

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 1  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Summary**  
**Base: All respondents**

	Devices													
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset / device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	NET: Mobile and Tablet	NET: Console and PC	NET: Any Other	NET: Portable
Unweighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
Weighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
Several times a day	319 15%	62 3%	118 6%	148 7%	29 1%	43 2%	18 1%	40 2%	21 1%	8 *	389 19%	166 8%	89 4%	402 19%
Once a day	179 9%	87 4%	112 5%	122 6%	47 2%	37 2%	37 2%	32 2%	29 1%	40 2%	214 10%	163 8%	62 3%	212 10%
Several times a week	186 9%	167 8%	130 6%	139 7%	66 3%	32 2%	24 1%	24 1%	24 1%	27 1%	208 10%	217 10%	73 4%	213 10%
Once a week	79 4%	75 4%	61 3%	73 4%	34 2%	29 1%	13 1%	10 *	11 1%	17 1%	86 4%	90 4%	61 3%	90 4%
Several times a month	86 4%	106 5%	102 5%	84 4%	59 3%	28 1%	25 1%	12 1%	28 1%	36 2%	87 4%	129 6%	65 3%	84 4%
Once a month	52 3%	69 3%	73 3%	56 3%	20 1%	16 1%	20 1%	12 1%	19 1%	20 1%	45 2%	73 3%	39 2%	48 2%
Less often	206 10%	233 11%	275 13%	211 10%	184 9%	96 5%	106 5%	31 1%	86 4%	138 7%	200 10%	274 13%	221 11%	193 9%
Never	950 46%	1259 61%	1190 57%	1225 59%	1611 77%	1757 84%	1803 87%	1882 90%	1819 87%	1755 84%	836 40%	953 46%	1448 70%	824 40%
Don't know	24 1%	23 1%	19 1%	22 1%	30 1%	42 2%	34 2%	36 2%	43 2%	40 2%	14 1%	15 1%	22 1%	13 1%
NET: At least daily	497 24%	149 7%	230 11%	270 13%	76 4%	80 4%	54 3%	73 3%	51 2%	48 2%	604 29%	329 16%	151 7%	614 30%
NET: At least weekly	762 37%	391 19%	421 20%	482 23%	176 8%	141 7%	91 4%	106 5%	86 4%	91 4%	897 43%	635 31%	285 14%	918 44%
NET: At least monthly	900 43%	565 27%	595 29%	622 30%	255 12%	184 9%	136 7%	131 6%	132 6%	147 7%	1029 49%	837 40%	389 19%	1050 50%

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	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset / device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	NET: Mobile and Tablet	NET: Console and PC	NET: Any Other	NET: Portable
Weighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
NET: Ever	1106 53%	798 38%	871 42%	833 40%	439 21%	281 13%	243 12%	162 8%	218 10%	285 14%	1229 59%	1111 53%	610 29%	1243 60%

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 2  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
 On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	319 15%	145 14%	174 16%	44 19%hi	83 23%hi	85 26%ghi	62 17%hi	21 7%	25 5%	92 16%	83 14%	64 15%	80 16%	24 14%	19 23%p	22 9%	29 17%p	34 19%p	25 17%	16 16%	26 13%	44 16%	39 14%	32 18%p	10 17%
Once a day	179 9%	86 8%	92 9%	26 11%hi	44 12%hi	40 12%hi	42 11%hi	16 5%i	11 2%	48 8%	55 9%	33 8%	42 8%	15 8%	7 8%	24 11%luxy	11 6%	14 8%	14 9%y	8 8%	8 4%	45 16%nqr	25 9%y	8 4%	1 1%
Several times a week	186 9%	99 10%	87 8%	26 11%hi	52 14%ghi	53 16%ghi	27 7%i	14 5%	14 3%	57 10%m	55 9%	42 10%m	31 6%	16 9%	4 5%	14 6%	16 9%	25 14%opu	16 11%	12 12%	11 6%	31 11%	21 7%	17 10%	3 5%
Once a week	79 4%	44 4%	35 3%	16 7%fhi	25 7%fhi	7 2%	23 6%fhi	3 1%	5 1%	21 4%	22 4%	13 3%	22 4%	6 4%	2 2%	3 1%	4 2%	8 5%p	7 5%p	4 4%	6 3%	13 5%p	13 5%p	10 6%p	2 3%
Several times a month	86 4%	48 5%	37 4%	21 9%ghi	24 7%hi	18 5%hi	12 3%i	6 2%	4 1%	18 3%	32 5%	19 5%	17 3%	7 4%	1 2%	11 5%	7 4%	9 5%	3 2%	3 3%	11 6%	13 5%	12 4%	6 3%	3 4%
Once a month	52 3%	25 2%	28 3%	13 5%i	13 3%i	7 2%	8 2%	9 3%i	3 1%	11 2%	21 4%	12 3%	8 2%	2 1%	-	6 3%	5 3%	4 2%	7 5%	2 2%	3 1%	8 3%	9 3%	4 2%	1 2%
Less often	206 10%	100 10%	106 10%	38 16%ghi	49 14%i	36 11%i	36 10%i	26 8%i	22 5%	57 10%	53 9%	44 10%	52 10%	18 10%	7 7%	29 12%	19 11%	18 10%	15 10%	11 12%	23 12%	20 7%	28 10%	16 9%	4 7%
Never	950 46%	453 45%	497 47%	36 16%	64 18%	83 25%gde	157 43%def	213 69%def	396 82%def	260 46%	252 43%	190 45%	248 49%	85 49%v	45 54%v	121 52%rsv	76 45%v	67 37%	59 40%	44 43%	102 52%rsv	94 35%	134 47%v	84 47%v	38 61%qrstv
Don't know	24 1%	15 1%	9 1%	12 5%fghi	8 2%hi	3 1%	2 *	-	*	4 1%	11 2%	4 1%	5 1%	3 2%	-	2 1%	3 2%	1 1%	1 1%	*	4 2%	5 2%	2 1%	3 2%	-
NET: At least daily	497 24%	231 23%	266 25%	69 30%hi	126 35%hi	125 38%ghi	103 28%hi	37 12%i	36 8%	140 25%	138 24%	97 23%	122 24%	38 22%	26 30%u	46 20%	39 23%	48 27%u	38 26%	24 24%	34 18%	88 32%npu	64 23%	39 22%	11 18%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



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**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	762 37%	374 37%	388 36%	111 48% <sub>hi</sub>	202 56% <sub>ghi</sub>	185 56% <sub>ghi</sub>	154 42% <sub>hi</sub>	54 18% <sub>i</sub>	55 11%	217 38%	215 37%	153 36%	176 35%	60 34%	31 37%	63 27%	59 35%	81 45% <sub>puw</sub>	62 42% <sub>puy</sub>	40 40% <sub>pu</sub>	52 27%	132 49% <sub>npq</sub>	98 35%	67 37%	16 25%
NET: At least monthly	900 43%	447 44%	453 43%	145 63% <sub>ghi</sub>	239 66% <sub>ghi</sub>	210 63% <sub>ghi</sub>	174 47% <sub>hi</sub>	69 22% <sub>i</sub>	62 13%	246 43%	269 46%	184 44%	201 40%	69 39%	33 39%	81 35%	72 42%	94 52% <sub>npu</sub>	72 49% <sub>puy</sub>	45 45%	66 34%	154 56% <sub>nop</sub>	118 42%	77 43%	20 32%
NET: Ever	1106 53%	547 54%	559 52%	183 79% <sub>ghi</sub>	288 80% <sub>ghi</sub>	246 74% <sub>ghi</sub>	210 57% <sub>hi</sub>	95 31% <sub>i</sub>	84 17%	304 53%	322 55%	228 54%	253 50%	87 50%	39 46%	109 47%	91 53%	111 62% <sub>nop</sub>	87 59% <sub>puy</sub>	57 56% <sub>y</sub>	89 46%	173 64% <sub>nop</sub>	146 52%	92 52%	24 39%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

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Absolutes/col percents

Table 3  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	319 15%	225 19% <sup>c</sup>	72 19% <sup>c</sup>	21 4%	95 19% <sup>fi</sup>	66 29% <sup>dfgi</sup>	47 14%	22 16%	3 17%	215 14%	197 17%	120 14%	273 14%	40 24% <sup>l</sup>	174 11%	142 26% <sup>n</sup>	118 26% <sup>n</sup>	75 26% <sup>n</sup>	49 25% <sup>n</sup>	74 30% <sup>n</sup>	58 27% <sup>n</sup>	35 29% <sup>n</sup>	48 15%	49 13%	64 17%	77 16%	66 18%
Once a day	179 9%	132 11% <sup>c</sup>	35 9% <sup>c</sup>	12 2%	36 7%	20 9%	21 6%	8 6%	-	137 9%	93 8%	83 9%	154 8%	22 13%	102 7%	76 14% <sup>n</sup>	68 15% <sup>nqu</sup>	36 12% <sup>n</sup>	30 15% <sup>n</sup>	48 19% <sup>nopq</sup>	29 14% <sup>n</sup>	11 9%	29 9%	28 7%	32 9%	38 8%	35 9%
Several times a week	186 9%	128 11% <sup>c</sup>	42 11% <sup>c</sup>	16 3%	39 8%	16 7%	26 8%	9 7%	4 20%	141 9%	100 8%	86 10%	162 9%	22 13%	108 7%	77 14% <sup>n</sup>	66 15% <sup>n</sup>	38 13% <sup>n</sup>	30 15% <sup>n</sup>	41 17% <sup>n</sup>	26 12% <sup>n</sup>	18 15% <sup>n</sup>	19 6%	31 8%	20 5%	46 10% <sup>x</sup>	47 13% <sup>vx</sup>
Once a week	79 4%	58 5% <sup>c</sup>	17 4% <sup>c</sup>	4 1%	22 4%	12 5%	14 4%	7 5%	-	56 4%	46 4%	32 4%	68 4%	10 6%	54 4%	25 5%	19 4%	16 5%	9 4%	6 3%	14 6% <sup>s</sup>	7 6%	7 2%	14 4%	21 6% <sup>v</sup>	14 3%	18 5%
Several times a month	86 4%	67 6% <sup>c</sup>	13 3% <sup>c</sup>	5 1%	16 3%	12 5% <sup>d</sup>	10 3%	4 3%	-	69 4%	45 4%	40 5%	75 4%	11 7%	54 4%	32 6% <sup>nq</sup>	24 5%	11 4%	13 7%	18 7% <sup>n</sup>	11 5%	3 2%	8 2%	11 3%	14 4%	21 4%	25 7% <sup>vw</sup>
Once a month	52 3%	35 3% <sup>c</sup>	12 3% <sup>c</sup>	5 1%	11 2%	8 3%	7 2%	6 4%	-	39 3%	28 2%	24 3%	45 2%	5 3%	37 2%	15 3%	9 2%	8 3%	7 4%	3 1%	5 2%	3 2%	8 2%	9 2%	5 1%	12 3%	13 4%
Less often	206 10%	133 11% <sup>c</sup>	51 13% <sup>c</sup>	22 5%	45 9%	23 11%	24 7%	12 8%	4 18%	158 10%	115 10%	91 10%	180 10%	22 13%	143 9%	60 11%	47 10%	32 11%	24 12%	21 8%	24 11%	12 10%	38 12% <sup>w</sup>	22 6%	29 8%	51 11% <sup>w</sup>	50 13% <sup>wx</sup>
Never	950 46%	407 34%	139 36%	404 82% <sup>ab</sup>	234 46% <sup>e</sup>	64 29%	185 55% <sup>dei</sup>	70 49% <sup>e</sup>	9 45%	699 46% <sup>e</sup>	557 47%	388 44%	908 48% <sup>m</sup>	33 20%	825 54% <sup>opqr</sup>	120 22% <sup>s</sup>	96 21% <sup>s</sup>	75 26% <sup>oprs</sup>	35 18%	35 14%	46 22% <sup>s</sup>	33 27% <sup>s</sup>	166 51% <sup>z</sup>	212 56% <sup>yz</sup>	183 49% <sup>z</sup>	215 45% <sup>z</sup>	115 31%
Don't know	24 1%	15 1% <sup>c</sup>	8 2% <sup>c</sup>	* *	6 1% <sup>f</sup>	4 2%	1 *	3 2% <sup>f</sup>	-	17 1%	12 1%	12 1%	21 1%	4 2%	21 1%	3 1%	3 1%	2 1%	1 1%	3 1%	2 1%	-	3 1%	5 1%	3 1%	2 *	7 2%
NET: At least daily	497 24%	357 30% <sup>c</sup>	107 28% <sup>c</sup>	33 7%	131 26% <sup>f</sup>	85 38% <sup>dfgi</sup>	67 20%	30 21%	3 17%	352 23%	289 24%	203 23%	427 23%	62 37% <sup>l</sup>	276 18%	218 40% <sup>n</sup>	186 41% <sup>n</sup>	111 38% <sup>n</sup>	79 40% <sup>n</sup>	121 49% <sup>nopq</sup>	88 41% <sup>n</sup>	46 38% <sup>n</sup>	76 24%	77 20%	96 26%	115 24%	101 27%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



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Table 3  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
 On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	762	542	166	53	192	113	107	47	7	548	436	320	657	93	438	320	270	165	118	169	127	70	101	122	137	175	167
	37%	45% <sub>c</sub>	43% <sub>c</sub>	11%	38% <sub>f</sub>	51% <sub>dfgi</sub>	32%	33%	37%	36%	37%	37%	35%	55% <sub>l</sub>	29%	58% <sub>n</sub>	60% <sub>nq</sub>	56% <sub>n</sub>	59% <sub>n</sub>	68% <sub>nopq</sub>	59% <sub>n</sub>	58% <sub>n</sub>	31%	32%	37%	37%	44% <sub>vw</sub>
NET: At least monthly	900	645	191	64	219	132	124	57	7	656	509	385	777	110	528	367	304	183	138	189	142	76	117	142	156	208	205
	43%	54% <sub>c</sub>	49% <sub>c</sub>	13%	43% <sub>f</sub>	59% <sub>dfgi</sub>	37%	41%	37%	43%	43%	44%	41%	65% <sub>l</sub>	35%	67% <sub>n</sub>	68% <sub>nq</sub>	63% <sub>n</sub>	70% <sub>n</sub>	76% <sub>nopq</sub>	66% <sub>n</sub>	62% <sub>n</sub>	36%	37%	42%	44% <sub>v</sub>	54% <sub>vwxy</sub>
NET: Ever	1106	778	242	86	264	156	149	69	11	814	623	475	958	132	672	427	350	216	162	210	167	88	154	164	185	260	255
	53%	65% <sub>c</sub>	62% <sub>c</sub>	18%	52% <sub>f</sub>	70% <sub>dfgi</sub>	44%	49%	55%	53% <sub>f</sub>	52%	54%	51%	78% <sub>l</sub>	44%	78% <sub>nq</sub>	78% <sub>nq</sub>	74% <sub>n</sub>	82% <sub>nq</sub>	85% <sub>nopq</sub>	78% <sub>nq</sub>	73% <sub>n</sub>	48%	43%	50%	55% <sub>w</sub>	68% <sub>vwxy</sub>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

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Table 4  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	319 15%	11 13%	12 14%	18 21%	13 15%	6 18%	14 23%w	20 11%	8 11%	16 19%	33 19%	13 16%	7 10%	6 12%	5 18%	68 15%	17 22%w	10 14%	12 18%	9 12%	10 17%	9 10%
Once a day	179 9%	9 11%kv	6 7%	6 7%	3 3%	5 15%dkv	4 7%	19 11%kv	8 10%kv	8 9%k	12 7%	1 1%	8 12%kv	5 9%k	3 11%	59 13%dkv	3 4%	4 6%	3 5%	5 7%	1 1%	5 5%
Several times a week	186 9%	8 9%	8 10%	4 5%	9 11%	3 8%	5 8%	12 7%	5 6%	10 12%k	24 14%cgkmw	2 3%	5 7%	1 3%	2 6%	44 9%	11 15%kmw	8 11%	8 12%k	10 14%k	3 5%	4 5%
Once a week	79 4%	6 7%cg	2 3%	- -	2 3%	1 2%	1 2%	3 1%	2 2%	3 4%	8 5%	1 1%	7 9%cgk	2 4%	2 7%	24 5%	2 3%	2 2%	4 7%c	3 4%	2 3%	2 2%
Several times a month	86 4%	3 4%	2 3%	1 2%	3 3%	- -	4 7%	8 5%	5 6%	1 2%	7 4%	4 5%	3 4%	3 7%	2 6%	24 5%	1 2%	2 3%	3 5%	2 3%	3 4%	3 3%
Once a month	52 3%	- -	1 2%	- -	1 1%	1 4%	6 10%acdjo psw	6 4%	3 4%	2 2%	2 1%	2 3%	2 3%	1 3%	- -	17 4%	- -	2 2%	2 2%	1 1%	1 2%	1 1%
Less often	206 10%	11 13%	6 8%	8 9%	12 15%	4 12%	3 5%	25 15%	6 7%	9 11%	15 9%	10 12%	6 9%	4 8%	3 10%	42 9%	8 11%	8 11%	4 7%	11 15%	4 7%	6 6%
Never	950 46%	34 41%	44 53%o	47 56%jo	38 46%	14 41%	24 38%	77 45%	41 53%o	35 40%	66 39%	47 58%afij o	30 43%	28 55%o	12 42%	183 39%	34 44%	39 51%	28 42%	33 44%	38 61%afij o	58 65%adefgijloprs o
Don't know	24 1%	1 1%	1 1%	- -	2 2%	- -	1 1%	2 1%	- -	1 2%	1 1%	- -	2 3%	- -	- -	9 2%	- -	- -	2 3%	* 1%	- -	2 3%
NET: At least daily	497 24%	20 24%	18 22%	24 29%	15 19%	11 33%w	19 29%	39 23%	16 21%	24 28%	45 27%	14 17%	16 22%	11 21%	8 29%	128 27%w	21 27%	15 19%	15 23%	14 19%	11 18%	14 15%
NET: At least weekly	762 37%	33 40%kw	28 34%	28 33%	26 32%	14 43%kw	25 39%kw	53 31%	23 30%	38 43%kvw ww	77 46%ghkm 21%	17 21%	27 39%kw	14 28%	12 43%	196 42%gkvw 44%kvw	34 44%kvw	25 32%	27 41%kw	27 36%	16 25%	20 22%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 4

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	900 43%	37 44%w	32 38%	29 35%	30 37%	16 46%w	36 56%cdgkvw	67 39%	31 40%	41 47%kw	86 51%cdkvw	24 30%	32 46%w	19 37%	14 48%	237 50%cdgkvw	35 46%w	29 38%	32 49%kw	30 41%	20 32%	24 27%
NET: Ever	1106 53%	47 57%vw	38 46%	37 44%	42 52%w	20 59%w	39 61%kvw	93 54%w	36 47%	50 58%kvw	101 60%ckvw	34 42%	38 54%w	23 45%	16 58%	279 59%ckvw	43 56%w	37 49%	37 55%w	42 56%w	24 39%	30 33%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

**Table 5**  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	319 15%	42 22%	44 23%	37 18%	22 16%	46 20%	47 19%	42 20%	47 18%	63 18%	31 19%	34 20%	57 22%	32 28% cdf	199 18%	128 24% np	166 20% n	73 23% n	88 21%	65 25% nr	47 23%	51 23%	22 24%	25 24%	39 27% np
Once a day	179 9%	34 18%	28 15% l	31 15% l	18 13%	22 10%	31 13%	34 16% eil	37 14% l	35 10%	24 15% l	27 17% eil	24 9%	20 17% eil	115 10%	67 12%	97 12%	55 17% nop	63 15% n	44 17% np	33 17% n	32 15%	23 25% nop t	22 22% nop	26 18% np
Several times a week	186 9%	28 15%	31 16% hj	31 15% j	18 13%	28 12%	35 14% j	34 17% hj	28 11%	42 12%	13 8%	29 18% hj	38 15% j	19 16% j	113 10%	64 12%	92 11%	36 11%	51 12%	33 13%	25 13%	25 12%	15 17%	13 12%	16 11%
Once a week	79 4%	10 5%	12 6%	15 7% e	6 4%	8 3%	11 5%	14 7%	21 8% e	18 5%	10 6%	8 5%	14 5%	10 9% e	47 4%	26 5%	38 5%	16 5%	24 6% s	7 3%	11 5%	9 4%	3 3%	8 7% s	10 7% s
Several times a month	86 4%	12 6%	10 5%	10 5%	8 6% e	6 3%	11 5%	9 5%	19 7% e	23 7% e	6 4%	9 6%	17 6% e	4 3%	56 5%	31 6% u	46 6%	18 6% u	29 7% suwx	8 3%	8 4%	6 3%	2 2%	2 2%	3 2%
Once a month	52 3%	5 3%	7 3%	5 2%	3 2%	6 3%	5 2%	5 2%	9 4%	12 4%	5 3%	4 2%	10 4%	5 4%	36 3%	23 4%	26 3%	13 4%	15 4%	7 3%	6 3%	7 3%	1 1%	4 3%	7 5% v
Less often	206 10%	16 8%	12 6%	16 8%	7 5%	18 8%	21 9%	17 8%	24 9%	29 8%	15 10%	15 9%	23 9%	8 7%	115 10% t	45 8% t	92 11% otv	30 9% t	37 9%	24 9% t	9 4%	19 9% t	4 4%	6 6%	11 8%
Never	950 46%	41 21%	41 22%	61 29% bm	52 39% bcg hklm	92 40% bcfgh klm	82 33% bgk m	50 24% m	75 28% m	120 35% bghk m	52 33% bgk m	37 22%	78 30% bm	17 15%	411 37% opq rsvw	149 28%	252 31% q	77 24%	119 28%	70 27%	62 31% wx	67 31% qwx	22 24%	23 22%	29 21%
Don't know	24 1%	3 1%	5 3%	3 2%	3 2%	3 1%	3 1%	5 2%	4 1%	3 2%	3 2%	2 1%	2 1%	2 1%	14 1% r	6 1%	10 1% r	2 1%	1 *	1 *	1 *	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 5  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
 On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	497 24%	76 40%	72 38% <sup>il</sup>	69 33%	40 29%	68 30%	78 32%	75 36% <sup>il</sup>	85 32%	98 28%	55 35%	61 37% <sup>il</sup>	81 31%	51 45% <sup>cdefhijl</sup>	314 28%	195 36% <sup>np</sup>	262 32% <sup>n</sup>	129 40% <sup>np</sup>	152 36% <sup>n</sup>	109 42% <sup>npr</sup>	80 40% <sup>np</sup>	83 38% <sup>n</sup>	45 49% <sup>nopr</sup>	48 46% <sup>nopr</sup>	65 46% <sup>nopr</sup>
NET: At least weekly	762 37%	114 60%	115 61% <sup>defhijl</sup>	115 55% <sup>ei</sup>	63 47%	104 46%	124 50%	123 60% <sup>defhijl</sup>	134 50%	158 46%	78 49%	98 59% <sup>dehijl</sup>	132 51%	80 69% <sup>cdefghijkl</sup>	475 43%	286 53% <sup>np</sup>	392 48% <sup>n</sup>	181 56% <sup>np</sup>	226 53% <sup>np</sup>	148 57% <sup>np</sup>	116 58% <sup>np</sup>	117 53% <sup>n</sup>	63 69% <sup>nopr</sup>	68 66% <sup>nopr</sup>	91 64% <sup>nopr</sup>
NET: At least monthly	900 43%	131 69%	132 69% <sup>cdefhijl</sup>	130 62% <sup>e</sup>	73 54%	116 51%	141 57% <sup>e</sup>	138 66% <sup>defij</sup>	162 61% <sup>e</sup>	193 56%	88 56%	111 67% <sup>defij</sup>	159 61% <sup>e</sup>	88 77% <sup>cdefghijkl</sup>	566 51%	340 63% <sup>np</sup>	464 57% <sup>n</sup>	212 66% <sup>np</sup>	270 63% <sup>np</sup>	163 63% <sup>np</sup>	130 65% <sup>np</sup>	130 59% <sup>n</sup>	66 72% <sup>npu</sup>	74 71% <sup>npu</sup>	101 71% <sup>npu</sup>
NET: Ever	1106 53%	148 77%	144 76% <sup>defij</sup>	146 69% <sup>de</sup>	80 59%	134 59%	162 66% <sup>e</sup>	155 75% <sup>defij</sup>	186 70% <sup>de</sup>	222 64%	104 66%	126 76% <sup>defij</sup>	182 69% <sup>de</sup>	96 83% <sup>cdefghijl</sup>	681 62%	385 71% <sup>n</sup>	556 68% <sup>n</sup>	242 75% <sup>npu</sup>	307 72% <sup>n</sup>	187 73% <sup>n</sup>	139 69% <sup>n</sup>	149 68%	70 76% <sup>n</sup>	80 77% <sup>nu</sup>	112 79% <sup>nptu</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 6  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	319 15%	140 29%	173 28%	107 25%	113 27%	120 27%	84 26%	92 29%	70 18%	172 23%	46 30%h	286 22%	275 22%	264 25%klop	192 25%	287 23%	299 23%	319 26%r	266 24%	265 25%	177 27%
Once a day	179 9%	86 18%	91 15%	62 15%	51 12%	67 15%	41 13%	45 14%	39 10%	105 14%	22 14%	165 13%	166 13%	143 13%	114 15%	168 14%	172 13%	179 15%r	131 12%	131 13%	102 16% s
Several times a week	186 9%	73 15%	115 19%	62 15%	65 15%	75 17%	52 16%	44 14%	60 16%	85 11%	26 17%	167 13%	166 13%	158 15%klop	109 14%	163 13%	175 13%	186 15%r	151 14%	158 15%	98 15%
Once a week	79 4%	33 7%	46 8%	24 6%	31 7%	29 7%	17 5%	15 5%	24 6%	41 5%	8 5%	73 6%	64 5%	66 6%l	59 8%klop	70 6%	79 6%l	79 6%	62 6%	57 5%	39 6%
Several times a month	86 4%	36 8%	47 8%	30 7%	28 7%	32 7%	24 7%	26 8%	22 6%	50 7%	8 5%	83 6%	76 6%	73 7%	61 8%klop	75 6%	82 6%	86 7%	68 6%	70 7%	51 8%
Once a month	52 3%	29 6%	24 4%	19 4%	16 4%	15 3%	16 5%	10 3%	15 4%	31 4%	3 2%	46 4%	50 4%	45 4%	38 5%k	49 4%	52 4%	52 4%	43 4%	35 3%	31 5%
Less often	206 10%	81 17%	113 19%	55 13%	58 14%	47 11%	46 14%	47 15%	68 18%	104 14%	17 11%	192 15%	191 15%	155 15%	111 14%	183 15%	198 15%	206 17%r	160 14%	138 13%t	68 10%
Never	950 46%	-	-	61 14%	55 13%	50 11%	39 12%	39 12%	83 22%	155 21%	23 15%	256 20%mnop	240 19%mn	149 14%n	90 12%	236 19%mn	242 19%mn	116 9%	223 20%q	183 18%t	76 12%
Don't know	24 1%	-	-	5 1%	3 1%	2 1%	1 *	1 *	2 1%	7 1%	2 1%	9 1%lo	6 *	7 1%	7 1%o	5 *	10 1%lo	8 1%	6 1%	6 1%	4 1%
NET: At least daily	497 24%	226 47%	264 43%	169 40%	164 39%	187 43%	125 39%	137 43%	109 28%	277 37%h	68 44%h	451 35%	441 36%	407 38%klp	306 39%klp	455 37%k	471 36%	497 40%r	397 36%	396 36%	279 43% s
NET: At least weekly	762 37%	332 69%	425 70%	256 60%	260 62%	291 67%	194 61%	196 61%	193 50%	402 54%	102 66%hi	691 54%	671 54%	630 60%klop	473 61%klop	689 56%k	724 55%k	762 62%r	611 55%	611 59%	415 64% s
NET: At least monthly	900 43%	396 83%	496 81%	305 72%	304 72%	338 77%	233 73%	232 73%	231 60%	482 64%	113 73%h	820 64%	797 65%	748 71%klop	572 73%klmo	813 66%k	858 66%k	900 73%r	722 65%	716 69%	497 77% s

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 6  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	1106 53%	477 100%	609 100%	360 85%	363 86%	384 88%	279 88%	279 88%	299 78%	587 78%	130 84%	1012 79%	988 80%	903 85%klp	683 88%klmo	997 80%k	1056 81%k	1106 90%r	882 79%	854 82%	564 88% s

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 7  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	62 3%	46 5% <sup>b</sup>	16 1%	14 6% <sup>ghi</sup>	24 7% <sup>ghi</sup>	20 6% <sup>ghi</sup>	3 1%	1 *	1 *	18 3%	16 3%	15 4%	13 3%	7 4%	10 12% <sup>npqr</sup>	8 3%	3 2%	3 2%	7 5%	1 1%	5 2%	8 3%	7 2%	3 2%	1 2%
Once a day	87 4%	62 6% <sup>b</sup>	25 2%	16 7% <sup>hi</sup>	36 10% <sup>sfghi</sup>	15 5% <sup>hi</sup>	15 4% <sup>hi</sup>	1 *	3 1%	34 6% <sup>l</sup>	24 4%	10 2%	19 4%	5 3%	6 7%	11 5%	8 5%	14 8% <sup>n</sup>	4 3%	5 5%	5 2%	15 5%	7 2%	6 3%	1 2%
Several times a week	167 8%	112 11% <sup>b</sup>	55 5%	31 13% <sup>ghi</sup>	53 15% <sup>ghi</sup>	48 14% <sup>ghi</sup>	27 7% <sup>hi</sup>	4 1%	4 1%	55 10% <sup>m</sup>	48 8%	33 8%	31 6%	16 9%	6 7%	9 4%	13 8%	21 11% <sup>p</sup>	14 10% <sup>p</sup>	15 15% <sup>puxy</sup>	12 6%	27 10% <sup>p</sup>	23 8%	10 6%	2 3%
Once a week	75 4%	42 4%	33 3%	16 7% <sup>hi</sup>	23 6% <sup>hi</sup>	12 4% <sup>i</sup>	14 4% <sup>i</sup>	5 2%	5 1%	22 4%	23 4%	21 5% <sup>m</sup>	9 2%	4 3%	4 4%	6 3%	3 2%	5 3%	3 2%	2 2%	11 5%	11 4%	12 4%	13 7% <sup>pq</sup>	1 2%
Several times a month	106 5%	57 6%	48 5%	16 7% <sup>hi</sup>	28 8% <sup>hi</sup>	25 8% <sup>hi</sup>	25 7% <sup>hi</sup>	8 3%	4 1%	39 7%	23 4%	21 5%	23 5%	14 8%	2 3%	8 4%	14 8%	10 6%	7 5%	3 3%	8 4%	14 5%	11 4%	11 6%	2 3%
Once a month	69 3%	34 3%	34 3%	15 6% <sup>ghi</sup>	22 6% <sup>ghi</sup>	21 6% <sup>ghi</sup>	6 2% <sup>i</sup>	6 2% <sup>i</sup>	- -	16 3%	28 5% <sup>m</sup>	15 4%	10 2%	3 2%	1 1%	6 3%	5 3%	6 3%	7 4%	2 2%	4 2%	11 4%	12 4%	9 5%	2 4%
Less often	233 11%	108 11%	125 12%	37 16% <sup>i</sup>	42 12% <sup>i</sup>	59 18% <sup>hi</sup>	52 14% <sup>i</sup>	30 10% <sup>i</sup>	12 2%	57 10%	71 12%	57 14%	48 9%	23 13% <sup>o</sup>	3 3%	34 15% <sup>ow</sup>	16 10%	27 15% <sup>ow</sup>	18 12% <sup>o</sup>	10 10%	24 12% <sup>o</sup>	29 11%	21 7%	19 11%	9 14% <sup>o</sup>
Never	1259 61%	541 53%	718 67% <sup>ea</sup>	78 34%	125 35%	130 39%	223 61% <sup>def</sup>	253 82% <sup>def</sup>	450 94% <sup>def</sup>	323 57%	341 58%	246 58%	349 69% <sup>ijkl</sup>	101 58%	53 63%	148 64% <sup>r</sup>	103 61%	92 51%	87 59%	62 62%	122 63% <sup>r</sup>	153 56%	187 66% <sup>rv</sup>	105 58%	44 70% <sup>r</sup>
Don't know	23 1%	12 1%	11 1%	8 3% <sup>ghi</sup>	7 2% <sup>hi</sup>	3 1%	3 1%	* *	2 *	3 1%	10 2%	4 1%	5 1%	2 1%	- -	2 1%	4 2%	1 1%	* *	- -	3 1%	5 2%	4 1%	3 2%	- -
NET: At least daily	149 7%	109 11% <sup>b</sup>	40 4%	30 13% <sup>ghi</sup>	60 17% <sup>fgh</sup>	35 11% <sup>ghi</sup>	18 5% <sup>hi</sup>	1 *	4 1%	52 9%	40 7%	25 6%	32 6%	12 7%	16 19% <sup>npqs</sup>	18 8%	11 7%	18 10%	11 7%	6 6%	10 5%	23 8%	14 5%	9 5%	3 5%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 7  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	391 19%	263 26%b	128 12%	77 34%ghi	136 38%fgh	95 29%ghi	59 16%hi	10 3%	13 3%	130 23% m	111 19% m	80 19%	71 14%	32 18%	25 30% pqu wxy	33 14%	28 16%	43 24% py	28 19%	24 24% y	32 17%	60 22% y	48 17%	32 18%	6 9%
NET: At least monthly	565 27%	355 35% b	211 20%	108 47% ghi	186 52% fgh	141 42% ghi	90 25% hi	24 8% i	17 4%	185 33% m	162 28% m	115 27% m	103 20%	49 28%	28 33% py	48 21%	46 27%	60 33% puy	42 28%	29 29%	45 23%	86 31% py	70 25%	53 29%	10 16%
NET: Ever	798 38%	462 46% b	336 32%	145 63% ghi	228 63% ghi	200 60% ghi	143 39% hi	54 18% i	29 6%	241 43% m	233 40% m	172 41% m	151 30%	72 41%	31 37%	82 35%	63 37%	87 48% pqu	59 40%	39 38%	69 36%	115 42% w	91 32%	72 40%	18 30%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 8  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	62 3%	48 4% <sup>c</sup>	14 4% <sup>c</sup>	1 *	12 2%	9 4%	7 2%	2 2%	-	48 3%	39 3%	23 3%	52 3%	11 6% <sup>l</sup>	37 2%	24 4% <sup>n</sup>	22 5% <sup>n</sup>	13 5%	10 5% <sup>n</sup>	16 7% <sup>n</sup>	11 5%	4 3%	10 3%	8 2%	13 4%	17 4%	11 3%
Once a day	87 4%	66 5% <sup>c</sup>	19 5% <sup>c</sup>	2 *	21 4%	15 7% <sup>d</sup>	12 4%	5 4%	-	64 4%	33 3%	53 6% <sup>j</sup>	75 4%	10 6%	41 3%	46 8% <sup>nqu</sup>	33 7% <sup>nqu</sup>	15 5% <sup>u</sup>	24 12% <sup>nopqu</sup>	24 10% <sup>nqu</sup>	15 7% <sup>nu</sup>	-	11 3%	18 5% <sup>y</sup>	10 3%	10 2%	30 8% <sup>lvxy</sup>
Several times a week	167 8%	131 11% <sup>c</sup>	32 8% <sup>c</sup>	4 1%	32 6% <sup>f</sup>	22 10% <sup>dfg</sup>	13 4%	5 4%	1 6%	130 8% <sup>f</sup>	87 7%	80 9%	138 7%	23 14% <sup>l</sup>	93 6%	69 13% <sup>n</sup>	59 13% <sup>n</sup>	34 12% <sup>n</sup>	25 13% <sup>n</sup>	36 15% <sup>n</sup>	32 15% <sup>nq</sup>	14 12% <sup>n</sup>	16 5%	23 6%	23 6%	40 8%	53 14% <sup>vwxy</sup>
Once a week	75 4%	59 5% <sup>c</sup>	10 3%	6 1%	21 4%	11 5%	10 3%	3 2%	2 10%	54 4%	35 3%	37 4%	61 3%	13 8% <sup>l</sup>	45 3%	31 6% <sup>n</sup>	27 6% <sup>n</sup>	18 6% <sup>n</sup>	11 6%	14 6% <sup>n</sup>	12 5%	9 7% <sup>n</sup>	6 2%	13 4%	7 2%	16 3%	23 6% <sup>vx</sup>
Several times a month	106 5%	81 7% <sup>c</sup>	19 5% <sup>c</sup>	6 1%	23 5%	13 6%	14 4%	5 3%	1 4%	78 5%	56 5%	49 6%	89 5%	16 10% <sup>l</sup>	55 4%	50 9% <sup>n</sup>	43 10% <sup>n</sup>	27 9% <sup>nt</sup>	15 7% <sup>n</sup>	29 12% <sup>n</sup>	15 7% <sup>n</sup>	17 14% <sup>nqot</sup>	9 3%	18 5%	18 5%	30 6% <sup>v</sup>	25 7% <sup>v</sup>
Once a month	69 3%	54 5% <sup>c</sup>	12 3% <sup>c</sup>	2 *	8 2% <sup>f</sup>	6 3% <sup>f</sup>	2 1%	2 1%	-	60 4% <sup>df</sup>	37 3%	31 4%	62 3%	5 3%	40 3%	29 5% <sup>nqt</sup>	25 5% <sup>nqt</sup>	8 3%	10 5%	21 8% <sup>nopqt</sup>	5 3%	4 3%	3 1%	14 4% <sup>v</sup>	9 2%	19 4% <sup>v</sup>	18 5% <sup>v</sup>
Less often	233 11%	157 13% <sup>c</sup>	58 15% <sup>c</sup>	17 4%	52 10% <sup>f</sup>	36 16% <sup>dfgi</sup>	27 8%	12 8%	1 4%	170 11%	139 12%	93 11%	197 10%	30 18% <sup>l</sup>	148 10%	82 15% <sup>n</sup>	66 15% <sup>n</sup>	49 17% <sup>n</sup>	28 14%	29 12%	38 18% <sup>ns</sup>	17 11%	36 7%	27 11%	41 12% <sup>w</sup>	56 15% <sup>w</sup>	
Never	1259 61%	590 49%	219 56% <sup>a</sup>	450 92% <sup>ab</sup>	330 66% <sup>ei</sup>	107 48%	248 74% <sup>dei</sup>	107 75% <sup>dei</sup>	15 77%	911 60% <sup>e</sup>	753 63% <sup>k</sup>	497 57%	1192 63% <sup>m</sup>	59 35%	1041 69% <sup>opqr</sup>	215 39% <sup>s</sup>	171 38% <sup>s</sup>	126 43% <sup>ps</sup>	73 37%	76 31%	86 40% <sup>s</sup>	55 46% <sup>s</sup>	229 71% <sup>yz</sup>	253 66% <sup>z</sup>	246 66% <sup>z</sup>	288 61% <sup>z</sup>	155 41%
Don't know	23 1%	14 1%	8 2% <sup>c</sup>	2 *	5 1% <sup>f</sup>	4 2%	1 *	1 1%	-	17 1%	12 1%	10 1%	22 1%	1 1%	19 1%	4 1%	4 1%	3 1%	1 1%	3 1%	2 1%	1 1%	4 1%	6 2% <sup>y</sup>	4 1%	1 *	5 1%
NET: At least daily	149 7%	114 9% <sup>c</sup>	33 8% <sup>c</sup>	2 *	33 7%	25 11% <sup>df</sup>	19 6%	8 6%	-	111 7%	72 6%	76 9% <sup>j</sup>	127 7%	20 12% <sup>l</sup>	78 5%	69 13% <sup>nqu</sup>	55 12% <sup>nqu</sup>	28 10% <sup>nu</sup>	35 17% <sup>noqu</sup>	40 16% <sup>npqu</sup>	25 12% <sup>nu</sup>	4 3%	21 7%	27 7%	23 6%	27 6%	41 11% <sup>xy</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 8  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	391 19%	304 25%bc	75 19%c	12 2%	85 17%fg	57 26%dfgi	42 13%	16 11%	3 15%	295 19%fg	195 16%	194 22%j	326 17%	57 34%l	215 14%	169 31%nu	141 31%nqu	80 27%n	71 36%nu	91 37%nopq	69 32%nqu	27 22%u	43 13%	63 16%	53 14%	83 17%	117 31%vwxy
NET: At least monthly	565 27%	439 37%bc	106 27%c	21 4%	117 23%fg	76 34%dfg	59 18%	22 16%	4 19%	432 28%dfg	288 24%	274 31%j	477 25%	79 47%l	310 20%	248 45%nq	209 46%nq	115 39%n	96 48%n	140 57%nopq	89 41%n	48 40%u	55 17%	95 25%v	80 21%	132 28%v	160 43%vwxy
NET: Ever	798 38%	596 50%bc	164 42%c	38 8%	169 33%fg	112 50%dfgi	85 26%	34 24%	4 23%	602 39%dfg	427 36%	368 42%j	674 36%	108 64%l	458 30%	330 60%n	275 61%nq	164 56%n	124 63%n	169 68%nopq	127 59%n	64 53%u	91 28%	122 32%	121 33%	187 39%vw	217 57%vwxy

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 9  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	62 3%	4 5%	2 2%	10 12% bdfgh ijmoprs	* 1%	2 5%	1 1%	7 4%	1 1%	3 2%	3 4%	5 7% dr	*	1 4%	13 3%	3 2%	4 4%	-	1 2%	1 2%	2 3%	
Once a day	87 4%	3 4%	2 2%	6 7% w	1 1%	4 13% bdkop rw	2 4%	9 6%	4 6%	4 5%	16 9% dkorw	1 1%	3 4%	2 3%	1 3%	18 4%	2 2%	6 7% rw	-	3 4%	1 2%	1 1%
Several times a week	167 8%	6 7%	10 12% g	6 7%	8 9%	3 9%	6 9%	7 4%	7 9%	8 9%	19 11% g	6 7%	6 9%	3 7%	2 8%	39 8%	12 15% gqvw	3 4%	3 5%	8 11% g	2 3%	4 4%
Once a week	75 4%	2 3%	3 3%	2 2%	3 4%	-	* 1%	6 4%	-	6 7% h	5 3%	3 4%	1 1%	2 3%	2 7%	17 4%	5 7% h	6 7% h	8 12% cfghj loww	2 3%	1 2%	2 2%
Several times a month	106 5%	5 7%	8 10%	2 3%	7 9%	5 14% cgosw	3 4%	6 4%	3 4%	5 6%	9 6%	3 4%	5 7%	1 3%	* 1%	24 5%	3 4%	3 4%	6 9%	2 2%	2 3%	2 3%
Once a month	69 3%	3 4%	-	1 1%	-	2 5% w	3 5% w	5 3%	2 3%	3 4%	6 3%	3 3%	3 5%	1 2%	2 7%	21 4%	1 1%	7 9% bcdpw	1 2%	2 3%	2 4%	-
Less often	233 11%	10 12%	13 16% c	3 3%	7 9%	1 3%	13 21% ceik moqw	32 19% ceikm oqw	7 8%	7 8%	20 12% c	6 7%	6 8%	3 5%	1 4%	53 11%	12 15% c	6 7%	8 12%	9 13%	9 14% c	6 7%
Never	1259 61%	47 57%	44 53%	55 66%	52 64%	17 52%	34 53%	97 57%	53 68% j	52 60%	89 53%	56 70% bj	41 59%	39 76% abef glopp	18 64%	276 59%	42 54%	43 57%	39 58%	47 63%	44 70% j	72 80% abdefgijlopprs
Don't know	23 1%	1 1%	1 1%	-	3 3%	-	1 1%	2 1%	-	* 1%	1 1%	-	1 1%	-	-	10 2%	-	-	2 3%	-	-	1 2%
NET: At least daily	149 7%	7 9% dr	3 4%	16 18% bdfik moprsvw	1 1%	6 18% bdkmo prsvw	3 5%	16 9% dr	6 7% r	5 6%	19 11% drw	4 5%	8 11% dr	2 4%	2 7%	31 6%	3 4%	8 11% dr	-	4 5%	3 5%	3 3%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 9

