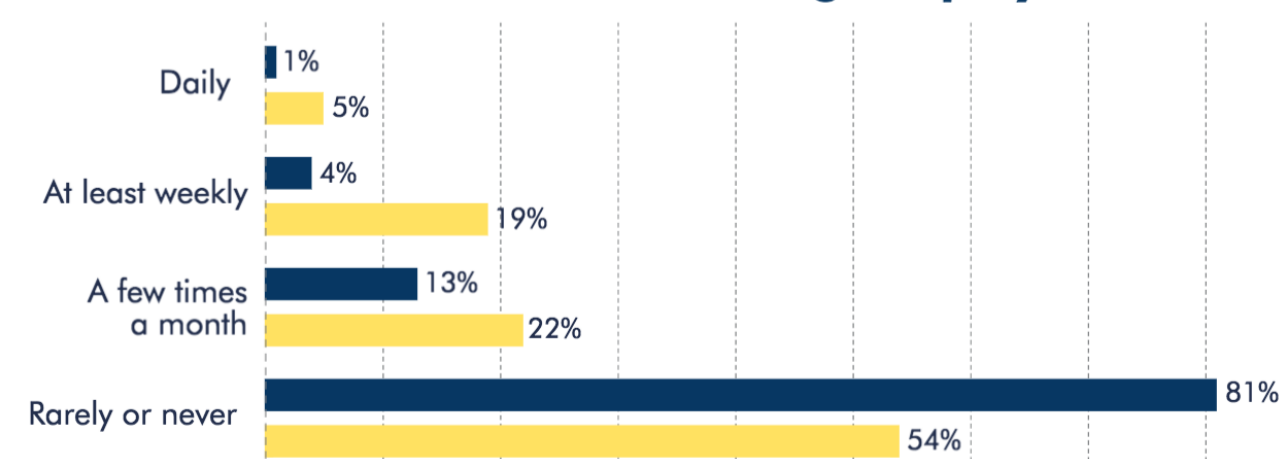
Parent watches while child plays



Parent explains what's happening in the game



Parent coaches child on gameplay



"Player" parents are more likely to play and engage with their child during gameplay, while non-player parents reported less involvement overall in these activities.

HOW DO CONVERSATIONS VARY BASED ON WHETHER PARENT PLAYS DIGITAL GAMES?

Player parents are more likely than non-player parents to talk to their kids about:

- Their child's performance in a game.
- Why some games are bad.

But parents who play and those who don't are both just as likely to talk to their kids about:

- The games their child plays away from home.
- Topics related to a digital game that come up elsewhere (the news, school, movies, TV shows, etc.).