

Parent Questionnaire Findings: Growing Gamers

Table of Contents:

1.0.....	Quantitative Data	
1.1 Respondents.....		1
1.2 Desire for Information.....		1
1.3 Gaming Informed Parents.....		1
2.0.....	Qualitative Data	
2.1 Recurring Comments/Suggestions.....		2
2.2 Sentiment.....		2
3.0.....	Takeaway	
4.0.....	Example Questionnaire	

1.0 Quantitative Data

1.1 Respondents

At the time of writing there are 12 respondents. Some respondents are responding retrospectively as their children are grown up, some theoretically since their children do not play video games, and some are answering literally for their children.

1.2 Desire for Information

- Two respondents only wanted negative data.
- One respondent wanted to receive no data at all.
- One respondent only wanted positive data.
- Eight respondents wanted both positive and negative data.
 - Two of these eight emphasized negative data over positive.
 - One of these eight emphasized positive data over negative.
 - Five of these eight desired an equally balanced delivery of the data.

1.3 Gaming Informed Parents

- Ten respondents said they have a moderate to low awareness regarding what positive and negative gaming habits look like.
- One respondent said they have a moderate to high awareness regarding what positive and negative gaming habits look like.
- Ten respondents said they have a moderate to low awareness of their child's gaming activities.
- One respondent said they have a moderate to low awareness of their child's gaming activities.
- One respondent did not answer the relevant questions.

2.0 Qualitative Data

2.1 Recurring Comments/Suggestions

- A potential negative impact from video games is violence desensitization.
- A potential negative impact from video games is anti-sociality.
- A different set of rules for weekends/holidays would be useful.
- A rule for session time limits (per sitting limit) would be useful.
- Advanced dashboard for parents who know more about gaming would be useful.

2.2 Sentiment

The general sentiment that seems to be communicated through the questionnaire responses is that; (1) there is interest for parents to be better informed on their child's gaming, and (2) parents are largely unaware about the gaming hobby.

3.0 Takeaway

The information derived from this questionnaire leads us to three major conclusions. First, there is a gap between gamers and their parents, many parents lack the knowledge and information to appropriately support and guide their children in their hobby. Second, there is a desire in most parents to be able to better support their children in regards to gaming. Third, parents want to be able to be parents. This means they want to make the decisions on how their child should play games based on their values and beliefs, so a highly customizable solution is in order. The responses we received from this questionnaire were highly encouraging and make us feel we are developing a useful and beneficial product.

4.0 Example Questionnaire

Growing Gamers Parental Questionnaire

About This Questionnaire:

Growing Gamers is a software project whose goals are (1) to give parents the ability to be involved with their child's gaming life, and (2) to enable parents and children to work together on forming healthy habits regarding video games all while respecting the child's space. To accomplish these goals parents are notified of important information regarding their child via text, the parents can customize the messages they receive as well as their child's experience through a web portal. The child will receive messages in between games to help them be informed players and make good choices independent of their parents. This questionnaire is intended to guide design choices for the creation of our project, answer any way you see fit using the questions as a guide. All feedback is welcome.

Please submit results to ragequit.nm@gmail.com or return a physical copy to whomever supplied the questionnaire, all file formats accepted.

1. Would you like to be more involved with your child's gaming life (be better informed, encourage them, help them succeed)?
2. Would you like to learn more about your child's hobby and learn how to give them praise when they have performed well?
3. Would you like to receive information about your child's gaming experience via text?
4. Would you like to set a maximum playtime for your child? Circle all that apply.

Daily limits?

Weekly limits?

Monthly limits?

Other (please specify)?

5. Would you like to set a bedtime for your child after which they should not play video games?

6. Would you like to be notified by text if this bedtime is violated?

7. Would you like to receive text messages about your child's positive experiences? Circle all that apply.

*A digest is a summary of activity over the specified period of time

Immediately when something exceptional happens (win streaks, improvement, etc.)?

As a digest* daily?

As a digest* weekly?

As a digest* monthly?

Other (please specify)?

8. Would you like to receive text messages about your child's negative experiences? Circle all that apply.

Immediately when something exceptional happens (drop in performance, frustrating games)?

As a digest* daily?

As a digest* weekly?

As a digest* monthly?

Other (please specify)?

9. Is knowing when your child has played a rough/frustrating game important to you?

10. Do you believe video games are a primarily negative influence on your child?

11. What negative impacts do you see video games having on your child?

12. Do you believe video games are a primarily positive influence on your child?

13. What positive impacts do you see video games having on your child?

14. Do you know when your child's gaming habits are worthy of praise (responsible play times, outstanding performances, being a good sport)?

15. Are you aware when these positive behaviors occur in your child?

Never-----sometimes-----always

16. Do you know when gaming habits become negative (irresponsible playtime, not playing for fun, being a bad sport)?

17. Are you aware when these negative behaviors occur in your child?

Never-----sometimes-----always

18. Do you want to know when your child is: Circle all that apply.

Behaving negatively against others?

Being subjected to negative behavior from others?

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