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**

**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least weekly	391 19%	16 19%	16 19%	23 27%vw	12 14%	9 27%vw	9 15%	29 17%	13 16%	19 22%w	43 26%vw	12 15%	14 20%	7 13%	7 23%	87 18%w	20 26%vw	17 22%w	11 17%	15 20%	6 9%	8 9%
NET: At least monthly	565 27%	24 29%w	24 29%w	26 31%w	19 23%	15 45%dfgh kmosvw	15 24%	41 24%w	18 23%	27 31%vw	58 35%gmvw22%	18 22%	22 31%w	9 18%	9 31%	132 28%w	23 30%w	27 36%mvw	18 27%w	19 25%w	10 16%	10 12%
NET: Ever	798 38%	34 41%w	38 46%mw	29 34%w	26 33%	16 48%mw	29 45%mw	73 42%mw	25 32%	34 39%w	78 46%kmvw30%	24 30%	28 40%w	12 24%	10 36%	185 39%mw	35 46%mw	33 43%mw	26 39%w	28 37%w	18 30%	17 19%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 10  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	62 3%	15 8%	15 8% <sup>d</sup>	15 7% <sup>d</sup>	2 1%	12 5% <sup>d</sup>	16 6% <sup>d</sup>	16 8% <sup>d</sup>	19 7% <sup>d</sup>	20 6% <sup>d</sup>	11 7% <sup>d</sup>	10 6% <sup>d</sup>	12 5% <sup>d</sup>	13 12% <sup>d</sup>	45 4%	35 6% <sup>n</sup>	39 5%	26 8% <sup>np</sup>	30 7% <sup>np</sup>	17 7%	18 9% <sup>npu</sup>	10 5%	6 6%	9 8%	10 7%
Once a day	87 4%	35 18%	29 15% <sup>eil</sup>	24 11%	22 17% <sup>efil</sup>	21 9%	27 11%	26 12% <sup>ei</sup>	34 13% <sup>ei</sup>	27 8%	26 16% <sup>eil</sup>	30 18% <sup>cefil</sup>	24 9%	19 17% <sup>eil</sup>	58 5%	46 9% <sup>n</sup>	55 7% <sup>n</sup>	38 12% <sup>np</sup>	36 8% <sup>n</sup>	29 11% <sup>np</sup>	24 12% <sup>np</sup>	29 13% <sup>nopr</sup>	18 20% <sup>nopr</sup>	18 17% <sup>nopr</sup>	23 16% <sup>nopr</sup>
Several times a week	167 8%	34 18%	20 11%	24 11%	19 14%	23 10%	33 14%	31 15% <sup>e</sup>	39 15%	43 12%	23 14%	28 17% <sup>be</sup>	31 12%	27 23% <sup>bcdef</sup>	116 11%	70 13% <sup>n</sup>	97 12%	42 13%	53 13%	33 13%	19 10%	26 12%	12 13%	16 16% <sup>t</sup>	20 14%
Once a week	75 4%	8 4%	10 5% <sup>de</sup>	9 4%	2 1%	4 2%	6 2%	7 3%	7 3%	11 3%	4 3%	9 6% <sup>de</sup>	9 3%	5 5%	55 5%	31 6%	46 6%	16 5%	30 7%	18 7%	7 3%	11 5%	3 4%	4 4%	9 6%
Several times a month	106 5%	11 6%	13 7%	12 6%	8 6%	15 7%	19 8%	10 5%	17 6%	27 8%	7 4%	10 6%	20 8%	9 8%	63 6%	33 6%	50 6%	29 9% <sup>nop</sup>	34 8%	24 9% <sup>n</sup>	17 9%	22 10% <sup>nop</sup>	9 9%	9 8%	15 11% <sup>nop</sup>
Once a month	69 3%	9 5%	11 6% <sup>e</sup>	6 3%	6 4%	5 2%	8 3%	13 6% <sup>cef</sup>	17 6% <sup>ef</sup>	17 5% <sup>e</sup>	10 6% <sup>e</sup>	10 6% <sup>e</sup>	15 6% <sup>e</sup>	8 7% <sup>e</sup>	45 4%	23 4%	30 4%	9 3%	14 3%	9 3%	5 2%	11 5%	2 2%	7 6% <sup>qtv</sup>	4 3%
Less often	233 11%	16 9%	18 9%	30 14% <sup>djk</sup>	9 7%	24 10% <sup>j</sup>	25 10% <sup>j</sup>	21 10% <sup>j</sup>	26 10%	43 12% <sup>djk</sup>	8 5%	11 6%	37 14% <sup>djk</sup>	9 8%	132 12%	63 12%	99 12%	37 12%	46 11%	35 13%	23 11%	21 9%	10 11%	13 12%	15 11%
Never	1259 61%	60 31%	69 36% <sup>m</sup>	88 42% <sup>km</sup>	64 48% <sup>bkm</sup>	122 54% <sup>bcfghijklm</sup>	111 45% <sup>bkm</sup>	80 39% <sup>m</sup>	104 39% <sup>m</sup>	155 45% <sup>bkm</sup>	67 42% <sup>km</sup>	54 32% <sup>m</sup>	112 43% <sup>km</sup>	22 19%	578 52% <sup>opqrs</sup>	234 43% <sup>swx</sup>	393 48% <sup>oqrsu</sup>	123 38% <sup>w</sup>	182 43% <sup>swx</sup>	93 36%	85 42% <sup>wx</sup>	88 40% <sup>wx</sup>	32 35%	29 28%	44 31%
Don't know	23 1%	3 1%	5 3% <sup>il</sup>	3 2%	3 2%	3 1%	3 1%	3 1%	3 1%	3 1%	3 2%	3 2%	2 1%	2 1%	13 1% <sup>r</sup>	4 1%	9 1% <sup>r</sup>	2 1%	1 *	1 *	2 1%	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 10  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	149 7%	50 26%	44 23%eil	39 19%	24 18%	34 15%	42 17%	42 20%il	53 20%il	47 14%	37 23%eil	41 25%efil	37 14%	33 29%cd	103 9%	81 15%np	94 11%n	64 20%nop	66 16%np	47 18%np	41 21%nop	39 18%np	24 26%nop	26 25%nop	33 23%nop
NET: At least weekly	391 19%	92 48%	74 39%eil	72 34%e	45 33%e	60 26%	82 33%e	80 39%eil	100 37%eil	101 29%	64 40%eil	78 47%cd	77 29%	65 57%bc	275 25%	183 34%np	237 29%n	122 38%np	150 35%np	97 38%np	68 34%n	76 35%n	39 42%np	46 45%noptu	63 44%noptu
NET: At least monthly	565 27%	112 59%	98 51%ceil	90 43%	59 44%e	80 35%	108 44%e	103 50%eil	133 50%eil	145 42%e	81 51%eil	99 60%cd	111 42%e	82 71%bc	382 35%	239 44%np	317 39%n	160 50%nop	198 46%np	129 50%np	90 45%n	108 49%np	49 54%np	62 59%noptu	82 58%noptu
NET: Ever	798 38%	128 67%	116 61%de	119 57%e	68 50%	104 45%	133 54%e	124 60%de	160 60%de	188 54%e	89 56%e	109 66%cd	148 56%e	91 79%bc	515 47%	302 56%np	417 51%n	197 61%np	244 57%np	164 64%nop	113 56%n	129 59%np	59 65%np	74 71%nopqr	97 68%noptu

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 11  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	62 3%	18 4%	39 6%	21 5%	25 6%	41 9%	29 9%	26 8%	17 4%	30 4%	11 7%	56 4%l	47 4%	57 5%klo	55 7%klmop	52 4%	60 5%l	60 5%	62 6%	50 5%	52 8% <sup>s</sup>
Once a day	87 4%	34 7%	48 8%	31 7%	30 7%	57 13%	35 11%	34 11%	16 4%	58 8%h	10 7%	81 6%	76 6%	79 7%kl	70 9%klmop	82 7%	86 7%	79 6%	87 8%q	55 5%	73 11% <sup>s</sup>
Several times a week	167 8%	63 13%	83 14%	58 14%	52 12%	111 25%g	75 23%	61 19%	40 10%	101 13%	19 13%	163 13%	151 12%	146 14%lp	114 15%lop	155 13%	162 12%	142 12%	167 15%q	126 12%	123 19% <sup>s</sup>
Once a week	75 4%	24 5%	41 7%	21 5%	33 8%	43 10%	40 12%	27 8%	22 6%	40 5%	12 8%	69 5%	67 5%	66 6%o	48 6%	66 5%	72 6%	68 6%	75 7%q	54 5%	54 8% <sup>s</sup>
Several times a month	106 5%	36 8%	46 8%	27 6%	38 9%	53 12%	34 11%	48 15%	23 6%	59 8%	13 8%	93 7%	98 8%	84 8%	77 10%klmop	93 8%	101 8%	93 8%	106 10%q	75 7%	65 10% <sup>s</sup>
Once a month	69 3%	25 5%	32 5%	24 6%	22 5%	39 9%	30 9%	25 8%	19 5%	30 4%	13 8%ai	62 5%	64 5%	57 5%	45 6%	59 5%	65 5%	65 5%	69 6%	51 5%	38 6%
Less often	233 11%	92 19%	99 16%	77 18%	58 14%	93 21%	77 24%	97 31%e	59 15%	121 16%	27 17%	211 16%	206 17%	182 17%	134 17%	206 17%	224 17%	211 17%	233 21%q	171 16%	93 14%
Never	1259 61%	184 39%	220 36%	162 38%	159 38%	-	-	-	183 48%j	307 41%j	47 31%	533 42%mp	519 42%mp	384 36%n	232 30%	519 42%mp	527 40%mn	502 41%r	308 28%	452 43%t	144 22%
Don't know	23 1%	1 *	1 *	4 1%	4 1%	-	-	-	5 1%	4 1%	2 1%	8 1%	6 *	5 *	6 1%	7 1%	9 1%l	9 1%	5 *	7 1%	4 1%
NET: At least daily	149 7%	52 11%	87 14%	52 12%	54 13%	98 22%	65 20%	61 19%	33 9%	88 12%	21 14%	137 11%	124 10%	136 13%klop	124 16%klmo	134 11%	147 11%l	139 11%	149 13%q	106 10%	125 19% <sup>s</sup>
NET: At least weekly	391 19%	139 29%	211 35%	131 31%	139 33%	252 58%g	179 56%g	149 47%	95 25%	229 30%	52 34%	369 29%l	342 28%	348 33%klop	287 37%klmo	355 29%	382 29%l	349 28%	391 35%q	286 27%	302 47% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 11  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	565 27%	200 42%	289 47%	182 43%	199 47%	344 79%g	243 76%	221 69%	137 36%	317 42%h	78 51%h	525 41%	503 41%	488 46%klop	409 52%kimo	507 41%	547 42%	507 41%	565 51%q	413 40%	405 63% s
NET: Ever	798 38%	292 61%	387 64%	259 61%	257 61%	437 100%	319 100%	319 100%	196 51%	439 59%h	105 68%hi	736 58%	709 57%	670 63%klop	542 70%klmo	713 58%	772 59%klo	718 58%	798 72%q	584 56%	498 77% s

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 12  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	118 6%	75 7%b	43 4%	14 6%	31 9%gh	22 7%h	16 4%	9 3%	25 5%	27 5%	38 6%	17 4%	35 7%	15 8%	7 8%	9 4%	9 5%	7 4%	12 8%	5 5%	11 6%	18 6%	13 5%	9 5%	2 3%
Once a day	112 5%	61 6%	51 5%	17 7%fh	26 7%fh	10 3%	27 7%fh	10 3%	22 5%	30 5%	25 4%	31 7%	27 5%	10 6%	9 10%qwy	11 5%	5 3%	12 7%	6 4%	9 9%qw	11 6%	21 8%w	8 3%	9 5%	1 1%
Several times a week	130 6%	81 8%b	48 5%	15 6%	33 9%h	23 7%h	20 5%	10 3%	29 6%	42 7%	41 7%	22 5%	24 5%	10 5%	6 8%	12 5%	12 7%	13 7%	12 8%	7 7%	12 6%	13 5%	20 7%	11 6%	1 2%
Once a week	61 3%	28 3%	33 3%	12 5%i	15 4%i	13 4%	9 2%	6 2%	7 1%	20 4%	21 4%	10 2%	10 2%	7 4%	2 2%	3 1%	5 3%	10 5%p	3 4%	4 4%	7 4%	8 3%	9 3%	2 1%	1 2%
Several times a month	102 5%	66 6%b	36 3%	18 8%hi	21 6%hi	33 10%ghi	18 5%hi	5 2%	6 1%	27 5%	35 6%	23 5%	17 3%	8 5%	5 5%	9 4%	8 5%	9 5%	9 6%	4 4%	13 7%	19 7%	10 3%	7 4%	1 2%
Once a month	73 3%	42 4%	31 3%	11 5%i	22 6%ghi	19 6%ghi	8 2%	6 2%	7 1%	24 4%	17 3%	18 4%	13 3%	3 2%	1 1%	7 3%	7 4%	6 3%	4 3%	2 2%	5 3%	13 5%	19 7%n	7 4%	1 1%
Less often	275 13%	138 14%	137 13%	49 21%ghi	60 17%hi	52 16%i	51 14%i	32 10%	32 7%	86 15%	79 14%	55 13%	55 11%	22 13%	4 4%	34 14%o	17 10%	28 16%o	15 10%	13 13%	27 14%o	40 15%o	28 10%	38 21%oqs	11 17%ow
Never	1190 57%	511 50%	679 64%a	88 38%	145 40%	157 47%	218 59%def	231 75%def	352 73%def	307 54%	317 54%	244 58%	322 64%gjk	99 56%	51 60%	147 63%uvx	105 62%v	95 53%	84 57%	58 57%	103 53%	138 51%	174 62%v	92 51%	45 72%nrux
Don't know	19 1%	13 1%	6 1%	7 3%ghi	6 2%hi	2 1%	2 1%	-	1 *	3 1%	11 2%	2 1%	2 *	2 1%	1 1%	-	3 2%	-	*	-	3 2%	4 2%	2 1%	3 2%	-
NET: At least daily	230 11%	136 13%b	94 9%	31 13%h	58 16%fhi	33 10%	43 12%h	19 6%	46 10%	57 10%	63 11%	48 11%	62 12%	25 14%wy	16 18%pqwy	20 9%	14 8%	19 11%	19 13%	14 14%	23 12%	39 14%wy	21 7%	19 10%	2 4%
NET: At least weekly	421 20%	246 24%b	175 16%	58 25%hi	106 29%fgh	69 21%h	71 19%h	34 11%	83 17%h	120 21%	125 21%	80 19%	96 19%	42 24%y	24 28%py	36 15%	30 18%	42 23%y	34 23%y	25 25%y	42 22%y	59 22%y	50 18%	32 18%	5 8%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 12  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	595 29%	353 35%b	242 23%	87 38%ghi	149 41%ghi	121 36%ghi	97 26%hi	45 15%	96 20%	172 30%	177 30%	121 29%	126 25%	53 30%ey	29 34%y	51 22%	45 26%y	57 32%y	47 32%py	30 30%y	61 31%py	91 33%py	79 28%y	47 26%y	7 11%
NET: Ever	871 42%	491 48%b	380 36%	136 59%ghi	209 58%ghi	173 52%ghi	148 40%hi	77 25%	128 27%	258 45%m	256 44%m	176 42%	181 36%	75 43%	33 38%	85 37%	62 37%	85 47%y	63 42%	43 43%	88 45%y	130 48%ppqw	106 38%	84 47%y	17 28%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 13  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Working status			Disability				Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	118 6%	63 5%	30 8%	24 5%	34 7%	19 9%	18 5%	8 6%	2 10%	82 5%	68 6%	49 6%	99 5%	17 10%l	80 5%	37 7%	33 7%	20 7%	15 8%	23 9%n	14 7%	10 8%	21 7%	27 7%	24 6%	20 4%	21 5%
Once a day	112 5%	70 6%	21 5%	22 4%	35 7%	18 8%	27 8% <i>i</i>	8 5%	-	74 5%	61 5%	51 6%	98 5%	12 7%	77 5%	34 6%	31 7%	18 6%	10 5%	16 6%	13 6%	8 7%	19 6%	16 4%	17 5%	33 7%	22 6%
Several times a week	130 6%	79 7%	24 6%	27 6%	48 10% <i>i</i>	23 10% <i>i</i>	34 10% <i>i</i>	15 10% <i>i</i>	4 21%	79 5%	65 5%	64 7%	116 6%	13 8%	91 6%	29 7%	29 7%	18 6%	16 8%	15 6%	10 5%	11 9%	17 5%	26 7%	18 5%	28 6%	25 7%
Once a week	61 3%	44 4% <i>c</i>	11 3%	6 1%	14 3% <i>f</i>	7 3%	6 2%	3 2%	-	45 3%	30 3%	30 3%	54 3%	7 4%	37 2%	23 4% <i>p</i>	14 3%	9 3%	14 7% <i>nops</i>	7 3%	8 4%	3 3%	9 3%	14 4% <i>y</i>	12 3%	7 1%	12 3%
Several times a month	102 5%	78 6% <i>c</i>	17 4% <i>c</i>	7 1%	21 4%	11 5%	15 5%	3 2%	-	78 5%	49 4%	52 6%	90 5%	11 6%	53 3%	49 9% <i>n</i>	39 9% <i>n</i>	20 7% <i>n</i>	22 11% <i>n</i>	29 12% <i>npq</i>	16 7% <i>n</i>	8 7%	12 4%	10 3%	19 5%	30 6% <i>w</i>	25 7% <i>w</i>
Once a month	73 3%	50 4% <i>c</i>	13 3%	10 2%	15 3%	7 4%	12 5%	7 5%	-	55 4%	35 3%	37 4%	66 4%	6 3%	49 3%	24 4%	20 4%	16 5%	9 5%	12 5%	11 5%	5 4%	8 2%	9 2%	13 3%	22 5%	15 4%
Less often	275 13%	178 15% <i>c</i>	62 16% <i>c</i>	35 7%	77 15% <i>f</i>	46 20% <i>d</i> <i>f</i> <i>i</i>	42 12%	19 13%	4 21%	192 13%	162 14%	114 13%	240 13%	32 19% <i>l</i>	181 12%	92 17% <i>n</i>	75 17% <i>n</i>	50 17% <i>n</i>	31 16%	34 14%	37 17%	22 18%	45 14% <i>w</i>	32 8%	44 12%	72 15% <i>w</i>	63 17% <i>w</i>
Never	1190 57%	626 52%	207 53%	358 73% <i>ab</i>	256 51% <i>e</i>	88 40%	181 54% <i>e</i>	79 56% <i>e</i>	10 49%	911 60% <i>de</i>	714 60% <i>k</i>	467 53%	1107 59% <i>m</i>	68 40%	935 62% <i>opqr</i>	249 45%	206 46%	140 48%	81 41%	108 44%	104 49%	53 44%	192 59% <i>z</i>	241 63% <i>yz</i>	219 59% <i>z</i>	263 55%	188 50%
Don't know	19 1%	13 1%	5 1%	1 *	4 1% <i>f</i>	4 2% <i>f</i>	* *	* *	-	14 1%	8 1%	11 1%	16 1%	2 1%	16 1%	3 1%	3 1%	2 1%	1 1%	3 1%	2 1%	-	* *	5 1%	4 1%	1 *	7 2% <i>vy</i>
NET: At least daily	230 11%	133 11%	51 13%	45 9%	69 14% <i>i</i>	37 17% <i>i</i>	45 13%	16 11%	2 10%	156 10%	130 11%	100 11%	197 10%	29 17% <i>l</i>	157 10%	71 13%	64 14% <i>n</i>	38 13%	24 12%	39 16% <i>n</i>	27 13%	18 15%	40 12%	43 11%	41 11%	53 11%	42 11%
NET: At least weekly	421 20%	256 21% <i>c</i>	86 22% <i>c</i>	79 16%	131 26% <i>i</i>	67 30% <i>i</i>	85 25% <i>i</i>	34 24%	6 30%	279 18%	224 19%	194 22%	367 19%	50 30% <i>l</i>	285 19%	133 24% <i>n</i>	107 24% <i>n</i>	65 22%	54 27% <i>n</i>	61 25% <i>n</i>	45 21%	32 26%	67 21%	83 22%	71 19%	87 18%	80 21%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 13  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni-versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	595	384	116	96	168	85	112	43	6	413	309	284	523	66	387	205	166	101	85	103	72	45	86	103	104	140	119
	29%	32% <sup>c</sup>	30% <sup>c</sup>	20%	33% <sup>i</sup>	38% <sup>i</sup>	33% <sup>i</sup>	30%	30%	27%	26%	32% <sup>j</sup>	28%	39% <sup>l</sup>	25%	37% <sup>n</sup>	37% <sup>n</sup>	34% <sup>n</sup>	43% <sup>n</sup>	42% <sup>n</sup>	34% <sup>n</sup>	37% <sup>n</sup>	27%	27%	28%	29%	32%
NET: Ever	871	561	178	131	244	131	154	62	10	605	470	397	763	98	568	297	241	151	116	137	109	67	131	135	148	212	182
	42%	47% <sup>c</sup>	46% <sup>c</sup>	27%	48% <sup>i</sup>	59% <sup>dfgj</sup>	46% <sup>i</sup>	44%	51%	40%	39%	45% <sup>j</sup>	40%	58% <sup>l</sup>	37%	54% <sup>n</sup>	54% <sup>n</sup>	52% <sup>n</sup>	59% <sup>n</sup>	55% <sup>n</sup>	51% <sup>n</sup>	56% <sup>n</sup>	41%	35%	40%	45% <sup>w</sup>	48% <sup>wx</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 14  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a desktop computer or laptop  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	118 6%	6 8%	7 8%	7 8%	6 8%	2 5%	3 5%	5 3%	4 5%	9 10%g	7 4%	2 3%	5 7%	2 3%	-	27 6%	6 7%	3 4%	4 6%	5 7%	2 3%	6 7%
Once a day	112 5%	3 4%	7 9%mp	7 8%p	2 2%	1 1%	3 4%	10 6%	4 5%	5 6%	12 7%	5 6%	1 2%	-	4 16%	30 6%	* 1%	5 7%	1 1%	7 10%mprv	1 1%	5 5%
Several times a week	130 6%	5 6%	3 4%	8 10%	4 5%	4 11%	2 4%	6 3%	8 11%	8 9%	9 6%	5 6%	4 6%	4 7%	1 4%	27 6%	8 10%	7 9%	3 5%	4 6%	1 2%	7 8%
Once a week	61 3%	4 5%	3 4%	3 3%	3 4%	-	3 5%	3 1%	3 3%	1 1%	11 7%gilqw	2 3%	-	2 5%	-	15 3%	6 7%glqw	-	1 1%	1 2%	1 2%	1 1%
Several times a month	102 5%	3 4%	6 7%	4 5%	2 2%	1 4%	7 11%edppqw	6 3%	3 4%	4 4%	10 6%	4 6%	6 9%q	1 2%	1 3%	29 6%	1 1%	1 1%	5 8%	4 5%	1 2%	2 3%
Once a month	73 3%	3 3%	-	1 1%	5 6%b	-	2 2%	7 4%	2 3%	3 4%	4 3%	3 4%	2 3%	1 1%	2 7%	22 5%	7 9%bcsw	5 7%b	2 3%	* 1%	1 1%	1 1%
Less often	275 13%	14 17%	7 9%	5 6%	7 9%	3 8%	10 16%	35 20%bcdhiow	5 6%	8 9%	23 14%	9 11%	11 16%	8 15%	6 22%	58 12%	9 12%	18 24%bcdhikow	13 20%chw	9 12%	11 17%	6 7%
Never	1190 57%	44 54%	49 59%	49 58%	50 62%	24 71%q	32 51%	100 59%	49 63%	49 57%	91 54%	49 61%	39 57%	34 67%q	14 48%	254 54%	41 53%	36 48%	35 52%	43 58%	45 72%afjopqr	61 68%fjoq
Don't know	19 1%	1 1%	1 1%	1 1%	2 2%	-	1 1%	-	-	* *	-	1 1%	1 1%	-	-	8 2%	-	-	2 3%gj	-	-	1 1%
NET: At least daily	230 11%	9 11%	14 17%mv	13 16%mv	8 10%	2 7%	6 9%	15 9%	8 10%	14 16%mv	19 11%	7 9%	6 9%	2 3%	4 16%	57 12%	6 8%	9 11%	5 8%	13 17%mv	2 4%	11 12%
NET: At least weekly	421 20%	18 22%v	20 24%v	24 29%grv	15 18%	6 18%	12 14%	23 24%v	19 26%gv	22 24%gv	40 24%gv	14 17%	10 14%	7 15%	6 20%	99 21%v	20 26%gv	15 20%	9 14%	18 24%v	5 8%	19 21%v
NET: At least monthly	595 29%	23 28%v	26 31%v	29 34%v	22 27%v	7 22%	20 32%v	36 21%	24 31%v	29 34%gv	54 32%gv	22 27%v	18 27%v	9 18%	9 30%	150 32%gmv	28 36%gmv	21 28%v	16 25%	23 30%v	7 11%	22 24%v

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 14

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**On a desktop computer or laptop**

**Base: All respondents**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Ever	871	37 42%	33 45%	34 40%	29 36%	10 29%	31 48%vw	71 41%	29 37%	37 43%	77 46%vw	31 38%	29 42%	17 33%	15 52%	208 44%vw	37 47%vw	40 52%emvw	30 45%	32 42%	17 28%	28 31%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 15  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	118 6%	25 13%	24 13%	22 11%	11 8%	25 11%	25 10%	23 11%	26 10%	30 9%	15 10%	16 10%	22 8%	19 13% ijkl	78 7%	52 10% n	67 8%	32 10%	29 7%	24 9%	25 12% nr	23 10%	10 11%	15 14% nr	20 14% nr
Once a day	112 5%	32 17%	30 16% i	25 12%	21 15% i	28 12%	33 13% i	32 16% i	36 13%	33 10%	27 17% il	29 18% il	28 11%	18 16% i	70 6%	41 8%	51 6%	32 10% np	35 8%	24 9%	26 13% nopr	29 13% nopr	18 19% nopqr	19 18% nopqr	23 16% nopqrs
Several times a week	130 6%	21 11%	19 10%	18 8%	13 10%	22 10%	26 11%	23 11%	25 9%	33 10%	15 9%	17 10%	20 8%	12 11%	70 6%	41 8%	50 6%	22 7%	30 7%	21 8%	17 8%	18 8%	14 15% nopqr	15 14% nopqr	15 10%
Once a week	61 3%	8 4%	7 4% e	6 3% e	3 2% e	1 1%	5 2%	8 4% e	12 5% ef	13 4% e	5 3%	7 4% e	8 3% e	4 4%	36 3%	20 4%	30 4%	12 4%	14 3%	8 3%	5 3%	8 4%	3 3%	4 4%	2 2%
Several times a month	102 5%	19 10%	18 9%	17 8%	8 6%	20 9%	16 6%	14 7%	20 7%	28 8%	16 10%	15 9%	23 9%	15 13% dfg	66 6%	30 6%	47 6%	23 7%	33 8%	24 9% op	17 8%	18 8%	11 12% nop	12 12% nop	18 13% nopqu
Once a month	73 3%	5 3%	3 1%	6 3%	4 3%	5 2%	7 3%	6 4%	10 4%	12 3%	4 3%	8 5% b	11 4%	2 2%	44 4%	26 5% qs	30 4%	6 2%	14 3%	5 2%	7 3%	7 3%	-	1 1%	4 3%
Less often	275 13%	21 11%	23 12% j	31 15% jm	13 10%	28 12% j	32 13% jm	25 12% j	32 12% j	44 13% jm	8 5%	19 12% j	31 12% j	7 6%	158 14%	82 15% t	125 15% t	56 17% tw	61 14%	43 17% t	20 10%	32 15%	9 10%	10 9%	23 16%
Never	1190 57%	57 30%	61 32%	83 39% m	58 43% bkm	97 43% bkm	98 40% m	74 36%	100 38%	150 43% bgkm	65 41% km	52 31%	116 44% bghkm	33 29%	574 52% oqstuvwx	246 46% uvwx	411 50% oqstuvwx	137 43% vwx	211 49% qstuvwx	109 42% vwx	83 41% vwx	82 38% wx	27 27%	28 27%	37 26%
Don't know	19 1%	3 1%	5 3%	3 2%	3 3%	4 2%	4 1%	3 1%	5 2%	4 1%	3 2%	3 2%	3 1%	2 1%	9 1%	3 1%	7 1%	1 *	1 *	1 *	1 *	3 1%	1 1%	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 15  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	230 11%	57 30%	54 28% <i>il</i>	47 22%	32 24%	53 23%	59 24% <i>il</i>	56 27% <i>il</i>	62 23%	63 18%	42 27% <i>il</i>	46 28% <i>il</i>	50 19%	40 35% <i>cd</i> 13%	148 17% <i>n</i>	93 17%	119 15%	65 20% <i>npr</i>	64 15%	48 19% <i>n</i>	51 25% <i>nopr</i>	52 24% <i>nopr</i>	27 30% <i>nopr</i>	33 32% <i>nopr</i>	43 30% <i>nopr</i>
NET: At least weekly	421 20%	86 45%	80 42% <i>ce</i> il	71 34%	49 36%	76 33%	90 36% <i>l</i>	86 42% <i>ce</i> il	99 37% <i>l</i>	109 32%	62 39% <i>l</i>	69 42% <i>il</i>	78 30%	57 49% <i>cd</i> e f h il	255 23%	153 28% <i>n</i>	198 24%	98 30% <i>np</i>	107 25%	77 30% <i>nr</i>	73 36% <i>nopr</i>	78 36% <i>nopr</i>	44 48% <i>nopr</i>	52 50% <i>nopr</i>	60 42% <i>nopr</i>
NET: At least monthly	595 29%	111 58%	100 53% <i>ce</i> il	94 45%	60 45%	100 44%	113 46%	106 51% <i>il</i>	129 48%	149 43%	82 52% <i>il</i>	92 56% <i>cd</i> ef i l	112 43%	73 64% <i>bc</i> d e f h g h i j il	364 33%	209 39% <i>np</i>	275 34%	127 40% <i>np</i>	154 36%	106 41% <i>np</i>	97 48% <i>nopr</i>	102 47% <i>nopr</i>	55 60% <i>nopr</i>	65 63% <i>nopr</i>	82 58% <i>nopr</i>
NET: Ever	871 42%	132 69%	124 65% <i>de</i> il	125 59%	74 55%	128 56%	145 59%	130 63% <i>l</i>	161 61%	193 56%	90 57%	111 67% <i>de</i> ij l	143 55%	81 70% <i>cd</i> ef i j l	522 47%	291 54% <i>np</i>	400 49%	184 57% <i>npr</i>	215 50%	149 58% <i>npr</i>	117 58% <i>np</i>	134 61% <i>nopr</i>	64 70% <i>nopr</i>	75 72% <i>nopr</i>	105 74% <i>nopr</i>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 16  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a desktop computer or laptop**  
**Base: All respondents**

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	118 6%	27 6%	64 11%a	33 8%	49 12%	43 10%	35 11%	28 9%	29 7%	62 8%	22 14%hi	107 8%	101 8%	87 8%	73 9%	104 8%	110 8%	102 8%	118 11%q	87 8%	74 11% <sup>s</sup>
Once a day	112 5%	42 9%	48 8%	41 10%	39 9%	40 9%	18 6%	24 8%	29 8%	59 8%	17 11%	102 8%	98 8%	75 7%	65 8%	103 8% <sup>m</sup>	107 8% <sup>m</sup>	96 8%	112 10% <sup>q</sup>	79 8%	68 11% <sup>s</sup>
Several times a week	130 6%	34 7%	61 10%	37 9%	55 13%	50 11%	30 9%	35 11%	34 9%	76 10%	16 10%	122 10%	120 10%	96 9%	73 9%	119 10%	121 9%	110 9%	130 12% <sup>q</sup>	106 10%	67 10%
Once a week	61 3%	26 6%	25 4%	23 5%	20 5%	25 6%	17 5%	19 6%	22 6%	26 3%	12 8% <sup>ai</sup>	58 5%	54 4%	50 5%	39 5%	59 5%	60 5%	58 5%	61 6%	45 4%	34 5%
Several times a month	102 5%	36 8%	50 8%	31 7%	33 8%	43 10%	27 8%	28 9%	22 6%	58 8%	16 10%	93 7%	92 7%	82 8%	69 9% <sup>ko</sup>	88 7%	99 8%	87 7%	102 9% <sup>q</sup>	78 7%	69 11% <sup>s</sup>
Once a month	73 3%	28 6%	38 6%	23 6%	30 7%	31 7%	24 8%	20 6%	25 6%	34 4%	10 7%	67 5%	68 6%	62 6%	49 6%	68 6%	69 5%	69 6%	73 7%	61 6%	41 6%
Less often	275 13%	94 20%	123 20%	85 20%	83 20%	89 20%	77 24%	83 26% <sup>e</sup>	81 21% <sup>j</sup>	150 20%	19 13%	251 20%	242 20%	220 21% <sup>o</sup>	155 20%	237 19%	264 20% <sup>o</sup>	241 20%	275 25% <sup>q</sup>	201 19%	120 19%
Never	1190 57%	189 40% <sup>b</sup>	201 33%	149 35% <sup>d</sup>	110 26%	114 26%	91 29%	82 26%	141 37% <sup>j</sup>	282 38% <sup>j</sup>	40 26%	473 37% <sup>n</sup>	455 37% <sup>n</sup>	382 36% <sup>n</sup>	253 32%	457 37% <sup>n</sup>	474 36% <sup>n</sup>	461 37% <sup>r</sup>	239 21%	382 37% <sup>t</sup>	172 27%
Don't know	19 1%	-	-	4 1%	1 *	1 *	* -	-	2 1%	2 *	2 1%	5 * <sup>o</sup>	5 * <sup>o</sup>	5 * <sup>o</sup>	3 *	3 *	5 * <sup>o</sup>	5 * <sup>r</sup>	2 *	4 *	-
NET: At least daily	230 11%	69 15%	112 18%	74 17%	89 21%	83 19%	52 16%	53 16%	58 15%	121 16%	39 25% <sup>hi</sup>	209 16%	199 16%	162 15%	139 18% <sup>m</sup>	208 17% <sup>m</sup>	217 17%	199 16%	230 21% <sup>q</sup>	167 16%	142 22% <sup>s</sup>
NET: At least weekly	421 20%	130 27%	197 32%	133 31%	164 39% <sup>c</sup>	158 36%	106 31%	114 33%	114 30%	223 30%	66 43% <sup>hi</sup>	389 30%	372 30%	308 29%	251 32% <sup>m</sup>	386 31% <sup>m</sup>	397 30%	366 30%	421 38% <sup>q</sup>	318 30%	243 38% <sup>s</sup>
NET: At least monthly	595 29%	194 41%	285 47%	188 44%	226 54% <sup>c</sup>	232 53%	151 47%	154 48%	160 42%	314 42%	93 60% <sup>hi</sup>	549 43%	532 43%	452 43%	369 47% <sup>kimo</sup>	542 44%	565 43%	522 42%	595 54% <sup>q</sup>	456 44%	353 55% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 16

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**On a desktop computer or laptop**

**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	871 42%	288 60%	408 67% <sup>a</sup>	272 64%	310 74% <sup>c</sup>	321 73%	228 71%	237 74%	241 63%	465 62%	112 73% <sup>hi</sup>	799 63%	774 63%	672 63%	524 67% <sup>k</sup>	779 63% <sup>lmo</sup>	830 63%	763 62%	871 78% <sup>q</sup>	657 63%	473 73% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 17  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	148 7%	61 6%	87 8%	13 6%	21 6%	28 8%	36 10%h	16 5%	34 7%	41 7%	35 6%	30 7%	43 8%	11 6%	7 9%	13 6%	14 8%	18 10%tx	15 10%ax	3 3%	14 7%	20 7%	20 7%	7 4%	6 9%
Once a day	122 6%	53 5%	68 6%	12 5%	26 7%ai	19 6%	25 7%ai	26 8%ai	14 3%	35 6%	28 5%	33 8%	26 5%	8 5%	5 5%	25 11%quy	5 3%	11 6%	11 8%	8 8%	9 5%	14 5%	15 5%	9 5%	1 1%
Several times a week	139 7%	78 8%	61 6%	10 4%	33 9%hi	27 8%ai	32 9%ai	15 5%	21 4%	40 7%	37 6%	38 9%am	24 5%	5 3%	6 7%	10 4%	13 8%	15 8%an	19 13%npuw	9 9%	9 5%	23 8%an	18 6%	10 6%	3 5%
Once a week	73 4%	42 4%	32 3%	14 6%hi	25 7%ghi	12 4%	9 3%	5 2%	7 2%	16 3%	25 4%	19 4%	13 3%	4 2%	2 3%	4 2%	2 1%	8 4%	2 1%	3 3%	13 7%pq	12 5%	13 5%q	10 5%q	1 2%
Several times a month	84 4%	42 4%	42 4%	12 5%hi	27 7%hi	19 6%hi	15 4%hi	4 1%	7 1%	19 3%	26 4%	17 4%	22 4%	6 3%	3 4%	6 3%	6 4%	9 5%	9 6%	3 3%	4 2%	13 5%	13 5%	9 5%	2 3%
Once a month	56 3%	29 3%	27 3%	9 4%ai	8 2%	17 5%hi	14 4%ai	4 1%	3 1%	22 4%am	21 4%am	8 2%	6 1%	2 1%	1 1%	11 5%	4 3%	9 5%	5 3%	1 1%	4 2%	4 2%	9 3%	3 2%	2 3%
Less often	211 10%	112 11%	99 9%	31 14%hi	49 14%hi	52 16%hi	41 11%ai	22 7%ai	16 3%	59 10%	61 10%	47 11%	43 9%	27 15%o	5 5%	25 11%	15 9%	15 8%	13 9%	10 9%	21 11%	25 9%	25 14%	24 14%	6 10%
Never	1225 59%	587 58%	638 60%	120 52%	165 46%	155 47%	194 53%	215 70%defg	376 78%defgh	331 58%	344 59%	227 54%	324 64%ai	111 63%as	56 66%as	138 60%	108 64%as	94 53%	73 50%	64 63%as	118 61%	152 56%	165 59%	104 58%	41 66%as
Don't know	22 1%	10 1%	11 1%	10 4%fghi	6 2%h	3 1%	2 *	-	1 *	4 1%	8 1%	4 1%	6 1%	2 1%	-	-	3 2%	-	1 1%	* *	2 1%	8 3%pr	3 1%	3 1%	-
NET: At least daily	270 13%	114 11%	156 15%a	25 11%	47 13%	47 14%	61 16%ai	42 14%	49 10%	77 14%	62 11%	62 15%	68 14%	20 11%	12 14%	38 16%ax	19 11%	30 16%ax	26 18%ax	11 11%	23 12%	35 13%	36 13%	16 9%	6 10%
NET: At least weekly	482 23%	234 23%	248 23%	49 21%	105 29%hi	86 26%ai	102 28%hi	62 20%	77 16%	133 24%	125 21%	119 28%km	105 21%	28 16%	20 24%	52 22%	34 20%	52 29%an	47 32%anqx	23 23%	44 23%	70 26%an	66 24%	36 20%	11 17%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 17  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	622 30%	305 30%	317 30%	70 30%i	140 39%hi	123 37%hi	132 36%hi	70 23%	88 18%	174 31%	172 29%	144 34% <small>m</small>	133 26%	36 21%	24 28%	69 30%	44 26%	70 39% <small>nqu</small> xy	60 41% <small>npq</small> tuxy	27 27%	53 27%	88 32% <small>n</small>	89 31% <small>n</small>	48 27%	15 23%
NET: Ever	833 40%	417 41%	416 39%	101 44%hi	189 53%hi	175 52%hi	173 47%hi	92 30%i	103 22%	234 41%	233 40%	191 45% <small>m</small>	176 35%	63 36%	29 34%	94 40%	59 35%	85 47% <small>nq</small> y	73 49% <small>noq</small>	37 36%	74 38%	113 41%	114 40%	73 40%	21 34%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 18  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	148 7%	83 7%	33 8%	32 6%	46 9%	20 9%	32 10%	16 11%	2 10%	100 7%	93 8%	55 6%	133 7%	13 8%	98 6%	49 9%	40 9%	34 12%nop	15 8%	20 8%	28 13%nop	12 10%	26 8%	27 7%	28 7%	40 8%	21 6%
Once a day	122 6%	78 6%	25 6%	19 4%	32 6%	17 8%	19 6%	10 7%	1 3%	83 5%	66 6%	54 6%	104 5%	15 9%	71 5%	51 9%nq	47 10%nqt	19 6%	22 11%n	35 14%nopqt u	13 6%	8 6%	18 6%	22 6%	27 7%	25 5%	17 4%
Several times a week	139 7%	95 8% c	21 5%	23 5%	38 8%	17 8%	27 8%	12 8%	2 10%	97 6%	78 7%	59 7%	125 7%	12 7%	84 6%	55 10%nt	46 10%nqt	23 8%t	26 13%nt	31 12%nt	12 6%	16 13%nqt	15 5%	29 8%	23 6%	27 6%	33 9% v
Once a week	73 4%	49 4% c	17 4% c	7 1%	15 3%	7 3%	11 3%	2 2%	-	57 4%	46 4%	27 3%	61 3%	12 7% l	43 3%	31 6%n	22 5%n	11 4%	16 8% nq	13 5%	10 5%	5 4%	11 3%	11 3%	16 4%	12 3%	17 4%
Several times a month	84 4%	59 5% c	17 4% c	8 2%	27 5%	15 7% i	20 6%	4 3%	1 3%	55 4%	54 5%	29 3%	73 4%	9 5%	50 3%	33 6% nr	29 6% nr	19 7% n	6 3%	18 7% nr	17 8% nr	9 8% n	10 3%	15 4%	19 5%	18 4%	20 5%
Once a month	56 3%	47 4% abc	4 1%	5 1%	13 3%	11 5% df	6 2%	4 3%	-	43 3%	22 2%	33 4% j	53 3%	1 1%	33 2%	23 4% n	21 5% n	14 5% n	5 3%	14 6% n	12 6% n	5 4%	7 2%	5 1%	7 2%	19 4% w	14 4% w
Less often	211 10%	148 12% c	42 11% c	21 4%	55 11% f	31 14% f	30 9%	19 13%	3 17%	151 10%	111 9%	99 11%	187 10%	23 14%	137 9%	72 13% n	61 14% n	40 14% n	25 13%	29 12%	32 15% n	12 10%	36 11%	26 7%	25 7%	50 10%	65 17% vwxy
Never	1225 59%	628 52%	223 57%	374 76% ab	274 54% e	102 46%	191 57% e	75 53%	11 57%	927 61% de	713 60%	506 58%	1133 60% m	79 47%	989 65% opqr stu	229 42% s	178 40% s	126 43% s	81 41%	82 33%	86 40%	52 43%	202 62% z	243 64% z	224 60% z	284 60% z	183 48%
Don't know	22 1%	13 1%	8 2% c	1 *	4 1%	4 2% f	-	*	-	17 1%	9 1%	12 1%	17 1%	4 3%	15 1%	7 1%	6 1%	6 2%	2 1%	6 2%	3 2%	2 2%	*	5 1%	3 1%	2 *	7 2% v
NET: At least daily	270 13%	161 13%	58 15%	51 10%	78 15%	37 17%	51 15%	26 18% i	2 13%	183 12%	159 13%	109 12%	237 13%	28 17%	169 11%	100 18% n	87 19% n	53 18% n	37 19% n	55 22% n	41 19% n	19 16%	44 14%	49 13%	55 15%	65 14%	38 10%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 18  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	482 23%	306 25% <i>c</i>	96 25% <i>c</i>	81 17%	131 26%	61 27%	88 26%	40 28%	4 23%	337 22%	283 24%	195 22%	423 22%	52 31% <i>l</i>	295 19%	185 34% <i>n</i>	155 34% <i>nq</i>	87 30% <i>n</i>	79 40% <i>n</i>	99 40% <i>n</i>	64 30% <i>n</i>	40 33% <i>n</i>	69 21%	89 23%	94 25%	104 22%	88 23%
NET: At least monthly	622 30%	412 34% <i>c</i>	117 30% <i>c</i>	93 19%	171 34% <i>i</i>	87 39% <i>i</i>	114 34%	47 33%	5 26%	435 28%	359 30%	258 29%	549 29%	63 37%	378 25%	241 44% <i>n</i>	204 45% <i>nq</i>	121 41% <i>n</i>	90 45% <i>n</i>	131 53% <i>n</i>	93 43% <i>n</i>	55 45% <i>n</i>	86 27%	109 28%	119 32%	141 30%	122 32%
NET: Ever	833 40%	560 47% <i>c</i>	159 41% <i>c</i>	114 23%	226 45% <i>i</i>	118 53% <i>d</i>	144 43%	66 47%	8 43%	586 38%	470 39%	357 41%	736 39%	86 51% <i>l</i>	515 34%	313 57% <i>n</i>	265 59% <i>nq</i>	161 55% <i>n</i>	115 58% <i>n</i>	159 64% <i>n</i>	125 58% <i>n</i>	67 55% <i>n</i>	122 38%	134 35%	144 39%	191 40%	187 50% <i>vwxy</i>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 19  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	148 7%	6 7%	6 7%	10 11%rs	3 4%	5 16%dg w	6 9%	7 4%	5 7%	9 10%r	17 10%	12 15%dg sw	2 3%	2 5%	1 2%	32 7%	8 10%	5 6%	1 2%	2 2%	6 9%	4 5%
Once a day	122 6%	4 4%	4 5%	5 5%	2 2%	1 2%	3 4%	20 12%dkopv	6 7%kp	10 11%dkpv	10 6%k	- -	4 5%	4 8%kp	1 3%	28 6%k	* -	3 5%	4 7%k	6 8%kp	1 1%	7 8%kp
Several times a week	139 7%	2 2%	5 6%	2 3%	5 7%	3 9%	5 8%	10 6%	4 5%	9 10%km	13 8%	2 2%	7 10%	* 1%	- -	36 8%	12 15%acgkm r	6 8%	3 4%	7 10%	3 5%	5 6%
Once a week	73 4%	2 2%	2 3%	2 3%	2 2%	- -	3 2%	4 5%w	1 1%	6 4%	7 9%fgiw	5 8%fiw	5 9%fgisw	1 3%	21 4%	1 1%	6 8%fiw	3 4%	1 1%	1 2%	1 -	- -
Several times a month	84 4%	2 2%	4 4%	3 4%	4 6%	- -	3 4%	4 3%	2 3%	5 6%	10 6%	3 4%	3 4%	3 7%	2 6%	23 5%	1 1%	4 5%	2 3%	3 4%	2 3%	1 1%
Once a month	56 3%	2 3%	- -	1 1%	2 2%	- -	3 4%	8 5%	3 4%	2 2%	7 4%	2 2%	6 8%boprs	2 4%	2 8%	9 2%	- -	1 1%	- -	- -	2 3%	4 4%
Less often	211 10%	16 19%cdh jkmo	9 11%	5 5%	5 6%	2 7%	14 21%cdh jkmow	24 14% m	4 5%	7 8%	11 7%	4 5%	7 10%	1 3%	5 17%	46 10%	11 14%	8 11%	10 15%km	9 11%	6 10%	7 8%
Never	1225 59%	49 59%	53 64%	57 68%fil	57 70%fgij lo	22 66%	30 48%	94 55%	50 65%	44 51%	92 55%	50 62%	35 50%	33 64%	18 62%	266 57%	43 56%	42 55%	41 62%	47 63%	41 66%	60 67%fil
Don't know	22 1%	1 1%	1 1%	- -	2 2%	- -	1 1%	- -	- -	* *	- -	1 1%	1 1%	- -	- -	9 2%	2 2%	1 1%	2 3%	* 1%	- -	2 2%
NET: At least daily	270 13%	9 11%	9 11%	14 17%	5 6%	6 18%	9 13%	28 16%	11 14%	19 22%dlor	27 16% d	12 15%	6 8%	6 12%	2 6%	60 13%	8 10%	8 11%	6 8%	7 10%	6 10%	11 13%
NET: At least weekly	482 23%	13 15%	16 20%	18 22%	12 15%	9 27%	13 21%	41 24%	19 24%	28 33%adv w	46 28% d	21 26%	18 26%	12 23%	2 8%	117 25%	21 27%	21 27%	11 16%	16 21%	11 17%	16 18%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 19  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	622 30%	17 20%	20 24%	23 27%	18 23%	9 27%	19 30%	54 31%	24 30%	36 41%abdr svw	64 38%abdr w	26 32%	26 38%ear	17 33%	6 22%	149 32%	22 28%	25 33%	13 20%	19 25%	15 23%	21 23%
NET: Ever	833 40%	33 39%	29 35%	27 32%	23 28%	12 34%	33 51%cdw	77 45%dw	28 35%	42 49%cdw	76 45%dw	30 37%	34 48%dw	18 36%	11 38%	196 42%d	33 42%	34 44%	23 35%	27 36%	21 34%	28 31%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 20  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	148 7%	24 12%	27 14%	26 13%	17 12%	26 11%	27 11%	21 10%	26 10%	35 10%	17 11%	17 10%	28 11%	18 15%	92 8%	59 11%np	68 8%	30 9%	35 8%	21 8%	21 11%	16 7%	12 13%	9 9%	12 8%
Once a day	122 6%	32 17%	30 16%l	25 12%	21 15%	30 13%	30 12%	28 14%	28 11%	39 11%	24 15%	23 14%	26 10%	17 15%	70 6%	52 10%np	55 7%	35 11%np	38 9%an	30 12%np	32 16%np	37 17%np	19 21%np	23 22%np	24 17%np
Several times a week	139 7%	24 12%	22 11%	20 10%	14 10%	28 12%f	19 8%	20 10%	22 8%	30 9%	15 9%	24 15%fhij	31 12%f	16 14%f	91 8%	58 11%np	70 9%	32 10%	42 10%	26 10%	21 11%	26 12%	16 18%np	20 19%np	17 12%
Once a week	73 4%	11 6%	11 6%	10 5%	4 3%	9 4%	15 6%	14 7%	20 7%	19 5%	7 5%	13 8%	13 5%	9 8%	51 5%	27 5%	40 5%	19 6%	20 5%	10 4%	10 5%	8 4%	3 3%	4 4%	8 6%
Several times a month	84 4%	11 6%	11 6%	10 5%	9 7%	12 5%	11 5%	11 5%	18 7%	21 6%	8 5%	10 6%	13 5%	10 9%	53 5%	29 5%	39 5%	13 4%	20 5%	11 4%	11 6%	9 4%	7 8%	7 7%	9 6%
Once a month	56 3%	6 3%	6 3%	5 2%	4 3%	7 3%	4 2%	5 2%	6 2%	12 3%	3 2%	8 5%cfj	7 3%	2 2%	39 4%	27 5%np	28 3%	15 5%	15 3%	11 4%	11 5%	6 3%	1 2%	4 4%	4 3%
Less often	211 10%	11 6%	13 7%	17 8%	5 4%	13 6%	18 7%	19 9%d	21 8%	30 9%d	8 5%	15 9%dj	25 9%de	5 4%	128 12%vw	59 11%v	93 11%vw	34 11%vw	54 13%vw	27 11%v	17 8%	19 9%	3 4%	5 5%	17 12%vw
Never	1225 59%	68 36%	66 35%	93 44%bkm	58 43%km	98 43%km	115 47%bkm	85 41%km	120 45%bkm	157 45%bkm	73 46%bkm	52 32%	115 44%bkm	34 29%	572 52%oqtuvwx	225 42%w	418 51%oqtuvwx	141 44%vwx	204 48%otvwx	120 46%vwx	77 38%w	95 43%vwx	30 33%	30 29%	50 35%
Don't know	22 1%	3 2%	6 3%	4 2%	3 3%	4 2%	6 2%	4 2%	5 2%	4 1%	3 2%	3 2%	4 2%	4 4%	9 1%	4 1%	6 1%	1 *	1 *	2 1%	1 *	4 2%r	-	2 2%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 20  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	270 13%	56 29%	56 30%hil	51 24%	37 28%	56 24%	57 23%	49 24%	54 20%	74 21%	42 26%	40 24%	54 21%	35 30%hil	162 15%	110 20%np	123 15%	66 20%np	72 17%	51 20%an	53 26%no	53 24%np	31 34%no	32 31%no	36 26%np
NET: At least weekly	482 23%	91 48%	89 47%cfhil	81 38%	55 41%	93 41%	91 37%	83 40%	96 36%	122 35%	64 40%	77 46%fhil	98 38%	60 52%ce	304 28%	196 36%np	233 29%	117 36%np	134 31%	87 34%an	85 42%np	87 40%np	50 54%no	57 54%no	61 43%np
NET: At least monthly	622 30%	108 56%	106 56%cfghi	96 46%	68 51%	113 49%	107 43%	99 48%	120 45%	155 45%	74 47%	95 57%cfghi	118 45%	72 63%cd	396 36%	252 47%np	300 37%	145 45%np	169 39%	110 42%an	107 53%np	102 46%np	58 64%no	67 64%no	74 52%np
NET: Ever	833 40%	119 62%	119 62%cfhij	113 54%	73 54%	126 55%	125 51%	118 57%	141 53%	185 53%	82 52%	110 66%cd	143 55%	77 67%cd	525 47%	311 58%np	393 48%	179 56%np	222 52%	137 53%	124 61%np	120 55%np	62 67%np	72 69%np	92 64%np

