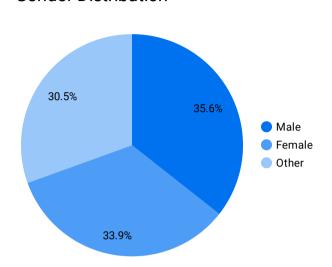
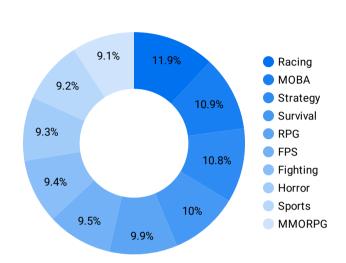
Demographic Insight Part 1

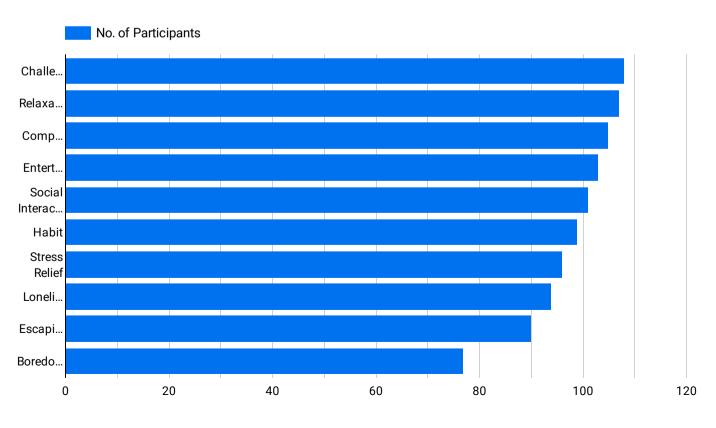
No. of Participants 980

Gender Distribution Video Game Genre Distribution

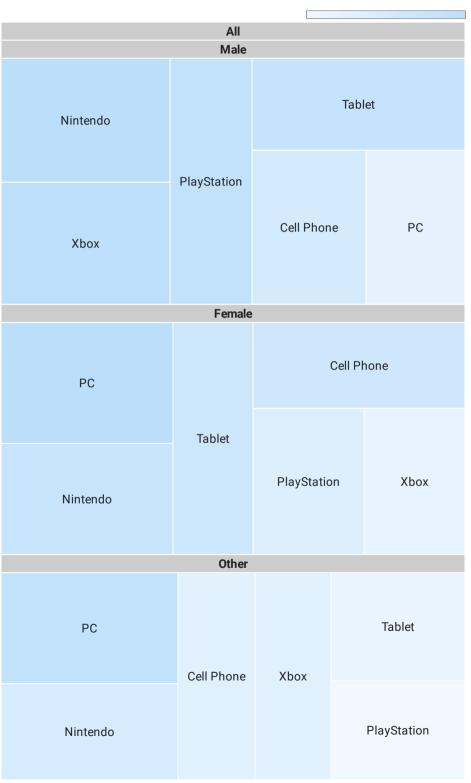




Gaming Motivation Distribution



Gaming Device Distribution by Gender

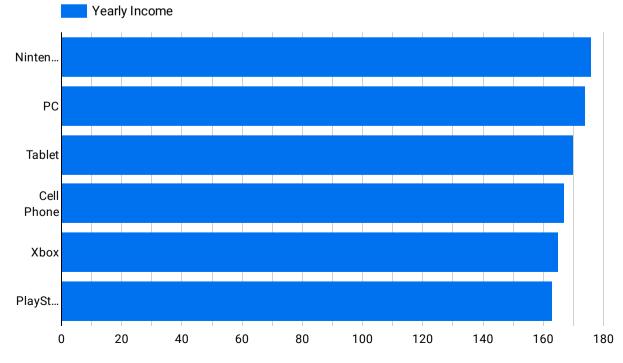


Demographic Insight Part 2

Participant Distribution by Genre & Motivation

Gaming Motivation / No. of Participants										
Video Game	Stress Relief	Boredom	Entertainment	Escapism	Loneliness	Habit	Relaxation	Competition	Social Intera	Challenge
MOBA	78	99	20	98	22	61	70	74	71	32
Fighting	67	59	82	14	55	56	91	87	44	21
RPG	29	28	54	52	69	88	45	9	84	53
FPS	35	66	26	62	10	57	7	38	97	48
Sports	47	65	94	50	68	16	90	46	6	49
Survival	36	77	18	37	83	8	5	13	25	63
Horror	33	34	73	40	42	17	60	4	43	80
Racing	96	85	23	86	75	24	19	3	81	89
Strategy	51	95	64	93	39	11	15	27	2	12
MMORPG	72	58	76	30	31	92	41	79	100	1

Yearly Income by Gaming Devices



Gaming Device Distribution

