YouGov

September 25 - 26, 2013

1. videogames1

How often, if at all, do you play video / computer games?

		Gender		Age				Party ID			Voter Registration	
	Total	Male	Female	18-29	30-44	45-64	65+	Democrat	Independent	Republican	Registered	Not registered
Most days	28%	29%	28%	30%	28%	26%	32%	36%	26%	22%	29%	23%
Once a week	15%	15%	15%	15%	18%	16%	9%	18%	13%	15%	15%	15%
Once a month	6%	6%	6%	12%	7%	4%	2%	5%	6%	8%	6%	8%
Several times a year	11%	11%	10%	14%	13%	9%	7%	8%	13%	10%	10%	12%
Once a year	7%	8%	6%	6%	8%	7%	4%	7%	7%	6%	7%	6%
Never	29%	29%	30%	15%	22%	36%	46%	23%	31%	37%	30%	24%
Don't know	4%	3%	4%	8%	4%	3%	1%	4%	5%	2%	3%	11%
Totals	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
(Unweighted N)	(1,000)	(460)	(540)	(142)	(300)	(387)	(171)	(341)	(422)	(237)	(892)	(108)

		Race			Education					Region			
	Total	White	Black	Hispanic	Less than high school	High school	Some college	College grad	Post grad	Northeast	Midwest	South	West
Most days	28%	29%	36%	19%	33%	32%	29%	20%	20%	31%	28%	30%	24%
Once a week	15%	13%	20%	23%	5%	15%	17%	14%	16%	16%	16%	14%	15%
Once a month	6%	6%	5%	9%	13%	4%	6%	9%	6%	4%	3%	8%	8%
Several times a year	11%	10%	8%	17%	15%	10%	12%	12%	1%	11%	8%	10%	13%
Once a year	7%	7%	5%	4%	13%	5%	6%	9%	8%	8%	8%	4%	9%
Never	29%	31%	19%	27%	21%	29%	25%	35%	46%	29%	30%	29%	29%
Don't know	4%	4%	6%	0%	—	5%	5%	2%	3%	2%	7%	5%	1%
Totals	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
(Unweighted N)	(1,000)	(817)	(104)	(79)	(35)	(335)	(356)	(187)	(87)	(199)	(202)	(347)	(252)

2. videogames2
Have you ever watched or played a video / computer game that features violence?
Asked of those who have played video / computer games at least once a year.

		Gender		Age				Party ID			Voter Registration	
	Total	Male	Female	18-29	30-44	45-64	65+	Democrat	Independent	Republican	Registered	Not registered
Yes	57%	72%	43%	81%	70%	43%	22%	60%	59%	50%	59%	44%
No	41%	27%	55%	17%	28%	57%	78%	39%	39%	50%	40%	48%
Don't know	2%	1%	2%	2%	3%	1%	—	1%	3%	1%	1%	8%
Totals	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
(Unweighted N)	(656)	(295)	(361)	(108)	(220)	(238)	(90)	(251)	(265)	(140)	(582)	(74)

		Race			Education					Region			
	Total	White	Black	Hispanic	Less than high school	High school	Some college	College grad	Post grad	Northeast	Midwest	South	West
Yes	57%	56%	59%	64%	56%	57%	60%	58%	43%	58%	59%	56%	57%
No	41%	43%	41%	34%	34%	41%	39%	42%	57%	42%	40%	42%	41%
Don't know	2%	2%	—	3%	10%	2%	1%	—	—	0%	1%	2%	2%
Totals	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
(Unweighted N)	(656)	(520)	(78)	(58)	(27)	(210)	(254)	(124)	(41)	(133)	(125)	(228)	(170)

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3. Agree with the following statements about video / computer games
To what extent, if at all, do you agree or disagree with the following statements about video / computer games?