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 21  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a tablet computer (such as an iPad)  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	148 7%	51 11%	71 12%	79 18%	72 17%	50 12%	27 9%	36 11%	31 8%	87 12%	14 9%	140 11%	135 11%	117 11%	77 10%	140 11% <sup>p</sup>	135 10%	148 12% <sup>r</sup>	117 10%	120 12%	84 13%
Once a day	122 6%	46 10%	48 8%	70 16%	55 13%	40 9%	18 6%	32 10% <sup>f</sup>	33 9%	70 9%	14 9%	115 9%	118 10% <sup>p</sup>	89 8%	65 8%	111 9%	113 9%	122 10% <sup>r</sup>	84 8%	89 9%	49 8%
Several times a week	139 7%	60 13%	62 10%	73 17%	68 16%	52 12%	33 10%	38 12%	29 8%	85 11%	18 11%	126 10%	125 10%	105 10%	79 10%	129 10%	128 10%	139 11% <sup>r</sup>	109 10%	113 11%	71 11%
Once a week	73 4%	36 8% <sup>b</sup>	25 4%	44 10%	31 7%	26 6%	18 6%	24 8%	26 7%	33 4%	12 8%	68 5%	62 5%	65 6% <sup>l</sup>	49 6%	68 5%	72 6%	73 6%	58 5%	53 5%	32 5%
Several times a month	84 4%	22 5%	53 9% <sup>a</sup>	32 8%	52 12% <sup>c</sup>	32 7%	23 7%	22 7%	26 7%	48 6%	8 5%	79 6%	76 6%	69 7%	54 7%	74 6%	78 6%	84 7%	71 6%	69 7%	52 8%
Once a month	56 3%	23 5%	30 5%	25 6%	32 8%	20 5%	22 7%	16 5%	9 2%	36 5%	8 5%	53 4%	53 4%	47 4%	42 5% <sup>p</sup>	52 4%	55 4%	56 5%	50 4%	46 4%	38 6%
Less often	211 10%	64 14%	111 18%	103 24%	109 26%	60 14%	59 18%	62 19% <sup>e</sup>	62 16%	112 15%	21 14%	199 16%	185 15%	165 16%	138 18% <sup>lmop</sup>	190 15%	205 16%	211 17%	181 16%	159 15%	84 13%
Never	1225 59%	174 37%	203 33%	-	-	151 34% <sup>g</sup>	117 37% <sup>g</sup>	87 27%	164 43%	275 37%	57 37%	488 38% <sup>n</sup>	473 38% <sup>n</sup>	394 37%	273 35%	474 38% <sup>n</sup>	514 39% <sup>mn</sup>	390 32%	434 39% <sup>q</sup>	390 37%	232 36%
Don't know	22 1%	2 *	5 1%	-	-	5 1%	2 1%	2 1%	5 1%	2 *	1 1%	8 1% <sup>o</sup>	6 1% <sup>o</sup>	9 1% <sup>o</sup>	4 1% <sup>o</sup>	2 *	9 1% <sup>o</sup>	6 1%	8 1%	4 *	5 1%
NET: At least daily	270 13%	97 20%	119 20%	149 35%	127 30%	91 21% <sup>f</sup>	45 14%	68 21% <sup>f</sup>	64 17%	157 21%	28 18%	255 20% <sup>p</sup>	252 20% <sup>np</sup>	206 19%	141 18%	250 20% <sup>p</sup>	248 19%	270 22% <sup>r</sup>	200 18%	209 20%	132 20%
NET: At least weekly	482 23%	193 40%	207 34%	265 62% <sup>d</sup>	227 54%	169 39% <sup>f</sup>	96 30%	130 41% <sup>f</sup>	119 31%	275 37%	57 37%	450 35%	440 36% <sup>p</sup>	376 35%	270 35%	448 36% <sup>p</sup>	448 34%	482 39% <sup>r</sup>	367 33%	376 36%	235 36%
NET: At least monthly	622 30%	237 50%	290 48%	323 76%	311 74%	222 51%	141 44%	168 53% <sup>f</sup>	153 40%	360 48% <sup>h</sup>	74 48%	582 46% <sup>p</sup>	569 46% <sup>p</sup>	491 46% <sup>p</sup>	365 47%	573 46% <sup>p</sup>	581 44%	622 51% <sup>r</sup>	488 44%	490 47%	325 50%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 21  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console		Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	833 40%	301 63%	401 66%	426 100%	420 100%	282 64%	200 63%	230 72%ef	215 56%	472 63%h	95 62%	781 61%	755 61%	656 62%p	503 64%klmo	763 62%p	786 60%	833 68%r	669 60%	649 62%	409 63%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 22  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	29 1%	17 2%	12 1%	6 3%hi	11 3%hi	8 2%hi	4 1%hi	-	-	15 3%l	6 1%	3 1%	6 1%	2 1%	5 5%quwx	3 1%	-	2 1%	2 2%	2 2%	2 1%	9 3%qwx	2 1%	-	1 1%
Once a day	47 2%	33 3%b	13 1%	5 2%hi	16 4%hi	13 4%hi	11 3%hi	-	2 *	12 2%	16 3%	9 2%	10 2%	2 1%	4 5%qw	3 1%	1 *	6 3%w	3 2%	4 3%w	5 2%	14 5%npqw	2 1%	4 2%	1 1%
Several times a week	66 3%	32 3%	34 3%	14 6%ghi	29 8%fghi	12 4%hi	7 2%hi	1 *	2 *	27 5%l	18 3%	9 2%	12 2%	4 2%	1 1%	7 3%	5 3%	8 5%	5 3%	3 3%	2 1%	9 3%	15 5%u	5 3%	1 1%
Once a week	34 2%	15 1%	19 2%	6 3%h	9 2%h	6 2%	8 2%h	1 *	5 1%	8 1%	8 1%	8 2%	10 2%	1 1%	2 2%	2 1%	2 2%	4 2%	2 1%	4 4%pw	3 2%	8 3%	2 1%	4 2%	-
Several times a month	59 3%	32 3%	27 3%	10 4%hi	23 6%ghi	15 5%hi	7 2%hi	2 1%	2 *	24 4%m	16 3%	12 3%	7 1%	8 4%	1 1%	3 1%	4 3%	9 5%	3 2%	5 5%	3 1%	6 2%	6 2%	9 5%	1 2%
Once a month	20 1%	10 1%	10 1%	6 3%ghi	4 1%hi	8 3%ghi	2 *	-	-	8 1%	6 1%	3 1%	3 1%	2 1%	1 1%	1 1%	2 1%	6 3%psu	-	-	* *	2 1%	3 1%	3 1%	* 1%
Less often	184 9%	80 8%	104 10%	37 16%ghi	47 13%hi	42 12%hi	31 8%hi	20 6%hi	8 2%	43 8%	59 10%	41 10%	41 8%	18 10%	6 8%	16 7%	12 7%	23 13%t	18 12%t	4 4%	15 8%	21 8%	21 8%	20 11%t	9 14%t
Never	1611 77%	781 77%	830 78%	136 59%	212 59%	226 68%e	295 80%def	283 92%def	460 96%def	427 75%	442 76%	335 79%	408 81%	137 78%r	63 75%	194 84%rvx	140 82%rv	119 66%	114 77%r	79 78%	161 83%rvx	196 72%	227 80%rv	132 73%	50 80%
Don't know	30 1%	15 1%	15 1%	11 5%fghi	9 2%h	3 1%	3 1%	1 *	4 1%	5 1%	13 2%	3 1%	8 2%	2 1%	2 2%	3 1%	4 2%	2 1%	1 1%	-	2 1%	7 2%	5 2%	3 2%	-
NET: At least daily	76 4%	50 5%b	26 2%	11 5%hi	27 8%hi	21 6%hi	15 4%hi	-	2 *	27 5%	22 4%	12 3%	16 3%	4 2%	8 10%npqw	6 3%	1 *	8 4%q	5 3%	6 6%qw	7 3%	23 8%npqu	4 1%	4 2%	1 2%
NET: At least weekly	176 8%	97 10%	79 7%	31 13%hi	65 18%fgh	39 12%hi	30 8%hi	2 1%	8 2%	61 11%l	48 8%	28 7%	39 8%	9 5%	11 13%nq	15 6%	7 4%	20 11%q	11 8%	13 13%nq	12 6%	40 15%npqu	21 7%	13 7%	2 4%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 22  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of England	London	South East	South West	North Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	255 12%	139 14%	116 11%	47 20% ghi	92 26% ghi	63 19% ghi	39 11% hi	4 1%	9 2%	93 16% lm	70 12%	43 10%	49 10%	18 10%	13 15%	20 8%	14 8%	35 20% npq suwy	14 10%	19 18% pqy	16 8%	49 18% pqs uwy	29 10%	25 14%	4 6%
NET: Ever	439 21%	219 22%	220 21%	84 36% ghi	139 39% ghi	104 31% ghi	70 19% hi	24 8% i	17 4%	136 24% m	129 22%	84 20%	90 18%	36 21%	19 23%	36 15%	26 15%	59 33% npq suw	32 22%	22 22%	31 16%	69 25% pqu	51 18%	45 25% pqu	12 20%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 23  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Working status			Disability				Educational level		Ethnicity		Kids in household					Income										
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	29 1%	23 2% <sup>c</sup>	6 2% <sup>c</sup>	-	8 2%	8 4% <sup>d</sup>	4 1%	3 2%	-	20 1%	15 1%	14 2%	20 1%	8 4% <sup>l</sup>	12 1%	17 3% <sup>n</sup>	15 3% <sup>n</sup>	7 2% <sup>n</sup>	9 5% <sup>n</sup>	11 5% <sup>n</sup>	7 3% <sup>n</sup>	2 2%	5 2%	7 1%	4 2%	7 1%	7 2%
Once a day	47 2%	40 3% <sup>c</sup>	7 2% <sup>c</sup>	-	7 1%	7 3% <sup>d</sup>	3 1%	1 1%	-	37 2%	20 2%	26 3%	34 2%	10 6% <sup>l</sup>	15 1%	32 6% <sup>n</sup>	28 6% <sup>n</sup>	13 4% <sup>n</sup>	13 7% <sup>n</sup>	21 9% <sup>n</sup>	13 6% <sup>n</sup>	* 2%	5 2%	6 1%	8 2%	11 2%	12 3%
Several times a week	66 3%	53 4% <sup>c</sup>	10 3% <sup>c</sup>	2 *	15 3% <sup>f</sup>	11 5% <sup>f</sup>	5 2%	3 2%	1 3%	49 3%	36 3%	30 3%	54 3%	12 7% <sup>l</sup>	31 2%	35 6% <sup>n</sup>	25 5% <sup>n</sup>	14 5% <sup>n</sup>	19 10% <sup>n</sup>	17 7% <sup>n</sup>	9 4%	7 6% <sup>n</sup>	6 2%	8 2%	11 3%	17 4%	18 5% <sup>v</sup>
Once a week	34 2%	22 2%	7 2%	5 1%	12 2%	5 2%	6 2%	4 3%	-	22 1%	17 1%	31 2%	3 2%	3 2%	24 2%	11 2%	9 2%	7 2%	3 2%	4 2%	7 3%	2 2%	5 2%	7 2%	4 1%	9 2%	6 2%
Several times a month	59 3%	50 4% <sup>b</sup>	7 2%	2 *	12 2%	7 3%	6 2%	1 1%	-	46 3%	31 3%	27 3%	48 3%	9 5%	31 2%	28 5% <sup>n</sup>	24 5% <sup>n</sup>	14 5% <sup>n</sup>	8 4%	13 5% <sup>n</sup>	11 5% <sup>n</sup>	7 5% <sup>n</sup>	6 2%	10 3%	8 2%	14 3%	17 5%
Once a month	20 1%	17 1% <sup>c</sup>	3 1% <sup>c</sup>	-	4 1%	2 1%	2 1%	-	-	15 1%	10 1%	10 1%	17 1%	3 2%	9 1%	11 2% <sup>n</sup>	10 2% <sup>n</sup>	6 2% <sup>n</sup>	2 1%	8 3% <sup>n</sup>	3 1%	4 3% <sup>n</sup>	2 1%	4 1%	2 1%	4 1%	6 2%
Less often	184 9%	124 10% <sup>c</sup>	48 12% <sup>c</sup>	12 2%	44 9% <sup>f</sup>	29 13% <sup>d</sup>	17 5%	7 5%	5 25%	136 9% <sup>f</sup>	119 10%	64 7%	158 8%	24 14% <sup>l</sup>	101 7%	80 15% <sup>n</sup>	69 15% <sup>n</sup>	42 14% <sup>n</sup>	28 14% <sup>n</sup>	41 17% <sup>n</sup>	37 17% <sup>n</sup>	12 10%	35 11%	26 7%	34 9%	43 9%	38 10%
Never	1611 77%	855 71%	291 75%	465 95% <sup>a</sup>	396 79% <sup>e</sup>	149 67%	288 86% <sup>d</sup>	121 86% <sup>d</sup>	14 72%	1182 77% <sup>e</sup>	930 78%	672 77%	1499 79% <sup>m</sup>	96 57%	1275 84% <sup>o</sup>	327 60% <sup>s</sup>	263 58% <sup>s</sup>	185 63% <sup>p</sup>	112 57%	126 51%	126 59%	83 69% <sup>o</sup>	256 79% <sup>z</sup>	310 81% <sup>z</sup>	292 79% <sup>z</sup>	372 78% <sup>z</sup>	262 69%
Don't know	30 1%	17 1%	10 3% <sup>c</sup>	3 1%	5 2%	4 2%	2 1%	2 1%	-	24 2%	14 1%	15 2%	25 1%	5 3%	21 1%	8 1%	8 2%	6 2%	3 1%	6 2%	2 1%	4 3%	5 1% <sup>y</sup>	6 2% <sup>y</sup>	5 1% <sup>y</sup>	1 *	11 3% <sup>y</sup>
NET: At least daily	76 4%	63 5% <sup>c</sup>	13 3% <sup>c</sup>	-	15 3%	15 7% <sup>d</sup>	7 2%	4 3%	-	57 4%	35 3%	40 5%	55 3%	17 10% <sup>l</sup>	27 2%	49 9% <sup>n</sup>	43 10% <sup>n</sup>	20 7% <sup>n</sup>	22 11% <sup>n</sup>	33 13% <sup>n</sup>	20 9% <sup>n</sup>	3 2%	10 3%	11 3%	15 4%	16 3%	19 5%
NET: At least weekly	176 8%	138 11% <sup>c</sup>	30 8% <sup>c</sup>	7 2%	43 8% <sup>f</sup>	32 14% <sup>d</sup>	19 6%	11 8%	1 3%	128 8%	88 7%	87 10%	140 7%	32 19% <sup>l</sup>	81 5%	95 17% <sup>n</sup>	77 17% <sup>n</sup>	40 14% <sup>n</sup>	45 23% <sup>n</sup>	54 22% <sup>n</sup>	36 17% <sup>n</sup>	11 9%	21 7%	26 7%	30 8%	42 9%	43 11% <sup>vw</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 23  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	255 12%	204 17%bc	41 11%c	10 2%	59 12%f	41 18%dfgi	27 8%	12 9%	1 3%	189 12%f	129 11%	124 14%j	204 11%	44 26%l	121 8%	134 24%nq	110 25%nq	60 21%n	55 28%n	75 30%nopq	50 23%n	21 18%n	29 9%	40 10%	40 11%	61 13%	67 18%vw
NET: Ever	439 21%	328 27%c	89 23%c	21 4%	103 20%fg	70 31%dfgi	45 13%	19 13%	5 28%	325 21%fg	248 21%	188 21%	363 19%	68 40%l	222 15%	214 39%nu	179 40%nqu	102 35%n	83 42%nu	116 47%nopq	87 40%nqu	34 28%n	64 20%	66 17%	74 20%	104 22%	105 28%vw

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 24  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nott-ingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	29 1%	- -	2 2%	5 5%	- -	- -	3 2%	- -	3 3%	2 1%	- -	1 1%	- -	1 -	9 2%	1 2%	- -	- -	2 3%	1 1%	1 1%	1 1%
Once a day	47 2%	1 2%	1 1%	2 2%	* *	* 1%	1 1%	4 2%	2 2%	1 1%	8 5%w	2 2%	2 3%	- -	16 3%	1 2%	- -	2 3%	3 4%	1 1%	- -	- -
Several times a week	66 3%	1 2%	3 4%	3 3%	- -	3 8%dlrw	1 1%	5 3%	3 4%	3 3%	8 5%w	1 1%	- -	2 4%	1 5%	17 4%	7 9%dlrw	5 7%dlw	- -	2 3%	1 1%	- -
Once a week	34 2%	1 1%	- -	2 2%	1 1%	- -	2 2%	1 1%	4 4%	2 2%	3 2%	1 1%	* *	- -	11 2%	1 2%	2 3%	1 1%	2 3%	- -	1 1%	1 1%
Several times a month	59 3%	4 5%	3 4%	1 1%	2 3%	1 3%	2 2%	4 1%	2 5%	2 3%	9 5%go	2 2%	3 4%	- -	2 6%	9 2%	4 5%	1 2%	3 5%	2 2%	1 2%	2 3%
Once a month	20 1%	2 2%	- -	1 1%	2 3%	- -	1 1%	- -	- -	6 3%o	- -	1 1%	- -	- -	3 1%	2 2%	3 3%	- -	- -	* -	- -	- -
Less often	184 9%	10 12%hm	6 8%	6 8%	3 4%	3 9%	10 15%dhm	19 11%h	1 2%	7 8%	17 10%h	8 10%h	5 8%	1 2%	2 6%	41 9%	10 12%hm	6 8%	9 13%hm	4 5%	9 14%hm	8 9%
Never	1611 77%	62 75%	67 81%jp	63 75%	69 85%jp	27 79%	50 78%	134 78%p	65 83%jp	68 78%	113 67%	66 83%jp	56 81%p	48 ijopqr	24 93%acfg	353 83%	49 64%	59 77%	50 76%	60 80%p	50 80%	77 85%jp
Don't know	30 1%	1 1%	1 1%	2 2%	3 3%	- -	1 1%	3 1%	- -	1 1%	2 1%	- -	1 1%	1 1%	11 2%	2 3%	- -	2 3%	- -	- -	- -	1 1%
NET: At least daily	76 4%	1 2%	2 3%	6 8%dq	* *	* 1%	1 1%	7 4%	2 2%	4 4%	10 6%q	2 2%	3 4%	- -	25 5%	3 3%	- -	2 3%	5 7%dq	1 2%	1 1%	1 1%
NET: At least weekly	176 8%	4 5%	5 6%	11 13%dw	1 2%	3 9%	2 3%	14 8%	8 10%dw	8 10%dw	22 13%dw	4 4%	3 5%	2 4%	1 5%	53 11%dw	11 14%dw	7 9%	3 4%	9 13%dw	2 4%	2 2%
NET: At least monthly	255 12%	10 12%	8 10%	13 15%w	6 7%	4 12%	3 5%	17 10%	12 15%w	11 13%	36 22%bdfgk morvw	5 7%	7 10%	2 4%	3 11%	66 14%w	16 21%dfgk mvw	11 15%w	6 9%	11 15%w	4 6%	4 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 24  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Ever	439	19	15	19	9	7	13	35	13	18	53	14	12	3	5	107	26	17	14	15	12	12
	21%	23% <sub>m</sub>	18%	23% <sub>m</sub>	11%	21% <sub>m</sub>	21% <sub>m</sub>	21% <sub>m</sub>	17%	21% <sub>m</sub>	32% <sub>bdgh</sub>	17%	18%	5%	17%	23% <sub>dm</sub>	33% <sub>bdhk</sub>	23% <sub>m</sub>	22% <sub>m</sub>	20% <sub>m</sub>	20% <sub>m</sub>	13%
											kimow						mw					

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 25  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	29 1%	15 8%	16 8%efgil	10 5%	5 4%	10 4%	11 4%	10 5%	13 5%	10 3%	10 6% <i>i</i>	10 6%	11 4%	9 8% <i>i</i>	23 2%	23 4% <i>np</i>	21 3%	19 6% <i>npr</i>	14 3%	13 5% <i>np</i>	15 8% <i>nopr</i>	16 7% <i>nopr</i>	10 11% <i>nopr</i>	16 16% <i>nopr</i>	13 9% <i>nopr</i>
Once a day	47 2%	22 12%	18 10%	18 9%	13 9%	18 8%	18 7%	21 10% <i>il</i>	21 8%	20 6%	14 9%	23 14% <i>efhil</i>	15 6%	17 15% <i>efhil</i>	35 3%	27 5% <i>n</i>	30 4%	23 7% <i>np</i>	22 5% <i>n</i>	19 7% <i>np</i>	13 7% <i>n</i>	17 8% <i>np</i>	11 12% <i>nopr</i>	13 12% <i>nopr</i>	17 12% <i>nopr</i>
Several times a week	66 3%	18 10%	14 8%	14 6%	11 8%	13 6%	17 7%	19 9%	22 8%	22 6%	16 10%	17 11%	22 8%	13 11% <i>ei</i>	49 4%	39 7% <i>nprs</i>	39 5%	16 5%	18 4%	8 3%	14 7%	11 5%	8 8% <i>s</i>	8 8% <i>s</i>	7 5%
Once a week	34 2%	4 2%	5 3%	3 1%	1 1%	2 1%	2 1%	2 1%	5 2%	7 2%	3 2%	2 1%	3 1%	3 3%	20 2%	16 3% <i>n</i>	19 2%	12 4% <i>n</i>	13 3%	8 3%	3 3%	6 3%	7 3%	5 6% <i>n</i>	5 5% <i>n</i>
Several times a month	59 3%	15 8%	14 8% <i>f</i>	10 5%	11 8% <i>ef</i>	10 5%	10 4%	16 8% <i>f</i>	20 8% <i>f</i>	19 5%	11 7%	8 5%	13 5%	14 12% <i>cefikl</i>	39 4%	24 4%	32 4%	24 7% <i>nop</i>	25 6% <i>n</i>	16 6% <i>n</i>	17 8% <i>nop</i>	18 8% <i>nop</i>	8 8% <i>np</i>	12 12% <i>nopr</i>	14 10% <i>nop</i>
Once a month	20 1%	4 2%	4 2%	2 1%	-	1 1%	2 1%	4 2%	4 1%	6 2%	3 2%	6 4% <i>cdef</i>	5 2%	1 1%	17 2%	10 2%	11 1%	6 2%	7 2%	3 1%	1 1%	1 1%	1 1%	*	1 1%
Less often	184 9%	17 9%	15 8%	22 10% <i>j</i>	12 9% <i>j</i>	22 10% <i>j</i>	30 12% <i>ijm</i>	21 10% <i>j</i>	24 9% <i>j</i>	29 8% <i>j</i>	5 3%	12 7% <i>j</i>	28 11% <i>j</i>	7 6%	118 11%	71 13% <i>nw</i>	89 11%	36 11%	48 11%	30 12%	22 11%	24 11%	8 9%	6 6%	18 13% <i>w</i>
Never	1611 77%	93 49%	99 52%	128 61% <i>bkm</i>	79 58% <i>m</i>	147 65% <i>bghkm</i>	153 62% <i>bgkm</i>	112 54% <i>m</i>	151 57% <i>m</i>	230 67% <i>bgkhjkm</i>	91 57% <i>m</i>	82 50%	161 62% <i>bgkm</i>	49 43%	789 71% <i>opqrs</i>	323 60% <i>vw</i>	564 69% <i>oqstuvwx</i>	182 57% <i>vw</i>	277 65% <i>qtuvwx</i>	158 61% <i>vw</i>	112 56% <i>w</i>	123 56% <i>vw</i>	41 45%	42 41%	64 45%
Don't know	30 1%	3 1%	5 3%	3 2%	3 3%	5 2%	4 1%	3 1%	5 2%	4 1%	4 2%	4 1%	4 1%	2 1%	17 2%	7 1%	12 1%	3 1%	3 1%	3 1%	1 1%	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 25  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	76 4%	37 20%	34 18% <sup>efil</sup>	28 13% <sup>i</sup>	18 13%	27 12%	29 12%	31 15% <sup>il</sup>	34 13% <sup>i</sup>	30 9%	25 16% <sup>il</sup>	33 20% <sup>efhil</sup>	26 10%	26 23% <sup>cddefgh</sup>	58 5%	50 9% <sup>np</sup>	51 6%	42 13% <sup>nopr</sup>	36 9% <sup>n</sup>	32 12% <sup>npr</sup>	29 14% <sup>nopr</sup>	33 15% <sup>nopr</sup>	21 23% <sup>noprq</sup>	29 28% <sup>noprq</sup>	30 21% <sup>noprqs</sup>
NET: At least weekly	176 8%	59 31%	54 28% <sup>cefil</sup>	45 21%	30 22%	42 18%	48 19%	52 25% <sup>ei</sup>	61 23% <sup>i</sup>	59 17%	44 28% <sup>efil</sup>	53 32% <sup>cddefh</sup>	50 19%	42 37% <sup>cddefg</sup>	126 11%	104 19% <sup>np</sup>	109 13% <sup>n</sup>	70 22% <sup>npr</sup>	68 16% <sup>n</sup>	49 19% <sup>np</sup>	48 24% <sup>npr</sup>	50 23% <sup>npr</sup>	33 37% <sup>noprq</sup>	42 40% <sup>noprq</sup>	44 31% <sup>noprqsu</sup>
NET: At least monthly	255 12%	78 41%	72 38% <sup>cefil</sup>	57 27%	41 30% <sup>e</sup>	54 23%	60 24%	72 35% <sup>cefil</sup>	86 32% <sup>efi</sup>	83 24%	58 37% <sup>cefil</sup>	68 41% <sup>cddefh</sup>	68 26%	58 50% <sup>bcdefghij</sup>	182 16%	138 26% <sup>np</sup>	153 19% <sup>n</sup>	100 31% <sup>nopr</sup>	99 23% <sup>np</sup>	67 26% <sup>np</sup>	66 33% <sup>nopr</sup>	70 32% <sup>nopr</sup>	42 46% <sup>noprq</sup>	55 52% <sup>noprq</sup>	59 41% <sup>noprqsu</sup>
NET: Ever	439 21%	95 50%	87 46% <sup>cefil</sup>	79 38%	53 39%	76 33%	89 36%	93 45% <sup>efil</sup>	110 41% <sup>ei</sup>	112 32%	63 40%	80 48% <sup>cefij</sup>	97 37%	64 56% <sup>cddefghij</sup>	300 27%	209 39% <sup>np</sup>	242 30% <sup>n</sup>	136 42% <sup>npr</sup>	147 35% <sup>np</sup>	97 38% <sup>np</sup>	88 44% <sup>npr</sup>	94 43% <sup>npr</sup>	50 55% <sup>noprq</sup>	61 59% <sup>noprq</sup>	77 54% <sup>noprqstu</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 26  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	29 1%	6 1%	25 4%a	14 3%	15 4%	19 4%	10 3%	21 7%f	6 2%	17 2%	4 3%	29 2%	29 2%	27 3%	26 3%klop	29 2%	29 2%	29 2%	29 3%	19 2%	26 4% <sup>s</sup>
Once a day	47 2%	30 6%b	20 3%	26 6%	17 4%	35 8%f	14 4%	26 8%f	8 2%	32 4%	5 3%	45 4%	44 4%	41 4%	44 6%klmop	46 4%	47 4%	47 4%	47 4%	27 3%	38 6% <sup>s</sup>
Several times a week	66 3%	31 7%	37 6%	27 6%	27 6%	42 10%	23 7%	43 14%f	14 4%	37 5%	15 10%hi	60 5%	60 5%	60 6%k	59 8%klmop	63 5%	65 5%	65 5%	64 6%	50 5%	54 8% <sup>s</sup>
Once a week	34 2%	11 2%	18 3%	10 2%	18 4%	14 3%	15 5%	13 4%	13 3%	17 2%	3 2%	28 2%	30 2%	30 3%k	24 3%k	30 2%	32 2%	31 3%	33 3%	25 2%	22 3%
Several times a month	59 3%	17 4%	39 6%	14 3%	28 7% <sup>c</sup>	34 8%	27 8%	34 11%	13 4%	37 5%	3 2%	49 4%	53 4%	52 5%k	46 6%klop	53 4%k	57 4%k	56 5%	58 5%	45 4%	42 7% <sup>s</sup>
Once a month	20 1%	8 2%	9 2%	7 2%	11 3%	6 1%	11 3%	12 4% <sup>e</sup>	3 1%	11 2%	5 3%	20 2%	18 1%	18 2%	12 1%	18 1%	20 2%	19 2%	20 2%	15 1%	11 2%
Less often	184 9%	62 13%	104 17%	66 15%	70 17%	79 18%	68 21%	73 23%	52 13%	97 13%	16 10%	161 12%	149 12%	153 14%klo	112 14%l	155 13%	179 14%klo	177 14%	173 16%	146 14%	101 16%
Never	1611 77%	307 64%	353 58%	252 59%	231 55%	203 46%g	150 47%g	92 29%	269 70%	491 66%	101 65%	867 68%mp	837 68%mp	666 63%n	450 58%	833 67%mp	864 66%mp	787 64% <sup>f</sup>	676 61%	705 68% <sup>t</sup>	345 53%
Don't know	30 1%	5 1%	4 1%	10 2%	4 1%	6 1%	2 1%	4 1%	6 2%	9 1%	2 2%	17 1% <sup>o</sup>	14 1%	11 1%	8 1%	11 1%	15 1%	17 1%	11 1%	12 1%	6 1%
NET: At least daily	76 4%	36 8%	45 7%	40 9%	32 8%	53 12% <sup>f</sup>	24 8%	47 15% <sup>f</sup>	15 4%	49 7%	10 6%	74 6%	72 6%	69 7%	69 9%klmop	75 6%	76 6%	76 6%	76 7%	46 4%	63 10% <sup>s</sup>
NET: At least weekly	176 8%	78 16%	100 16%	77 18%	76 18%	109 25%	62 19%	104 33% <sup>ef</sup>	41 11%	103 14%	28 18% <sup>h</sup>	163 13%	163 13%	159 15%klop	153 20%klmo	168 14%k	173 13%	173 14%	173 16% <sup>q</sup>	120 12%	139 22% <sup>s</sup>
NET: At least monthly	255 12%	103 22%	148 24%	98 23%	116 27%	149 34%	100 31%	150 47% <sup>ef</sup>	57 15%	152 20% <sup>h</sup>	35 23% <sup>h</sup>	232 18%	234 19%	229 22%klop	210 27%klmo	239 19%k	250 19%k	248 20%	251 23% <sup>q</sup>	180 17%	193 30% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 26

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**

**Base: All respondents**

	Mobile phone		Tablet		Games console		Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	439 21%	165 35%	252 41% <sup>a</sup>	164 39%	185 44%	228 52%	168 53%	223 70% <sup>ef</sup>	109 28%	249 33%	51 33%	393 31%	382 31%	383 36% <sup>klop</sup>	322 41% <sup>klmo</sup>	394 32% <sup>k</sup>	430 33% <sup>kl</sup>	425 35%	424 38% <sup>q</sup>	326 31%	294 46% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 27  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
Through an app on a smart TV  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	43 2%	21 2%	22 2%	8 4%ghi	18 5%ghi	13 4%ghi	3 1%	-	1 *	12 2%	18 3%klm	3 1%	9 2%	1 1%	2 3%	5 2%	4 3%	3 1%	5 4%	4 4%	4 2%	7 3%	5 2%	2 1%	1 1%
Once a day	37 2%	19 2%	18 2%	7 3%hi	18 5%fghi	6 2%hi	5 1%	-	2 *	20 3%klm	5 1%	6 1%	7 1%	1 *	3 3%u	2 1%	2 1%	7 4%nu	3 2%	1 1%	-	12 4%npu	5 2%	1 1%	1 1%
Several times a week	32 2%	16 2%	15 1%	3 1%	17 5%dfghi	5 2%	3 1%	1 *	2 *	13 2%k	3 1%	10 2%k	5 1%	2 1%	3 3%u	3 1%	1 1%	4 2%	3 2%	1 1%	-	6 2%	6 2%	4 2%	-
Once a week	29 1%	17 2%	12 1%	8 3%hi	10 3%hi	6 2%i	3 1%	1 *	1 *	7 1%	11 2%	6 1%	5 1%	1 1%	-	3 1%	2 1%	4 2%u	1 1%	2 2%	-	8 3%uw	1 *	6 3%uw	1 2%u
Several times a month	28 1%	15 2%	13 1%	1 1%	12 3%hi	8 3%hi	5 1%	1 *	1 *	9 2%	10 2%	5 1%	4 1%	5 3%uw	2 2%	4 2%	1 1%	2 1%	2 2%	1 1%	-	6 2%w	1 *	3 2%	-
Once a month	16 1%	9 1%	6 1%	-	2 1%	11 3%deghi	3 1%	-	-	3 1%	6 1%lm	6 1%lm	-	1 1%	-	-	-	4 2%	1 1%	1 1%	3 1%	2 1%	2 1%	1 1%	1 1%
Less often	96 5%	50 5%	47 4%	24 10%ghi	22 6%i	19 6%i	14 4%i	12 4%i	5 1%	25 4%	30 5%	17 4%	23 5%	9 5%	4 4%	8 3%	9 5%	11 6%	11 7%v	2 2%	12 6%	7 3%	17 6%	5 3%	1 2%
Never	1757 84%	845 83%	912 86%	165 72%	250 70%	254 76%	328 89%defg	294 95%defg	466 97%defg	472 83%	481 82%	363 86%	441 87%k	154 88%v	69 81%	205 88%rv	147 87%v	144 80%	119 81%	87 87%	170 88%v	211 77%	241 85%v	152 85%	58 93%rsv
Don't know	42 2%	23 2%	19 2%	14 6%ghi	11 3%hi	11 3%ghi	3 1%	-	4 1%	7 1%	19 3%j	6 1%	11 2%	2 1%	3 3%	4 1%	1 2%	2 *	2 1%	2 2%	5 2%	11 4%r	6 2%	6 3%	-
NET: At least daily	80 4%	40 4%	40 4%	15 7%ghi	35 10%ghi	19 6%ghi	8 2%hi	-	2 1%	32 6%l	23 4%	9 2%	15 3%	2 1%	5 6%	7 3%	6 4%	9 5%	8 5%n	5 5%	4 2%	19 7%nu	10 3%	3 2%	1 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 27  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	141 7%	73 7%	67 6%	26 11%ghi	63 17%fghi	31 9%ghi	14 4%hi	1 *	5 1%	52 9%am	37 6%	25 6%	26 5%	5 3%	8 9%nu	13 5%	9 5%	17 10%nu	12 8%nu	7 7%u	4 2%	34 12%npquw	16 6%	12 7%u	3 5%
NET: At least monthly	184 9%	98 10%	87 8%	27 12%ghi	77 21%dghi	50 15%ghi	22 6%hi	2 1%	6 1%	64 11%am	54 9%	36 9%	30 6%	11 6%	10 12%u	16 7%	10 6%	23 13%nquw	16 11%u	10 10%u	7 4%	43 16%npquw	19 7%	17 9%u	4 6%
NET: Ever	281 13%	147 15%	133 13%	51 22%ghi	99 28%ghi	68 21%ghi	37 10%hi	14 5%	11 2%	89 16%am	84 14%	53 13%	54 11%	20 11%	14 16%	25 11%	19 11%	34 19%pu	27 18%u	12 12%	19 10%	50 18%pu	36 13%	22 12%	5 7%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 28  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	43 2%	34 3%c	8 2%c	1 *	8 2%f	5 2%	2 *	2 1%	1 4%	32 2%	27 2%	16 2%	27 1%	13 7%l	17 1%	26 5%npq	17 4%n	8 3%n	18 9%nopqt u	14 6%n	6 3%	3 2%	8 3%	6 2%	10 3%	13 3%	6 2%
Once a day	37 2%	34 3%abc	3 1%	-	7 1%f	7 3%df	1 *	1 1%	1 3%	30 2%	16 1%	22 2%	29 2%	9 5%l	19 1%	19 3%nu	17 4%nu	9 3%nu	8 4%n	10 4%n	8 4%n	1 *	2 1%	4 1%	6 2%	6 1%	16 4%vwy
Several times a week	32 2%	23 2%c	6 2%	2 *	9 2%	7 3%	6 2%	2 2%	-	22 1%	14 1%	16 2%	24 1%	7 4%l	10 1%	20 4%n	14 3%n	9 3%n	13 6%nop	8 3%n	6 3%n	5 4%n	4 1%	5 1%	8 2%	7 1%	6 2%
Once a week	29 1%	20 2%c	8 2%c	1 *	7 1%f	2 1%	5 2%	2 1%	-	21 1%	15 1%	14 2%	22 1%	7 4%l	14 1%	15 3%n	13 3%n	8 3%n	10 5%no	8 3%n	6 3%n	3 3%	8 2%ax	5 1%	1 *	4 1%	7 2%
Several times a month	28 1%	25 2%abc	2 *	1 *	8 1%f	6 3%f	2 1%	2 1%	-	20 1%	14 1%	14 2%	24 1%	4 2%	9 1%	19 3%n	18 4%n	13 5%n	5 2%n	12 5%n	13 6%no	6 5%n	2 1%	5 1%	7 2%	5 1%	8 2%
Once a month	16 1%	16 1%abc	-	-	1 *	1 *	-	-	-	14 1%	9 1%	6 1%	13 1%	2 1%	7 *	9 2%n	9 2%n	3 1%	1 *	7 3%nr	3 2%	1 1%	2 1%	3 1%	2 1%	4 1%	4 1%
Less often	96 5%	71 6%c	20 5%c	6 1%	21 4%f	15 7%df	10 3%	7 5%	3 13%	72 5%	62 5%	32 4%	81 4%	16 9%l	57 4%	37 7%n	33 7%n	23 8%n	8 4%	19 7%n	18 8%n	8 7%	14 4%	18 5%	15 4%	28 6%	17 4%
Never	1757 84%	948 79%	333 85%a	476 97%ab	440 87%e	176 79%	308 92%dei	126 89%e	16 80%	1281 84%	1017 85%	730 83%	1631 86%m	107 63%	1358 89%opqr stu	390 71%st	314 70%st	209 71%st	134 68%	158 64%	147 68%	90 74%st	277 85%	328 86%z	317 86%	406 85%	300 80%
Don't know	42 2%	29 2%c	10 2%c	3 1%	4 1%f	4 2%f	* *	* *	-	38 2%df	18 2%	24 3%	37 2%	5 3%	28 2%	14 3%	14 3%	10 4%	2 1%	12 5%nor	7 3%	5 4%	8 2%	7 2%	5 1%	5 1%	14 4%y
NET: At least daily	80 4%	68 6%bc	12 3%c	1 *	15 3%f	12 5%df	3 1%	2 2%	1 7%	62 4%f	42 4%	38 4%	56 3%	21 13%l	35 2%	45 8%nu	34 8%nu	17 6%n	25 13%nopq u	25 10%nu	15 7%n	3 3%	11 3%	10 3%	15 4%	19 4%	22 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 28  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	141 7%	111 9% <i>c</i>	26 7% <i>c</i>	4 1%	31 6% <i>f</i>	21 9% <i>df</i>	14 4%	6 4%	1 7%	105 7%	71 6%	68 8%	102 5%	35 21% <i>l</i>	59 4%	80 15% <i>n</i>	62 14% <i>n</i>	34 12% <i>n</i>	48 24% <i>nopq</i>	41 16% <i>n</i>	27 12% <i>n</i>	12 10% <i>n</i>	22 7%	20 5%	24 6%	30 6%	35 9%
NET: At least monthly	184 9%	152 13% <i>bc</i>	27 7% <i>c</i>	5 1%	39 8% <i>f</i>	28 12% <i>dfg</i>	16 5%	8 6%	1 7%	139 9% <i>f</i>	95 8%	89 10%	138 7%	41 24% <i>l</i>	75 5%	108 20% <i>n</i>	88 20% <i>n</i>	51 17% <i>n</i>	54 27% <i>nopq</i>	60 24% <i>nopq</i>	43 20% <i>n</i>	18 15% <i>n</i>	26 8%	28 7%	34 9%	38 8%	47 12% <i>w</i>
NET: Ever	281 13%	223 19% <i>bc</i>	47 12% <i>c</i>	11 2%	61 12% <i>f</i>	43 19% <i>dfgi</i>	26 8%	15 11%	4 20%	211 14% <i>f</i>	157 13%	121 14%	219 12%	57 34% <i>l</i>	132 9%	145 26% <i>n</i>	121 27% <i>n</i>	74 25% <i>n</i>	62 31% <i>n</i>	78 32% <i>nop</i>	61 28% <i>n</i>	26 22% <i>n</i>	40 12%	46 12%	49 13%	66 14%	63 17%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 29  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
Through an app on a smart TV  
Base: All respondents

