

Survey: 35 Percent of Parents Are Gamers

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SAN JOSE, Calif. — In a sign that video games are becoming more popular as family entertainment, a national survey released Thursday indicates joysticks aren't just for kids.

Thirty-five percent, or about one in three parents, say they play, too, and 80 percent of that segment play video games with their children, according to the new survey commissioned by the Entertainment Software Association, a video game industry group.

The average "gamer parent" spends 19 hours a month playing video games, and spends roughly half that time playing alongside kids, the survey found. Two-thirds of the gamer parents said they feel that playing video games has brought their families closer together.

Count among them Andrew Bub. "It makes us all laugh at each other," said the Milwaukee stay-at-home father of two. As the founder of GamerDad.com, a Web site with game reviews and a discussion forum for parents, Bub has promoted the idea of video games as a family-bonding tool for years. "Kids are going to play what they want to play, and parents are better off getting involved instead of sitting on the sidelines."

Other survey findings: The typical gamer parent is 37, and almost half the group are women. Twenty-seven percent of gamer parents began playing video games around the same time their children started. The survey of 501 parents with children between the ages of 2 and 17 was conducted by Peter D. Hart Research Associates in November 2005. The margin of error was plus or minus 4.4 percent.

The Entertainment Software Association, which is challenging various state laws banning the sales of violent video games to minors, noted that about two of every three parents surveyed agreed it is not the role of the government to protect kids from violent games.

1. Of the 501 parents surveyed, approximately how many openly admit to playing video games?
2. The average "gamer parent" spends about how many hours a day playing video games?
3. What percent of the gamer parents said they feel that playing video games has brought their families closer together? Is this a legitimate statement or simply an attempt to justify massive amounts of time invested playing games? Explain.
4. Thoroughly describe the typical "gamer parent."
5. What is meant by "the margin of error?"
6. In your opinion, in paragraph form, are these statistics surprising? Explain.
7. In the passage above, in paragraph form, explain at least seven ways using the "**Reading Across The Curriculum**" poster simplifies understanding of the material. Be specific.
8. In paragraph form, list at least five ways using guidelines from the **Writing Guidelines** will make you a stronger and more convincing writer; specifically, on The Daughtry Times.
9. Using contextual clues, explain the meaning of the italicized word *commissioned* above.
10. In paragraph form, explain five legitimate and educational purposes behind The Daughtry Times.