	Total	Gender		Age				Party ID			Voter Registration	
		Male	Female	18-29	30-44	45-64	65+	Democrat	Independent	Republican	Registered	Not registered
Video / computer games can be a cause of real-world violence and aggression	37%	34%	39%	24%	31%	42%	50%	32%	37%	43%	36%	41%
Video / computer games can be a useful outlet for frustrations and aggression	45%	45%	45%	60%	47%	40%	33%	52%	44%	38%	47%	33%
Video / computer games are a waste of time	26%	29%	24%	25%	25%	28%	24%	19%	27%	35%	26%	25%
Video / computer games are a good form of entertainment	60%	64%	56%	73%	64%	55%	46%	70%	55%	50%	61%	49%
Video / computer games are a contributing cause in mass-shootings	26%	25%	27%	19%	20%	28%	39%	20%	26%	33%	25%	28%
New legislation is needed to restrict the availability of video / computer games	20%	19%	21%	15%	15%	26%	23%	19%	20%	23%	21%	15%
Totals	(1,000)	(460)	(540)	(142)	(300)	(387)	(171)	(341)	(422)	(237)	(892)	(108)

	Total	Race			Education					Region			
		White	Black	Hispanic	Less than high school	High school	Some college	College grad	Post grad	Northeast	Midwest	South	West
Video / computer games can be a cause of real-world violence and aggression	37%	37%	34%	38%	38%	38%	38%	32%	33%	35%	36%	33%	43%
Video / computer games can be a useful outlet for frustrations and aggression	45%	45%	52%	42%	64%	43%	47%	45%	37%	48%	41%	48%	43%
Video / computer games are a waste of time	26%	29%	11%	23%	15%	21%	27%	35%	36%	19%	33%	23%	30%
Video / computer games are a good form of entertainment	60%	58%	72%	58%	59%	58%	65%	60%	47%	61%	59%	59%	59%
Video / computer games are a contributing cause in mass-shootings	26%	27%	19%	27%	28%	25%	29%	20%	30%	27%	23%	22%	32%
New legislation is needed to restrict the availability of video / computer games	20%	18%	18%	32%	10%	24%	18%	16%	23%	20%	18%	19%	24%
Totals	(1,000)	(817)	(104)	(79)	(35)	(335)	(356)	(187)	(87)	(199)	(202)	(347)	(252)

4. Disagree with the following statements about video / computer games
To what extent, if at all, do you agree or disagree with the following statements about video / computer games?

	Total	Gender		Age				Party ID			Voter Registration	
		Male	Female	18-29	30-44	45-64	65+	Democrat	Independent	Republican	Registered	Not registered
Video / computer games can be a cause of real-world violence and aggression	34%	40%	28%	45%	39%	30%	18%	37%	33%	29%	35%	22%
Video / computer games can be a useful outlet for frustrations and aggression	17%	18%	16%	10%	19%	18%	21%	11%	18%	23%	18%	13%
Video / computer games are a waste of time	36%	38%	33%	45%	36%	35%	25%	42%	33%	30%	36%	33%
Video / computer games are a good form of entertainment	8%	8%	9%	3%	9%	11%	11%	5%	8%	15%	9%	5%
Video / computer games are a contributing cause in mass-shootings	43%	50%	36%	55%	47%	41%	25%	47%	41%	40%	45%	30%
New legislation is needed to restrict the availability of video / computer games	53%	63%	43%	62%	59%	47%	41%	56%	50%	53%	55%	35%
Totals	(1,000)	(460)	(540)	(142)	(300)	(387)	(171)	(341)	(422)	(237)	(892)	(108)

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	Total	Race			Education					Region			
		White	Black	Hispanic	Less than high school	High school	Some college	College grad	Post grad	Northeast	Midwest	South	West
Video / computer games can be a cause of real-world violence and aggression	34%	33%	39%	35%	34%	34%	34%	37%	27%	35%	33%	35%	31%
Video / computer games can be a useful outlet for frustrations and aggression	17%	17%	11%	21%	14%	19%	15%	15%	22%	16%	22%	14%	17%
Video / computer games are a waste of time	36%	29%	54%	55%	57%	39%	36%	29%	22%	35%	32%	38%	36%
Video / computer games are a good form of entertainment	8%	10%	3%	7%	7%	9%	7%	9%	11%	7%	10%	7%	9%
Video / computer games are a contributing cause in mass-shootings	43%	43%	41%	45%	40%	41%	44%	48%	41%	44%	44%	45%	38%
New legislation is needed to restrict the availability of video / computer games	53%	54%	53%	44%	57%	45%	54%	64%	53%	56%	55%	52%	49%
Totals	(1,000)	(817)	(104)	(79)	(35)	(335)	(356)	(187)	(87)	(199)	(202)	(347)	(252)