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
Several times a day	43 2%	- -	1 2%	4 4%	1 1%	2 6%akw	5 3%	1 3%	4 5%w	3 2%	- -	2 3%	- -	- -	10 2%	2 2%	1 1%	1 2%	3 4%	1 1%	- -	- -	
Once a day	37 2%	1 1%	- -	3 3%g	1 1%	1 3%g	1 2%	- -	2 3%	1 1%	7 4%g	- -	- -	* 1%	- -	17 4%g	2 2%	- -	- -	1 1%	1 1%	- -	
Several times a week	32 2%	2 2%	- -	1 1%	* *	1 2%	1 2%	4 2%	1 2%	- -	4 2%	- -	- -	- -	8 2%	6 7%bdikl ovw	2 2%	2 3%	1 1%	- -	- -	- -	
Once a week	29 1%	1 1%	- -	- 2%	2 2%	- -	- 2%	4 1%	1 1%	- -	4 2%	- -	1 2%	- -	9 2%	- -	1 1%	4 6%cikw	1 1%	1 2%	- -	- -	
Several times a month	28 1%	2 2%	3 4%	2 2%	- -	- -	1 2%	4 2%	- 3%	2 1%	- -	2 3%	- -	- -	7 2%	- -	- -	- 1%	1 2%	- -	- -	- -	
Once a month	16 1%	1 1%	1 1%	- -	- -	- -	- 1%	2 1%	- -	- -	2 1%	- -	1 2%	- -	5 3%	1 1%	1 1%	- -	1 1%	1 1%	1 1%	- -	
Less often	96 5%	4 5%	5 6%	4 4%	4 6%	2 6%	6 10%hw	8 5%	* 1%	4 4%	12 7%	6 7%	5 8%h	3 7%	- -	19 4%	5 7%	2 3%	2 3%	2 3%	1 2%	1 1%	
Never	1757 84%	71 86%	72 88%	69 82%	70 87%	28 83%	51 80%	143 83%	73 p	73 93%fjlo	133 84%	73 79%	56 90%jp	47 81%	28 93%jop	380 97%	59 81%	67 76%	55 88%	63 83%	58 84%	88 93%jop	98%abcdefgijlopqrs
Don't know	42 2%	1 1%	1 1%	2 3%	3 3%	- -	1 1%	3 1%	- 2%	2 *	1 3%	2 1%	- -	- -	15 3%	4 5%j	3 3%	2 3%	2 2%	- -	- -	1 1%	
NET: At least daily	80 4%	1 1%	1 2%	7 8%kw	2 2%	3 9%akqw	5 5%	3 3%	6 4%	11 7%kw	6 6%kw	- -	2 3%	* 1%	- -	26 6%kw	3 4%	1 1%	1 2%	4 6%kw	1 2%	1 2%	
NET: At least weekly	141 7%	3 4%	1 2%	8 9%kw	4 4%	4 11%bkmw	4 6%kw	13 7%kw	5 6%kw	6 7%kw	19 11%bkmw	- -	3 5%w	* 1%	- -	44 9%bkmw	9 12%bkmw	3 4%	6 10%kw	6 8%kw	3 5%	- -	
NET: At least monthly	184 9%	6 7%kw	5 6%kw	10 11%kmw	4 4%	4 11%kmw	5 8%kw	18 11%kmw	5 6%kw	8 9%kw	22 13%dkmw	- -	7 10%kw	* 1%	1 3%	56 12%kmw	10 13%kmw	4 6%kw	7 11%kmw	8 11%kmw	4 6%kw	- -	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 29

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**Through an app on a smart TV**

**Base: All respondents**

	City																					
	Total	Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Ever	281	10	9	13	8	6	12	26	5	12	34	6	12	4	1	75	15	7	9	10	5	1
	13%	12%w	11%w	16%w	10%w	17%w	18%w	15%w	7%	13%w	20%hkmqv	7%	18%w	7%	3%	16%w	20%hkw	9%w	14%w	14%w	7%	1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 30  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	43 2%	23 12%	19 10%	17 8%	10 7%	17 7%	21 8%	16 8%	18 7%	24 7%	19 12%hi	17 10%	19 7%	20 17%cd efgh il	38 3%	35 6%np	30 4%	19 6%np	18 4%	14 6%	17 9%np r	11 5%	9 10%np r	11 11%np r	10 7% n
Once a day	37 2%	19 10%	16 8%l	14 7%	11 8%l	12 5%	14 6%	19 9%eil	19 7%l	18 5%	17 11%efil	19 11%efil	9 3%	12 10%il	32 3%	29 5%np	28 3%	22 7%np	23 5%np	16 6%np	16 8%np	15 7%np	12 14%np pqr su	13 12%np r	14 10% nop
Several times a week	32 2%	11 6%	9 5%	10 5%	9 7%i	10 5%	9 4%	9 4%	11 4%	9 3%	7 4%	10 6%i	11 4%	6 5%	18 2%	10 2%	15 2%	8 3%	6 2%	8 3%	6 3%	7 3%	4 5% nr	5 5% nr	8 6% nopqr
Once a week	29 1%	14 7%	9 5%	7 3%	7 5%	9 4%	11 4%	16 8%cej	14 5%	16 5%	5 3%	10 6%	16 6%	11 9%ce fij	23 2%	15 3%	19 2%	11 3%	14 3%	12 5%np	7 4%	7 3%	6 7% nop	6 5% n	7 5% np
Several times a month	28 1%	10 5%	9 4%	6 3%	6 4%	7 3%	10 4%	8 4%	10 4%	12 3%	5 3%	5 3%	10 4%	10 9%ce fghi jkl	20 2%	16 3% n	17 2%	10 3%	9 2%	7 3%	10 5% np r	7 3%	4 4%	7 6% np r	6 4%
Once a month	16 1%	3 1%	4 2%	1 1%	1 1%	1 1%	3 1%	2 1%	3 1%	6 2%	2 1%	1 1%	6 2% e	1 1%	12 1%	8 1%	11 1%	3 1%	5 1%	5 2%	1 1%	3 1%	1 1%	1 1%	2 1%
Less often	96 5%	14 7%	16 8%j	14 7%	5 4%	12 5%	19 8% dj	16 8% j	18 7%	21 6%	5 3%	14 9% j	13 5%	9 8% j	66 6%	44 8% n	59 7% n	27 9% s	28 7%	13 5%	20 10% ns	18 8%	7 7%	6 5%	9 6%
Never	1757 84%	94 49%	104 55% m	136 64% bgkm	84 62% m	154 67% bgkm	154 63% bk m	116 56% m	170 64% bgkm	237 68% bgkm	96 61% km	86 52% m	172 66% bgkm	41 36% m	873 79% op qrs tuvwx	369 68% t vw x	619 76% so qstu vw x	214 67% t vw x	317 74% o q stu vw x	177 68% t vw x	117 58% m	147 67% t vw x	47 52% m	53 51% m	82 58% m
Don't know	42 2%	4 2%	5 3%	5 2%	3 2%	7 3%	6 2%	4 2%	4 1%	5 1%	4 2%	4 2%	6 2%	5 4%	24 2%	15 3%	19 2%	7 2%	6 1%	6 2%	6 3%	4 2%	1 1%	3 3%	4 3%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 30  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	80 4%	42 22%	35 19% <sub>il</sub>	32 15%	21 15%	29 13%	35 14%	35 17% <sub>il</sub>	37 14%	41 12%	36 23% <sub>ce</sub> fhi	36 22% <sub>ef</sub> hil	28 11%	32 27% <sub>bc</sub> defg	69 6%	63 12% <sub>np</sub>	58 7%	42 13% <sub>np</sub>	41 10% <sub>n</sub>	31 12% <sub>np</sub>	33 16% <sub>npr</sub>	25 12% <sub>np</sub>	22 24% <sub>nopqr</sub> su	24 23% <sub>nopqr</sub> su	24 17% <sub>npr</sub>
NET: At least weekly	141 7%	66 35%	53 28% <sub>i</sub>	49 23%	36 27% <sub>ei</sub>	48 21%	55 22%	60 29% <sub>ef</sub> il	62 23%	66 19%	48 30% <sub>ef</sub> il	56 34% <sub>ce</sub> fhi	55 21%	49 42% <sub>bc</sub> defghij	111 10%	88 16% <sub>np</sub>	92 11%	60 19% <sub>np</sub>	62 14% <sub>np</sub>	51 20% <sub>npr</sub>	47 23% <sub>nopr</sub>	40 18% <sub>np</sub>	32 35% <sub>nopqr</sub> stu	34 33% <sub>nopqr</sub> stu	39 28% <sub>nopqrsu</sub>
NET: At least monthly	184 9%	79 41%	66 35% <sub>ce</sub> fijl	56 26%	44 32% <sub>ei</sub>	56 25%	68 27%	71 34% <sub>ce</sub> fijl	75 28%	83 24%	54 34% <sub>ei</sub>	62 37% <sub>ce</sub> fhi	71 27%	60 52% <sub>bc</sub> defghijkl	143 13%	111 21% <sub>np</sub>	120 15% <sub>n</sub>	73 23% <sub>npr</sub>	75 18% <sub>n</sub>	63 24% <sub>npr</sub>	58 29% <sub>nopr</sub>	50 23% <sub>np</sub>	36 40% <sub>nopqr</sub> stu	42 40% <sub>nopqr</sub> stu	47 33% <sub>nopqrsu</sub>
NET: Ever	281 13%	93 49%	81 43% <sub>ce</sub> fhi	70 33%	48 36%	68 30%	87 35%	87 42% <sub>ce</sub> fhi	92 35%	104 30%	59 37%	76 46% <sub>ce</sub> fhi	83 32%	69 60% <sub>bc</sub> defghijkl	208 19%	156 29% <sub>np</sub>	179 22% <sub>n</sub>	101 31% <sub>npr</sub>	104 24% <sub>n</sub>	75 29% <sub>npr</sub>	78 39% <sub>nopqr</sub> su	68 31% <sub>npr</sub>	43 47% <sub>nopqr</sub> su	47 45% <sub>nopqr</sub> su	56 39% <sub>noprsu</sub>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 31  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	43 2%	24 5%	23 4%	24 6%	14 3%	25 6%	13 4%	12 4%	11 3%	25 3%	7 4%	40 3%	39 3%	42 4%klp	41 5%klmop	41 3%	42 3%	42 3%	42 4%	22 2%	33 5% <sup>s</sup>
Once a day	37 2%	21 4%	18 3%	19 4%	15 4%	23 5%	10 3%	17 5%	9 2%	17 2%	8 5%	35 3%	37 3%	37 4%kop	34 4%klop	34 3%	37 3%	37 3%	36 3%	24 2%	30 5% <sup>s</sup>
Several times a week	32 2%	12 3%	20 3%	13 3%	16 4%	19 4%	8 3%	9 3%	5 1%	21 3%	4 2%	31 2%l	25 2%	28 3%	23 3%l	32 3%l	30 2%	32 3%	29 3%	18 2%	19 3% <sup>s</sup>
Once a week	29 1%	14 3%	14 2%	12 3%	15 3%	17 4%	10 3%	7 2%	6 2%	20 3%	3 2%	29 2%	28 2%	26 2%	27 3%klmop	27 2%	29 2%	29 2%	27 2%	19 2%	23 4% <sup>s</sup>
Several times a month	28 1%	5 1%	22 4% <sup>a</sup>	9 2%	17 4%	18 4%	6 2%	11 3%	8 2%	19 2%	1 *	27 2%	28 2%	26 2%	25 3%klop	27 2%	28 2%	28 2%	25 2%	23 2%	21 3%
Once a month	16 1%	6 1%	10 2%	6 1%	9 2%	6 1%	5 2%	7 2%	5 1%	10 1%	* *	16 1%	13 1%	14 1%	10 1%	16 1%	14 1%	16 1%	16 1%	11 1%	10 2%
Less often	96 5%	33 7%	53 9%	41 10%	35 8%	42 10%	41 13%	28 9%	25 6%	58 8%	8 5%	92 7%	87 7%	87 8%lop	68 9%lp	89 7%	93 7%	94 8%	93 8%	69 7%	58 9% <sup>s</sup>
Never	1757 84%	356 75%	436 72%	294 69%	290 69%	281 64%	215 67%	224 70%	304 79%	567 76%	118 76%	981 77% <sup>mn</sup>	954 77% <sup>mn</sup>	785 74% <sup>n</sup>	540 69%	957 77% <sup>mn</sup>	1010 77% <sup>mn</sup>	926 75%	821 74%	838 80% <sup>t</sup>	440 68%
Don't know	42 2%	6 1%	13 2%	9 2%	9 2%	6 1%	11 3%	3 1%	12 3%	11 1%	5 3%	26 2% <sup>mo</sup>	23 2% <sup>mo</sup>	13 1%	13 2%	16 1%	25 2% <sup>mo</sup>	26 2%	23 2%	19 2%	11 2%
NET: At least daily	80 4%	46 10%	41 7%	43 10%	30 7%	48 11%	23 7%	29 9%	19 5%	43 6%	15 10%	75 6%	76 6%	79 7%klop	75 10%klmop	75 6%	79 6%	79 6%	78 7%	46 4%	62 10% <sup>s</sup>
NET: At least weekly	141 7%	71 15%	76 12%	67 16%	60 14%	84 19% <sup>fg</sup>	42 13%	45 14%	30 8%	84 11%	22 14% <sup>h</sup>	135 11%	129 10%	133 13%klop	125 16%klmo	134 11%	138 11%	139 11%	133 12%	83 8%	105 16% <sup>s</sup>
NET: At least monthly	184 9%	83 17%	107 18%	83 19%	86 21%	109 25% <sup>f</sup>	52 16%	63 20%	43 11%	113 15%	23 15%	178 14%	170 14%	173 16%klop	159 20%klmo	176 14%	181 14%	183 15%	174 16%	117 11%	136 21% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 31  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Through an app on a smart TV**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	281 13%	116 24%	160 26%	123 29%	121 29%	150 34%	93 29%	91 29%	68 18%	171 23%	31 20%	270 21%	257 21%	261 25%	227 29%	266 21%	273 21%	277 23%	267 24%	186 18%	194 30%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 32  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a virtual reality gaming headset / device  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	18 1%	10 1%	7 1%	5 2%ghi	8 2%ghi	3 1%	1 *	-	-	6 1%l	6 1%	-	5 1%	2 1%	2 3%	2 1%	-	1 1%	2 1%	-	2 1%	4 2%	1 *	-	1 2%
Once a day	37 2%	27 3%b	10 1%	3 1%i	17 5%dghi	10 3%hi	6 2%hi	-	-	20 4%km	7 1%	6 1%	4 1%	-	5 6%npuw x	1 *	2 1%	2 1%	3 2%	3 3%ln	2 1%	15 6%npqr uw	2 1%	1 1%	-
Several times a week	24 1%	12 1%	12 1%	4 2%hi	13 4%ghi	4 1%i	2 1%	-	-	9 2%	5 1%	5 1%	5 1%	1 *	-	-	1 1%	7 4%np	3 2%p	-	1 *	3 1%	7 3%p	1 1%	-
Once a week	13 1%	10 1%	4 *	3 1%i	6 2%hi	2 1%	2 1%	-	-	4 1%	5 1%	3 1%	1 *	1 1%	-	-	1 1%	2 1%	1 1%	1 1%	-	4 1%	3 1%	1 1%	-
Several times a month	25 1%	13 1%	13 1%	7 3%hi	12 3%ghi	2 1%	3 1%	1 *	1 *	6 1%	8 1%	6 1%	6 1%	1 *	-	2 1%	1 *	7 4%nq	1 1%	-	2 1%	4 1%	3 1%	4 2%	3 4%nq
Once a month	20 1%	8 1%	12 1%	3 1%	10 3%ghi	4 1%	2 *	-	2 *	3 1%	7 1%	3 1%	7 1%	* 1%	1 1%	-	2 1%	3 2%	* 1%	1 1%	2 1%	2 1%	* 3%pw	5 2%	1 1%
Less often	106 5%	58 6%	48 5%	21 9%hi	27 8%hi	26 8%hi	20 6%i	7 2%	5 1%	28 5%	36 6%	20 5%	23 4%	13 7%q	8 10%quwy x	10 4%	1 1%	14 8%qw	8 6%q	6 6%q	6 6%q	18 7%q	9 3%	13 7%q	1 1%
Never	1803 87%	859 85%	944 89%a	175 76%	258 72%	272 82%e	329 89%def g	300 97%def g	469 98%def g	483 85%	495 85%	376 89%	449 89%	155 88%rv	67 79%	214 92%orv x	159 94%orv x	143 79%	128 87%v	89 88%	178 92%orv x	214 78%	249 88%rv	152 84%	57 91%v
Don't know	34 2%	19 2%	16 1%	10 4%ghi	8 2%h	9 3%h	2 1%	-	5 1%	9 2%	16 3%l	3 1%	7 1%	3 2%	1 1%	4 2%	3 2%	1 *	* 2%	2 1%	2 1%	9 3%	7 2%	3 2%	-
NET: At least daily	54 3%	38 4%b	17 2%	8 4%hi	26 7%ghi	13 4%hi	7 2%hi	-	-	27 5%klm	13 2%	6 1%	9 2%	2 1%	7 8%npqr uw	3 1%	2 1%	4 2%	5 3%	3 3%	3 2%	19 7%npqr uw	3 1%	1 1%	1 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 32  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	91 4%	59 6%b	32 3%	16 7%hi	45 12%fghi	19 6%hi	11 3%hi	-	-	40 7%klm	22 4%	15 3%	14 3%	4 2%	7 8%npux	3 1%	4 3%	12 7%pu	9 6%p	4 4%	4 2%	26 9%npqux	13 5%	4 2%	1 2%
NET: At least monthly	136 7%	79 8%b	57 5%	25 11%ghi	66 18%dfghj	26 8%hi	16 4%hi	1 *	2 *	49 9%	38 6%	23 6%	27 5%	5 3%	8 10%np	5 2%	7 4%	22 12%npquw	11 7%p	5 5%	8 4%	32 12%npquw	17 6%p	12 7%p	5 8%p
NET: Ever	243 12%	138 14%b	105 10%	46 20%ghi	94 26%fghij	52 16%ghi	37 10%hi	8 3%	7 1%	76 13%	74 13%	44 10%	49 10%	17 10%	17 20%ppquw	14 6%	8 5%	36 20%npquw	19 13%pq	11 11%	14 7%	50 18%npquw	26 9%	25 14%ppqu	6 9%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 33  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a virtual reality gaming headset / device  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	18 1%	14 1% <sup>c</sup>	3 1%	-	4 1%	4 2% <sup>f</sup>	-	-	-	12 1%	9 1%	9 1%	11 1%	7 4% <sup>l</sup>	7 *	11 2% <sup>n</sup>	9 2% <sup>n</sup>	7 2% <sup>n</sup>	6 3% <sup>n</sup>	8 3% <sup>n</sup>	7 3% <sup>n</sup>	-	2 1%	6 1%	1 *	4 1%	5 1%
Once a day	37 2%	36 3% <sup>bc</sup>	1 *	-	8 2%	6 3% <sup>f</sup>	5 1%	2 2%	-	29 2%	10 1%	27 3% <sup>j</sup>	30 2%	7 4% <sup>l</sup>	10 1%	27 5% <sup>n</sup>	22 5% <sup>nq</sup>	9 3% <sup>n</sup>	15 8% <sup>nq</sup>	15 6% <sup>n</sup>	9 4% <sup>n</sup>	3 3% <sup>n</sup>	4 1%	5 1%	3 1%	7 1%	16 4% <sup>vwxy</sup>
Several times a week	24 1%	20 2% <sup>c</sup>	3 1%	-	5 1%	5 2% <sup>f</sup>	-	*	-	18 1%	6 1%	17 2% <sup>j</sup>	14 1%	9 5% <sup>l</sup>	8 1%	15 3% <sup>n</sup>	12 3% <sup>n</sup>	8 3% <sup>n</sup>	6 3% <sup>n</sup>	6 3% <sup>n</sup>	5 2% <sup>n</sup>	5 4% <sup>n</sup>	2 1%	5 1%	4 1%	5 1%	5 1%
Once a week	13 1%	10 1%	3 1%	-	3 1%	1 1%	1 *	-	1 3%	10 1%	7 1%	5 1%	11 1%	1 1%	6 *	6 1%	5 1%	3 1%	4 2% <sup>n</sup>	4 2% <sup>n</sup>	3 1%	*	1 *	1 *	*	2 *	6 2% <sup>x</sup>
Several times a month	25 1%	18 1% <sup>c</sup>	7 2% <sup>c</sup>	1 *	4 1% <sup>f</sup>	3 1%	1 *	1 *	-	21 1%	14 1%	9 1%	17 1%	8 5% <sup>l</sup>	15 1%	10 2%	10 2%	6 2%	5 2%	5 2%	6 3%	1 1%	6 2%	2 1%	6 1%	5 1%	6 2%
Once a month	20 1%	15 1% <sup>c</sup>	5 1% <sup>c</sup>	-	4 1%	3 1%	2 1%	1 *	-	16 1%	11 1%	9 1%	20 1%	-	9 1%	11 2% <sup>n</sup>	8 2% <sup>n</sup>	5 2%	6 3% <sup>n</sup>	4 2%	5 2% <sup>n</sup>	-	3 1%	1 *	4 1%	5 1%	5 1%
Less often	106 5%	81 7% <sup>c</sup>	22 6% <sup>c</sup>	4 1%	30 6%	18 8%	20 6%	10 7%	-	75 5%	66 6%	41 5%	90 5%	15 9% <sup>l</sup>	54 4%	50 9% <sup>n</sup>	42 9% <sup>n</sup>	27 9% <sup>n</sup>	21 11% <sup>n</sup>	23 9% <sup>n</sup>	24 11% <sup>n</sup>	10 8% <sup>n</sup>	13 4%	14 4%	15 4%	36 7% <sup>w</sup>	24 6%
Never	1803 87%	984 82%	338 87% <sup>a</sup>	481 98% <sup>ab</sup>	442 88% <sup>ae</sup>	177 80%	307 92% <sup>dei</sup>	127 90% <sup>ee</sup>	19 97%	1323 86% <sup>ee</sup>	1054 88% <sup>k</sup>	739 84%	1665 88% <sup>m</sup>	119 70%	1384 91% <sup>opqr</sup>	410 75% <sup>r</sup>	333 74%	225 77% <sup>rst</sup>	133 67%	174 70%	154 72%	101 84% <sup>opqr</sup>	288 89% <sup>z</sup>	341 90% <sup>z</sup>	330 89% <sup>z</sup>	410 86% <sup>z</sup>	301 80%
Don't know	34 2%	22 2%	8 2%	5 1%	5 2% <sup>f</sup>	5 2% <sup>f</sup>	-	-	-	27 2% <sup>f</sup>	16 1%	19 2%	30 2%	3 2%	25 2%	9 2%	9 2% <sup>q</sup>	3 1%	3 1%	8 3% <sup>ooq</sup>	3 1%	1 1%	5 2%	7 2%	8 2%	3 1%	9 2%
NET: At least daily	54 3%	50 4% <sup>bc</sup>	4 1% <sup>c</sup>	-	12 2% <sup>f</sup>	10 4% <sup>df</sup>	5 2%	2 2%	-	41 3%	19 2%	36 4% <sup>j</sup>	40 2%	14 8% <sup>l</sup>	17 1%	37 7% <sup>nu</sup>	31 7% <sup>nu</sup>	16 6% <sup>n</sup>	21 10% <sup>nou</sup>	23 9% <sup>nu</sup>	16 7% <sup>n</sup>	3 3%	6 2%	11 3%	5 1%	10 2%	21 6% <sup>vxy</sup>
NET: At least weekly	91 4%	81 7% <sup>bc</sup>	10 3% <sup>c</sup>	-	19 4% <sup>f</sup>	16 7% <sup>dfg</sup>	5 2%	3 2%	1 3%	68 4% <sup>f</sup>	32 3%	58 7% <sup>j</sup>	65 3%	24 14% <sup>l</sup>	31 2%	59 11% <sup>n</sup>	48 11% <sup>n</sup>	27 9% <sup>n</sup>	30 15% <sup>nou</sup>	34 14% <sup>n</sup>	24 11% <sup>n</sup>	8 7% <sup>n</sup>	9 3%	16 4%	9 2%	18 4%	32 9% <sup>vwxy</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 33  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	136 7%	113 9%bc	22 6%c	1 *	28 5%f	23 10%dfg	8 2%	4 3%	1 3%	105 7%ef	57 5%	77 9%j	102 5%	32 19%l	55 4%	80 15%nu	65 15%nu	38 13%nu	41 21%nopq u	43 17%nu	34 16%nqu	9 7%	18 6%	19 5%	18 5%	28 6%	43 11%vwxy
NET: Ever	243 12%	194 16%bc	44 11%c	5 1%	57 11%f	41 18%dfgi	27 8%	14 10%	1 3%	180 12%	122 10%	118 13%j	192 10%	47 28%l	109 7%	130 24%nu	107 24%nu	64 22%nu	62 32%nopq u	66 27%nu	58 27%nqu	19 15%n	31 10%	33 9%	34 9%	64 13%	67 18%vwxy

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 34  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	18 1%	- -	2 2%	2 3%	- -	- -	- -	2 1%	- -	2 2%	1 1%	- -	2 3%	- -	- -	4 1%	1 2%	- -	- -	- -	1 2%	- -
Once a day	37 2%	- -	- -	5 5%w	- -	1 2%	- -	2 1%	1 1%	1 1%	4 3%	- -	2 2%	- -	1 3%	16 3%	- -	1 2%	- -	3 4%	- -	- -
Several times a week	24 1%	1 1%	- -	- -	1 1%	* 1%	1 1%	- -	- -	2 2%	6 4%g	- -	2 4%g	1 2%	- -	6 1%	3 4%g	- -	1 1%	- -	- -	- -
Once a week	13 1%	1 1%	- -	- -	* 1%	1 2%	- -	1 1%	- -	2 1%	- -	- -	- -	- -	- -	5 1%	3 4%g	- -	- -	- -	- -	- -
Several times a month	25 1%	- -	1 1%	- -	- -	1 1%	1 1%	1 1%	1 1%	1 1%	8 5%gow	- -	2 3%	- -	1 3%	6 1%	2 2%	- -	- -	- -	3 2%	4 4%
Once a month	20 1%	* *	- -	1 1%	1 1%	1 3%g	* 1%	- -	- -	1 1%	3 2%	- -	1 2%	- -	- -	3 1%	- -	4 5%gow	1 2%	1 2%	1 2%	- -
Less often	106 5%	4 5%	11 13%dgimo	7 8%dw	- -	1 3%	3 5%w	8 5%	4 5%	2 2%	14 8%dw	5 6%dw	3 4%	1 2%	1 4%	23 5%w	8 11%divw	5 7%dw	3 5%	3 4%	3 4%	1 1%
Never	1803 87%	74 90%jp	68 83%	78 81%	30 95%bcjlop	57 89%	154 89%	72 90%jp	78 92%jp	128 90%jp	75 77%	56 81%	49 94%bcjlop	25 89%	394 84%	58 76%	66 86%	59 89%j	66 88%	57 91%jp	89 98%abcefgijlopqrs	
Don't know	34 2%	3 3%	1 1%	1 1%	2 2%	- -	1 1%	4 2%	- -	* *	1 *	- -	1 1%	- -	- -	14 3%	2 3%	- -	2 3%	2 2%	- -	2 2%
NET: At least daily	54 3%	- -	2 2%	7 8%adfrw	- -	1 2%	- -	4 2%	1 1%	3 3%	6 3%	- -	4 5%w	- -	1 3%	20 4%	1 2%	1 2%	- -	3 4%	1 2%	- -
NET: At least weekly	91 4%	2 2%	2 2%	7 8%kw	1 1%	2 5%w	2 3%	4 2%	2 2%	5 5%kw	13 8%gkw	- -	6 9%dgkw	1 2%	1 3%	31 7%kw	7 9%dgkw	1 2%	1 1%	3 4%	1 2%	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 34  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	136 7%	2 3%	2 3%	8 9%kw	2 3%	3 8%kw	3 4%	5 3%	3 3%	6 7%kw	25 15%abdfg hkmorw	-	9 14%abdgh kmw	1 2%	2 6%	40 9%gkw	9 11%gkw	5 7%kw	2 3%	4 6%kw	5 8%kw	-
NET: Ever	243 12%	6 7%w	13 16%dmw	14 17%dgkmw3%	2 11%w	4 11%w	6 10%w	13 8%w	6 8%w	8 9%w	39 23%adfg ikmorsvw	5 6%w	12 18%dgkmw4%	2 4%	3 11%	63 13%dw	17 22%adgh ikmrw	11 14%dw	5 8%w	7 10%w	6 9%w	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 35  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	18 1%	12 6%	13 7% <sup>i</sup>	8 4%	5 4%	10 5%	10 4%	10 5%	13 5%	11 3%	10 6%	10 6%	11 4%	10 9% <sup>cfil</sup>	13 1%	13 2%	13 4% <sup>nopr</sup>	6 1%	6 2%	6 3% <sup>n</sup>	5 2%	3 3%	3 3%	3 3%	3 2%
Once a day	37 2%	30 16%	24 13% <sup>il</sup>	22 10% <sup>i</sup>	17 12% <sup>il</sup>	21 9%	22 9%	25 12% <sup>il</sup>	25 9%	21 6%	21 13% <sup>il</sup>	24 15% <sup>il</sup>	19 7%	17 15% <sup>fil</sup>	33 3%	32 6% <sup>np</sup>	27 3%	27 8% <sup>np</sup>	27 6% <sup>np</sup>	24 9% <sup>npr</sup>	22 11% <sup>nopr</sup>	24 11% <sup>nopr</sup>	17 18% <sup>nopr</sup>	22 21% <sup>nopr</sup>	20 14% <sup>nopr</sup>
Several times a week	24 1%	12 6%	10 5%	11 5%	8 6% <sup>e</sup>	6 3%	9 4%	9 4%	10 4%	10 3%	9 6%	9 3%	11 9% <sup>efghil</sup>	19 2%	16 3% <sup>np</sup>	13 2%	9 3%	8 2%	5 2%	8 4% <sup>np</sup>	7 3%	5 5% <sup>np</sup>	4 4%	8 6% <sup>nprs</sup>	8 6% <sup>nprs</sup>
Once a week	13 1%	4 2%	3 2%	2 1%	1 1%	1 *	4 2% <sup>e</sup>	4 2% <sup>e</sup>	6 2% <sup>e</sup>	4 1%	1 1%	3 2%	2 1%	2 1%	7 1%	3 1%	6 1%	2 1%	3 1%	2 1%	2 1%	1 *	2 2%	1 1%	1 1%
Several times a month	25 1%	6 3%	5 3%	4 2%	3 3%	5 2%	4 2%	6 3%	4 2%	6 2%	3 2%	7 4%	6 2%	6 5% <sup>fhi</sup>	16 1%	11 2%	15 2%	9 3%	12 3% <sup>n</sup>	6 2%	6 3%	5 2%	2 3%	4 4%	3 2%
Once a month	20 1%	3 1%	2 1%	2 1%	2 2%	5 2%	3 1%	5 3%	3 1%	6 2%	3 3%	5 3%	4 2%	3 3%	15 1%	11 2%	12 1%	4 1%	7 2%	5 2%	1 1%	4 2%	3 3%	1 1%	3 2%
Less often	106 5%	14 7%	14 7% <sup>j</sup>	15 7% <sup>j</sup>	9 6%	11 5%	16 7%	13 6%	19 7% <sup>j</sup>	24 7% <sup>j</sup>	5 3%	10 6% <sup>j</sup>	17 7%	7 6%	69 6%	41 8%	62 8% <sup>n</sup>	30 9% <sup>n</sup>	34 8%	16 6%	14 7%	13 6%	6 6%	7 7%	10 7%
Never	1803 87%	106 56%	114 60% <sup>m</sup>	141 67% <sup>km</sup>	88 65% <sup>m</sup>	164 72% <sup>bdgkm</sup>	174 71% <sup>bgkm</sup>	130 63% <sup>m</sup>	182 69% <sup>bkm</sup>	259 75% <sup>abcdghjkm</sup>	103 65% <sup>km</sup>	94 57%	189 72% <sup>bgkm</sup>	55 48%	918 83% <sup>opqrs</sup>	404 75% <sup>qvw</sup>	660 81% <sup>oqrstuvwx</sup>	223 69% <sup>vw</sup>	327 77% <sup>qtvw</sup>	190 73% <sup>vw</sup>	138 69% <sup>vw</sup>	157 72% <sup>vw</sup>	52 57%	57 55%	91 64%
Don't know	34 2%	4 2%	5 3%	5 2%	3 2%	6 3%	4 2%	4 2%	4 1%	4 1%	3 2%	3 2%	3 1%	3 3%	16 1%	9 2%	10 1%	3 1%	3 1%	4 2%	4 2%	4 2%	3 3%	5 5% <sup>nopr</sup>	3 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 35  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	54 3%	42 22%	37 19% <sup>fil</sup>	30 14% <sup>il</sup>	22 16% <sup>il</sup>	31 14% <sup>il</sup>	32 13%	36 17% <sup>eil</sup>	38 14% <sup>il</sup>	32 9%	31 20% <sup>fil</sup>	34 21% <sup>efil</sup>	30 11%	28 24% <sup>cefil</sup>	46 4%	45 8% <sup>np</sup>	40 5%	41 13% <sup>nopr</sup>	33 8% <sup>np</sup>	30 11% <sup>npr</sup>	28 14% <sup>nopr</sup>	28 13% <sup>nopr</sup>	20 22% <sup>nopr</sup>	25 24% <sup>nopr</sup>	23 16% <sup>nopr</sup>
NET: At least weekly	91 4%	58 30%	50 26% <sup>efil</sup>	43 21% <sup>il</sup>	30 22% <sup>eil</sup>	38 16%	45 18% <sup>il</sup>	49 24% <sup>eil</sup>	54 20% <sup>il</sup>	47 14%	42 26% <sup>efil</sup>	47 28% <sup>efhil</sup>	41 16%	40 35% <sup>cdefgh</sup>	72 7%	64 12% <sup>np</sup>	59 7%	52 16% <sup>nopr</sup>	44 10% <sup>np</sup>	37 14% <sup>npr</sup>	38 19% <sup>nopr</sup>	36 17% <sup>npr</sup>	26 29% <sup>nopr</sup>	30 29% <sup>nopr</sup>	32 22% <sup>nopr</sup>
NET: At least monthly	136 7%	67 35%	57 30% <sup>efhil</sup>	49 23% <sup>il</sup>	36 26% <sup>il</sup>	48 21%	52 21%	60 29% <sup>efil</sup>	61 23% <sup>il</sup>	59 17%	48 30% <sup>efil</sup>	59 35% <sup>cefhi</sup>	52 20%	50 43% <sup>bcdefghij</sup>	103 9%	86 16% <sup>np</sup>	86 11%	65 20% <sup>nopr</sup>	63 15% <sup>np</sup>	48 19% <sup>npr</sup>	45 22% <sup>nopr</sup>	45 21% <sup>npr</sup>	31 34% <sup>nopr</sup>	35 33% <sup>nopr</sup>	38 27% <sup>nopr</sup>
NET: Ever	243 12%	81 42%	71 37% <sup>efhil</sup>	65 31% <sup>il</sup>	44 33% <sup>eil</sup>	59 26%	68 28%	73 35% <sup>efil</sup>	80 30% <sup>il</sup>	83 24%	53 33% <sup>il</sup>	69 42% <sup>cefhi</sup>	69 26%	57 49% <sup>bcdefghij</sup>	172 16%	127 23% <sup>np</sup>	148 18% <sup>n</sup>	95 30% <sup>nopr</sup>	97 23% <sup>np</sup>	64 25% <sup>np</sup>	59 29% <sup>np</sup>	58 26% <sup>np</sup>	37 41% <sup>nopr</sup>	42 40% <sup>nopr</sup>	48 34% <sup>nopr</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 36  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a virtual reality gaming headset / device**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	18 1%	5 1%	10 2%	11 3%	8 2%	14 3%	4 1%	10 3%	7 2%	10 1%	1 1%	16 1%	14 1%	18 2%l	18 2%klop	16 1%	18 1%	18 1%	18 2%	12 1%	16 2% <sup>s</sup>
Once a day	37 2%	21 4%	22 4%	21 5%	13 3%	29 7%f	8 2%	12 4%	6 2%	23 3%	6 4%	37 3%	35 3%	33 3%	36 5%klmop	37 3%	37 3%	36 3%	37 3%	17 2%	33 5% <sup>s</sup>
Several times a week	24 1%	8 2%	17 3%	11 3%	12 3%	17 4%	10 3%	8 2%	4 1%	15 2%	5 3%	23 2%	24 2%	22 2%	21 3%kop	21 2%	24 2%	24 2%	24 2%	15 1%	17 3% <sup>s</sup>
Once a week	13 1%	6 1%	8 1%	4 1%	6 1%	9 2%	7 2%	6 2%	3 1%	7 1%	2 1%	12 1%	12 1%	12 1%	13 2%klp	13 1%	13 1%	13 1%	13 1%	7 1%	12 2% <sup>s</sup>
Several times a month	25 1%	10 2%	15 2%	12 3%	12 3%	14 3%	9 3%	8 2%	7 2%	15 2%	3 2%	24 2%	25 2%	24 2%	23 3%klp	24 2%	25 2%	25 2%	22 2%	19 2%	14 2%
Once a month	20 1%	8 2%	12 2%	8 2%	5 1%	13 3%	9 3%	7 2%	5 1%	8 1%	7 4%l	20 2%	20 2%	17 2%	19 2%klmop	17 1%	20 2%	20 2%	20 2%	15 1%	16 2%
Less often	106 5%	47 10%	47 8%	36 8%	38 9%	63 15%	40 12%	42 13%	27 7%	60 8%	14 9%	102 8%l	90 7%	96 9%lop	76 10%klp	97 8%	101 8%	99 8%	103 9%q	91 9%	60 9%
Never	1803 87%	364 76%	469 77%	312 73%	318 76%	272 62%	229 72%e	224 70%e	318 83%j	601 80%	113 73%	1026 80%mn	998 81%mn	826 78%n	564 72%	998 81%mn	1051 80%mn	975 79%r	859 77%	852 82%t	470 73%
Don't know	34 2%	8 2%	7 1%	10 2%	7 2%	6 1%	3 1%	3 1%	7 2%	11 1%	4 2%	19 1%	17 1%	12 1%	11 1%	16 1%	20 2%	20 2%	16 1%	14 1%	7 1%
NET: At least daily	54 3%	27 6%	32 5%	33 8%	22 5%	43 10%f	12 4%	22 7%	13 3%	33 4%	7 5%	53 4%	49 4%	51 5%l	54 7%klmop	53 4%	54 4%	54 4%	54 5%	29 3%	49 8% <sup>s</sup>
NET: At least weekly	91 4%	40 8%	58 9%	48 11%	40 9%	69 16%f	29 9%	36 11%	20 5%	54 7%	14 9%	87 7%	84 7%	85 8%klop	87 11%klmop	87 7%	91 7%	90 7%	81 8%	52 5%	78 12% <sup>s</sup>
NET: At least monthly	136 7%	58 12%	85 14%	68 16%	57 14%	96 22%fg	48 15%	51 16%	32 8%	77 10%	24 15%h	130 10%	129 10%	126 12%klop	129 17%klmo	128 10%	136 10%	135 11%	133 12%	86 8%	108 17% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 36

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**On a virtual reality gaming headset / device**

**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	243 12%	106 22%	133 22%	104 24%	96 23%	159 36%fg	87 27%	92 29%	59 15%	137 18%	37 24%h	232 18%	219 18%	221 21%klop	206 26%klmo	224 18%	238 18%	234 19%	236 21%q	176 17%	168 26% p

