SRIq1

Attitude towards ppl in virtual worlds

Universe

All persons

Description

SRIq1 asks how familiar respondents are with the concept of virtual worlds.

Comparability

The descriptive paragraph preceding the question and the question text itself are the same between years. Some of the response categories underwent slight rewording in 2009.

Question to respondent

Virtual worlds are online computer programs in which people can play games

and talk with people from around the country or even around the world.

Examples of such worlds include World of Warcraft, Second Life, Webkinz

and Club Penguin. Which of the following statements best describes your familiarity with

virtual worlds?

Instructions to interviewer