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 37  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	40 2%	30 3%b	11 1%	4 2%hi	19 5%ghi	13 4%ghi	4 1%i	-	-	21 4%klm	7 1%	5 1%	7 1%	3 2%	4 5%ppqu	2 1%	1 *	6 4%u	3 2%	6 6%ppquw*	1 *	6 2%	4 2%	3 2%	1 1%
Once a day	32 2%	18 2%	15 1%	7 3%hi	10 3%hi	5 2%i	9 2%hi	1 *	-	11 2%	11 2%	5 1%	6 1%	1 1%	5 6%npqs	3 1%	1 1%	3 2%	1 1%	3 3%wx	3 2%	9 3%wx	1 *	-	1 1%
Several times a week	24 1%	15 1%	9 1%	3 1%i	15 4%ghi	5 2%hi	1 *	-	-	10 2%lm	8 1%	5 1%	1 *	2 1%	-	1 *	3 2%	3 2%	3 2%	1 1%	1 *	3 1%	5 2%	2 1%	-
Once a week	10 *	2 *	8 1%	1 *	7 2%fi	-	1 *	1 *	-	2 *	3 1%	2 *	3 1%	1 1%	-	-	1 1%	1 1%	1 *	-	-	2 1%	1 *	3 2%	-
Several times a month	12 1%	6 1%	7 1%	4 2%gi	4 1%	2 1%	1 *	1 *	1 *	4 1%	2 *	2 *	4 1%	1 *	-	1 1%	1 *	1 *	1 1%	-	1 1%	3 1%	2 1%	3 1%	-
Once a month	12 1%	4 *	8 1%	3 1%i	3 1%	2 1%	3 1%	-	-	4 1%	2 *	4 1%	3 1%	2 1%	-	-	1 1%	7 4%psuv	-	1 *	1 *	1 *	1 *	-	1 *
Less often	31 1%	21 2%	10 1%	6 2%i	9 2%i	10 3%gi	2 1%	3 1%	1 *	8 1%	9 2%	10 2%	4 1%	1 1%	2 3%	3 1%	6 3%v	6 3%v	3 2%	1 1%	1 1%	1 *	3 1%	3 2%	1 1%
Never	1882 90%	899 89%	983 92%a	189 82%	281 78%	290 87%e	345 94%def	301 98%def	476 99%def	500 88%	526 90%	385 91%	470 93%j	162 92%r	73 86%	219 94%or	153 90%	149 83%	133 90%	89 89%	182 94%or	241 89%	259 92%r	160 89%	60 96%r
Don't know	36 2%	21 2%	15 1%	13 6%fghi	12 3%ghi	4 1%	3 1%	1 *	3 1%	8 1%	16 3%	4 1%	8 2%	4 2%	-	3 1%	3 2%	2 1%	2 1%	-	5 2%	7 3%	6 2%	5 3%	-
NET: At least daily	73 3%	47 5%b	25 2%	11 5%hi	29 8%ghi	18 6%hi	13 3%hi	1 *	-	32 6%lm	18 3%	10 2%	12 2%	4 2%	9 11%npqs	5 2%	2 1%	10 5%q	5 3%	9 9%npqu	4 2%	15 5%q	6 2%	3 2%	1 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 37  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	106 5%	65 6% <sup>b</sup>	42 4%	16 7% <sup>hi</sup>	51 14% <sup>dfghi</sup>	23 7% <sup>hi</sup>	14 4% <sup>hi</sup>	2 1%	-	44 8% <sup>lm</sup>	29 5%	17 4%	16 3%	7 4%	9 11% <sup>npquw</sup>	6 2%	6 4%	14 8% <sup>pu</sup>	8 6%	10 10% <sup>pquw</sup>	5 2%	19 7% <sup>pu</sup>	11 4%	9 5%	1 2%
NET: At least monthly	131 6%	75 7%	56 5%	23 10% <sup>ghi</sup>	58 16% <sup>fghi</sup>	28 8% <sup>hi</sup>	18 5% <sup>hi</sup>	3 1%	1	52 9% <sup>klm</sup>	33 6%	22 5%	23 5%	9 5%	9 11% <sup>pu</sup>	7 3%	8 5%	22 13% <sup>npquw</sup>	9 6%	11 11% <sup>puw</sup>	5 3%	23 8% <sup>pu</sup>	13 5%	11 6%	2 3%
NET: Ever	162 8%	95 9% <sup>b</sup>	66 6%	29 13% <sup>ghi</sup>	67 18% <sup>fghi</sup>	39 12% <sup>ghi</sup>	20 5% <sup>hi</sup>	6 2% <sup>i</sup>	1	60 10% <sup>m</sup>	42 7%	33 8%	27 5%	10 6%	12 14% <sup>puw</sup>	10 4%	14 8%	28 16% <sup>npquw</sup>	12 8%	11 11% <sup>pu</sup>	7 4%	24 9% <sup>u</sup>	17 6%	14 8%	3 4%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 38  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	324	381	371	476	377	
Several times a day	40 2%	32 3% <sup>c</sup>	9 2% <sup>c</sup>	-	9 2%	7 3%	4 1%	-	1 3%	32 2%	16 1%	24 3% <sup>j</sup>	27 1%	14 8% <sup>l</sup>	14 1%	26 5% <sup>n</sup>	23 5% <sup>nu</sup>	13 5% <sup>nu</sup>	12 6% <sup>n</sup>	17 7% <sup>n</sup>	13 6% <sup>n</sup>	2 2%	5 1%	6 2%	7 2%	12 2%	7 2%
Once a day	32 2%	30 3% <sup>bc</sup>	2 1%	-	4 1% <sup>f</sup>	4 2% <sup>f</sup>	1 *	1 1%	-	26 2%	16 1%	16 2%	25 1%	5 3%	7 *	25 5% <sup>nqt</sup>	21 5% <sup>nqt</sup>	6 2% <sup>n</sup>	12 6% <sup>nq</sup>	15 6% <sup>nqt</sup>	5 2% <sup>n</sup>	3 2% <sup>n</sup>	3 1%	6 2%	5 1%	4 1%	12 3% <sup>vy</sup>
Several times a week	24 1%	22 2% <sup>c</sup>	2 1%	-	6 1%	3 1%	2 1%	2 1%	-	18 1%	8 1%	15 2% <sup>j</sup>	19 1%	4 3%	8 1%	14 3% <sup>nqt</sup>	9 2% <sup>nt</sup>	3 1%	11 5% <sup>nopqt</sup>	6 3% <sup>n</sup>	1 1%	2 2%	3 1%	3 1%	4 1%	5 1%	6 1%
Once a week	10 *	7 1%	1 *	1 *	4 1% <sup>f</sup>	3 2% <sup>i</sup>	1 *	-	-	5 *	5 *	5 1%	8 *	1 1%	5 *	5 1%	5 1%	4 2% <sup>n</sup>	1 *	2 1%	4 2% <sup>n</sup>	1 1%	2 *	2 1%	3 1%	1 *	
Several times a month	12 1%	8 1%	4 1%	1 *	3 1%	3 1%	3 1%	2 1%	-	8 1%	5 *	8 1%	12 1%	-	8 1%	5 1%	4 1%	3 1%	2 1%	3 1%	3 1%	2 2%	3 1%	1 *	1 *	1 *	5 1%
Once a month	12 1%	9 1%	3 1% <sup>c</sup>	-	-	-	-	-	-	12 1%	7 1%	5 1%	8 3% <sup>l</sup>	4 3% <sup>l</sup>	5 *	7 1% <sup>n</sup>	4 1%	3 1%	3 1%	1 1%	2 1%	1 1%	3 1%	2 1%	1 *	5 1%	1 *
Less often	31 1%	22 2% <sup>c</sup>	8 2% <sup>c</sup>	1 *	8 1%	5 2%	6 2%	4 3%	-	24 2%	24 2% <sup>k</sup>	7 1%	25 1%	6 4% <sup>l</sup>	17 1%	14 3% <sup>n</sup>	12 3% <sup>n</sup>	10 3% <sup>n</sup>	4 2%	8 3% <sup>n</sup>	8 4% <sup>n</sup>	2 2%	7 2%	3 1%	2 *	7 1%	8 2%
Never	1882 90%	1047 87%	352 90%	483 99% <sup>ab</sup>	467 93% <sup>ae</sup>	195 87%	317 95% <sup>dei</sup>	133 94% <sup>ee</sup>	19 97%	1376 90%	1094 92% <sup>k</sup>	777 89%	1730 92% <sup>m</sup>	132 78%	1422 94% <sup>opqr</sup>	449 82% <sup>rs</sup>	367 82% <sup>s</sup>	246 84% <sup>rs</sup>	151 76%	191 77%	177 83%	108 89% <sup>oprs</sup>	292 90%	348 91%	346 93% <sup>z</sup>	436 91%	327 87%
Don't know	36 2%	24 2%	8 2%	4 1%	4 1% <sup>f</sup>	4 2%	1 *	-	-	29 2% <sup>f</sup>	18 1%	18 2%	34 2%	2 1%	32 2%	4 1%	4 1%	2 1%	3 1%	4 2%	2 1%	-	7 2%	8 2%	3 1%	5 1%	10 3%
NET: At least daily	73 3%	62 5% <sup>c</sup>	11 3% <sup>c</sup>	-	13 3% <sup>f</sup>	11 5% <sup>dfg</sup>	4 1%	1 1%	1 3%	57 4% <sup>f</sup>	33 3%	40 5% <sup>j</sup>	52 3%	19 11% <sup>l</sup>	21 1%	52 9% <sup>nqu</sup>	45 10% <sup>nqu</sup>	20 7% <sup>n</sup>	25 12% <sup>nqu</sup>	32 13% <sup>nopqu</sup>	17 8% <sup>n</sup>	5 4% <sup>n</sup>	7 2%	13 3%	12 3%	15 3%	20 5%
NET: At least weekly	106 5%	91 8% <sup>bc</sup>	14 4% <sup>c</sup>	1 *	23 4% <sup>f</sup>	17 8% <sup>dfg</sup>	8 2%	2 2%	1 3%	81 5% <sup>f</sup>	45 4%	60 7% <sup>j</sup>	79 4%	24 14% <sup>l</sup>	34 2%	71 13% <sup>nqu</sup>	58 13% <sup>nqu</sup>	28 9% <sup>n</sup>	36 18% <sup>nqt</sup>	41 16% <sup>npqt</sup>	22 10% <sup>n</sup>	8 6% <sup>n</sup>	11 4%	18 5%	19 5%	23 5%	26 7%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 38  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	131 6%	107 9%bc	21 5%c	2 *	26 5%f	20 9%dfg	11 3%	4 3%	1 3%	101 7%ef	57 5%	73 8%j	98 5%	29 17%l	47 3%	82 15%nq	67 15%nq	34 12%n	41 21%nopq tu	45 18%nqu	27 13%n	11 9%n	18 5%	22 6%	21 6%	29 6%	32 8%
NET: Ever	162 8%	130 11%c	29 8%c	3 1%	33 7%	25 11%df	17 5%	8 6%	1 3%	125 8%	81 7%	80 9%	123 7%	34 20%l	65 4%	96 17%nu	79 18%nu	44 15%n	45 23%noqu	53 21%npqu	35 16%n	13 11%n	25 8%	25 7%	22 6%	35 7%	40 11%x

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 39  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	40 2%	1 1%	2 2%	2 3%	- -	- -	1 1%	4 2%	- -	1 2%	8 5%ow	- -	- -	- -	- -	8 2%	5 6%dkow	2 2%	- -	6 8%dhklo	1 1%	- -
Once a day	32 2%	1 1%	- -	5 6%bdgkw	- -	1 2%	1 1%	2 1%	1 1%	3 3%	3 2%	- -	2 3%	- -	- -	9 2%	* 1%	- -	- -	3 4%	1 1%	- -
Several times a week	24 1%	2 2%	- -	2 2%	- -	1 3%g	2 2%	- -	2 2%	- -	4 3%	- -	1 1%	- -	1 3%	6 1%	2 3%g	1 2%	- -	- -	- -	- -
Once a week	10 *	1 1%	- -	- -	1 2%	- -	- -	- -	- -	1 1%	1 1%	- -	2 3%go	1 1%	- -	2 *	- -	- -	1 1%	- -	- -	- -
Several times a month	12 1%	- -	1 1%	- -	1 1%	- -	- -	- -	1 2%	* *	1 1%	- -	- -	- -	1 4%	4 1%	- -	3 3%g	- -	1 1%	- -	- -
Once a month	12 1%	2 2%	- -	- -	1 1%	- -	- -	2 1%	- -	- -	5 3%o	- -	- -	- -	- -	2 *	- -	- -	- -	* *	- 1%	- -
Less often	31 1%	1 1%	1 1%	2 3%o	4 4%o	1 3%o	5 7%giow	3 1%	1 1%	- -	4 3%o	1 1%	1 1%	1 2%	- -	2 *	3 3%o	2 3%o	* 1%	1 1%	1 1%	- -
Never	1882 90%	74 89%	78 94%j	73 87%	73 90%	31 92%	55 87%	158 92%j	73 94%j	81 93%j	138 82%	77 96%cjps	61 88%	49 96%j	26 93%	426 91%j	65 84%	67 88%	62 94%j	64 86%	60 96%jp	89 99%acdfgjlopqs
Don't know	36 2%	2 2%	2 2%	- -	2 2%	- -	1 1%	3 2%	- -	* *	2 1%	2 3%	3 4%	* 1%	- -	12 3%	2 3%	1 2%	2 4%	- -	- -	1 1%
NET: At least daily	73 3%	2 3%	2 2%	7 9%dkmrw	- -	1 2%	1 2%	6 3%	1 1%	4 5%w	12 7%dkrw	- -	2 3%	- -	- -	17 4%	5 6%dkw	2 2%	- -	9 12%abdfg hkimoqrv w	1 2%	- -
NET: At least weekly	106 5%	5 6%kw	2 2%	9 11%bdgkr w	1 2%	2 5%w	3 5%	6 3%	3 4%	5 6%kw	17 10%bdgko rw	- -	5 7%kw	1 1%	1 3%	25 5%kw	7 10%kw	3 4%	1 1%	9 12%bdgkm orvw	1 2%	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 39  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Total	City																		None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)		Cardiff (s)	Belfast (v)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	131 6%	6 8%kw	2 3%	9 11%kwrw	3 4%	2 5%w	3 5%	8 5%	4 5%w	5 6%kw	23 14%bdgkm orvw	-	5 7%kw	1 1%	2 7%	31 7%kw	7 10%kw	6 7%kw	1 1%	10 13%bdgkm orvw	2 3%	-
NET: Ever	162 8%	7 9%kw	3 4%	11 13%bkwrw	7 8%kw	3 8%w	8 12%kwrw	10 6%w	5 6%w	5 6%w	28 16%bghik morvw	1 1%	6 8%w	2 3%	2 7%	32 7%w	10 13%kwrw	8 10%kw	1 2%	11 14%bkmor w	3 4%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 40  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	40 2%	22 11%	20 11% <sub>i</sub>	19 9%	14 10%	22 10%	19 8%	22 10% <sub>i</sub>	20 8%	22 6%	16 10%	19 11% <sub>i</sub>	24 9%	20 17% <sub>ce</sub>	31 3%	29 5% <sub>n</sub>	31 4% <sub>n</sub>	26 8% <sub>nop</sub>	22 5% <sub>n</sub>	16 6% <sub>n</sub>	17 8% <sub>np</sub>	15 7% <sub>np</sub>	8 9% <sub>np</sub>	13 12% <sub>nopr</sub>	12 9% <sub>np</sub>
Once a day	32 2%	20 10%	19 10% <sub>efgil</sub>	15 7%	10 7%	11 5%	13 5%	12 6%	17 6%	17 5%	17 11% <sub>efgil</sub>	16 10% <sub>il</sub>	11 4%	12 10% <sub>eil</sub>	25 2%	24 4% <sub>np</sub>	21 3%	16 5% <sub>np</sub>	14 3%	12 5% <sub>n</sub>	14 7% <sub>npr</sub>	15 7% <sub>npr</sub>	12 13% <sub>nopqr</sub>	12 12% <sub>nopqrs</sub>	12 8% <sub>npr</sub>
Several times a week	24 1%	13 7%	12 6%	11 5%	8 6%	9 4%	10 4%	13 6%	11 4%	12 3%	8 5%	11 7%	12 4%	9 8% <sub>i</sub>	19 2%	15 3% <sub>np</sub>	12 2%	11 3% <sub>np</sub>	12 3%	8 3%	9 4% <sub>np</sub>	7 3%	8 9% <sub>nopqrs</sub>	9 8% <sub>nopqrs</sub>	7 5% <sub>np</sub>
Once a week	10 *	1 1%	* *	* *	* *	* *	1 *	1 *	1 *	1 *	- -	2 1%	1 *	3 3% <sub>fhil</sub>	3 *	2 *	3 *	1 *	1 *	1 *	3 1% <sub>n</sub>	1 *	1 1%	1 1%	1 *
Several times a month	12 1%	4 2%	4 2%	3 2%	1 1%	3 1%	3 1%	3 2%	3 1%	2 1%	2 1%	2 1%	3 1%	2 2%	10 1%	9 2% <sub>n</sub>	8 1%	3 1%	3 1%	4 2%	3 2%	3 1%	1 2%	3 2%	2 1%
Once a month	12 1%	3 2%	2 1%	3 2%	1 1%	1 *	3 1%	2 1%	3 1%	5 2%	1 1%	1 1%	2 1%	2 2%	7 1%	6 1%	7 1%	4 1%	3 1%	4 1%	1 *	4 2% <sub>n</sub>	2 2%	1 1%	3 2% <sub>nt</sub>
Less often	31 1%	5 2%	5 3%	5 2%	2 1%	4 2%	9 4% <sub>el</sub>	6 3%	4 2%	7 2%	3 2%	5 3%	4 2%	4 3%	23 2%	17 3%	18 2%	11 3%	11 2%	7 3%	7 4%	12 5% <sub>nprw</sub>	2 3%	-	8 6% <sub>nprw</sub>
Never	1882 90%	121 63%	121 64% <sub>m</sub>	149 71% <sub>m</sub>	94 70% <sub>m</sub>	174 76% <sub>bdkm</sub>	184 75% <sub>bkm</sub>	145 70% <sub>m</sub>	202 76% <sub>bkm</sub>	275 80% <sub>bcgdjkm</sub>	109 69% <sub>m</sub>	106 64% <sub>m</sub>	203 78% <sub>bdgikm</sub>	61 53% <sub>m</sub>	968 88% <sub>oqrstuvwx</sub>	427 79% <sub>tlvwxx</sub>	706 86% <sub>oqstuvwx</sub>	245 76% <sub>vwxx</sub>	359 84% <sub>oqstuvwx</sub>	203 79% <sub>vwxx</sub>	146 73% <sub>vw</sub>	161 73% <sub>vw</sub>	57 62%	65 62%	96 67%
Don't know	36 2%	3 1%	7 4% <sub>il</sub>	4 2%	5 3% <sub>l</sub>	5 2% <sub>l</sub>	3 1%	3 2%	5 2%	5 1%	3 2%	3 2%	2 1%	2 1%	19 2%	10 2%	11 1%	4 1%	3 1%	3 1%	2 1%	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 40  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
 Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	73 3%	41 21%	39 20% <sup>fil</sup>	34 16%	24 18% <sup>i</sup>	34 15%	33 13%	34 16%	37 14%	39 11%	33 21% <sup>fil</sup>	34 21% <sup>fil</sup>	36 14%	32 28% <sup>cdefgh</sup>	57 5%	53 10% <sup>np</sup>	52 6% <sup>n</sup>	42 13% <sup>npr</sup>	36 8% <sup>n</sup>	29 11% <sup>np</sup>	31 15% <sup>nopr</sup>	29 13% <sup>npr</sup>	20 22% <sup>nopqr</sup>	25 24% <sup>nopqr</sup>	24 17% <sup>nopr</sup>
NET: At least weekly	106 5%	55 29%	51 27% <sup>efhil</sup>	45 22% <sup>i</sup>	32 24% <sup>i</sup>	43 19%	44 18%	48 23% <sup>i</sup>	49 18%	52 15%	40 26% <sup>fil</sup>	48 29% <sup>efhil</sup>	48 18%	44 38% <sup>bcdefg</sup>	79 7%	70 13% <sup>np</sup>	68 8%	54 17% <sup>nopr</sup>	48 11% <sup>np</sup>	37 14% <sup>np</sup>	42 21% <sup>noprs</sup>	37 17% <sup>npr</sup>	29 32% <sup>nopqr</sup>	34 33% <sup>nopqr</sup>	32 22% <sup>noprs</sup>
NET: At least monthly	131 6%	63 33%	57 30% <sup>efhil</sup>	52 25% <sup>i</sup>	35 26% <sup>i</sup>	46 20%	50 20%	53 25% <sup>i</sup>	55 21%	59 17%	43 27% <sup>i</sup>	51 31% <sup>efhil</sup>	53 20%	48 42% <sup>bcdefg</sup>	96 9%	86 16% <sup>np</sup>	83 10%	61 19% <sup>npr</sup>	54 13% <sup>n</sup>	45 17% <sup>npr</sup>	46 23% <sup>nopr</sup>	44 20% <sup>npr</sup>	32 35% <sup>nopqr</sup>	38 37% <sup>nopqr</sup>	37 26% <sup>nopqrs</sup>
NET: Ever	162 8%	67 35%	62 32% <sup>efhil</sup>	57 27% <sup>i</sup>	36 27% <sup>i</sup>	50 22%	59 24%	58 28% <sup>i</sup>	59 22%	66 19%	46 29% <sup>il</sup>	56 34% <sup>efhil</sup>	57 22%	52 45% <sup>bcdef</sup>	119 11%	102 19% <sup>np</sup>	102 12%	72 22% <sup>npr</sup>	65 15% <sup>n</sup>	52 20% <sup>npr</sup>	54 27% <sup>nopr</sup>	55 25% <sup>nopr</sup>	34 38% <sup>nopqr</sup>	38 37% <sup>nopqr</sup>	46 32% <sup>nopqrs</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 41  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	40 2%	20 4%	26 4%	27 6%	14 3%	29 7% <sup>f</sup>	10 3%	13 4%	10 3%	26 3%	4 3%	36 3%	35 3%	35 3%	38 5% <sup>k</sup>	37 3%	40 3%	40 3%	40 4%	29 3%	31 5% <sup>s</sup>
Once a day	32 2%	17 4%	16 3%	20 5%	11 3%	20 5%	7 2%	12 4%	4 1%	22 3%	5 3%	30 2%	31 3%	32 3%	30 4% <sup>k</sup>	30 2%	32 2%	32 3%	32 3%	15 1%	26 4% <sup>s</sup>
Several times a week	24 1%	13 3%	15 2%	7 2%	17 4%	18 4%	7 2%	9 3%	6 1%	13 2%	5 4%	24 2%	24 2%	23 2%	23 3% <sup>k</sup>	24 2%	24 2%	24 2%	24 2%	12 1%	20 3% <sup>s</sup>
Once a week	10 *	3 1%	6 1%	2 1%	7 2%	3 1%	3 1%	2 1%	3 1%	5 1%	1 1%	10 1%	9 1%	7 1%	8 1%	10 1%	10 1%	9 1%	9 1%	5 1%	3 1%
Several times a month	12 1%	5 1%	7 1%	6 1%	4 1%	7 2%	4 1%	8 2%	3 1%	4 *	4 3% <sup>i</sup>	12 1%	11 1%	10 1%	11 1%	10 1%	11 1%	12 1%	12 1%	9 1%	11 2% <sup>s</sup>
Once a month	12 1%	7 1%	5 1%	6 1%	6 1%	8 2%	10 3%	6 2%	2 1%	8 1%	1 1%	11 1%	12 1%	12 1%	12 2% <sup>k</sup>	12 1%	12 1%	12 1%	12 1%	8 1%	10 2% <sup>s</sup>
Less often	31 1%	7 1%	23 4% <sup>a</sup>	12 3%	20 5%	16 4%	11 4%	6 2%	5 1%	21 3%	5 3%	30 2%	29 2%	29 3%	27 3% <sup>k</sup>	28 2%	31 2%	31 3%	30 3%	24 2%	19 3%
Never	1882 90%	400 84%	505 83%	333 78%	335 80%	331 76%	258 81%	261 82% <sup>e</sup>	343 89% <sup>j</sup>	640 85%	124 81%	1102 86% <sup>mn</sup>	1067 87% <sup>mn</sup>	897 85% <sup>n</sup>	623 80%	1069 86% <sup>mn</sup>	1128 86% <sup>mn</sup>	1047 85%	933 84%	924 89% <sup>t</sup>	517 80%
Don't know	36 2%	6 1%	6 1%	12 3%	7 2%	4 1%	10 3% <sup>g</sup>	1 *	10 2%	12 2%	2 2%	21 2% <sup>l</sup>	16 1%	15 1%	8 1%	19 2%	21 2% <sup>ln</sup>	21 2%	19 2%	15 1%	7 1%
NET: At least daily	73 3%	37 8%	41 7%	47 11% <sup>d</sup>	25 6%	49 11% <sup>f</sup>	17 5%	25 8%	14 4%	48 6%	9 6%	67 5%	66 5%	67 6% <sup>k</sup>	69 9% <sup>k</sup>	67 5%	72 5%	73 6%	73 7%	44 4%	57 9% <sup>s</sup>
NET: At least weekly	106 5%	53 11%	62 10%	56 13%	49 12%	71 16% <sup>fg</sup>	27 8%	37 12%	22 6%	66 9%	16 11%	101 8%	99 8%	97 9% <sup>k</sup>	99 13% <sup>k</sup>	101 8%	105 8%	105 9%	105 9%	62 6%	81 13% <sup>s</sup>
NET: At least monthly	131 6%	65 14%	74 12%	69 16%	58 14%	86 20% <sup>f</sup>	40 13%	50 16%	27 7%	77 10%	22 14% <sup>h</sup>	124 10%	121 10%	119 11% <sup>k</sup>	122 16% <sup>k</sup>	123 10%	129 10%	129 11%	129 12%	79 8%	102 16% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 41  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	162 8%	72 15%	98 16%	81 19%	78 19%	101 23%fg	52 16%	56 18%	32 8%	98 13%h	27 18%h	154 12%	150 12%	148 14%kl	149 19%klm	151 12%	159 12%	160 13%	159 14%	103 10%	121 19% p

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 42  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a smart speaker (audio game)  
Base: All respondents

	Gender			Age						Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of London	South East	South West	North Ireland	
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	21 1%	12 1%	9 1%	5 2% <sub>i</sub>	8 2% <sub>ghi</sub>	7 2% <sub>ghi</sub>	1 *	1 *	-	7 1%	8 1%	2 1%	5 1%	1 1%	-	-	1 1%	1 1%	6 4% <sub>prwx</sub>	3 -	4 2%	3 1%	-	1 2% <sub>p</sub>	
Once a day	29 1%	20 2% <sub>b</sub>	9 1%	2 1% <sub>i</sub>	14 4% <sub>hi</sub>	6 2% <sub>i</sub>	5 1% <sub>i</sub>	1 *	-	17 3% <sub>km</sub>	5 1%	4 1%	3 1%	2 1%	3 3% <sub>qu</sub>	1 *	-	4 2% <sub>u</sub>	1 1%	4 4% <sub>pqu</sub>	-	11 x	2 4% <sub>ppqw</sub>	1 1%	-
Several times a week	24 1%	14 1%	10 1%	3 1% <sub>i</sub>	15 4% <sub>fghi</sub>	5 1% <sub>i</sub>	1 *	-	-	9 2%	5 1%	7 2%	3 1%	2 1%	1 2%	1 *	4 1%	2 2%	1 1%	2 1%	5 2%	4 1%	1 *	-	
Once a week	11 1%	3 *	9 1%	1 *	6 2% <sub>hi</sub>	3 1% <sub>i</sub>	2 *	-	-	3 1%	1 *	2 1%	4 1%	-	-	-	2 1%	2 1%	1 1%	-	2 1%	3 1%	2 -	-	-
Several times a month	28 1%	17 2%	11 1%	10 4% <sub>eghi</sub>	5 1% <sub>i</sub>	5 2% <sub>i</sub>	5 1% <sub>i</sub>	1 *	1 *	8 1%	11 2% <sub>i</sub>	1 *	8 2%	2 1%	4 5% <sub>uvw</sub>	2 1%	2 1%	6 3% <sub>uw</sub>	2 1%	3 3% <sub>uw</sub>	1 *	1 1%	1 *	4 2% <sub>w</sub>	1 1%
Once a month	19 1%	11 1%	8 1%	2 1% <sub>i</sub>	5 1% <sub>i</sub>	5 2% <sub>i</sub>	5 1% <sub>i</sub>	2 1%	-	2 *	8 1%	5 1%	4 1%	2 1%	-	-	2 1%	2 1%	3 2% <sub>p</sub>	* 1%	1 1%	3 1%	5 2%	1 1%	-
Less often	86 4%	55 5% <sub>b</sub>	31 3%	12 5% <sub>hi</sub>	32 9% <sub>ghi</sub>	20 6% <sub>hi</sub>	12 3% <sub>i</sub>	6 2%	4 1%	22 4%	27 5%	21 5%	16 3%	7 4%	2 3%	13 5%	10 6%	11 6% <sub>w</sub>	7 5%	2 2%	10 5%	6 4%	7 2%	1 4%	1 1%
Never	1819 87%	859 85%	960 90% <sub>a</sub>	183 79%	265 74%	269 81%	334 91% <sub>def</sub>	297 97% <sub>defg</sub>	471 98% <sub>defg</sub>	491 87%	500 86%	375 89%	453 90%	156 89%	72 85%	211 91% <sub>rv</sub>	150 88%	148 82%	124 84%	89 88%	170 88%	225 83%	255 90% <sub>rv</sub>	160 89%	60 96% <sub>rsv</sub>
Don't know	43 2%	24 2%	19 2%	12 5% <sub>ghi</sub>	10 3% <sub>h</sub>	12 4% <sub>ghi</sub>	3 1%	1 *	5 1%	10 2%	19 3% <sub>l</sub>	3 1%	10 2%	5 3%	1 1%	4 2%	3 2%	2 1%	1 1%	2 2%	5 3%	9 3%	5 2%	6 3%	-
NET: At least daily	51 2%	33 3% <sub>b</sub>	18 2%	7 3% <sub>hi</sub>	22 6% <sub>ghi</sub>	14 4% <sub>hi</sub>	6 2% <sub>i</sub>	2 1%	-	23 4% <sub>lm</sub>	13 2%	7 2%	8 2%	3 2%	3 3%	1 *	1 1%	5 3%	7 5% <sub>pqx</sub>	4 4% <sub>p</sub>	3 2%	16 6% <sub>ppqw</sub>	5 2%	1 1%	1 2%
NET: At least weekly	86 4%	50 5%	36 3%	11 5% <sub>hi</sub>	43 12% <sub>dghi</sub>	21 6% <sub>ghi</sub>	9 2% <sub>i</sub>	2 1%	-	35 6% <sub>km</sub>	19 3%	16 4%	15 3%	5 3%	2 6% <sub>px</sub>	4 1%	4 2%	11 6% <sub>px</sub>	10 7% <sub>px</sub>	4 4% <sub>p</sub>	7 4% <sub>p</sub>	24 9% <sub>npqw</sub>	11 4% <sub>p</sub>	2 1%	1 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 42  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of England	London	South East	South West	North Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	132	77	55	23	53	32	19	4	1	45	38	23	26	8	9	4	8	19	14	8	9	28	17	7	2
	6%	8%b	5%	10%ghi	15%ghi	10%ghi	5%hi	1%	*	8%	7%	5%	5%	5%	11%p	2%	4%	10%px	10%p	8%p	5%	10%pux	6%p	4%	3%
NET: Ever	218	132	86	36	85	52	31	10	5	67	65	43	42	15	11	17	17	29	22	10	19	38	23	14	3
	10%	13%b	8%	15%ghi	24%dfghi	16%ghi	9%hi	3%i	1%	12%	11%	10%	8%	8%	14%	7%	10%	16%npw	15%pwxy	10%	10%	14%pw	8%	8%	4%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 43  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a smart speaker (audio game)**  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	21 1%	21 2%bc	1 *	-	1 *	1 *	-	-	-	17 1%	10 1%	11 1%	12 1%	8 5%l	9 1%	13 2%n	9 2%n	5 2%	8 4%n	5 2%n	4 2%	2 1%	-	5 1%	8 2%vy	2 *	5 1%
Once a day	29 1%	27 2%c	3 1%	-	7 1%f	7 3%df	1 *	1 1%	-	22 1%	13 1%	17 2%	23 1%	6 4%l	5 *	24 4%n	24 5%nu	11 4%n	9 4%n	17 7%nou	11 5%n	2 2%	1 *	6 2%	2 1%	7 1%	10 3%vx
Several times a week	24 1%	19 2%c	5 1%c	-	8 2%	6 3%	5 1%	1 1%	1 3%	15 1%	9 1%	14 2%	16 1%	7 4%l	10 1%	14 3%npt	7 2%	4 2%	10 5%nopqs	4 2%	2 1%	4 3%n	3 1%	1 *	3 1%	7 1%	7 2%
Once a week	11 1%	8 1%	3 1%	-	1 *	-	1 *	-	-	10 1%	5 *	6 1%	9 *	2 1%	2 *	9 2%n	6 1%n	4 1%n	7 3%ns	3 1%n	4 2%n	2 1%n	4 1%y	5 1%y	1 *	-	2 1%
Several times a month	28 1%	25 2%bc	2 *	1 *	3 1%	2 1%	2 1%	1 1%	-	24 2%	17 1%	11 1%	27 1%	-	17 1%	11 2%	9 2%	7 2%	4 2%	6 2%	5 3%	4 3%	4 1%	6 2%	6 2%	6 1%	4 1%
Once a month	19 1%	15 1%c	4 1%c	-	5 1%	2 1%	-	3 2%f	-	14 1%	8 1%	10 1%	18 1%	1 1%	9 1%	9 2%nr	9 2%n	6 2%n	1 *	5 2%	6 3%n	-	1 *	5 1%	6 2%	6 1%	1 *
Less often	86 4%	67 6%c	15 4%c	4 1%	18 4%	11 5%	11 3%	7 5%	2 10%	66 4%	53 4%	33 4%	70 4%	15 9%l	49 3%	35 6%n	32 7%n	19 7%n	16 8%n	23 9%no	16 7%n	8 6%	15 5%w	6 2%	11 3%	25 5%w	23 6%w
Never	1819 87%	991 83%	349 90%a	479 98%ab	455 90%e	191 85%	313 94%degi	126 89%	17 87%	1327 87%	1060 89%k	748 86%	1674 89%lm	126 75%	1385 91%opqr	425 77%rs	345 77%rs	233 80%prst	140 71%	177 71%	164 76%	99 82%rs	289 89%z	338 89%	327 88%	421 88%	314 83%
Don't know	43 2%	29 2%	9 2%	5 1%	7 1%	5 2%	2 1%	2 2%	-	34 2%	18 2%	24 3%	38 2%	3 2%	33 2%	10 2%	10 2%q	3 1%	3 1%	9 3%oq	3 1%	1 1%	7 2%	10 3%y	8 2%	3 1%	12 3%y
NET: At least daily	51 2%	47 4%bc	3 1%	-	7 1%f	7 3%df	1 *	1 1%	-	40 3%f	23 2%	28 3%	35 2%	14 8%l	14 1%	36 7%n	33 7%nu	16 6%n	17 9%n	23 9%nu	16 7%n	4 3%	1 *	11 3%v	10 3%v	8 2%	15 4%v

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 43  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	86 4%	75 6%bc	11 3%c	-	16 3%f	13 6%dfg	6 2%	2 1%	1 3%	65 4%	37 3%	48 6%j	60 3%	24 14%l	26 2%	60 11%n	46 10%n	24 8%n	34 17%no	29 12%np	21 10%n	9 7%u	8 3%	17 4%	14 4%	15 3%	24 6%v
NET: At least monthly	132 6%	114 9%bc	17 4%c	1 *	24 5%f	17 8%df	8 2%	6 4%	1 3%	103 7%f	62 5%	70 8%j	105 6%	25 15%l	52 3%	80 14%n	63 14%n	37 13%n	39 20%no	40 16%np	32 15%n	13 11%u	14 4%	27 7%	26 7%	28 6%	29 8%
NET: Ever	218 10%	181 15%bc	32 8%c	5 1%	42 8%f	28 12%df	19 6%	13 9%	2 13%	169 11%f	115 10%	103 12%	175 9%	40 24%l	100 7%	115 21%n	95 21%n	56 19%n	55 28%no	63 25%np	48 22%u	21 17%u	29 9%	34 9%	36 10%	53 11%	51 14%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 44  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	21 1%	- -	1 2%	- -	- -	1 3%g	2 3%g	- -	- -	2 2%	3 2%	- -	4 5%g	- -	- -	4 1%	3 4%g	- -	- -	- -	1 2%	- -
Once a day	29 1%	- -	2 2%	3 3%g	- -	- -	- -	- -	2 2%	1 1%	4 3%	- -	- -	- -	13 3%	- -	1 1%	- -	3 4%g	- -	- -	- -
Several times a week	24 1%	1 1%	1 1%	- -	- -	1 3%	- -	3 2%	1 1%	- -	4 2%	- -	- -	- -	- -	9 2%	4 5%	1 1%	- -	- -	- -	- -
Once a week	11 1%	- -	- -	- -	2 2%	- -	* 1%	- -	- -	2 2%	1 1%	2 3%	- -	- -	- -	3 1%	- -	- -	- -	- -	- -	- -
Several times a month	28 1%	1 1%	1 1%	4 5%o	- -	- -	2 3%	1 1%	1 1%	2 2%	7 4%o	- -	- -	- -	- -	3 1%	1 2%	2 2%	- -	3 4%o	* 1%	- -
Once a month	19 1%	2 2%	- -	- -	- -	1 3%g	2 3%g	- -	- -	1 1%	2 1%	- -	2 3%g	- -	1 4%	4 1%	2 3%	- -	1 1%	* 1%	- -	1 1%
Less often	86 4%	3 4%	3 4%	2 3%	6 7%	3 8%	4 6%	14 8%os	1 1%	3 4%	10 6%	8 10%hosv	1 2%	1 2%	2 6%	13 3%	2 2%	4 6%	2 3%	1 1%	1 1%	3 3%
Never	1819 87%	72 87%	74 90%	74 87%	72 89%	28 82%	53 83%	150 87%	73 94%j	75 87%	135 80%	69 86%	60 86%	50 fgjkl pqs	25 89%	407 86%	64 83%	66 86%	61 93%j	65 87%	60 96%efjp	86 95%efjop
Don't know	43 2%	4 5%	1 1%	1 1%	2 2%	- -	1 1%	4 2%	- -	1 1%	2 1%	2 3%	1 1%	- -	- -	14 3%	2 3%	3 3%	2 3%	2 3%	- -	1 1%
NET: At least daily	51 2%	- -	3 4%g	3 3%g	- -	1 3%g	2 3%g	- -	2 2%	3 3%g	7 4%g	- -	4 5%gw	- -	- -	18 4%g	3 4%g	1 1%	- -	3 4%g	1 2%	- -
NET: At least weekly	86 4%	1 1%	4 4%	3 3%	2 2%	2 7%rw	2 4%	3 3%	3 3%	5 5%w	13 8%gkrw	1 1%	5 8%grw	- -	30 6%gw	6 8%grw	2 2%	- -	3 4%	1 2%	- -	- -
NET: At least monthly	132 6%	4 4%	4 5%	7 8%gkmw	2 2%	3 10%gkmw	6 9%gkmw	4 2%	4 5%	7 8%gkmw	22 13%dgkmr	1 1%	7 11%dgkmr	- -	1 4%	37 8%gkmw	10 13%dgkmr	4 5%	1 1%	7 9%gkmw	2 3%	1 1%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 44

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**On a smart speaker (audio game)**

**Base: All respondents**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Ever	218 10%	7 8%	8 9%	9 11%	8 9%	6 18% mrvw	10 16% mrvw	17 10%	5 6%	10 12% m	31 19% ghmo rvw	9 11%	9 13% m	1 2%	3 11%	50 11% m	11 15% mw	8 11%	3 4%	7 10%	3 4%	4 4%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 45  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	21 1%	9 5%	8 4%	9 4%	3 2%	5 2%	7 3%	5 2%	9 3%	10 3%	6 4%	7 4%	7 3%	9 8%	17 2%	13 2%	13 2%	7 2%	8 2%	5 2%	9 4%	7 3%	4 5%	5 4%	4 3%
Once a day	29 1%	24 13%	21 11%	17 8%	15 11%	18 8%	18 7%	22 11%	19 7%	20 6%	18 12%	18 11%	17 7%	17 15%	26 2%	25 5%	20 2%	23 7%	18 4%	18 7%	17 8%	16 7%	13 14%	16 15%	15 11%
Several times a week	24 1%	10 5%	9 5%	9 4%	9 7%	10 4%	8 3%	9 4%	10 4%	7 2%	6 4%	11 7%	9 3%	7 6%	11 1%	11 2%	11 1%	5 2%	5 1%	8 3%	3 1%	5 2%	1 1%	3 3%	6 4%
Once a week	11 1%	2 1%	1 1%	1 *	- -	- -	2 1%	2 1%	2 1%	3 1%	1 *	1 *	1 *	2 1%	7 1%	6 1%	7 1%	3 1%	3 1%	2 1%	- -	- -	- -	- -	1 *
Several times a month	28 1%	8 4%	9 5%	5 2%	4 3%	8 3%	7 3%	8 4%	9 3%	9 3%	9 6%	12 7%	7 3%	7 6%	21 2%	14 3%	15 2%	13 4%	14 3%	7 3%	5 2%	6 3%	5 6%	5 5%	6 4%
Once a month	19 1%	4 2%	2 1%	5 3%	2 2%	4 2%	5 2%	6 3%	1 1%	7 2%	1 1%	2 2%	5 2%	2 1%	14 1%	10 2%	8 1%	4 1%	5 1%	3 1%	4 2%	3 1%	2 2%	1 1%	1 1%
Less often	86 4%	15 8%	9 5%	11 5%	6 4%	13 6%	17 7%	16 8%	17 6%	23 7%	6 4%	11 7%	6 7%	6 6%	66 6%	45 8%	57 7%	23 7%	27 6%	19 7%	15 7%	17 8%	4 4%	4 4%	11 7%
Never	1819 87%	115 60%	124 66%	148 70%	93 69%	165 72%	178 72%	135 65%	194 73%	260 75%	109 69%	101 61%	194 74%	63 55%	919 83%	398 74%	670 82%	241 75%	345 81%	192 75%	145 72%	161 74%	59 64%	66 63%	95 67%
Don't know	43 2%	4 2%	6 3%	6 3%	3 2%	7 3%	4 2%	4 2%	5 2%	7 2%	3 2%	3 2%	4 2%	3 3%	24 2%	17 3%	18 2%	4 1%	3 1%	4 2%	3 2%	4 2%	3 3%	5 5%	3 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 45  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a smart speaker (audio game)  
Base: All respondents

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	51 2%	33 17%	29 15% <sup>il</sup>	25 12%	18 13%	23 10%	25 10%	27 13%	28 10%	30 9%	24 15% <sup>il</sup>	25 15% <sup>il</sup>	24 9%	26 22% <sup>cdefgh</sup>	43 4%	38 7% <sup>np</sup>	33 4%	29 9% <sup>np</sup>	26 6% <sup>n</sup>	23 9% <sup>npr</sup>	26 13% <sup>nopr</sup>	23 11% <sup>npr</sup>	17 19% <sup>nopqr</sup>	21 20% <sup>nopqr</sup>	19 14% <sup>nopr</sup>
NET: At least weekly	86 4%	45 23%	39 21% <sup>fil</sup>	35 17% <sup>il</sup>	27 20% <sup>eil</sup>	33 14%	35 14%	38 18% <sup>il</sup>	39 15%	40 12%	31 19% <sup>il</sup>	37 23% <sup>efhil</sup>	34 13%	34 29% <sup>cefghi</sup>	62 6%	55 10% <sup>np</sup>	51 6%	37 11% <sup>npr</sup>	33 8%	32 13% <sup>npr</sup>	29 14% <sup>npr</sup>	29 13% <sup>npr</sup>	19 21% <sup>nopqr</sup>	24 23% <sup>nopqr</sup>	25 18% <sup>nopqr</sup>
NET: At least monthly	132 6%	57 30%	50 26% <sup>efhil</sup>	45 22%	33 25% <sup>il</sup>	44 19%	47 19%	51 25% <sup>hil</sup>	50 19%	56 16%	41 26% <sup>il</sup>	52 31% <sup>cefhi</sup>	46 17%	43 37% <sup>bcdefghij</sup>	97 9%	79 15% <sup>np</sup>	74 9%	53 17% <sup>npr</sup>	52 12% <sup>np</sup>	42 16% <sup>npr</sup>	37 19% <sup>npr</sup>	37 17% <sup>np</sup>	26 29% <sup>nopqr</sup>	30 28% <sup>nopqr</sup>	33 23% <sup>nopr</sup>
NET: Ever	218 10%	72 38%	60 31% <sup>il</sup>	57 27%	39 29%	57 25%	64 26%	68 33% <sup>efhil</sup>	66 25%	79 23%	46 29%	63 38% <sup>cefhi</sup>	64 24%	49 43% <sup>bcdefghij</sup>	162 15%	125 23% <sup>npr</sup>	130 16%	76 24% <sup>npr</sup>	80 19% <sup>n</sup>	62 24% <sup>npr</sup>	52 26% <sup>npr</sup>	54 25% <sup>np</sup>	30 33% <sup>nopqr</sup>	33 32% <sup>nopr</sup>	43 30% <sup>npr</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 46  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a smart speaker (audio game)  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	21 1%	8 2%	13 2%	14 3%	10 2%	12 3%	11 4%g	4 1%	7 2%	13 2%	2 1%	21 2%	20 2%	21 2%	21 3%klop	21 2%	21 2%	21 2%	21 2%	11 1%	17 3% <sup>s</sup>
Once a day	29 1%	15 3%	17 3%	21 5% <sup>d</sup>	8 2%	24 5% <sup>f</sup>	6 2%	9 3%	5 1%	15 2%	9 6% <sup>hi</sup>	28 2%	29 2%	28 3%	27 4% <sup>klop</sup>	28 2%	29 2%	29 2%	29 3%	17 2%	28 4% <sup>s</sup>
Several times a week	24 1%	12 2%	14 2%	11 2%	11 3%	16 4%	9 3%	12 4%	5 1%	16 2%	2 2%	24 2%	20 2%	21 2%	22 3% <sup>klmop</sup>	24 2%	24 2%	24 2%	24 2%	16 2%	16 2%
Once a week	11 1%	6 1%	5 1%	5 1%	5 1%	5 1%	5 2%	2 1%	4 1%	7 1%	1 1%	11 1%	11 1%	11 1%	9 1%	11 1%	11 1%	11 1%	9 1%	10 1%	5 1%
Several times a month	28 1%	14 3%	15 2%	12 3%	14 3%	16 4%	11 3%	13 4%	7 2%	17 2%	2 2%	26 2%	27 2%	28 3%	26 3% <sup>klop</sup>	27 2%	28 2%	28 2%	28 2%	18 2%	25 4% <sup>s</sup>
Once a month	19 1%	6 1%	12 2%	8 2%	8 2%	6 1%	5 2%	4 1%	5 1%	11 1%	3 2%	19 1%	16 1%	17 2%	15 2%	19 2%	18 1%	19 2%	17 2%	13 1%	11 2%
Less often	86 4%	28 6%	53 9%	36 8%	36 9%	54 12% <sup>f</sup>	23 7%	29 9%	22 6%	48 6%	9 6%	80 6%	81 7%	82 8% <sup>klop</sup>	69 9% <sup>klop</sup>	81 7%	83 6%	83 7%	82 7%	66 6%	54 8% <sup>s</sup>
Never	1819 87%	382 80%	467 77%	309 73%	318 76%	297 68%	241 75% <sup>e</sup>	243 76% <sup>e</sup>	321 84%	609 81%	118 77%	1040 81% <sup>mn</sup>	1005 81% <sup>mn</sup>	833 79% <sup>n</sup>	576 74%	1004 81% <sup>mn</sup>	1067 82% <sup>mn</sup>	985 80%	878 79%	874 84% <sup>t</sup>	476 74%
Don't know	43 2%	7 1%	13 2%	12 3%	11 3%	8 2%	8 3%	4 1%	9 2%	14 2%	7 5%	28 2% <sup>o</sup>	25 2%	18 2%	16 2%	23 2%	27 2%	29 2%	23 2%	20 2%	12 2%
NET: At least daily	51 2%	23 5%	30 5%	34 8%	19 4%	35 8% <sup>g</sup>	17 5%	13 4%	12 3%	28 4%	11 7%	49 4%	49 4%	50 5% <sup>kp</sup>	48 6% <sup>klmop</sup>	50 4%	51 4%	51 4%	51 5%	28 3%	46 7% <sup>s</sup>
NET: At least weekly	86 4%	41 9%	49 8%	49 12%	34 8%	57 13% <sup>g</sup>	31 10%	27 8%	20 5%	51 7%	14 9%	84 7%	80 7%	82 8% <sup>klp</sup>	79 10% <sup>klmop</sup>	85 7%	86 7%	86 7%	84 8%	53 5%	67 10% <sup>s</sup>
NET: At least monthly	132 6%	60 13%	76 13%	69 16%	55 13%	79 18%	47 15%	43 14%	33 8%	78 10%	20 13%	129 10%	123 10%	127 12% <sup>klop</sup>	119 15% <sup>klmo</sup>	131 11%	132 10%	132 11%	128 12%	84 8%	102 16% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 46  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a smart speaker (audio game)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	218 10%	89 19%	129 21%	105 25%	91 22%	132 30%	70 22%	72 23%	54 14%	126 17%	29 19%	210 16%	204 17%	209 20%	188 24%	212 17%	214 16%	215 18%	211 19%	150 14%	156 24%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 47  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	8*	6	2	2	1*	4	1	-	-	3	3	1	1	-	1	-	-	1	1	-	2	1	1	-	1
		1%	*	1% <sup>i</sup>	*	1% <sup>i</sup>	*	-	-	1%	*	*	*	-	1%	-	-	1%	1%	-	1%	*	*	-	1%
Once a day	40	26	14	6	20	8	5	-	-	20	8	5	6	2	4	1	2	3	4	3	2	10	3	6	1
	2%	3%	1%	3% <sup>hi</sup>	6% <sup>ghi</sup>	3% <sup>hi</sup>	1% <sup>i</sup>	-	-	4% <sup>klm</sup>	1%	1%	1%	1%	5% <sup>p</sup>	*	1%	2%	3%	3%	1%	4% <sup>p</sup>	1%	3%	1%
Several times a week	27	14	13	4	13	7	2	-	1	13	6	5	2	1	1	-	1	8	2	1	3	7	2	1	-
	1%	1%	1%	2% <sup>hi</sup>	4% <sup>ghi</sup>	2% <sup>hi</sup>	1%	-	*	2% <sup>m</sup>	1%	1%	*	1%	1%	-	1%	4% <sup>px</sup>	1%	1%	1%	2% <sup>p</sup>	1%	1%	-
Once a week	17	8	9	3	11	2	*	1	-	5	8	1	3	1	1	-	1	3	1	-	1	5	1	4	-
	1%	1%	1%	1% <sup>i</sup>	3% <sup>fghi</sup>	1%	*	*	-	1%	1%	*	1%	1%	1%	-	*	2%	1%	-	*	2%	*	2%	-
Several times a month	36	28	8	4	9	13	9	1	-	10	12	9	6	7	-	2	3	5	2	1	4	4	6	2	-
	2%	3% <sup>b</sup>	1%	2% <sup>i</sup>	2% <sup>hi</sup>	4% <sup>hi</sup>	3% <sup>hi</sup>	*	-	2%	2%	2%	1%	4%	-	1%	2%	3%	1%	1%	2%	2%	2%	1%	-
Once a month	20	10	10	3	4	6	6	-	-	3	10	3	4	2	3	-	-	1	1	2	-	3	5	1	2
	1%	1%	1%	1% <sup>i</sup>	1% <sup>i</sup>	2% <sup>hi</sup>	2% <sup>hi</sup>	-	-	*	2%	1%	1%	1%	3% <sup>pqu</sup>	-	-	*	1%	2% <sup>pu</sup>	-	1%	2%	1%	3% <sup>pqu</sup>
Less often	138	71	67	19	41	39	31	7	1	40	38	39	21	10	8	9	14	18	12	4	9	16	24	11	4
	7%	7%	6%	8% <sup>hi</sup>	11% <sup>hi</sup>	12% <sup>hi</sup>	8% <sup>hi</sup>	2% <sup>i</sup>	*	7%	6%	9% <sup>m</sup>	4%	6%	10%	4%	8%	10% <sup>p</sup>	8%	4%	5%	6%	8%	6%	6%
Never	1755	831	924	179	248	245	311	297	475	463	484	355	452	150	66	216	145	140	120	88	169	217	237	151	55
	84%	82%	87% <sup>a</sup>	77% <sup>e</sup>	69%	74%	84% <sup>ef</sup>	97% <sup>def</sup>	99% <sup>def</sup>	82%	83%	84%	89% <sup>ijkl</sup>	85%	78%	93% <sup>noq</sup>	86%	78%	82%	87%	87% <sup>rv</sup>	80%	84%	84%	88%
Don't know	40	21	19	11	12	8	2	2	4	11	16	4	9	3	1	4	3	2	4	2	5	9	4	4	1
	2%	2%	2%	5% <sup>ghi</sup>	3% <sup>ghi</sup>	2% <sup>g</sup>	*	1%	1%	2%	3%	1%	2%	2%	1%	2%	2%	1%	3%	2%	2%	3%	2%	2%	1%
NET: At least daily	48	32	16	8	22	12	6	-	-	23	11	7	8	2	5	1	2	5	5	3	3	11	4	6	1
	2%	3% <sup>b</sup>	2%	4% <sup>hi</sup>	6% <sup>ghi</sup>	4% <sup>hi</sup>	2% <sup>hi</sup>	-	-	4% <sup>lm</sup>	2%	2%	1%	1%	6% <sup>npw</sup>	*	1%	3%	3% <sup>p</sup>	3%	3%	4% <sup>p</sup>	1%	3%	2%
NET: At least weekly	91	54	38	15	46	20	9	1	1	41	25	12	13	4	7	1	4	15	8	4	7	23	6	10	1
	4%	5%	4%	6% <sup>ghi</sup>	13% <sup>dfgh</sup>	6% <sup>ghi</sup>	2% <sup>hi</sup>	*	*	7% <sup>klm</sup>	4%	3%	3%	2%	8% <sup>pw</sup>	*	2%	8% <sup>npqw</sup>	5% <sup>p</sup>	4% <sup>p</sup>	3% <sup>p</sup>	9% <sup>npqu</sup>	2%	6% <sup>p</sup>	2%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 47  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	147 7%	92 9% <sup>b</sup>	56 5%	22 10% <sup>hi</sup>	59 16% <sup>dgh</sup>	40 12% <sup>ghi</sup>	24 7% <sup>hi</sup>	1 *	1 *	54 9% <sup>lm</sup>	47 8% <sup>m</sup>	24 6%	23 5%	13 7% <sup>p</sup>	9 11% <sup>p</sup>	3 1%	8 5%	20 11% <sup>pq</sup>	11 8% <sup>p</sup>	7 7% <sup>p</sup>	10 5% <sup>p</sup>	31 11% <sup>pqu</sup>	17 6% <sup>p</sup>	14 8% <sup>p</sup>	3 5%
NET: Ever	285 14%	163 16% <sup>b</sup>	122 11%	41 18% <sup>hi</sup>	100 28% <sup>dgh</sup>	79 24% <sup>ghi</sup>	55 15% <sup>hi</sup>	8 3% <sup>i</sup>	1 *	94 17% <sup>m</sup>	84 14% <sup>m</sup>	63 15% <sup>m</sup>	44 9%	23 13% <sup>p</sup>	18 21% <sup>pu</sup>	12 5%	22 13% <sup>p</sup>	38 21% <sup>pu</sup>	23 15% <sup>p</sup>	11 11%	20 10%	47 17% <sup>p</sup>	41 15% <sup>p</sup>	25 14% <sup>p</sup>	7 12%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 48  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	8 *	6 *	2 1%	-	1 *	1 1%	1 *	-	-	7 *	4 *	5 1%	5 *	3 2%l	4 *	5 1%	5 1% <sub>n</sub>	3 1%	3 1% <sub>n</sub>	3 1%	3 1% <sub>n</sub>	1 1%	1 *	-	2 1%	1 *	4 1%
Once a day	40 2%	40 3% <sub>bc</sub>	-	-	11 2%	9 4% <sub>df</sub>	5 1%	2 2%	-	29 2%	13 1%	27 3% <sub>j</sub>	34 2%	6 3%	10 1%	29 3% <sub>n</sub>	22 5% <sub>nu</sub>	10 3% <sub>nu</sub>	14 7% <sub>nu</sub>	16 7% <sub>nu</sub>	10 5% <sub>nu</sub>	1 1%	4 1%	10 3% <sub>x</sub>	1 *	9 2%	14 4% <sub>x</sub>
Several times a week	27 1%	22 2% <sub>c</sub>	3 1%	2 *	6 1% <sub>f</sub>	4 2%	1 *	1 *	-	20 1%	12 1%	14 2%	19 1%	7 4% <sub>l</sub>	11 1%	16 3% <sub>n</sub>	12 3% <sub>n</sub>	9 3% <sub>n</sub>	8 4% <sub>n</sub>	7 3% <sub>n</sub>	7 3% <sub>n</sub>	7 5% <sub>n</sub>	4 1%	3 1%	3 1%	6 1%	8 2%
Once a week	17 1%	15 1% <sub>c</sub>	1 *	1 *	4 1%	3 1% <sub>f</sub>	-	-	3% <sub>h</sub>	12 1%	6 1%	10 1%	11 1%	5 3% <sub>l</sub>	8 1%	9 2% <sub>n</sub>	7 1%	4 1%	5 3% <sub>n</sub>	4 2%	4 2%	-	3 1%	3 1%	8 2% <sub>y</sub>	1 *	2 *
Several times a month	36 2%	30 3% <sub>c</sub>	6 1% <sub>c</sub>	-	3 1%	3 1%	3 1%	2 2%	-	33 2% <sub>d</sub>	19 2%	17 2%	28 5% <sub>l</sub>	8 5% <sub>l</sub>	15 1%	21 4% <sub>n</sub>	21 5% <sub>nqt</sub>	7 3% <sub>n</sub>	9 4% <sub>n</sub>	18 7% <sub>nopqt</sub>	5 2%	3 3%	2 1%	6 2%	4 1%	11 2%	11 3% <sub>v</sub>
Once a month	20 1%	18 2% <sub>c</sub>	2 *	-	5 1%	3 1%	3 1%	3 2%	-	15 1%	9 1%	11 1%	19 1%	1 *	11 1%	9 2%	9 2%	6 2%	3 2%	7 3% <sub>n</sub>	5 2%	2 2%	3 1%	2 1%	5 1%	4 1%	4 1%
Less often	138 7%	107 9% <sub>c</sub>	29 7% <sub>c</sub>	2 *	33 6% <sub>f</sub>	25 11% <sub>dfgi</sub>	13 4%	4 3%	10% <sub>h</sub>	102 7%	79 7%	59 7%	115 6%	20 12% <sub>l</sub>	87 6%	51 9% <sub>n</sub>	43 10% <sub>n</sub>	31 11% <sub>n</sub>	20 10% <sub>n</sub>	27 11% <sub>n</sub>	26 12% <sub>n</sub>	11 9%	21 6%	19 5%	16 4%	34 7%	39 10% <sub>wxy</sub>
Never	1755 84%	937 78%	338 87% <sub>a</sub>	480 98% <sub>ab</sub>	438 87% <sub>e</sub>	170 76%	308 92% <sub>dei</sub>	129 91% <sub>ei</sub>	17 87% <sub>h</sub>	1280 84% <sub>e</sub>	1031 86% <sub>k</sub>	712 81%	1620 86% <sub>m</sub>	116 69%	1344 88% <sub>opqr</sub>	400 73% <sub>s</sub>	323 72% <sub>s</sub>	220 75% <sub>pst</sub>	133 67%	157 63%	154 72% <sub>s</sub>	96 80% <sub>prs</sub>	280 87% <sub>z</sub>	330 87% <sub>z</sub>	324 87% <sub>z</sub>	405 85% <sub>z</sub>	287 76%
Don't know	40 2%	25 2%	9 2%	6 1%	5 1% <sub>f</sub>	5 2% <sub>f</sub>	* *	* *	-	31 2% <sub>f</sub>	20 2%	20 2%	36 2%	3 2%	30 2%	10 2% <sub>q</sub>	8 2% <sub>q</sub>	2 1%	4 2%	8 3% <sub>pqt</sub>	2 1%	-	7 2%	9 2%	7 2%	5 1%	9 2%
NET: At least daily	48 2%	46 4% <sub>bc</sub>	2 1%	-	12 2%	10 5% <sub>df</sub>	6 2%	2 2%	-	36 2%	17 1%	31 4% <sub>j</sub>	39 2%	9 5% <sub>l</sub>	14 1%	33 6% <sub>nu</sub>	27 6% <sub>nu</sub>	13 4% <sub>n</sub>	16 8% <sub>nu</sub>	19 8% <sub>nu</sub>	13 6% <sub>n</sub>	2 2%	5 2%	10 3%	4 1%	10 2%	17 5% <sub>vx</sub>
NET: At least weekly	91 4%	82 7% <sub>bc</sub>	7 2%	2 *	22 4% <sub>f</sub>	18 8% <sub>dfgi</sub>	7 2%	3 2%	3% <sub>h</sub>	68 4%	35 3%	56 6% <sub>j</sub>	69 4%	21 13% <sub>l</sub>	32 2%	58 11% <sub>n</sub>	46 10% <sub>n</sub>	26 9% <sub>n</sub>	29 15% <sub>no</sub>	31 12% <sub>n</sub>	23 11% <sub>n</sub>	9 7% <sub>n</sub>	11 3%	16 4%	15 4%	27 4%	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 48  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	147 7%	131 11%bc	14 4%c	2 *	29 6%f	24 11%df	13 4%	8 6%	1 3%	116 8%f	63 5%	84 10%j	116 6%	29 17%l	58 4%	88 16%n	75 17%nq	39 13%n	41 21%nq	55 22%nopq	33 16%n	14 11%n	16 5%	23 6%	24 6%	33 7%	42 11%vwx
NET: Ever	285 14%	238 20%bc	43 11%c	4 1%	62 12%f	48 22%dfgi	26 8%	12 9%	2 13%	218 14%f	142 12%	143 16%j	231 12%	50 29%l	145 10%	139 25%n	118 26%n	70 24%n	60 30%n	83 33%nopq	59 28%n	24 20%n	37 11%	42 11%	40 11%	67 14%	81 22%vwxy

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 49  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	8	-	-	1	-	-	-	-	-	-	1	-	2	-	1	1	-	-	-	-	1	1
	*	-	-	1%	-	-	-	-	-	-	1%	-	2%o	-	*	2%	-	-	-	-	1%	1%
Once a day	40	-	2	3	-	*	1	2	1	3	5	-	-	-	11	2	5	1	3	1	-	
	2%	-	2%	4%	-	1%	2%	1%	1%	3%	3%	-	-	-	2%	2%	6%adkw	1%	4%	1%	-	
Several times a week	27	1	1	1	1	-	-	-	1	-	9	2	-	-	11	1	-	-	-	-	-	
	1%	1%	1%	1%	2%	-	-	-	1%	-	5%giw	2%	-	-	2%	1%	-	-	-	-	-	
Once a week	17	1	-	1	-	1	*	-	-	1	3	-	3	-	6	1	-	-	-	-	-	
	1%	1%	-	1%	-	2%	1%	-	-	1%	2%	-	4%g	-	1%	2%	-	-	-	-	-	
Several times a month	36	1	7	-	3	-	1	2	1	2	5	1	-	*	8	4	-	2	-	-	1	
	2%	1%	8%acghl	-	4%	-	1%	1%	1%	2%	3%	1%	-	1%	5%	5%	-	3%	-	-	1%	
			oqsvw																			
Once a month	20	-	2	3	-	-	-	-	1	1	1	-	1	-	2	3	2	1	1	2	2	
	1%	-	2%	3%g	-	-	-	-	1%	1%	*	-	2%	-	7%	1%	3%	1%	2%	3%g	-	
Less often	138	5	4	9	6	2	11	13	-	6	12	2	5	5	3	28	5	5	5	4	4	2
	7%	6%	5%	11%hw	7%h	7%h	18%abghj	8%h	-	7%h	7%h	3%	8%h	10%hw	9%	6%h	7%h	7%h	8%h	6%h	6%h	
				kosw																		
Never	1755	74	67	65	69	30	49	150	75	74	132	74	55	46	24	390	59	66	54	64	55	83
	84%	89%	81%	77%	85%	90%	77%	88%p	96%abcd	85%	79%	92%cfjp	80%	90%	83%	83%	76%	86%	82%	86%	88%	92%cfjlop
									ijklprs													
Don't know	40	2	1	1	2	-	1	4	-	1	1	2	3	-	-	13	2	-	3	2	1	3
	2%	2%	1%	1%	2%	-	1%	2%	-	1%	*	3%	4%j	-	-	3%	3%	-	4%j	2%	1%	4%j
NET: At least daily	48	-	2	5	-	*	1	2	1	3	7	-	2	-	-	12	3	5	1	3	1	1
	2%	-	2%	5%	-	1%	2%	1%	1%	3%	4%	-	2%	-	-	3%	4%	6%adk	1%	4%	2%	1%
NET: At least weekly	91	2	2	6	1	1	2	2	2	4	18	2	5	-	-	29	5	5	1	3	1	1
	4%	2%	3%	8%g	2%	3%	2%	1%	2%	4%	11%adghk	2%	7%g	-	-	6%g	6%g	6%	1%	4%	2%	1%
											mrw											

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 49  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	147 7%	2 3%	11 13% agkm w	9 11% gmw	4 5%	1 3%	2 3%	4 2%	3 4%	6 7%	23 14% afghk mw	2 3%	6 8% m	-	2 8%	40 9% gm mw	11 15% afghk mw	5 7%	4 6%	5 6%	3 5%	2 3%
NET: Ever	285 14%	7 8%	15 18% hkw w	18 21% aghk w	10 13%	3 10%	14 21% aghk w	17 10%	3 4%	12 14% hw	35 21% aghkw w	5 6%	11 16% hw	5 10%	5 17%	69 15% hkw w	16 21% aghk w	11 14% w	9 14% w	9 12%	7 12%	4 4%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 50  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	8*	3	3	5	1	3	5	3	4	6	3	3	4	5	8	8	7	4	4	3	7	5	3	5	5
	2%	2%	2%	1%	2%	2%	2%	2%	2%	2%	2%	2%	2%	4%	1%	2%	1%	1%	1%	1%	4%	2%	4%	5%	5%
Once a day	40	30	27	25	20	23	22	25	26	23	22	25	24	21	32	30	26	25	22	22	17	21	15	18	18
	2%	15%	14%	12%	15%	10%	9%	12%	10%	7%	14%	15%	9%	19%	3%	6%	3%	8%	5%	8%	8%	9%	16%	18%	13%
Several times a week	27	10	9	8	6	7	8	9	8	9	7	9	6	4	18	14	15	10	12	10	10	12	7	9	9
	1%	5%	5%	4%	5%	3%	3%	5%	3%	3%	5%	5%	2%	4%	2%	3%	2%	3%	3%	4%	5%	5%	8%	9%	7%
Once a week	17	9	9	6	4	3	4	5	7	7	4	6	5	7	12	10	12	10	8	8	11	7	8	6	8
	1%	5%	5%	3%	3%	1%	2%	2%	3%	2%	2%	4%	2%	6%	2%	1%	3%	2%	3%	3%	5%	3%	9%	6%	6%
Several times a month	36	8	6	5	4	5	7	7	9	11	4	5	10	6	18	14	17	9	11	4	3	5	1	1	2
	2%	4%	3%	2%	3%	2%	3%	3%	3%	3%	3%	3%	4%	5%	2%	3%	2%	3%	3%	2%	2%	2%	2%	1%	1%
Once a month	20	6	6	2	2	4	6	6	7	6	7	7	5	5	15	10	11	6	7	6	3	3	2	1	6
	1%	3%	3%	1%	2%	2%	2%	3%	2%	2%	4%	4%	2%	5%	1%	2%	1%	2%	2%	2%	2%	1%	2%	1%	4%
Less often	138	9	10	8	4	11	20	15	16	23	2	9	22	8	85	60	80	33	42	25	19	22	8	7	16
	7%	5%	5%	4%	3%	5%	8%	7%	6%	7%	1%	5%	8%	7%	11%	10%	10%	10%	10%	10%	10%	10%	8%	7%	11%
Never	1755	111	114	144	89	163	169	131	184	255	105	97	181	55	896	380	636	218	316	175	125	143	45	51	76
	84%	58%	60%	69%	66%	71%	69%	63%	69%	74%	67%	59%	69%	48%	81%	70%	78%	68%	74%	68%	62%	65%	49%	49%	54%
Don't know	40	5	5	7	4	8	6	5	5	5	4	5	5	3	20	13	14	6	4	5	4	3	2	4	3
	2%	3%	3%	3%	3%	3%	2%	2%	2%	1%	2%	3%	2%	3%	2%	2%	2%	2%	1%	2%	2%	2%	2%	4%	2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 50  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	48 2%	33 17%	30 16%i	30 14%i	21 16%i	27 12%	27 11%	29 14%i	30 11%	29 8%	25 16%i	28 17%il	28 11%	26 23% cfghij	40 4%	39 7%np	33 4%	29 9%np	27 6%np	25 10%np	24 12%np	25 12%np	18 20% nopqrstu	23 22% nopqrstu	22 16% nopqrs
NET: At least weekly	91 4%	52 27%	49 26%efhil	44 21%i	31 23%efil	37 16%	39 16%	43 21%i	46 17%	45 13%	36 23%fil	44 26%efhil	39 15%	38 33% cefghijl	71 6%	63 12%np	59 7%	49 15%np	47 11%np	42 16%np	45 22%np	43 20% nopqrstu	33 36% nopqrstu	38 37% nopqrstu	40 28% nopqrsu
NET: At least monthly	147 7%	66 35%	61 32% cefhi	51 24%i	38 28%ei	46 20%	52 21%	56 27%efi	61 23%	63 18%	47 30%efil	55 33% cefhi	54 21%	49 42% cdefghijl	105 9%	87 16%np	87 11%	64 20%np	65 15%np	53 20%np	52 26%np	51 23% nopqrstu	37 40% nopqrstu	41 40% nopqrstu	47 33% nopqrsu
NET: Ever	285 14%	76 40%	71 37% cefhi	59 28%	41 31%	58 25%	72 29%	71 34%ei	77 29%	86 25%	49 31%	64 39% cefhi	76 29%	57 49% bcdefghijkl	189 17%	147 27%np	167 20%np	97 30%np	107 25%np	78 30%np	71 35%np	73 33% nopqrstu	44 49% nopqrstu	48 46% nopqrstu	63 44% nopqrsu

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 51  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	8*	1*	7	3	6	7	6	4	4	4	1	8	8	7	7	8	8	8	8	6	7
			1%	1%	1%	2%	2%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
Once a day	40	23	24	23	15	32	8	12	6	27	7	39	38	35	39	37	40	40	40	17	36
	2%	5%	4%	6%	4%	7%fg	3%	4%	2%	4%	4%	3%	3%	3%	5%klmop	3%	3%	3%	4%	2%	6% <sup>s</sup>
Several times a week	27	9	18	8	16	18	15	13	7	13	4	24	27	24	23	24	27	25	27	17	19
	1%	2%	3%	2%	4%	4%	5%	4%	2%	2%	3%	2%	2%	2%	3%kop	2%	2%	2%	2%	2%	3% <sup>s</sup>
Once a week	17	7	10	8	9	9	5	7	1	11	5	15	16	16	16	17	17	17	17	9	14
	1%	1%	2%	2%	2%	2%	2%	2%	*	1%	3%h	1%	1%	2%	2%kp	1%	1%	1%	2%	1%	2% <sup>s</sup>
Several times a month	36	12	22	13	14	23	16	18	8	23	3	35	32	28	22	32	34	34	36	24	28
	2%	3%	4%	3%	3%	5%	5%	6%	2%	3%	2%	3%	3%	3%	3%	3%	3%	3%	3%	2%	4% <sup>s</sup>
Once a month	20	8	13	9	10	16	3	12	9	10	1	19	19	17	13	19	20	19	20	17	13
	1%	2%	2%	2%	2%	4%f	1%	4%f	2%	1%	1%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
Less often	138	45	83	41	69	72	57	53	37	72	18	120	124	121	100	116	137	132	138	105	87
	7%	9%	14%	10%	16% <sup>c</sup>	16%	18%	17%	10%	10%	12%	9%	10%	11%klo	13%klp	9%	10%ko	11%	12%q	10%	13% <sup>s</sup>
Never	1755	366	423	306	272	256	200	197	301	577	111	992	952	797	547	965	1002	929	804	828	433
	84%	77% <sup>b</sup>	69%	72% <sup>d</sup>	65%	59%	63%	62%	78%	77%	72%	78% <sup>mnp</sup>	77% <sup>mn</sup>	75% <sup>n</sup>	70%	78% <sup>mnp</sup>	77% <sup>n</sup>	76% <sup>r</sup>	72%	79% <sup>t</sup>	67%
Don't know	40	7	9	14	9	5	10	2	11	12	4	24	19	14	13	21	24	25	22	19	7
	2%	1%	1%	3%	2%	1%	3%	1%	3%	2%	2%	2% <sup>lm</sup>	2%	1%	2%	2%	2% <sup>m</sup>	2%	2%	2%	1%
NET: At least daily	48	24	31	27	21	39	14	16	10	31	7	47	46	42	46	45	48	48	48	23	44
	2%	5%	5%	6%	5%	9%fg	4%	5%	2%	4%	5%	4%	4%	4%	6%klmop	4%	4%	4%	4%	2%	7% <sup>s</sup>
NET: At least weekly	91	40	60	43	47	65	33	36	18	55	17	86	89	83	85	85	91	90	91	49	77
	4%	8%	10%	10%	11%	15%	10%	11%	5%	7%	11%h	7%	7%	8%k	11%klmop	7%	7%	7%	8%	5%	12% <sup>s</sup>
NET: At least monthly	147	60	95	65	71	104	52	66	35	88	21	140	139	127	120	136	146	143	147	91	118
	7%	13%	16%	15%	17%	24% <sup>f</sup>	16%	21%	9%	12%	14%	11%	11%	12%	15%klmo	11%	11%	12%	13%q	9%	18% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 51  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645	
NET: Ever	285 14%	105 22%	178 29% <sup>a</sup>	106 25%	140 33% <sup>c</sup>	175 40%	109 34%	119 37%	72 19%	160 21%	39 25%	261 20%	263 21%	248 23% <sup>klop</sup>	220 28% <sup>klmo</sup>	252 20%	283 22% <sup>ko</sup>	275 22%	285 26% <sup>q</sup>	196 19%	205 32% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 52  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Mobile and Tablet  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	389 19%	174 17%	215 20%	48 21%hi	84 23%hi	97 29%ghi	77 21%hi	32 10%	51 11%	107 19%	102 17%	82 19%	98 19%	31 18%	20 24%p	29 12%	36 21%p	44 24%pw	33 22%p	17 16%	34 18%	53 19%	46 16%	36 20%	11 18%
Once a day	214 10%	97 10%	117 11%	30 13%i	48 13%i	39 12%i	48 13%i	29 9%i	19 4%	60 10%	55 9%	48 11%	51 10%	19 11%y	8 10%y	30 13%uy	11 7%	17 9%y	17 11%y	12 12%y	11 6%	42 15%qux	31 11%y	15 8%	1 1%
Several times a week	208 10%	112 11%	95 9%	25 11%i	56 16%ghi	54 16%ghi	30 8%	19 6%	23 5%	55 10%	65 11%	50 12% <sup>m</sup>	37 7%	15 9%	6 7%	15 6%	19 11%	26 14% <sup>pu</sup>	19 13%p	14 13%	13 7%	33 12%	26 9%	17 10%	5 8%
Once a week	86 4%	46 5%	40 4%	20 9%fhi	26 7%fhi	8 2%	19 5%i	6 2%	7 1%	22 4%	26 4%	17 4%	22 4%	5 3%	2 3%	4 2%	4 3%	9 5%	7 5%	3 3%	13 7%p	16 6%p	11 4%	10 5%	2 3%
Several times a month	87 4%	49 5%	38 4%	19 8%hi	20 6%hi	17 5%hi	16 4%i	6 2%	7 1%	20 4%	31 5%	17 4%	19 4%	7 4%	1 2%	12 5%	6 4%	8 5%	5 3%	3 3%	11 6%	13 5%	12 4%	7 4%	2 3%
Once a month	45 2%	21 2%	24 2%	13 5% <sup>fghi</sup>	10 3%i	6 2%	7 2%	6 2%	3 1%	12 2%	20 3% <sup>m</sup>	8 2%	5 1%	2 1%	1 1%	10 4% <sup>u</sup>	2 1%	2 1%	7 5% <sup>ru</sup>	1 1%	1 1%	8 3%	7 2%	4 2%	1 2%
Less often	200 10%	108 11%	92 9%	37 16%ghi	48 13%i	40 12%i	31 8%i	28 9%i	16 3%	56 10%	49 8%	43 10%	52 10%	22 13%	4 4%	28 12%	21 12%	12 7%	13 9%	12 12%	21 11%	20 7%	27 10%	14 8%	6 10%
Never	836 40%	398 39%	438 41%	31 13%	63 17%	70 21% <sup>d</sup>	138 37% <sup>def</sup>	181 59% <sup>defg</sup>	354 74% <sup>defgh</sup>	234 41%	229 39%	156 37%	217 43%	73 41% <sup>v</sup>	42 50% <sup>rsv</sup>	105 45% <sup>rsv</sup>	66 39%	61 34%	46 31%	39 39%	89 46% <sup>rsv</sup>	83 31%	122 43% <sup>sv</sup>	76 42% <sup>v</sup>	34 55% <sup>qrsv</sup>
Don't know	14 1%	10 1%	5 *	8 3% <sup>fghi</sup>	4 1%	1 *	2 *	-	* *	3 *	8 1%i	-	4 1%	2 1%	-	-	3 2%	-	* *	* *	1 *	5 2%	1 *	2 1%	-
NET: At least daily	604 29%	271 27%	333 31% <sup>aa</sup>	78 34%hi	132 37%hi	136 41%hi	125 34%hi	61 20%	71 15%	167 29%	157 27%	130 31%	150 30%	50 29%	28 34%	59 26%	48 28%	61 34% <sup>uy</sup>	50 34% <sup>uy</sup>	29 23%	45 23%	95 35% <sup>uy</sup>	77 27%	50 28%	12 19%
NET: At least weekly	897 43%	429 42%	468 44%	123 53%hi	215 60%ghi	198 60%ghi	174 47%hi	86 28%i	101 21%	243 43%	248 42%	197 47%	209 41%	70 40%	37 43%	78 34%	71 42%	96 53% <sup>npq</sup>	76 51% <sup>puw</sup>	46 45%	72 37%	143 53% <sup>npu</sup>	114 40%	77 43%	18 29%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 52  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile and Tablet**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	1029 49%	499 49%	530 50%	155 67% <sup>ghi</sup>	245 68% <sup>ghi</sup>	222 67% <sup>ghi</sup>	197 54% <sup>hi</sup>	99 32% <sup>i</sup>	110 23%	275 48%	299 51%	222 53%	233 46%	79 45%	39 46%	100 43%	79 47%	106 59% <sup>npq</sup> uwy	87 59% <sup>npq</sup> uwy	50 49%	84 43%	164 60% <sup>nop</sup> quwxy	132 47%	88 49%	22 35%
NET: Ever	1229 59%	607 60%	622 58%	192 83% <sup>ghi</sup>	293 82% <sup>ghi</sup>	262 79% <sup>ghi</sup>	228 62% <sup>hi</sup>	127 41% <sup>i</sup>	126 26%	331 58%	348 59%	266 63%	285 56%	101 58%	42 50%	128 55%	101 59%	118 66% <sup>opu</sup> y	101 68% <sup>opu</sup> wxy	62 61%	104 54%	184 68% <sup>opu</sup> wxy	159 56%	102 57%	28 45%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 53  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile and Tablet**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	389 19%	258 22% <sup>c</sup>	85 22% <sup>c</sup>	46 9%	121 24% <sup>fi</sup>	73 33% <sup>dfgi</sup>	68 20%	31 22%	5 27%	259 17%	236 20%	151 17%	340 18%	44 26% <sup>l</sup>	230 15%	158 29% <sup>n</sup>	129 29% <sup>n</sup>	85 29% <sup>n</sup>	54 27% <sup>n</sup>	79 32% <sup>n</sup>	65 30% <sup>n</sup>	38 31% <sup>n</sup>	59 18%	65 17%	78 21%	96 20%	74 20%
Once a day	214 10%	144 12% <sup>c</sup>	47 12% <sup>c</sup>	23 5%	40 8%	20 9%	24 7%	10 7%	1 3%	166 11%	118 10%	93 11%	188 10%	24 14%	137 9%	76 14% <sup>n</sup>	69 15% <sup>nq</sup>	36 12%	30 15% <sup>n</sup>	48 19% <sup>nopq</sup>	27 13%	13 11%	35 11%	35 9%	39 11%	44 9%	39 10%
Several times a week	208 10%	131 11% <sup>c</sup>	50 13% <sup>c</sup>	27 5%	49 10%	18 8%	35 10%	15 11%	4 23%	151 10%	117 10%	90 10%	182 10%	24 14%	124 8%	83 15% <sup>n</sup>	70 16% <sup>nt</sup>	40 14% <sup>n</sup>	34 17% <sup>n</sup>	44 18% <sup>nt</sup>	24 11%	21 18% <sup>n</sup>	24 8%	38 10%	29 8%	44 9%	50 13% <sup>vx</sup>
Once a week	86 4%	63 5% <sup>c</sup>	16 4% <sup>c</sup>	7 1%	19 4%	11 5%	11 3%	6 4%	-	66 4%	52 4%	34 4%	74 4%	11 7%	60 4%	26 5% <sup>s</sup>	20 4% <sup>s</sup>	15 5%	10 5%	6 3%	13 6% <sup>s</sup>	7 6%	11 4%	12 3%	20 5% <sup>y</sup>	10 2%	24 6% <sup>y</sup>
Several times a month	87 4%	63 5% <sup>c</sup>	15 4%	8 2%	21 4%	14 6%	15 4%	5 4%	-	63 4%	47 4%	38 4%	77 4%	8 5%	60 4%	26 5%	19 4%	10 3%	10 5%	14 6%	10 4%	3 2%	9 3%	12 3%	12 3%	24 5%	24 6%
Once a month	45 2%	32 3% <sup>c</sup>	10 3% <sup>c</sup>	3 1%	9 2%	6 3%	5 2%	5 4%	-	34 2%	23 2%	22 3%	39 2%	5 3%	31 2%	13 2% <sup>p</sup>	8 2%	6 2%	6 3%	3 1%	5 2%	1 1%	6 2%	6 1%	4 1%	12 3%	12 3%
Less often	200 10%	131 11% <sup>c</sup>	47 12% <sup>c</sup>	22 5%	47 9%	25 11%	26 8%	11 8%	3 15%	148 10%	103 9%	97 11%	176 9%	22 13%	139 9%	59 11%	47 10%	32 11%	22 11%	23 9%	24 11%	11 9%	31 10%	23 6%	30 8%	53 11% <sup>w</sup>	48 13% <sup>w</sup>
Never	836 40%	368 31%	116 30%	353 72% <sup>ab</sup>	193 38% <sup>e</sup>	53 24%	150 45% <sup>de</sup>	57 40% <sup>e</sup>	6 32%	634 41% <sup>e</sup>	491 41%	341 39%	798 42% <sup>m</sup>	30 18%	725 48% <sup>opqr</sup>	107 19% <sup>s</sup>	85 19% <sup>s</sup>	67 23% <sup>ps</sup>	32 16%	30 12%	45 21% <sup>s</sup>	27 22% <sup>s</sup>	147 45% <sup>z</sup>	185 49% <sup>yz</sup>	157 42% <sup>z</sup>	191 40% <sup>z</sup>	103 27%
Don't know	14 1%	9 1%	4 1% <sup>c</sup>	* *	4 1%	4 2% <sup>f</sup>	-	* *	-	10 1%	5 *	10 1%	13 1%	1 1%	13 1%	2 *	2 *	2 1%	-	2 1%	2 1%	-	* *	5 1%	2 *	1 *	4 1%
NET: At least daily	604 29%	402 34% <sup>c</sup>	132 34% <sup>c</sup>	70 14%	162 32% <sup>f</sup>	93 42% <sup>dfgi</sup>	92 28%	42 29%	6 30%	424 28%	355 30%	243 28%	528 28%	68 40% <sup>l</sup>	366 24%	234 43% <sup>n</sup>	199 44% <sup>n</sup>	121 41% <sup>n</sup>	85 43% <sup>n</sup>	126 51% <sup>nopq</sup>	93 43% <sup>n</sup>	51 42% <sup>n</sup>	94 29%	101 26%	118 32%	140 29%	114 30%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 53  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile and Tablet**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	897	597	197	103	230	121	138	63	10	641	524	367	784	102	550	343	289	176	128	177	130	79	130	151	166	195	187
	43%	50%c	51%c	21%	46%f	54%dfgi	41%	44%	53%	42%	44%	42%	42%	61%l	36%	62%n	64%nq	60%n	65%n	71%nopq	61%nt	66%nu	40%	40%	45%	41%	50%vwxy
NET: At least monthly	1029	692	223	114	261	142	158	73	10	738	594	427	900	115	642	382	316	192	144	193	144	83	145	168	182	231	222
	49%	58%c	57%c	23%	52%f	63%dfgi	47%	51%	53%	48%	50%	49%	48%	68%l	42%	70%n	70%nq	66%n	73%n	78%nopq	67%nt	68%nu	45%	44%	49%	49%	59%vwxy
NET: Ever	1229	823	270	136	307	166	184	84	13	887	697	524	1076	137	781	441	363	224	166	216	168	94	177	191	213	284	270
	59%	69%c	69%c	28%	61%f	75%dfgi	55%	59%	68%	58%	58%	60%	57%	81%l	51%	80%nq	81%nq	76%n	84%n	87%nopq	78%nt	78%nu	55%	50%	57%	60%w	72%vwxy

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 54  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Mobile and Tablet  
Base: All respondents

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
Several times a day	389 19%	16 19%	14 17%	20 24%	13 16%	10 28%g	17 27%gw	23 14%	11 14%	22 25%gw	40 24%g	19 24%	9 12%	8 15%	6 20%	84 18%	19 24%	13 17%	10 20%	13 13%	10 18%	11 13%	12 13%
Once a day	214 10%	10 13%kv	8 10%k	6 8%	4 5%	4 12%kv	6 9%k	26 15%kpv	8 11%kv	10 11%kv	14 8%k	1 1%	10 14%kv	6 11%kv	3 11%	62 13%kpv	3 4%	6 8%	7 11%kv	8 10%kv	1 1%	11 12%kv	
Several times a week	208 10%	7 8%	10 13%	4 5%	11 13%	3 9%	6 9%	13 8%	6 8%	13 15%ckmw	23 14%kmw	3 4%	5 7%	1 3%	2 6%	49 10%	13 17%ckmw	7 9%	9 14%	12 16%ckmw	5 8%	5 5%	
Once a week	86 4%	4 4%	1 1%	2 3%	3 4%	1 2%	5 2%	3 3%	4 4%	3 4%	7 4%	6 7%	7 10%bgw	2 4%	2 7%	27 6%	2 3%	3 4%	3 4%	2 2%	2 3%	1 2%	
Several times a month	87 4%	3 4%	2 3%	1 2%	2 3%	-	3 5%	8 5%	4 5%	1 2%	7 4%	5 6%	3 4%	3 7%p	2 6%	26 5%	-	5 6%	2 4%	3 4%	2 3%	4 4%	
Once a month	45 2%	-	1 2%	1 1%	1 1%	-	4 7%ajkp	6 4%	4 5%	2 2%	2 1%	-	2 3%	1 3%	-	14 3%	-	2 2%	1 1%	1 1%	1 2%	2 2%	
Less often	200 10%	12 15%	8 9%	5 6%	12 15%	5 14%	6 9%	24 14%	5 6%	7 8%	12 7%	7 8%	7 11%	4 8%	4 14%	40 8%	6 8%	8 11%	4 6%	11 15%	6 10%	7 8%	
Never	836 40%	29 35%	37 45%	44 52%fijjo	34 41%	12 35%	19 30%	67 39%	37 48%o	28 32%	62 37%	40 50%fio	26 37%	26 50%fio	10 36%	162 34%	34 44%	33 43%	26 39%	29 39%	34 55%afgi	49 54%afgijjo	
Don't know	14 1%	1 1%	1 1%	-	2 2%	-	1 1%	-	-	* *	-	-	1 1%	-	-	7 1%	-	-	2 3%	* 1%	-	-	
NET: At least daily	604 29%	26 32%	22 27%	27 32%	18 40%v	14 28%v	23 36%v	49 28%	20 25%	32 37%dv	54 32%	20 25%	19 27%	13 26%	9 31%	146 31%	22 28%	19 25%	20 30%	17 23%	12 19%	23 25%	
NET: At least weekly	897 43%	37 44%	33 41%	33 39%	31 38%	17 51%	30 47%	66 39%	28 36%	48 56%cdgh	85 51%kmvw	29 36%	31 44%	17 32%	13 45%	222 47%vw	37 48%vw	29 38%	32 48%	31 41%	18 29%	29 32%	
NET: At least monthly	1029 49%	40 48%	37 45%	35 42%	34 42%	17 51%	38 59%vw	81 47%	36 46%	52 60%cdkm	94 56%vw	34 42%	35 51%	21 42%	14 50%	262 56%cdkv	37 48%	35 46%	35 52%	34 46%	22 35%	34 38%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 54

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**NET: Mobile and Tablet**

**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Ever	1229	52	45	41	46	22	44	105	41	59	106	40	43	25	18	302	43	44	39	45	28	41
	59%	64%vw	54%	48%	57%	65%	69%ckvw	61%vw	52%	68%ckmv	63%cvw	50%	61%	50%	64%	64%ckmv	56%	57%	58%	61%	45%	46%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 55  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Mobile and Tablet  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	389 19%	50 26%	52 28%	49 23%	30 22%	59 26%	58 24%	50 24%	58 22%	77 22%	37 24%	41 25%	68 26%	38 33% ij	239 22%	143 27% np	187 23%	81 25%	101 24%	71 27% n	51 26%	54 25%	27 30%	29 28%	41 29% n
Once a day	214 10%	35 18%	30 16%	33 16%	24 18% el	29 13%	35 14%	36 17% l	37 14%	46 13%	26 16%	26 16%	28 11%	18 15%	130 12%	76 14% n	109 13%	59 18% nop	64 15% n	45 18% n	39 20% nop	42 19% np	21 23% nop	24 23% nop	28 20% np
Several times a week	208 10%	25 13%	29 15% j	27 13%	15 11%	29 13%	30 12%	31 15% j	29 11%	40 12%	13 8%	30 18% hij	36 14%	20 17% j	124 11%	68 13%	96 12%	37 11%	51 12%	33 13%	25 13%	24 11%	14 15%	16 15%	16 11%
Once a week	86 4%	11 6%	12 6%	12 6%	4 3%	8 3%	11 5%	15 7% e	23 9% defil	17 5%	12 8%	10 6%	13 5%	9 8% e	54 5%	33 6% s	44 5%	19 6% s	21 5%	7 3%	10 5%	8 4%	4 4%	7 7% s	10 7% s
Several times a month	87 4%	11 6%	10 5%	9 4%	8 6% e	6 3%	12 5%	9 4%	18 7% e	23 7% e	7 4%	9 5%	16 6% e	4 3%	56 5%	29 5%	42 5%	18 6% s	27 6% su	7 3%	7 4%	6 3%	2 2%	2 2%	3 2%
Once a month	45 2%	5 3%	5 3%	3 1%	4 3%	6 3%	5 2%	4 2%	9 3%	10 3%	1 1%	7 3%	3 2%	29 3%	19 4%	19 2%	8 2%	14 3%	6 2%	6 3%	7 3%	1 1%	2 2%	6 4%	
Less often	200 10%	12 6%	11 6%	18 9%	6 4%	15 6%	20 8%	15 7%	20 8%	27 8%	14 9%	15 9%	24 9% d	6 5%	112 10% otv	39 7%	87 11% otv	27 8% t	37 9% t	23 9% t	8 4%	17 8% t	3 4%	5 5%	9 6%
Never	836 40%	39 20%	36 19%	56 27% bm	41 30% bgkm	74 32% bgkim	73 29% bgkm	45 22% m	68 26% m	104 30% bgkm	45 29% bkkm	32 19%	67 26% m	16 14%	356 32% opqrs vwx	131 24%	229 28% qwx	71 22%	112 26%	66 25%	53 27% w	58 26% wx	20 22%	18 18%	28 20%
Don't know	14 1%	3 1%	5 3%	3 2%	3 2%	3 1%	3 1%	3 1%	4 1%	3 1%	3 2%	3 2%	2 1%	2 1%	6 1%	2 *	4 1%	1 *	1 *	1 *	1 *	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 55  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile and Tablet**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	604 29%	86 45%	82 43%hi	82 39%	55 40%	89 39%	93 38%	86 41%	95 36%	123 35%	63 40%	67 41%	96 37%	56 49%fhil	369 33%	219 41%np	296 36%n	140 44%np	165 39%n	116 45%np	91 45%np	96 44%np	48 53%no	53 51%no	70 49%np
NET: At least weekly	897 43%	121 63%	123 65%defhi	121 57%	74 55%	125 55%	134 55%	132 64%efhil	147 55%	180 52%	88 56%	106 64%efhij	145 55%	85 74%cd	547 49%	320 59%np	436 53%n	196 61%np	237 56%n	156 60%np	126 63%np	128 58%np	66 72%nopqr	76 73%nopqr	95 67%np
NET: At least monthly	1029 49%	138 72%	138 72%cefij	133 63%	86 64%	137 60%	151 61%	144 70%efij	174 65%	214 62%	96 61%	116 70%efij	168 64%	92 80%cd	631 57%	368 68%np	498 61%n	222 69%np	278 65%n	169 65%n	139 69%np	141 65%n	68 75%np	80 77%np	104 73%np
NET: Ever	1229 59%	150 78%	149 78%defij	151 72%	91 68%	152 67%	171 69%	160 77%defi	194 73%	240 69%	110 70%	131 79%defij	193 74%e	98 85%cd	743 67%	406 75%np	585 72%n	250 78%np	315 74%n	192 74%n	147 73%	159 73%	72 78%n	85 82%np	113 80%np

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 56  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Mobile and Tablet  
Base: All respondents

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	389 19%	158 33%	199 33%	144 34%	148 35%	136 31%	90 28%	104 33%	81 21%	220 29%h	50 33%h	354 28%	337 27%	313 30%klp	221 28%	352 28%	361 28%	389 32%r	318 29%	317 30%	209 32%
Once a day	214 10%	92 19%	93 15%	79 19%	69 16%	71 16%	44 14%	50 16%	56 15%	121 16%	25 16%	198 15%	200 16%	159 15%	120 15%	198 16%	203 16%	214 17%r	145 13%	157 15%	99 15%
Several times a week	208 10%	76 16%	115 19%	75 18%	74 18%	74 17%	55 17%	48 15%	65 17%	96 13%	31 20%i	187 15%	183 15%	165 16%	118 15%	181 15%	194 15%	208 17%r	165 15%	173 17%	104 16%
Once a week	86 4%	30 6%	42 7%	30 7%	33 8%	29 7%	20 6%	20 6%	31 8%	40 5%	11 7%	81 6%l	71 6%	74 7%l	63 8%klp	79 6%	86 7%l	86 7%r	67 6%	67 6%	37 6%
Several times a month	87 4%	28 6%	48 8%	25 6%	33 8%	31 7%	23 7%	21 7%	21 5%	53 7%	6 4%	82 6%	80 6%	74 7%	60 8%	78 6%	83 6%	87 7%r	67 6%	74 7%	48 7%
Once a month	45 2%	25 5%	17 3%	14 3%	13 3%	12 3%	12 4%	7 2%	13 3%	26 3%	3 2%	42 3%	43 4%	39 4%	30 4%	43 3%	45 3%	45 4%	36 3%	27 3%	25 4%
Less often	200 10%	68 14%	94 16%	59 14%	49 12%	48 11%	47 15%	49 15%	63 16%	104 14%	17 11%	185 14%	180 15%	146 14%	115 15%	175 14%	194 15%	200 16%r	159 14%	133 13%	67 10%
Never	836 40%	-	-	-	-	35 8%	30 9%	20 6%	55 14%j	87 12%	10 7%	148 12%mnop	141 11%mn	86 8%	53 7%	133 11%mn	141 11%mn	-	152 14%q	96 9%	54 8%
Don't know	14 1%	-	-	-	-	1 *	-	-	-	2 *	-	1 *	-	2 *	1 *	-	2 *	-	2 *	-	1 *
NET: At least daily	604 29%	250 52%	292 48%	223 52%	217 52%	207 47%	134 42%	154 48%	137 36%	342 46%h	76 49%h	552 43%	537 44%	473 45%	341 44%	551 44%kp	564 43%	604 49%r	464 42%	474 45%	308 48%
NET: At least weekly	897 43%	356 75%	450 74%	328 77%	324 77%	310 71%	208 65%	222 70%	233 61%	478 64%	117 76%hi	820 64%	790 64%	712 67%klp	522 67%l	810 65%kl	843 64%	897 73%r	695 63%	713 68%	450 70%
NET: At least monthly	1029 49%	409 86%	514 84%	367 86%	371 88%	353 81%	242 76%	250 79%	267 70%	556 74%	127 82%h	943 74%	914 74%	825 78%klp	612 78%klp	931 75%k	971 74%	1029 84%r	798 72%	814 78%	523 81%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 56  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Mobile and Tablet**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	1229	477	609	426	420	400	289	299	330	660	143	1128	1093	971	726	1105	1165	1229	957	947	590
	59%	100%	100%	100%	100%	92%	91%	94%	86%	88%	93%h	88%	89%	92%klp	93%klmo	89%k	89%	100%r	86%	91%	91%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 57  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	166 8%	107 11% <sup>b</sup>	59 6%	27 12% <sup>ghi</sup>	51 14% <sup>ghi</sup>	35 10% <sup>ghi</sup>	18 5%	10 3%	25 5%	43 8%	48 8%	29 7%	46 9%	20 11%	14 16% <sup>pqr</sup>	17 7%	11 7%	10 5%	19 13% <sup>rw</sup>	6 5%	15 8%	22 8%	18 6%	12 7%	2 4%
Once a day	163 8%	99 10% <sup>ab</sup>	64 6%	28 12% <sup>fhi</sup>	48 13% <sup>fhi</sup>	21 6%	35 9% <sup>hi</sup>	10 3%	21 4%	48 8%	43 7%	33 8%	39 8%	14 8%	9 10%	18 8%	12 7%	20 11% <sup>wxy</sup>	8 6%	13 13% <sup>wy</sup>	12 6%	23 8%	16 6%	17 10%	1 2%
Several times a week	217 10%	137 13% <sup>ab</sup>	80 7%	36 16% <sup>hi</sup>	47 13% <sup>hi</sup>	53 16% <sup>ghi</sup>	37 10% <sup>h</sup>	13 4%	31 6%	69 12%	65 11%	41 10%	43 8%	14 8%	6 7%	15 6%	16 10%	28 15% <sup>p</sup>	20 13% <sup>p</sup>	16 15% <sup>p</sup>	20 11%	31 11%	30 11%	18 10%	3 5%
Once a week	90 4%	45 4%	45 4%	18 8% <sup>hi</sup>	24 7% <sup>hi</sup>	18 5% <sup>i</sup>	15 4% <sup>i</sup>	8 3%	7 1%	25 4%	30 5% <sup>m</sup>	24 6% <sup>m</sup>	11 2%	6 4%	4 4%	7 3%	7 4%	10 6%	4 3%	2 2%	12 6%	15 5%	9 5%	1 2%	
Several times a month	129 6%	75 7%	55 5%	21 9% <sup>hi</sup>	33 9% <sup>hi</sup>	33 10% <sup>hi</sup>	26 7% <sup>hi</sup>	9 3%	8 2%	39 7%	37 6%	27 6%	26 5%	17 10% <sup>p</sup>	5 5%	10 4%	15 9%	10 5%	7 5%	6 5%	14 7%	22 8%	13 5%	9 5%	3 4%
Once a month	73 3%	33 3%	40 4%	12 5% <sup>gi</sup>	14 4% <sup>i</sup>	26 8% <sup>eghi</sup>	7 2%	7 2%	7 1%	21 4%	25 4% <sup>m</sup>	17 4%	10 2%	2 1%	1 1%	7 3%	8 5%	8 4%	6 4%	2 2%	5 2%	14 5%	14 5%	5 3%	2 3%
Less often	274 13%	124 12%	150 14%	40 17% <sup>hi</sup>	45 13% <sup>i</sup>	50 15% <sup>i</sup>	61 16% <sup>i</sup>	42 14% <sup>i</sup>	36 7%	69 12%	82 14%	62 15%	61 12%	25 14%	5 6%	42 18% <sup>ow</sup>	20 12%	24 13%	20 13%	11 10%	27 14%	31 12%	28 10%	28 16% <sup>o</sup>	12 19% <sup>o</sup>
Never	953 46%	386 38%	567 53% <sup>ca</sup>	43 19%	91 25%	95 29% <sup>d</sup>	168 46% <sup>def</sup>	209 68% <sup>def</sup>	346 72% <sup>def</sup>	251 44%	247 42%	187 44%	268 53% <sup>ijkl</sup>	75 43%	43 51%	117 50% <sup>r</sup>	78 46%	71 39%	63 43%	46 46%	86 45%	114 42%	145 51% <sup>rv</sup>	77 43%	38 61% <sup>nrsvux</sup>
Don't know	15 1%	9 1%	6 1%	5 2% <sup>hi</sup>	6 2% <sup>hi</sup>	2 1%	2 *	-	-	3 *	8 1%	2 1%	2 *	2 1%	-	-	3 2%	-	*	-	2 1%	3 1%	2 1%	3 2%	-
NET: At least daily	329 16%	206 20% <sup>b</sup>	123 12%	55 24% <sup>ghi</sup>	99 28% <sup>fgh</sup>	56 17% <sup>hi</sup>	53 14% <sup>h</sup>	19 6%	46 10%	91 16%	91 16%	62 15%	85 17%	33 19% <sup>y</sup>	22 26% <sup>pqu</sup>	34 15%	23 14%	30 17%	28 19% <sup>y</sup>	18 18% <sup>y</sup>	27 14%	45 17% <sup>y</sup>	34 12%	29 16%	4 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 57  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	635 31%	388 38% <sup>b</sup>	247 23%	109 47% <sup>i</sup>	170 47% <sup>fgh</sup>	126 38% <sup>ghi</sup>	105 28% <sup>ghi</sup>	41 13%	84 18%	185 33%	186 32%	126 30%	139 27%	54 31% <sup>y</sup>	32 38% <sup>py</sup>	56 24%	46 27% <sup>y</sup>	68 38% <sup>pyw</sup>	52 35% <sup>py</sup>	36 36% <sup>py</sup>	59 30% <sup>y</sup>	88 32% <sup>y</sup>	80 28% <sup>y</sup>	56 31% <sup>y</sup>	8 13%
NET: At least monthly	837 40%	495 49% <sup>b</sup>	342 32%	142 62% <sup>ghi</sup>	217 60% <sup>ghi</sup>	186 56% <sup>ghi</sup>	137 37% <sup>ghi</sup>	56 18%	99 21%	245 43% <sup>m</sup>	247 42% <sup>m</sup>	170 40%	174 34%	73 42% <sup>y</sup>	37 44% <sup>y</sup>	73 31%	69 41% <sup>y</sup>	85 47% <sup>py</sup>	65 44% <sup>py</sup>	44 43% <sup>y</sup>	77 40% <sup>y</sup>	124 46% <sup>py</sup>	107 38% <sup>y</sup>	71 40% <sup>y</sup>	12 20%
NET: Ever	1111 53%	619 61% <sup>b</sup>	492 46%	182 79% <sup>ghi</sup>	263 73% <sup>ghi</sup>	235 71% <sup>ghi</sup>	198 54% <sup>ghi</sup>	98 32%	135 28%	314 55% <sup>m</sup>	329 56% <sup>m</sup>	233 55% <sup>m</sup>	235 47%	98 56% <sup>y</sup>	42 49%	115 50%	89 53%	109 61% <sup>pyw</sup>	84 57% <sup>y</sup>	54 54% <sup>y</sup>	105 54% <sup>y</sup>	156 57% <sup>y</sup>	135 48%	99 55% <sup>y</sup>	24 39%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 58  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Working status			Disability				Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	166 8%	99 8% <sup>c</sup>	42 11% <sup>c</sup>	24 5%	44 9%	27 12% <sup>d</sup>	25 7%	9 6%	2 10%	118 8%	100 8%	66 7%	142 8%	22 13% <sup>l</sup>	111 7%	52 9%	46 10%	26 9%	22 11%	33 13% <sup>no</sup>	18 8%	12 10%	29 9%	33 9%	34 9%	35 7%	28 7%
Once a day	163 8%	107 9% <sup>c</sup>	35 9% <sup>c</sup>	21 4%	47 9%	25 11%	36 11%	12 9%	-	111 7%	79 7%	83 9% <sup>j</sup>	146 8%	14 8%	104 7%	58 11% <sup>n</sup>	47 11% <sup>n</sup>	27 9%	24 12% <sup>n</sup>	27 11% <sup>n</sup>	22 10%	8 7%	24 7%	28 7%	24 6%	35 7%	43 11% <sup>x</sup>
Several times a week	217 10%	148 12% <sup>c</sup>	39 10% <sup>c</sup>	30 6%	61 12%	32 14% <sup>i</sup>	37 11%	16 11%	5 23%	148 10%	113 9%	103 12%	184 10%	26 16% <sup>l</sup>	142 9%	71 13% <sup>n</sup>	60 13% <sup>n</sup>	38 13%	21 11%	36 15% <sup>n</sup>	30 14% <sup>n</sup>	19 16% <sup>n</sup>	26 8%	45 12% <sup>x</sup>	24 6%	50 10%	52 14% <sup>vx</sup>
Once a week	90 4%	68 6% <sup>c</sup>	14 3%	8 2%	23 4%	9 4%	11 3%	4 3%	2 10%	65 4%	49 4%	40 5%	76 4%	14 8% <sup>l</sup>	51 3%	39 7% <sup>n</sup>	32 7% <sup>n</sup>	21 7% <sup>n</sup>	15 8% <sup>n</sup>	16 6% <sup>n</sup>	14 7% <sup>n</sup>	9 7% <sup>n</sup>	11 4%	17 4%	16 4%	13 3%	22 6%
Several times a month	129 6%	98 8% <sup>c</sup>	22 6% <sup>c</sup>	10 2%	25 5%	14 6%	16 5%	3 2%	-	102 7%	65 5%	63 7%	110 6%	20 12% <sup>l</sup>	71 5%	58 11% <sup>n</sup>	44 10% <sup>n</sup>	26 9% <sup>n</sup>	24 12% <sup>n</sup>	29 12% <sup>n</sup>	17 8%	11 9% <sup>n</sup>	12 4%	13 3%	23 6%	44 9% <sup>vw</sup>	31 8% <sup>vw</sup>
Once a month	73 3%	53 4% <sup>c</sup>	10 3%	9 2%	10 2%	5 2%	4 1%	4 3%	-	61 4% <sup>df</sup>	37 3%	36 4%	66 3%	6 4%	45 3%	28 5% <sup>nqu</sup>	24 5% <sup>nqu</sup>	9 3%	9 5%	19 8% <sup>nopqt</sup>	8 4%	2 1%	7 2%	13 3%	12 3%	18 4%	18 5%
Less often	274 13%	165 14% <sup>c</sup>	69 18% <sup>c</sup>	40 8%	71 14%	42 19% <sup>d</sup>	40 12%	23 16%	2 8%	193 13%	162 14%	112 13%	239 13%	29 17%	193 13%	78 14%	63 14% <sup>s</sup>	47 16% <sup>s</sup>	25 12%	26 11%	35 16%	18 15%	50 15% <sup>w</sup>	30 8%	50 14% <sup>w</sup>	64 13% <sup>w</sup>	58 15% <sup>w</sup>
Never	953 46%	451 38%	155 40%	347 71% <sup>ab</sup>	220 44% <sup>ae</sup>	64 29%	166 50% <sup>de</sup>	70 50% <sup>de</sup>	10 49%	720 47% <sup>ee</sup>	580 49% <sup>k</sup>	365 42%	910 48% <sup>m</sup>	35 21%	788 52% <sup>opqr</sup>	163 30% <sup>s</sup>	130 29% <sup>s</sup>	97 33% <sup>ps</sup>	56 28%	59 24%	69 32% <sup>s</sup>	41 34% <sup>s</sup>	164 51% <sup>z</sup>	199 52% <sup>z</sup>	185 50% <sup>z</sup>	217 46% <sup>z</sup>	120 32%
Don't know	15 1%	11 1% <sup>c</sup>	5 1% <sup>c</sup>	-	4 1%	4 2% <sup>f</sup>	-	-	-	11 1%	7 1%	9 1%	14 1%	1 1%	13 1%	3 1%	3 1%	2 1%	1 1%	3 1%	2 1%	-	* 1%	5 1%	3 1%	1 *	5 1%
NET: At least daily	329 16%	206 17% <sup>c</sup>	77 20% <sup>c</sup>	45 9%	91 18%	52 23% <sup>d</sup>	60 18%	21 15%	2 10%	230 15%	179 15%	148 17%	288 15%	36 22%	215 14%	110 20% <sup>n</sup>	93 21% <sup>n</sup>	53 18%	46 23% <sup>n</sup>	60 24% <sup>n</sup>	40 18%	20 17%	53 16%	60 16%	58 16%	70 15%	71 19%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 58  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	635 31%	422 35% <sup>c</sup>	129 33% <sup>c</sup>	84 17%	175 35% <sup>i</sup>	94 42% <sup>dfgi</sup>	108 32%	42 30%	8 43%	443 29%	341 29%	291 33% <sup>j</sup>	548 29%	77 46% <sup>l</sup>	408 27%	220 40% <sup>n</sup>	186 41% <sup>n</sup>	112 38% <sup>n</sup>	83 42% <sup>n</sup>	112 45% <sup>n</sup>	84 39% <sup>n</sup>	49 40% <sup>n</sup>	91 28%	122 32%	97 26%	133 28%	145 38% <sup>vxxy</sup>
NET: At least monthly	837 40%	573 48% <sup>bc</sup>	161 41% <sup>c</sup>	103 21%	210 42%	113 51% <sup>dfgi</sup>	129 38%	49 34%	8 43%	606 40%	443 37%	390 45% <sup>j</sup>	723 38%	103 61% <sup>l</sup>	524 35%	306 56% <sup>nq</sup>	254 57% <sup>nqt</sup>	147 50% <sup>n</sup>	116 59% <sup>n</sup>	160 64% <sup>nopq</sup>	109 51% <sup>n</sup>	61 51% <sup>n</sup>	109 34%	147 39%	133 36%	195 41%	194 51% <sup>vwxy</sup>
NET: Ever	1111 53%	739 62% <sup>c</sup>	230 59% <sup>c</sup>	142 29%	281 56% <sup>f</sup>	155 70% <sup>dfgi</sup>	168 50%	71 50%	10 51%	799 52%	606 51%	502 57% <sup>j</sup>	962 51%	132 78% <sup>l</sup>	718 47%	383 70% <sup>n</sup>	317 70% <sup>nq</sup>	194 66% <sup>n</sup>	141 71% <sup>n</sup>	186 75% <sup>nopq</sup>	144 67% <sup>n</sup>	79 66% <sup>n</sup>	159 49%	178 47%	183 49%	258 54% <sup>w</sup>	252 67% <sup>vwxy</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 59  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Console and PC  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	166 8%	9 11%	8 10%	14 16%gjmov	6 8%	3 10%	4 6%	11 7%	5 7%	10 12%	10 6%	5 7%	8 12%	2 3%	1 4%	37 8%	6 7%	6 8%	4 6%	4 7%	2 4%	7 8%
Once a day	163 8%	5 7%	8 10%	8 10%	2 2%	5 14%drv	5 8%	15 9%	7 9%	6 7%	20 12%dv	4 4%	4 6%	2 3%	5 19%	34 7%	4 5%	12 16%dkmop rv	2 3%	9 12%dv	1 2%	5 6%
Several times a week	217 10%	7 8%	6 7%	6 7%	9 11%	4 11%	5 8%	9 5%	11 14%g	13 15%g	25 15%g	10 13%	8 12%	6 12%	2 8%	51 11%	9 12%	8 10%	6 10%	8 11%	3 5%	9 10%
Once a week	90 4%	4 5%	4 5%	3 3%	5 6%h	- -	2 3%	6 4%	- -	5 6%h	12 7%h	3 4%	3 4%	4 8%h	2 7%	21 4%	7 9%hw	2 2%	4 6%	2 3%	1 2%	1 1%
Several times a month	129 6%	8 9% <i>i</i>	9 12% <i>iq</i>	4 5%	6 7%	5 13% <i>ipq</i>	7 11% <i>i</i>	8 4%	3 4%	1 2%	9 5%	4 5%	6 9% <i>i</i>	1 3%	* 1%	36 8% <i>i</i>	2 3%	2 2%	6 10% <i>i</i>	4 6%	3 4%	3 4%
Once a month	73 3%	2 2%	- -	1 1%	1 2%	2 5%	5 7% <i>bw</i>	8 5%	1 2%	4 5%	5 3%	3 3%	1 2%	- -	2 7%	22 5%	5 7% <i>b</i>	4 6%	1 2%	2 3%	2 3%	1 1%
Less often	274 13%	12 15%	12 14%	6 7%	10 12%	2 5%	13 21% <i>chw</i>	40 23% <i>cehij</i> <i>kimow</i>	6 7%	9 11%	19 11%	8 10%	6 9%	4 8%	5 19%	61 13%	11 14%	12 15%	9 14%	9 12%	12 19%	7 8%
Never	953 46%	34 41%	34 41%	43 51%	40 50%	14 41%	22 34%	75 43%	45 58% <i>fjo</i>	38 44%	69 41%	43 53% <i>f</i>	31 45%	32 63% <i>abfg</i> <i>ijopq</i>	10 34%	201 43%	33 43%	31 41%	32 48%	34 45%	38 61% <i>abfg</i> <i>ijopq</i>	55 60% <i>abfgjopq</i>
Don't know	15 1%	1 1%	1 1%	- -	2 2%	- -	1 1%	- -	- -	* *	- -	- -	1 1%	- -	- -	7 1%	- -	- -	2 3%	- -	- -	1 1%
NET: At least daily	329 16%	15 18%	16 20% <i>mv</i>	22 26% <i>dkmo</i> <i>rv</i>	8 10%	8 24% <i>mv</i>	9 14%	26 15%	12 15%	16 18% <i>mv</i>	30 18% <i>v</i>	9 11%	12 17%	3 6%	7 23%	71 15%	9 12%	18 24% <i>dmv</i>	6 9%	15 20% <i>mv</i>	4 6%	13 14%
NET: At least weekly	635 31%	26 31% <i>v</i>	26 32% <i>v</i>	31 36% <i>v</i>	22 27%	12 36% <i>v</i>	16 25%	41 24%	23 29% <i>v</i>	34 39% <i>gv</i>	66 40% <i>gorv</i>	22 28% <i>v</i>	23 34% <i>v</i>	13 26%	11 39%	142 30% <i>v</i>	26 33% <i>v</i>	28 36% <i>v</i>	16 24%	25 34% <i>v</i>	8 13%	23 26%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 59  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Total	City																						
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)		
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*		
NET: At least monthly	837	35	36	35	29	18	28	57	27	39	80	30	31	15	13	201	33	34	24	32	12	27		
	40%	43%v	43%v	42%v	36%v	54%	gmvw	44%v	33%	35%	45%vw	48%	gmvw	37%v	45%v	29%	47%	43%vw	42%v	44%v	35%	42%v	20%	30%
NET: Ever	1111	47	48	41	39	20	41	97	33	48	99	37	37	19	19	262	44	45	33	41	24	35		
	53%	57%mvw	58%mvw	49%	48%	59%w	65%	hkmv	57%mvw	42%	56%mw	59%	hmvw	47%	53%	66%	56%mvw	57%mw	59%mvw	50%	55%	39%	38%	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 60  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Console and PC  
Base: All respondents

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	166 8%	35 18%	35 18% <sup>dil</sup>	31 15% <sup>d</sup>	11 8%	32 14% <sup>d</sup>	35 14% <sup>d</sup>	34 16% <sup>dl</sup>	38 14%	43 12%	22 14%	23 14%	29 11%	29 10% <sup>hijkl</sup>	111 10%	76 14% <sup>n</sup>	96 12% <sup>n</sup>	53 17% <sup>np</sup>	54 13%	36 14%	36 18% <sup>np</sup>	31 14%	13 14%	21 20% <sup>npr</sup>	27 19% <sup>npr</sup>
Once a day	163 8%	39 20%	34 18% <sup>i</sup>	31 15%	29 21% <sup>eil</sup>	31 13%	41 16%	36 17% <sup>i</sup>	46 17% <sup>il</sup>	42 12%	32 20% <sup>eil</sup>	36 22% <sup>eil</sup>	33 12%	23 20% <sup>il</sup>	102 9%	63 12% <sup>n</sup>	79 10%	45 14% <sup>np</sup>	50 12%	35 14% <sup>np</sup>	33 17% <sup>nop</sup>	38 17% <sup>nopr</sup>	23 26% <sup>nopqr</sup>	21 21% <sup>nopr</sup>	29 21% <sup>nopqrs</sup>
Several times a week	217 10%	33 17%	24 12%	27 13%	18 13%	26 11%	36 15%	31 15%	37 14%	51 15%	20 13%	27 17%	33 13%	21 19% <sup>ee</sup>	131 12%	70 13%	105 13%	42 13%	61 14%	37 14%	23 11%	32 15%	18 19% <sup>nt</sup>	21 20% <sup>nopqt</sup>	23 16%
Once a week	90 4%	10 5%	10 5% <sup>e</sup>	12 6% <sup>def</sup>	2 2%	5 2%	6 2%	8 4%	14 5% <sup>e</sup>	12 4%	5 3%	10 6% <sup>def</sup>	11 4%	7 6% <sup>de</sup>	56 5%	34 6%	52 6% <sup>n</sup>	20 6%	27 6%	18 7%	13 7%	11 5%	4 4%	5 5%	9 6%
Several times a month	129 6%	9 5%	10 5%	11 5%	5 4%	16 7% <sup>d</sup>	18 7% <sup>g</sup>	8 4%	15 6%	28 8% <sup>g</sup>	10 6%	9 6%	24 9% <sup>dg</sup>	9 8% <sup>g</sup>	72 7%	30 6%	54 7%	26 8%	39 9% <sup>nop</sup>	24 9% <sup>o</sup>	14 7%	18 8%	6 6%	6 6%	11 8%
Once a month	73 3%	4 2%	7 4%	6 3%	5 5% <sup>e</sup>	5 2%	5 2%	10 5% <sup>f</sup>	14 5% <sup>ef</sup>	13 4%	5 3%	9 6% <sup>f</sup>	14 5% <sup>ef</sup>	4 3%	46 4% <sup>qr</sup>	23 4% <sup>qr</sup>	27 3%	6 2%	9 2%	6 2%	5 2%	7 3%	-	3 3%	3 2%
Less often	274 13%	19 10%	24 12% <sup>j</sup>	31 15% <sup>ijkm</sup>	12 9%	28 12% <sup>j</sup>	27 11%	25 12% <sup>j</sup>	34 13% <sup>j</sup>	45 13% <sup>j</sup>	10 6%	14 8%	35 13% <sup>jm</sup>	8 7%	150 14% <sup>tw</sup>	68 13% <sup>t</sup>	109 13% <sup>tw</sup>	35 11%	48 11%	33 13%	16 8%	21 9%	9 9%	7 6%	13 9%
Never	953 46%	39 20%	42 22% <sup>m</sup>	58 28% <sup>m</sup>	49 36% <sup>bghkm</sup>	84 37% <sup>bcghk</sup>	76 31% <sup>bk</sup>	53 25% <sup>m</sup>	66 25% <sup>m</sup>	110 32% <sup>bhkm</sup>	51 32% <sup>bkm</sup>	35 21% <sup>m</sup>	81 31% <sup>bhkm</sup>	12 10%	428 39% <sup>opqrs</sup>	172 32% <sup>vwx</sup>	290 36% <sup>qsuvwx</sup>	94 29% <sup>wx</sup>	138 32% <sup>svwx</sup>	67 26% <sup>x</sup>	60 30% <sup>wx</sup>	59 27% <sup>wx</sup>	19 21%	20 19%	26 18%
Don't know	15 1%	3 1%	5 3%	3 2%	3 2%	3 1%	3 1%	3 1%	3 1%	3 1%	3 2%	3 2%	2 1%	2 1%	8 1%	3 1%	6 1%	1 *	1 *	1 *	1 *	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 60  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	329 16%	74 39%	69 36%eil	62 29%	40 30%	63 28%	75 31%il	70 34%il	84 32%il	85 25%	54 34%il	58 35%il	61 23%	52 45%cd	213 19%	139 26%np	174 21%	98 30%np	103 24%nl	72 28%np	69 34%nop	69 31%np	37 40%nop	42 41%nop	57 40%nop
NET: At least weekly	635 31%	117 61%	103 54%eil	100 48%	60 45%	93 41%	118 48%el	110 53%eil	135 51%eil	148 43%	79 50%el	96 58%cd	105 40%	80 70%abc	400 36%	243 45%np	331 40%	160 50%np	192 45%nl	126 49%np	105 52%nop	112 51%np	58 63%nop	69 66%nop	88 62%nop
NET: At least monthly	837 40%	130 68%	120 63%ei	118 56%	72 53%	114 50%	140 57%e	127 61%e	164 62%ei	189 55%	95 60%e	115 69%cd	144 55%	94 81%bc	519 47%	296 55%np	412 50%nl	192 60%np	240 56%np	157 61%np	124 62%np	136 62%np	64 70%nop	77 74%nop	102 72%nop
NET: Ever	1111 53%	150 78%	143 75%defij	149 71%e	84 62%	142 62%	168 68%	152 73%de	197 74%deij	234 68%	104 66%	129 78%defij	179 68%	101 88%bc	669 61%	364 67%np	521 64%nl	227 71%np	288 67%nl	190 74%nop	140 70%nl	157 72%np	72 79%nop	84 80%nop	116 81%nop

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 61  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	166 8%	43 9%	92 15%a	48 11%	67 16%	74 17%	57 18%	51 16%	44 12%	83 11%	30 19%hi	150 12%	137 11%	131 12%l	114 15%klmo	145 12%	157 12%l	148 12%	166 15%q	127 12%	113 18% s
Once a day	163 8%	58 12%	80 13%	47 11%	58 14%	72 16%	44 14%	42 13%	37 10%	93 12%	25 16%	148 12%	141 11%	119 11%	102 13% m	148 12%	158 12%	141 11%	163 15% q	112 11%	109 17% s
Several times a week	217 10%	60 13%	100 16%	59 14%	78 19%	104 24% g	74 23%	57 18%	55 14%	129 17%	23 15%	207 16%	199 16%	167 16%	128 16%	196 16%	203 16%	177 14%	217 19% q	166 16%	125 19% s
Once a week	90 4%	33 7%	42 7%	27 6%	36 8%	35 8%	30 9%	27 8%	27 7%	45 6%	15 10%	82 6%	78 6%	76 7%	54 7%	81 7%	86 7%	83 7%	90 8% q	67 6%	52 8%
Several times a month	129 6%	51 11%	53 9%	41 10%	29 7%	51 12%	33 10%	42 13%	28 7%	73 10%	16 11%	117 9%	118 10%	98 9%	81 10%	112 9%	125 10%	111 9%	129 12% q	101 10%	73 11%
Once a month	73 3%	25 5%	33 5%	23 5%	24 6%	27 6%	27 8%	20 6%	21 5%	36 5%	9 6%	65 5%	69 6%	57 5%	42 5%	63 5%	68 5%	66 5%	73 7% q	56 5%	36 6%
Less often	274 13%	98 20%	105 17%	84 20%	60 14%	74 17%	55 17%	80 25% ef	84 22% j	141 19%	18 12%	249 20%	241 20%	207 20%	139 18%	241 19%	262 20% n	230 19%	274 25% q	197 19% t	79 12%
Never	953 46%	110 23% b	103 17%	93 22%	67 16%	-	-	-	86 22% j	149 20% j	16 10%	255 20% np	246 20% np	202 19% n	118 15%	251 20% np	248 19% n	268 22% r	-	213 20% t	58 9%
Don't know	15 1%	-	-	3 1%	1 *	-	-	-	2 1%	-	2 1% i	3 *	4 * o	3 *	3 *	2 *	3 *	4 *	-	3 *	-
NET: At least daily	329 16%	101 21%	172 28% a	96 22%	125 30% c	146 33%	101 32%	93 29%	81 21%	176 23%	55 35% hi	299 23%	278 23%	250 24%	216 28% klmo	292 24%	315 24% l	289 24%	329 30% q	239 23%	223 35% s
NET: At least weekly	635 31%	194 41%	314 52% a	181 43%	239 57% c	285 65% g	204 64% g	177 55%	163 43%	350 47%	93 61% hi	587 46%	555 45%	493 47%	397 51% klmo	569 46%	604 46%	550 45%	635 57% q	472 45%	399 62% s

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 61  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Console and PC**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	837 40%	270 57%	401 66%a	246 58%	292 69%c	362 83%g	264 83%g	239 75%	213 55%	458 61%	118 77%hi	770 60%	743 60%	648 61%	521 67%klmo	744 60%	796 61%	727 59%	837 75%q	630 60%	508 79%st
NET: Ever	1111 53%	368 77%	506 83%a	330 78%	352 84%c	437 100%	319 100%	319 100%	296 77%	600 80%	136 89%hi	1019 80%	984 80%	855 81%	660 85%klmo	986 80%	1058 81%klo	957 78%	1111 100%q	827 79%	587 91%st

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 62  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	89 4%	49 5%	40 4%	18 8%ghi	35 10%ghi	26 8%ghi	8 2%hi	1 *	1 *	34 6%l	24 4%	13 3%	18 3%	4 2%	8 4%	6 3%	6 4%	9 5%	11 7%uw	8 8%uw	5 2%	18 7%	8 3%	5 3%	1 2%
Once a day	62 3%	36 4%	26 2%	12 5%hi	21 6%hi	13 4%hi	13 4%hi	1 *	2 *	21 4%	15 3%	12 3%	13 3%	4 2%	3 3%	5 2%	3 2%	12 7%pqsuw	2 2%	4 3%	3 2%	14 5%	7 2%	6 3%	-
Several times a week	73 4%	39 4%	34 3%	11 5%hi	31 8%ghi	17 5%hi	9 3%	2 1%	4 1%	22 4%	20 4%	14 3%	17 3%	5 3%	1 1%	10 4%q	1 *	9 5%q	5 4%q	4 4%q	3 2%	14 5%q	13 5%q	7 4%q	1 1%
Once a week	61 3%	29 3%	32 3%	11 5%hi	18 5%hi	13 4%hi	11 3%	3 1%	5 1%	16 3%	16 3%	14 3%	15 3%	1 1%	2 2%	4 2%	5 3%	9 5%nw	3 2%	3 3%	4 2%	15 5%nw	3 1%	10 6%npw	1 2%
Several times a month	65 3%	41 4%b	24 2%	15 7%hi	16 4%hi	17 5%hi	12 3%i	3 1%	2 *	24 4%	16 3%	14 3%	11 2%	7 4%	3 4%	6 3%	6 4%	11 6%w	3 2%	5 5%	5 3%	7 3%	5 2%	4 2%	3 4%
Once a month	39 2%	19 2%	20 2%	3 1%i	7 2%i	18 5%dehi	9 3%i	2 1%	-	9 2%	16 3%am	10 2%	5 1%	5 3%p	1 1%	-	3 2%	7 4%p	2 1%	1 1%	4 2%p	7 3%p	4 1%	6 3%p	-
Less often	221 11%	102 10%	119 11%	39 17%ghi	50 14%i	49 15%i	39 10%i	30 10%i	13 3%	51 9%	77 13%j	46 11%	47 9%	25 15%pt	9 10%	15 6%	19 11%	21 11%	21 15%pt	4 4%	18 9%	27 10%	32 11%	23 13%t	8 12%
Never	1448 70%	688 68%	759 71%	112 49%	175 49%	178 54%	264 72%def	267 87%def	451 94%def	386 68%	388 66%	297 70%	377 74%jk	122 69%r	59 70%	183 79%rsv	125 74%rv	102 57%	100 68%	72 71%r	148 77%rvx	167 61%	206 73%rv	116 64%	48 78%rv
Don't know	22 1%	12 1%	10 1%	8 4%fghi	7 2%h	2 1%	2 *	-	3 1%	5 1%	11 2%	2 1%	4 1%	2 1%	-	3 1%	3 2%	1 *	* *	-	2 1%	4 2%	4 2%	3 2%	-
NET: At least daily	151 7%	85 8%	66 6%	30 13%ghi	56 15%ghi	39 12%ghi	22 6%hi	2 1%	2 1%	56 10%lm	39 7%	25 6%	30 6%	8 4%	11 13%npuw	11 5%	9 5%	21 12%npuw	13 9%	11 11%u	8 4%	31 11%npuw	15 5%	11 6%	1 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 62  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least weekly	285 14%	153 15%	133 12%	52 23% ghi	104 29% fgh	69 21% ghi	42 11% hi	6 2%	12 2%	93 16%	76 13%	53 13%	63 12%	14 8%	13 16%	25 11%	15 9%	39 22% npq uwy	22 15%	19 19% nquy	15 8%	60 22% npq uwy	31 11%	29 16% nu	4 6%
NET: At least monthly	389 19%	212 21% b	177 17%	70 31% ghi	127 35% ghi	103 31% ghi	64 17% hi	11 4%	13 3%	126 22% m	108 18%	77 18%	78 15%	26 15%	17 20%	32 14%	24 14%	57 32% npq suwy	26 18%	25 24% pqu wy	25 13%	74 27% npq suwy	40 14%	38 21% u	6 10%
NET: Ever	610 29%	314 31%	296 28%	110 48% ghi	177 49% ghi	152 46% ghi	102 28% hi	41 13% i	27 6%	177 31% m	185 32% m	123 29%	125 25%	52 30% p	25 30%	46 20%	42 25%	77 43% npq tuwy	47 32% pu	29 29%	43 22%	101 37% pqu wy	72 25%	61 34% pu	14 22%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 63  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Any Other  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	89 4%	69 6%c	19 5%c	1 *	21 4%	16 7%df	10 3%	5 3%	1 7%	64 4%	48 4%	41 5%	63 3%	24 14%l	35 2%	54 10%nq	40 9%u	21 7%u	30 15%nopq	29 12%u	19 9%u	7 6%u	15 5%	15 4%	18 5%	21 4%	15 4%
Once a day	62 3%	49 4%c	12 3%c	-	8 2%f	8 4%dfg	1 *	1 1%	-	50 3%f	34 3%	27 3%	51 3%	8 5%	30 2%	32 6%nu	31 7%nu	17 6%nu	10 5%u	18 7%nu	16 7%nu	2 2%	5 2%	9 2%	11 3%	11 2%	18 5%v
Several times a week	73 4%	51 4%c	17 4%c	4 1%	19 4%	13 6%df	9 3%	5 3%	-	52 3%	40 3%	33 4%	60 3%	13 8%l	32 2%	40 7%u	31 7%u	18 6%u	19 10%u	21 9%u	14 6%u	10 8%u	4 1%	12 3%	12 3%	22 5%v	18 5%v
Once a week	61 3%	39 3%	15 4%c	7 1%	20 4%	10 5%	10 3%	5 4%	-	41 3%	32 3%	29 3%	53 3%	8 5%	35 2%	26 5%u	23 5%u	16 6%u	12 6%u	10 4%	13 6%u	4 3%	13 4%	11 3%	5 1%	12 3%	14 4%
Several times a month	65 3%	57 5%abc	5 1%	3 1%	9 2%	3 1%	7 2%	2 1%	-	55 4%	36 3%	27 3%	54 3%	9 5%	40 3%	26 5%u	22 5%u	16 5%u	7 3%	13 5%u	13 6%u	8 7%u	4 1%	10 3%	6 2%	19 4%v	21 6%vx
Once a month	39 2%	32 3%c	7 2%c	-	7 1%f	2 1%	2 1%	3 2%	-	31 2%	19 2%	20 2%	35 2%	4 2%	15 1%	23 4%u	22 5%u	11 4%u	5 2%	13 5%u	6 3%u	5 4%u	3 1%	8 2%	8 2%	9 2%	9 2%
Less often	221 11%	151 13%c	51 13%c	18 4%	55 11%f	34 15%dfi	29 9%	15 11%	5 25%	159 10%	128 11%	91 10%	195 10%	25 15%	135 9%	84 15%u	73 16%u	45 15%u	27 14%	41 16%u	37 17%u	18 15%u	34 10%	27 7%	40 11%	56 12%w	51 14%w
Never	1448 70%	737 61%	257 66%	455 93%ab	361 72%e	131 59%	266 80%dei	106 75%e	13 68%	1060 69%e	847 71%	593 68%	1359 72%u	76 45%	1178 78%opqrstu	260 47%u	204 45%u	147 50%pst	87 44%	98 40%	95 44%	67 56%pst	241 74%z	284 74%z	268 72%z	325 68%z	222 59%
Don't know	22 1%	14 1%	6 2%	2 *	4 1%	4 2%f	-	-	-	18 1%	8 1%	14 2%	20 1%	2 1%	18 1%	4 1%	4 1%	2 1%	2 1%	4 1%	2 1%	-	4 1%	5 1%	3 1%	1 *	9 2%y
NET: At least daily	151 7%	119 10%c	31 8%c	1 *	29 6%f	24 11%dfg	11 3%	6 4%	1 7%	114 7%f	82 7%	68 8%	113 6%	32 19%l	65 4%	86 16%nu	71 16%nu	38 13%nu	40 20%noqu	47 19%nu	35 16%nu	9 7%	20 6%	24 6%	29 8%	32 7%	33 9%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 63  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least weekly	285	209	64	13	68	48	30	16	1	208	154	130	226	52	131	152	125	72	71	79	61	22	38	47	47	66	65
	14%	17% <sup>c</sup>	16% <sup>c</sup>	3%	13% <sup>f</sup>	21% <sup>dfgi</sup>	9%	11%	7%	14% <sup>f</sup>	13%	15%	12%	31% <sup>l</sup>	9%	26% <sup>nu</sup>	28% <sup>nu</sup>	25% <sup>n</sup>	36% <sup>nopq</sup>	32% <sup>nqu</sup>	29% <sup>nqu</sup>	19% <sup>n</sup>	12%	12%	13%	14%	17%
NET: At least monthly	389	298	76	15	84	54	39	21	1	293	209	177	314	65	187	201	169	99	83	106	81	36	45	66	61	94	95
	19%	25% <sup>bc</sup>	19% <sup>c</sup>	3%	17% <sup>f</sup>	24% <sup>dfg</sup>	12%	15%	7%	19% <sup>f</sup>	18%	20%	17%	39% <sup>l</sup>	12%	37% <sup>n</sup>	38% <sup>nqu</sup>	34% <sup>n</sup>	42% <sup>nu</sup>	43% <sup>nopq</sup>	38% <sup>nq</sup>	30% <sup>n</sup>	14%	17%	16%	20% <sup>v</sup>	25% <sup>vwx</sup>
NET: Ever	610	450	127	33	139	88	68	36	6	452	338	268	509	90	321	285	242	144	110	146	117	54	79	93	101	150	146
	29%	37% <sup>c</sup>	33% <sup>c</sup>	7%	28% <sup>f</sup>	40% <sup>dfgi</sup>	20%	25%	32%	30% <sup>f</sup>	28%	31%	27%	54% <sup>l</sup>	21%	52% <sup>n</sup>	54% <sup>nqu</sup>	49% <sup>n</sup>	55% <sup>n</sup>	59% <sup>nopq</sup>	55% <sup>nq</sup>	44% <sup>n</sup>	24%	24%	27%	32% <sup>vw</sup>	39% <sup>vwx</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 64  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Any Other  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	89 4%	1 1%	3 4%	7 9% adhkm w	1 1%	3 10% adhkm w	3 4%	8 5%	1 1%	6 6% k	11 7% k	-	4 6% k	-	-	22 5%	6 8% dk	3 3%	1 2%	7 9% adhkm w	1 2%	1 1%
Once a day	62 3%	3 4%	1 1%	3 3%	1 1%	1 3%	2 2%	2 1%	4 5%	2 2%	12 7% bgvw	2 2%	1 2%	* 1%	1 3%	18 4%	2 3%	2 3%	2 3%	3 4%	-	-
Several times a week	73 4%	2 2%	3 4%	1 1%	-	-	2 3%	7 4%	5 6% dw	3 3%	9 5% w	1 1%	2 3%	3 6% dw	1 5%	19 4%	5 7% dw	6 7% dw	2 3%	3 4%	1 1%	-
Once a week	61 3%	1 1%	-	2 2%	4 5%	-	1 1%	6 3%	1 1%	3 3%	7 4%	2 2%	4 5%	1 1%	-	18 4%	1 2%	3 4%	4 6%	2 3%	1 2%	1 1%
Several times a month	65 3%	4 5%	3 4%	3 4%	2 3%	1 3%	3 5%	5 3%	4 5%	2 2%	11 7% oq	2 2%	1 1%	-	1 3%	12 3%	2 3%	-	3 5%	1 2%	3 4%	2 3%
Once a month	39 2%	5 6% k	1 1%	1 1%	2 2%	1 3%	-	2 1%	-	1 1%	4 2%	-	3 4%	-	-	10 2%	3 3%	5 6% k	1 2%	1 1%	-	1 1%
Less often	221 11%	9 11% h	16 20% ghms	7 8%	9 11%	5 14% h	10 15% hm	14 8%	2 2%	9 11% h	17 10% h	10 13% h	7 10%	1 3%	4 12%	52 11% h	14 18% ghms	8 10%	7 11% h	4 5%	8 12% h	10 11% h
Never	1448 70%	57 69%	55 66%	61 72% jp	61 75% jp	23 67%	43 68%	126 73% jp	62 79% jop	62 72% jp	96 57%	64 79% jop	47 68%	45 89% abce fgijlop qrs	22 76%	311 66%	62 54%	51 67%	45 67%	54 72% jp	48 78% jp	74 82% bjopq
Don't know	22 1%	1 1%	1 1%	-	2 2%	-	1 1%	3 1%	-	* *	1 *	-	1 1%	-	-	8 2%	2 3%	-	2 3%	-	-	1 1%
NET: At least daily	151 7%	4 5%	4 4%	10 12% dkmvw	2 2%	4 13% dkmvw	4 7%	10 6%	4 6%	7 8% w	23 14% bdgkm vw	2 2%	5 8%	* 1%	1 3%	40 9% w	8 11% dkmw	5 6%	3 4%	10 13% dkmvw	1 2%	1 1%
NET: At least weekly	285 14%	7 8%	7 9%	13 15% w	6 7%	4 13% w	7 10% w	23 13% w	10 13% w	12 14% w	39 23% abdfg kmw	4 6%	11 15% w	4 8%	2 8%	78 17% kw	15 19% dkvw	13 17% kw	8 12% w	15 20% dkvw	4 6%	2 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 64

**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**

**NET: Any Other**

**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: At least monthly	389 19%	16 19%w	11 13%	17 20%kw	10 12%	6 19%w	10 15%	30 17%w	14 18%w	15 17%w	54 32%abdfg hikmovw	6 8%	14 20%kw	4 8%	3 11%	100 21%kmw	20 26%dkmw	18 23%kmw	13 19%w	17 23%kmw	6 10%	5 6%
NET: Ever	610 29%	25 30%am	27 33%mw	23 28%am	19 23%	11 33%am	20 31%am	43 25%am	16 21%	24 28%am	71 43%cdgh ikmosvw	17 21%	21 30%am	6 11%	7 24%	152 32%mw	34 44%dghk	25 33%mw	20 30%am	21 28%am	14 22%	15 17%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 65  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Any Other  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	89 4%	39 21%	35 19%hi	30 14%	20 15%	32 14%	36 15%	31 15%	33 12%	37 11%	27 17%i	28 17%i	35 13%	32 28%bcdefghijkl	70 6%	61 11%np	62 8%	45 14%npr	35 8%	27 10%n	32 16%npr	28 13%npr	18 19%noprs	26 25%nopqrstux	22 15%npr
Once a day	62 3%	22 12%	19 10%l	19 9%l	14 11%l	15 7%	16 7%	24 12%efil	24 9%l	23 7%	20 13%efil	25 15%cefhil	13 5%	14 12%fil	49 4%	38 7%np	38 5%	27 8%np	29 7%np	20 8%np	17 8%np	19 9%np	15 17%nopqrstu	14 14%noprs	18 13%noprs
Several times a week	73 4%	13 7%	6 3%	7 3%	6 4%	7 3%	12 5%	11 5%	16 6%	15 4%	6 4%	9 5%	17 7%e	6 5%	50 5%	32 6%r	40 5%r	13 4%	12 3%	9 3%	13 6%r	10 5%	4 5%	5 5%	7 5%
Once a week	61 3%	13 7%	12 6%	9 4%	5 4%	8 3%	13 5%	13 6%	17 6%	20 6%	6 4%	7 4%	13 5%	14 12%bcdefghijkl	34 3%	25 5%np	33 4%np	18 5%np	20 5%	15 6%np	13 6%np	9 4%	7 7%np	6 6%	10 7%np
Several times a month	65 3%	8 4%	8 4%	5 2%	8 6%c	9 4%	7 3%	11 5%c	14 5%	14 4%	7 4%	8 5%	10 4%	8 7%c	42 4%	26 5%	35 4%	24 7%np	27 6%np	15 6%	10 5%	15 7%np	3 4%	9 9%nv	10 7%
Once a month	39 2%	8 4%	6 3%	5 2%	3 2%	5 2%	7 3%	6 3%	6 2%	14 4%nm	3 2%	3 2%	11 4%nm	1 *	27 2%	16 3%	20 2%	7 2%	9 2%	8 3%	3 2%	7 3%w	1 2%	* *	4 3%
Less often	221 11%	14 8%	17 9%j	26 12%j	10 7%	21 9%j	29 12%j	21 10%j	26 10%	28 8%	6 4%	15 9%j	30 11%j	7 6%	144 13%	72 13%	112 14%	36 11%	64 15%	35 13%	25 12%	22 10%	8 9%	9 9%	18 13%
Never	1448 70%	71 37%	82 43%nm	107 51%gkm	67 50%nm	128 56%bghkm	124 50%gkm	87 42%nm	127 48%nm	194 56%abghklm	79 50%kmm	68 41%nm	131 50%gkm	32 28%	677 61%opqrstuvwx	266 49%vwxyz	470 58%oqstuvwx	152 47%wxvwx	228 53%qtvwx	129 50%vwxyz	89 44%w	105 48%wx	35 38%	33 32%	53 38%
Don't know	22 1%	3 1%	5 3%	3 2%	3 2%	5 2%	3 1%	3 1%	4 1%	3 1%	3 2%	3 2%	2 1%	2 1%	12 1%	4 1%	6 1%	1 *	2 *	2 1%	1 *	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 65  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	151 7%	61 32%	54 29%efhil	49 23%i	34 25%i	47 21%	52 21%	56 27%il	57 21%	59 17%	47 30%efhil	54 32%cefhil	48 18%	46 40%bcdefghijl	118 11%	99 18%np	100 12%	72 22%npr	64 15%nl	46 18%nl	48 24%npr	47 22%npr	33 36%nopqrstu	40 38%nopqrstux	40 28%noprs
NET: At least weekly	285 14%	87 46%	72 38%cehil	64 31%	44 33%	62 27%	77 31%	80 39%cehil	89 34%i	94 27%	60 38%ei	69 42%cehil	79 30%	66 58%bcdefghijkl	203 18%	156 29%npr	173 21%nl	102 32%npr	97 23%nl	70 27%nl	74 37%noprs	67 30%nlpr	44 48%nopqrstu	51 49%nopqrst	56 40%noprsu
NET: At least monthly	389 19%	103 54%	87 46%cehil	74 35%	55 41%e	75 33%	91 37%	97 47%cehil	109 41%e	121 35%	70 44%ei	80 48%cehil	100 38%	75 65%bcdefghijkl	273 25%	198 37%npr	229 28%nl	132 41%npr	133 31%nl	93 36%nlpr	86 43%nlpr	89 40%nlpr	49 53%nopqrstu	61 48%nopqrst	70 49%noprsu
NET: Ever	610 29%	118 62%	103 54%ei	100 48%	65 48%	96 42%	120 49%e	117 57%cehil	135 51%ei	150 43%	76 48%	95 57%ceij	129 49%ei	82 71%bcdefghijkl	417 38%	270 50%nlpr	341 42%nl	169 52%nlpr	197 46%nl	128 49%nlpr	111 55%nlpr	111 51%nlpr	57 62%noprsu	70 67%nopqrst	88 62%nopqrstu

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 66  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	89 4%	40 8%	52 9%	50 12%	32 8%	51 12%	27 9%	34 11%	23 6%	53 7%	11 7%	84 7%	80 6%	81 8%klp	80 10%klmop	85 7%	87 7%	88 7%	88 8%	57 5%	68 10% <sup>s</sup>
Once a day	62 3%	34 7%	28 5%	26 6%	28 7%	40 9%	20 6%	33 10%	9 2%	36 5%	14 9%h	60 5%	59 5%	56 5%	54 7%klmop	58 5%	62 5%	61 5%	60 5%	44 4%	48 7% <sup>s</sup>
Several times a week	73 4%	27 6%	44 7%	21 5%	32 8%	38 9%	25 8%	38 12%	12 3%	41 6%	18 12%hi	66 5%	63 5%	65 6%l	58 7%klmop	70 6%	72 5%	73 6%	68 6%	49 5%	48 7% <sup>s</sup>
Once a week	61 3%	20 4%	32 5%	21 5%	28 7%	27 6%	24 8%	17 5%	21 5%	33 4%	4 3%	56 4%	55 4%	54 5%	45 6%klp	57 5%	59 5%	57 5%	56 5%	48 5%	37 6%
Several times a month	65 3%	25 5%	37 6%	23 5%	25 6%	38 9%	32 10%	38 12%	21 6%	38 5%	2 2%	57 4%	61 5%	57 5%	53 7%klmop	60 5%	63 5%	63 5%	60 5%	53 5%	48 8% <sup>s</sup>
Once a month	39 2%	11 2%	24 4%	8 2%	21 5% <sup>cc</sup>	12 3%	15 5%	15 5%	10 3%	20 3%	6 4%	39 3%l	32 3%	35 3%l	24 3%	36 3%	37 3%	38 3%	37 3%	27 3%	18 3%
Less often	221 11%	76 16%	113 19%	80 19%	61 15%	87 20%	74 23%	73 23%	62 16%	117 16%	18 12%	195 15%	184 15%	186 18%klop	126 16%	189 15%	211 16%klo	207 17%	203 18%	179 17%	112 17%
Never	1448 70%	241 50%	278 46%	191 45%	191 45%	141 32%g	102 32%g	69 22%	223 58%	406 54%	78 51%	711 56%mp	692 56%mp	523 49%n	338 43%	677 55%mn	709 54%mn	634 52%r	532 48%	578 55%t	266 41%
Don't know	22 1%	3 1%	1 *	6 1%	3 1%	2 1%	- *	1 *	3 1%	5 1%	2 2%	9 1%mo	7 1%	4 *	3 *	6 1%	7 1%	9 1%	6 1%	6 1%	- -
NET: At least daily	151 7%	74 15%	80 13%	76 18%	60 14%	91 21%f	48 15%	68 21%f	32 8%	89 12%	25 16%h	144 11%	139 11%	137 13%klop	134 17%klmo	143 12%	149 11%	149 12%	149 13%	101 10%	115 18% <sup>s</sup>
NET: At least weekly	285 14%	121 25%	155 26%	118 28%	119 28%	156 36%	97 30%	123 38%f	65 17%	163 22%	47 31%hi	267 21%	258 21%	255 24%klop	237 30%klmo	270 22%k	280 21%	279 23%	273 25%q	198 19%	201 31% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 66  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Any Other**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	389 19%	158 33%	216 36%	149 35%	166 39%	207 47%	144 45%	175 55%	97 25%	221 30%	56 36%	362 28%	351 28%	347 33%	313 40%	367 30%	381 29%	379 31%	370 33%	279 27%	267 41%
NET: Ever	610 29%	234 49%	330 54%	228 54%	227 54%	294 67%	218 68%	248 78%	159 41%	338 45%	74 48%	557 44%	535 43%	532 50%	439 56%	555 45%	592 45%	586 48%	573 52%	458 44%	379 59%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 67  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Portable  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Several times a day	402 19%	182 18%	220 21%	51 22%hi	92 26%hi	99 30%ghi	78 21%hi	32 10%	51 11%	115 20%	105 18%	82 19%	100 20%	31 18%	23 28%pw	31 13%	36 21%	44 24%pw	33 22%p	19 19%	34 18%	58 21%p	46 16%	36 20%	11 18%
Once a day	212 10%	95 9%	117 11%	31 13%i	45 12%i	40 12%i	47 13%i	29 9%i	19 4%	55 10%	58 10%	48 11%	52 10%	20 11%y	8 9%	30 13%uy	12 7%	17 9%y	17 11%y	11 11%y	11 6%	39 14%quy	31 11%y	16 9%	1 1%
Several times a week	213 10%	118 12%	96 9%	28 12%hi	58 16%ghi	55 16%ghi	31 8%i	19 6%	23 5%	56 10%	67 12%	50 12%	41 8%	15 8%	6 7%	18 8%	19 11%	26 14%u	19 13%	13 13%	13 7%	32 12%	26 9%	20 11%	6 9%
Once a week	90 4%	47 5%	43 4%	20 9%fhi	27 8%fhi	8 2%	19 5%i	6 2%	10 2%	24 4%	24 4%	17 4%	25 5%	5 3%	2 2%	4 2%	5 3%	9 5%	7 5%	3 3%	13 7%p	17 6%p	13 5%	11 6%p	2 3%
Several times a month	84 4%	47 5%	37 3%	17 8%hi	19 5%i	18 6%i	16 4%i	7 2%	6 1%	20 3%	29 5%	18 4%	18 4%	7 4%	1 1%	11 5%	6 3%	9 5%	5 3%	4 4%	11 6%	14 5%	10 3%	5 3%	2 3%
Once a month	48 2%	22 2%	26 2%	13 6%ghi	9 3%i	10 3%i	7 2%	6 2%	3 1%	14 2%	21 4%lm	9 2%	5 1%	2 1%	1 1%	10 4%u	2 1%	3 2%	7 5%u	1 1%	1 1%	8 3%	7 3%	4 2%	1 1%
Less often	193 9%	101 10%	92 9%	35 15%gi	44 12%i	38 11%i	31 8%i	29 9%i	16 3%	52 9%	50 9%	42 10%	48 10%	22 13%rx	4 5%	24 10%	22 13%rx	10 6%	13 9%	11 11%	21 11%	20 7%	26 9%	10 6%	9 14%x
Never	824 40%	394 39%	430 40%	29 12%	62 17%	65 20%	137 37%def	179 58%def	353 73%def	231 41%	224 38%	156 37%	214 42%	72 41%v	39 47%sv	105 45%rsv	65 38%	60 34%	46 31%	39 39%	88 46%rsv	80 29%	121 43%sv	76 42%v	32 51%rsv
Don't know	13 1%	9 1%	4 *	7 3%fghi	4 1%i	1 *	2 *	-	-	3 *	8 1%i	-	2 *	2 1%	-	-	3 2%	-	* *	-	1 *	4 2%	1 *	2 1%	-
NET: At least daily	614 30%	277 27%	337 32%a	82 35%hi	137 38%hi	139 42%hi	125 34%hi	61 20%	71 15%	169 30%	162 28%	130 31%	152 30%	51 29%	31 37%uy	61 26%	48 28%	61 34%uy	50 34%uy	29 29%	45 23%	98 36%uy	77 27%	52 29%	12 19%
NET: At least weekly	918 44%	442 44%	476 45%	129 56%hi	222 62%ghi	201 60%ghi	175 48%hi	86 28%i	103 22%	250 44%	253 43%	197 47%	218 43%	70 40%	39 46%	83 36%	72 43%	96 53%npu	76 51%puy	46 45%	72 37%	146 54%npq	117 41%	83 46%	19 31%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 67  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: At least monthly	1050 50%	511 50%	539 51%	160 69%ghi	250 70%ghi	229 69%ghi	199 54%hi	100 32%i	112 23%	283 50%	303 52%	224 53%	241 48%	79 45%	41 48%	104 45%	80 47%	109 60%npq uwy	87 59%npq uwy	51 50%	84 43%	168 62%npq uwy	133 47%	92 51%y	22 35%
NET: Ever	1243 60%	612 60%	631 59%	195 85%ghi	294 82%ghi	267 80%ghi	230 62%hi	129 42%i	128 27%	334 59%	353 60%	266 63%	289 57%	102 58%	45 53%	128 55%	102 60%	119 66%puy	101 68%opu wxy	62 61%	105 54%	188 69%nop uwx	160 57%	102 57%	31 49%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 68  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Several times a day	402 19%	269 22% <sup>c</sup>	87 22% <sup>c</sup>	46 9%	123 24% <sup>fi</sup>	74 33% <sup>dfgi</sup>	68 20%	31 22%	5 27%	270 18%	243 20%	157 18%	348 18%	49 29% <sup>l</sup>	237 16%	163 30% <sup>n</sup>	134 30% <sup>n</sup>	86 29% <sup>n</sup>	60 30% <sup>n</sup>	84 34% <sup>n</sup>	66 31% <sup>n</sup>	38 31% <sup>n</sup>	61 19%	65 17%	81 22%	100 21%	78 21%
Once a day	212 10%	142 12% <sup>c</sup>	47 12% <sup>c</sup>	23 5%	40 8%	20 9%	24 7%	10 7%	1 3%	164 11%	119 10%	90 10%	188 10%	22 13%	136 9%	75 14% <sup>n</sup>	68 15% <sup>n</sup>	36 14% <sup>n</sup>	28 14% <sup>n</sup>	45 18% <sup>noq</sup>	27 13%	14 11%	35 11%	35 9%	37 10%	45 9%	38 10%
Several times a week	213 10%	136 11% <sup>c</sup>	50 13% <sup>c</sup>	27 5%	51 10%	20 9%	36 11%	16 11%	4 23%	155 10%	119 10%	94 11%	189 10%	23 13%	129 8%	84 15% <sup>n</sup>	71 16% <sup>nt</sup>	41 14% <sup>n</sup>	34 17% <sup>n</sup>	44 18% <sup>nt</sup>	25 11%	22 18% <sup>n</sup>	24 8%	38 10%	28 8%	46 10%	53 14% <sup>vx</sup>
Once a week	90 4%	63 5% <sup>c</sup>	18 5% <sup>c</sup>	9 2%	22 4%	12 6%	12 4%	6 4%	-	66 4%	53 4%	36 4%	77 4%	12 7%	63 4%	27 5% <sup>s</sup>	20 4%	15 5%	11 4%	6 3%	13 6%	7 6%	12 4%	14 4%	20 5% <sup>y</sup>	12 2%	23 6% <sup>y</sup>
Several times a month	84 4%	62 5% <sup>c</sup>	14 3%	8 2%	20 4%	12 5%	15 4%	5 4%	-	62 4%	46 4%	36 4%	76 4%	7 4%	59 4%	25 4%	20 5%	11 4%	8 4%	14 6%	10 4%	4 3%	8 2%	13 3%	12 3%	24 5%	24 6% <sup>v</sup>
Once a month	48 2%	35 3% <sup>c</sup>	11 3% <sup>c</sup>	3 1%	10 2%	7 3%	5 2%	5 4%	-	37 2%	25 2%	23 3%	41 2%	5 3%	33 2%	15 3%	9 2%	5 2%	6 3%	5 2%	4 2%	1 1%	7 2%	6 1%	4 1%	12 3%	13 4%
Less often	193 9%	123 10% <sup>c</sup>	47 12% <sup>c</sup>	22 5%	43 9%	21 9%	26 8%	11 8%	3 15%	144 9%	95 8%	98 11% <sup>j</sup>	169 9%	21 13%	132 9%	58 11%	46 10%	32 11%	20 10%	21 9%	25 12%	10 8%	29 9%	23 6%	33 9%	48 10% <sup>w</sup>	46 12% <sup>w</sup>
Never	824 40%	360 30%	113 29%	352 72% <sup>ab</sup>	190 38% <sup>e</sup>	52 24%	149 44% <sup>de</sup>	56 40% <sup>e</sup>	6 32%	624 41% <sup>e</sup>	488 41%	331 38%	787 42% <sup>m</sup>	29 17%	718 47% <sup>opqr</sup>	101 18% <sup>s</sup>	79 18% <sup>s</sup>	65 22% <sup>ops</sup>	32 16%	27 11%	43 20% <sup>s</sup>	26 21% <sup>s</sup>	146 45% <sup>z</sup>	183 48% <sup>yz</sup>	155 42% <sup>z</sup>	189 40% <sup>z</sup>	98 26%
Don't know	13 1%	9 1%	4 1% <sup>c</sup>	-	4 2% <sup>f</sup>	-	-	-	9 1%	4 *	9 1%	12 1%	1 1%	11 1%	2 *	2 *	2 1%	-	2 1%	2 1%	-	*	5 1%	2 *	1 *	4 1%	
NET: At least daily	614 30%	411 34% <sup>c</sup>	134 34% <sup>c</sup>	70 14%	164 32% <sup>f</sup>	95 42% <sup>dfgi</sup>	92 28%	42 29%	6 30%	433 28%	362 30%	247 28%	536 28%	70 42% <sup>l</sup>	373 25%	238 43% <sup>n</sup>	202 45% <sup>n</sup>	122 42% <sup>n</sup>	87 44% <sup>n</sup>	129 52% <sup>nopq</sup>	93 44% <sup>n</sup>	51 43% <sup>n</sup>	97 30%	101 26%	118 32%	145 30%	116 31%
NET: At least weekly	918 44%	610 51% <sup>c</sup>	202 52% <sup>c</sup>	105 21%	238 47% <sup>f</sup>	127 57% <sup>dfgi</sup>	141 42%	64 45%	10 53%	655 43%	534 45%	378 43%	802 42%	105 62% <sup>l</sup>	565 37%	349 64% <sup>n</sup>	293 65% <sup>nq</sup>	178 61% <sup>n</sup>	133 67% <sup>n</sup>	180 72% <sup>nopq</sup>	131 61% <sup>n</sup>	80 66% <sup>n</sup>	133 41%	153 40%	166 45%	202 42%	192 51% <sup>vwyt</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 68  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: At least monthly	1050	707	227	116	267	146	160	74	10	753	605	437	919	117	657	389	323	194	146	198	145	85	148	171	182	238	229
	50%	59% <sub>c</sub>	58% <sub>c</sub>	24%	53% <sub>f</sub>	65% <sub>d</sub> <sub>f</sub> <sub>g</sub> <sub>i</sub>	48%	52%	53%	49%	51%	50%	49%	70% <sub>l</sub>	43%	71% <sub>n</sub> <sub>q</sub>	72% <sub>n</sub> <sub>q</sub>	66% <sub>n</sub>	74% <sub>n</sub>	80% <sub>n</sub> <sub>o</sub> <sub>p</sub> <sub>q</sub>	67% <sub>n</sub> <sub>t</sub>	70% <sub>n</sub>	46%	45%	49%	50%	61% <sub>v</sub> <sub>w</sub> <sub>x</sub> <sub>y</sub>
NET: Ever	1243	831	274	138	310	167	186	85	13	897	700	535	1088	139	789	447	369	226	166	219	170	95	177	194	215	286	275
	60%	69% <sub>c</sub>	70% <sub>c</sub>	28%	62% <sub>f</sub>	75% <sub>d</sub> <sub>f</sub> <sub>g</sub> <sub>i</sub>	56%	60%	68%	59%	59%	61%	58%	82% <sub>l</sub>	52%	81% <sub>n</sub> <sub>q</sub>	82% <sub>n</sub> <sub>q</sub>	77% <sub>n</sub>	84% <sub>n</sub>	88% <sub>n</sub> <sub>o</sub> <sub>p</sub> <sub>q</sub>	79% <sub>n</sub> <sub>t</sub>	79% <sub>n</sub>	55%	51%	58%	60% <sub>w</sub>	73% <sub>v</sub> <sub>w</sub> <sub>x</sub> <sub>y</sub>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 69

Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?

NET: Portable

Base: All respondents

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Several times a day	402	16	14	24	13	10	17	25	11	22	40	19	9	8	6	89	19	13	13	12	11	12
	19%	19%	17%	28%glw	16%	28%	27%gw	15%	14%	25%gw	24%g	24%	12%	15%	20%	19%	24%	17%	20%	16%	18%	13%
Once a day	212	10	8	6	5	4	6	26	9	10	15	1	10	6	3	61	3	6	7	6	1	11
	10%	13%kv	10%kv	7%	6%	12%kv	9%k	15%kpv	12%kv	11%kv	9%k	1%	14%kv	11%kv	11%	13%kv	4%	8%	11%kv	7%	1%	12%kv
Several times a week	213	7	10	4	11	3	6	16	5	13	22	3	5	1	3	47	13	11	9	12	6	5
	10%	8%	12%	5%	13%	9%	9%	10%	7%	15%ckmw	13%km	4%	7%	3%	11%	10%	17%ckmw	15%km	14%	16%ckmw	9%	5%
Once a week	90	4	1	2	4	1	1	5	3	3	7	6	7	2	2	29	2	4	3	2	2	2
	4%	4%	1%	2%	4%	2%	2%	3%	4%	4%	4%	7%	10%bcgw	4%	7%	6%	3%	6%	4%	2%	3%	2%
Several times a month	84	3	2	1	2	-	3	7	4	1	8	5	3	3	*	26	-	3	2	4	2	4
	4%	4%	3%	1%	2%	-	5%	4%	5%	2%	5%	6%	4%	7%p	2%	6%	-	3%	4%	5%	3%	4%
Once a month	48	-	1	1	1	-	4	6	4	2	4	-	2	1	-	14	1	3	1	1	1	2
	2%	-	2%	1%	1%	-	7%ak	4%	5%	2%	2%	-	3%	3%	-	3%	1%	3%	1%	1%	1%	2%
Less often	193	12	8	6	12	5	7	20	5	7	10	7	7	4	4	39	6	4	4	10	9	7
	9%	15%ej	10%	7%	15%ej	14%	10%	12%	6%	8%	6%	8%	11%	8%	14%	8%	8%	5%	6%	14%	14%	7%
Never	824	29	37	41	33	12	18	67	37	28	61	40	26	26	10	159	33	33	26	29	32	49
	40%	35%	44%	48%fio	41%	35%	29%	39%	48%fio	32%	36%	50%fio	37%	50%fio	35%	34%	43%	43%	39%	39%	51%fio	54%afgijo
Don't know	13	1	1	-	2	-	1	-	-	*	-	-	1	-	-	6	-	-	2	-	-	-
	1%	1%	1%	-	2%	-	1%	-	-	*	-	-	1%	-	-	1%	-	-	3%	-	-	-
NET: At least daily	614	26	22	30	18	14	23	51	20	32	55	20	19	13	9	150	22	19	20	17	12	23
	30%	32%	27%	35%v	22%	40%v	36%v	29%	26%	37%v	33%	25%	27%	26%	31%	32%v	28%	25%	30%	23%	19%	25%
NET: At least weekly	918	37	33	35	32	17	30	72	28	48	85	29	31	17	14	226	37	35	32	31	19	29
	44%	44%	41%	42%	40%	51%	47%	42%	36%	56%dghk	51%kmvw	36%	44%	32%	50%	48%mw	48%	45%	48%	41%	31%	32%
NET: At least monthly	1050	40	37	38	35	17	38	85	36	52	97	34	35	21	15	267	38	40	35	35	22	35
	50%	48%	45%	45%	43%	51%	59%vw	49%	46%	60%dkmv	58%dkmv	42%	51%	42%	52%	57%dkmv	49%	52%	52%	47%	35%	39%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 69  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Total	City																		None of these (w)				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)		Cardiff (s)	Belfast (v)		
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*		
NET: Ever	1243	52	45	43	47	22	45	105	41	59	107	40	43	25	19	306	44	44	39	45	31	42		
	60%	64%w	55%	52%	57%	65%	70%	ckmv61%	w	52%	68%	ckmv64%	w	50%	61%	50%	65%	65%	ckmv57%	57%	58%	61%	49%	46%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 70  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Portable  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Several times a day	402 19%	58 30%	60 31%hi	52 25%	32 24%	65 28%	63 26%	55 27%	63 24%	82 24%	43 27%	47 28%	72 27%	44 38%cdfghijkl	252 23%	154 29%np	198 24%	93 29%np	109 25%	75 29%n	59 29%n	62 28%	31 34%np	37 36%npr	47 33%np
Once a day	212 10%	32 17%	27 14%	30 14%	23 17%el	28 12%	32 13%	35 17%l	34 13%	44 13%	23 15%	24 15%	26 10%	15 13%	126 11%	72 13%	107 13%	54 17%np	61 14%	42 16%n	34 17%n	36 16%n	18 19%n	20 19%n	24 17%
Several times a week	213 10%	24 13%	27 14%	26 13%	14 10%	27 12%	31 13%	33 16%j	32 12%	42 12%	14 9%	29 17%j	36 14%	20 17%j	128 12%	72 13%	99 12%	37 11%	50 12%	33 13%	25 12%	24 11%	13 15%	14 14%	15 11%
Once a week	90 4%	9 5%	10 5%	12 6%e	4 3%	6 3%	9 4%	13 6%e	21 8%defi	15 4%	11 7%e	7 4%	13 5%	7 6%	53 5%	31 6%	43 5%	17 5%	22 5%st	7 3%	10 5%	8 4%	4 4%	7 7%	10 7%st
Several times a month	84 4%	10 5%	11 6%	9 4%	8 6%e	6 3%	11 4%	10 5%	17 6%e	22 6%e	4 3%	9 5%	14 5%e	4 3%	54 5%st	27 5%st	43 5%st	18 6%st	27 6%stu	6 2%	7 4%	6 3%	2 2%	2 2%	3 2%
Once a month	48 2%	5 3%	6 3%	3 1%	4 3%	6 3%	5 2%	4 2%	9 3%	11 3%	1 1%	1 1%	9 4%jk	3 2%	31 3%	19 3%	20 2%	8 2%	14 3%	6 2%	6 3%	7 3%	1 1%	2 2%	6 4%
Less often	193 9%	12 6%	11 6%	18 9%	6 4%	15 6%	20 8%	12 6%	19 7%	25 7%	13 8%	14 9%	23 9%	6 5%	106 10%otw	35 6%t	81 10%otw	23 7%t	36 8%t	25 10%tw	6 3%	16 7%t	3 4%	3 3%	9 6%
Never	824 40%	39 20%	34 18%	56 27%bm	41 30%bghklm	74 32%bghklm	73 29%bghklm	43 21%	66 25%bm	103 30%bghklm	45 29%bghklm	32 19%	67 26%bm	16 14%	350 32%opqrsvwxx	129 24%	224 27%oqwx	71 22%	108 25%	64 25%	53 27%w	58 26%wx	20 22%	18 18%	28 20%
Don't know	13 1%	3 1%	5 3%	3 2%	3 2%	3 1%	3 1%	3 1%	4 1%	3 1%	3 2%	3 2%	2 1%	2 1%	6 1%	2 *	4 *	1 *	1 *	1 *	1 *	3 1%	-	1 1%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 70  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: At least daily	614 30%	90 47%	86 45%hi	82 39%	56 41%	93 41%	96 39%	90 43%	97 37%	127 37%	66 42%	71 43%	98 37%	59 51%cfhil	378 34%	226 42%np	304 37%np	148 46%np	170 40%np	117 45%np	93 46%np	98 45%np	49 53%np	57 55%np	70 49%np
NET: At least weekly	918 44%	122 64%	123 65%defhi	121 57%	74 55%	125 55%	136 55%	135 65%cddefh	151 57%	184 53%	91 58%	107 65%efi	147 56%	85 74%cddefg	559 51%	329 61%np	446 55%np	201 62%np	242 57%np	157 61%np	128 64%np	130 59%np	66 72%np	78 75%np	95 67%np
NET: At least monthly	1050 50%	138 72%	140 74%cddefi	133 63%	86 64%	137 60%	151 61%	149 72%cefij	177 67%	216 62%	97 61%	117 71%efij	170 65%	92 80%cddefh	644 58%	374 69%np	509 62%np	227 70%np	283 66%np	169 65%np	141 70%np	143 65%np	68 75%np	82 78%np	104 73%np
NET: Ever	1243 60%	150 78%	151 80%cddefi	151 72%	91 68%	152 67%	171 69%	161 78%defij	196 74%ee	241 70%	110 70%	131 79%defij	193 74%ee	98 85%cddefh	750 68%	410 76%np	590 72%np	250 78%np	319 75%np	193 75%np	147 73%	159 73%	72 78%np	85 82%np	113 80%np

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 71  
Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?  
NET: Portable  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	402 19%	162 34%	210 34%	152 36%	151 36%	144 33%	94 29%	113 35%	83 22%	229 31%h	52 34%h	367 29%	350 28%	326 31%klp	234 30%	365 29%	374 30%	402 33%r	331 30%	324 31%	220 34%
Once a day	212 10%	90 19%	90 15%	75 18%	71 17%	70 16%	43 13%	50 16%	57 15%	120 16%	23 15%	196 15%	198 16%	157 15%	117 15%	196 16%	201 15%	212 17%r	143 13%	157 15%	96 15%
Several times a week	213 10%	78 16%	118 19%	77 18%	75 18%	79 18%	58 18%	54 17%	68 18%	97 13%	34 22%i	192 15%	188 15%	169 16%	123 16%	184 15%	199 15%	213 17%r	171 15%	176 17%	109 17%
Once a week	90 4%	29 6%	43 7%	28 6%	36 9%	31 7%	23 7%	18 6%	33 8%	41 6%	11 7%	84 7%l	74 6%	78 7%l	64 8%klo	82 7%	90 7%l	87 7%	71 6%	70 7%	38 6%
Several times a month	84 4%	26 5%	46 8%	23 5%	32 8%	26 6%	21 7%	20 6%	19 5%	53 7%	6 4%	80 6%	77 6%	69 7%	57 7%	75 6%	80 6%	81 7%	63 6%	71 7%	42 7%
Once a month	48 2%	25 5%	19 3%	13 3%	16 4%	11 3%	14 4%	8 2%	14 4%	26 3%	5 3%	45 4%	45 4%	42 4%	31 4%	44 4%	48 4%	47 4%	39 4%	27 3%	26 4% <sup>s</sup>
Less often	193 9%	66 14%	82 14%	59 14%	40 10%	45 10%	41 13%	43 13%	63 16%j	102 14%	12 8%	174 14%	170 14%	140 13%	106 14%	170 14%	186 14%	186 15%r	150 14%	132 13%t	64 10%
Never	824 40%	-	-	-	-	30 7%	25 8%g	13 4%	49 13%	80 11%	10 7%	139 11%mnop	132 11%mnop	76 7%	47 6%	122 10%mn	129 10%mn	-	141 13%q	86 8%	50 8%
Don't know	13 1%	-	-	-	-	1 *	-	-	-	1 *	-	1 *	-	1 *	-	-	1 *	-	1 *	-	-
NET: At least daily	614 30%	253 53%	300 49%	226 53%	221 53%	214 49%	137 43%	163 51% <sup>f</sup>	140 36%	349 47%h	76 49%h	563 44%	548 44%	483 46%	352 45%	561 45%kp	575 44%	614 50%r	474 43%	481 46%	316 49%
NET: At least weekly	918 44%	360 75%	462 76%	331 78%	332 79%	323 74%	218 68%	234 74%	240 63%	487 65%	120 78%hi	839 66%	810 66%	730 69%klop	539 69%klp	827 67%k	864 66%	915 74%r	716 64%	726 70%	463 72%
NET: At least monthly	1050 50%	412 86%	526 86%	367 86%	380 90%	361 83%	253 79%	262 82%	273 71%	566 75%	132 86%hi	963 75%	931 75%	842 79%klop	627 80%klop	946 76%k	992 76%	1043 85%r	818 74%	824 79%	532 82% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 71  
**Q.1 How often, if at all, do you play video games at home or elsewhere on each of the following devices?**  
**NET: Portable**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Ever	1243 60%	477 100%	609 100%	426 100%	420 100%	406 93%	294 92%	305 96%	336 87%	668 89%	143 93%	1137 89%	1101 89%	982 93%	734 94%	1116 90%	1178 90%	1229 100%	969 87%	957 92%	595 92%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 72  
Q.2 Which device do you MOST prefer to play video games on?  
Base: All gamers

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	405	280	125	72	124	110	62	23	15	130	117	81	78	41	16	42	31	41	26	18	40	54	48	35	13
	29%	39%b	18%	35%ghi	39%ghi	38%ghi	24%hi	15%	8%	34%lm	29%	27%	24%	35%	32%	28%	27%	31%	24%	27%	32%	27%	28%	30%	35%
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	401	138	262	64	96	100	83	33	24	97	109	94	101	31	13	39	33	37	29	22	27	79	54	27	9
	29%	19%	39%a	31%i	30%i	35%hi	33%hi	21%	14%	26%	27%	32%	32%	27%	27%	26%	29%	28%	27%	33%	22%	39%pux	31%	23%	25%
On a desktop computer or laptop	253	162	91	37	36	30	41	37	71	66	79	43	65	24	9	21	24	21	19	15	29	29	28	29	5
	18%	23%b	13%	18%f	12%	11%	16%	24%ef	41%def	17%	20%	15%	20%	21%	19%	14%	20%	16%	17%	23%	23%	14%	16%	24%v	15%
On a tablet computer (such as an iPad)	234	78	156	19	22	24	54	55	60	53	63	62	57	11	6	40	22	22	26	6	25	23	32	15	7
	17%	11%	23%a	9%	7%	8%	21%def	35%def	35%def	14%	16%	21%j	18%	9%	12%	27%ntv	19%	17%	23%ntv	10%	20%n	12%	18%	13%	19%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	36	12	24	6	13	8	5	3	1	16	4	8	8	2	1	7	2	5	3	3	1	5	5	2	1
	3%	2%	3%	3%	4%i	3%	2%	2%	1%	4%k	1%	3%	2%	2%	2%	5%	2%	4%	2%	4%	*	2%	3%	1%	2%
Through an app on a smart TV	18	8	10	1	6	3	3	4	1	4	9	2	3	1	-	-	1	1	4	3	2	3	1	1	-
	1%	1%	1%	*	2%	1%	1%	3%	1%	1%	2%	1%	1%	1%	-	-	1%	1%	3%p	4%p	2%	2%	1%	1%	-
On a virtual reality gaming headset / device	16	13	3	3	7	4	1	-	2	3	5	4	4	2	2	-	-	2	-	-	1	3	1	4	1
	1%	2%b	*	1%	2%	1%	1%	-	1%	1%	1%	1%	1%	2%	4%p	-	-	1%	-	-	1%	2%	1%	3%	3%
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	15	11	5	3	4	4	4	-	-	6	6	1	2	3	2	-	2	-	3	-	-	2	2	2	-
	1%	1%	1%	1%	1%	1%	2%	-	-	2%	2%	*	1%	3%	4%pru	-	1%	-	3%	-	-	1%	1%	1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 72  
**Q.2 Which device do you MOST prefer to play video games on?**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Using wearable technology like a smartwatch (such as an Apple Watch)	9 1%	5 1%	4 1%	1 1%	2 1%	2 1%	2 1%	1 1%	-	1 *	5 1%	1 *	3 1%	-	-	-	1 1%	1 1%	1 1%	-	-	2 1%	1 1%	2 2%	-
On a smart speaker (audio game)	4 *	3 *	1 *	-	4 1%	-	-	-	-	3 1%	1 *	-	-	-	-	-	-	-	-	-	-	2 1%	1 1%	-	1 2%
NET: Mobile and Tablet	635 46%	216 30%	418 61% <sup>a</sup>	84 40%	118 38%	124 44%	137 54% <sup>def</sup>	88 56% <sup>def</sup>	84 48% <sup>e</sup>	150 39%	172 43%	156 53% <sup>jk</sup>	158 49% <sup>j</sup>	42 36%	19 39%	78 53% <sup>nx</sup>	55 47%	59 45%	55 50%	28 42%	52 42%	103 50% <sup>nx</sup>	86 49%	43 36%	16 44%
NET: Console and PC	673 48%	452 64% <sup>b</sup>	222 33%	112 54% <sup>gh</sup>	165 52% <sup>gh</sup>	144 51% <sup>h</sup>	107 42%	60 38%	86 49%	202 53% <sup>l</sup>	202 51% <sup>l</sup>	125 42%	145 45%	68 59% <sup>psv</sup>	27 56%	63 43%	56 49%	62 47%	48 44%	33 50%	69 55% <sup>v</sup>	85 42%	78 45%	66 56% <sup>v</sup>	18 50%
NET: Any Other	975 70%	561 79% <sup>b</sup>	414 61%	139 67%	214 68%	181 64%	167 66%	123 79% <sup>def</sup>	150 86% <sup>def</sup>	277 73%	281 71%	201 68%	216 68%	81 70%	34 69%	110 74% <sup>v</sup>	81 70%	94 72%	78 71%	45 67%	97 78% <sup>v</sup>	123 60%	118 68%	88 75% <sup>v</sup>	27 75%
NET: Portable	671 48%	228 32%	442 65% <sup>a</sup>	90 43%	131 42%	132 46%	142 56% <sup>de</sup>	91 58% <sup>def</sup>	85 49%	166 44%	175 44%	164 56% <sup>jk</sup>	165 52%	44 38%	20 40%	85 57% <sup>nux</sup>	57 49%	64 49%	58 52% <sup>x</sup>	31 46%	53 42%	108 53% <sup>nx</sup>	90 52% <sup>nx</sup>	44 38%	17 46%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 73  
**Q.2 Which device do you MOST prefer to play video games on?**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	405 29%	304 33% <sup>c</sup>	84 29% <sup>c</sup>	17 9%	68 20%	41 23%	35 17%	13 14%	2 18%	327 32% <sup>defg</sup>	199 26%	204 33% <sup>j</sup>	349 29%	49 33%	238 26%	157 34% <sup>n</sup>	135 35% <sup>n</sup>	86 36% <sup>n</sup>	56 32%	82 37% <sup>n</sup>	68 39% <sup>n</sup>	31 31%	37 19%	61 27%	51 21%	97 30% <sup>vx</sup>	126 43% <sup>vwxxy</sup>
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	401 29%	289 32% <sup>c</sup>	90 31% <sup>c</sup>	22 12%	90 26%	54 30%	55 26%	20 21%	1 11%	298 30%	246 32% <sup>k</sup>	151 25%	347 28%	50 34%	231 25%	169 36% <sup>n</sup>	135 35% <sup>n</sup>	83 35% <sup>n</sup>	58 33%	82 37% <sup>n</sup>	65 37% <sup>n</sup>	35 35%	57 28%	55 24%	83 35% <sup>wz</sup>	101 31%	77 26%
On a desktop computer or laptop	253 18%	118 13%	56 19% <sup>a</sup>	79 41% <sup>ab</sup>	91 26% <sup>i</sup>	39 22%	61 29% <sup>i</sup>	28 30% <sup>i</sup>	5 34%	157 16%	127 17%	124 20%	234 19%	18 12%	213 23% <sup>opqrs</sup>	40 9%	31 8%	21 9% <sup>t</sup>	18 10%	13 6%	10 6%	12 12%	55 27% <sup>xyz</sup>	55 24% <sup>yz</sup>	44 19% <sup>z</sup>	52 16%	32 11%
On a tablet computer (such as an iPad)	234 17%	117 13%	51 17%	67 35% <sup>ab</sup>	73 21% <sup>ei</sup>	26 15%	51 24% <sup>ei</sup>	25 27% <sup>ei</sup>	4 28%	155 15%	147 19% <sup>k</sup>	87 14%	216 18%	16 10%	185 20% <sup>opqrs</sup>	49 11% <sup>s</sup>	37 10% <sup>s</sup>	27 11%	18 10%	15 7%	16 9%	15 15% <sup>s</sup>	37 18% <sup>z</sup>	47 20% <sup>z</sup>	49 20% <sup>z</sup>	56 17% <sup>z</sup>	31 10%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	36 3%	25 3%	9 3%	2 1%	9 3%	8 4% <sup>f</sup>	3 1%	2 2%	1 5%	25 2%	25 3%	11 2%	29 2%	5 3%	12 1%	23 5% <sup>n</sup>	22 6% <sup>nqt</sup>	7 3%	10 6% <sup>n</sup>	15 7% <sup>nq</sup>	5 3%	3 3%	7 4%	5 2%	4 2%	5 1%	12 4%
Through an app on a smart TV	18 1%	15 2%	1 *	2 1%	5 1%	4 2%	3 1%	3 3%	1 4%	13 1%	12 2%	6 1%	13 1%	4 3%	9 1%	9 2%	6 2%	4 2%	7 4% <sup>nos</sup>	3 1%	2 1%	3 3%	4 2%	2 1%	1 *	7 2%	3 1%
On a virtual reality gaming headset / device	16 1%	14 2%	1 *	1 1%	1 *	- -	- -	1 1%	- -	14 1%	7 1%	9 1%	13 1%	2 1%	10 1%	6 1%	5 1%	2 1%	3 2%	4 2%	2 1%	- -	- -	1 *	2 1%	4 1%	9 3% <sup>vw</sup>
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	15 1%	15 2% <sup>b</sup>	- -	- -	6 2%	4 2%	2 1%	2 3%	- -	10 1%	4 1%	12 2% <sup>j</sup>	15 1%	1 1%	10 1%	5 1%	3 1%	1 *	3 2%	3 1%	1 1%	1 1%	2 1%	3 1%	1 *	2 1%	4 1%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 73  
**Q.2 Which device do you MOST prefer to play video games on?**  
 Base: All gamers

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Using wearable technology like a smartwatch (such as an Apple Watch)	9	7	1	1	3	2	1	-	-	6	3	6	6	3	3	6	6	5	1	3	5	-	1	1	4	3	1
On a smart speaker (audio game)	4	3	1	-	-	-	-	-	-	4	1	3	3	1	2	2	2	-	2	2	-	1	1	-	1	2	
NET: Mobile and Tablet	635	406	140	89	163	81	105	45	5	453	393	238	563	66	416	218	172	110	76	97	80	50	94	102	131	157	107
NET: Console and PC	673	438	140	96	165	84	99	43	7	494	330	340	598	68	461	202	169	107	77	98	80	44	94	119	95	151	162
NET: Any Other	975	605	202	169	249	121	154	71	12	702	521	450	863	98	671	293	244	154	113	138	110	64	142	173	153	224	215
NET: Portable	671	431	149	90	172	89	108	46	6	478	418	248	592	70	429	241	194	117	86	113	85	53	101	107	135	162	119

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 74

**Q.2 Which device do you MOST prefer to play video games on?****Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	405 29%	20 34%w	20 38%w	16 34%	15 26%	8 31%	14 28%	36 29%	10 23%	13 21%	36 31%	13 28%	17 35%w	6 20%	7 32%	97 29%	10 21%	16 31%	17 40%iw	15 29%	13 35%	8 16%
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	401 29%	18 31%	11 22%	11 24%	13 23%	7 30%	15 32%	32 26%	14 31%	17 26%	34 29%	12 25%	15 30%	7 26%	6 26%	112 33%	16 35%	12 24%	9 22%	14 27%	9 25%	16 32%
On a desktop computer or laptop	253 18%	13 22%	8 15%	9 20%	13 24%	3 13%	9 18%	16 13%	10 22%	10 17%	16 14%	10 22%	7 15%	7 25%	5 26%	53 16%	11 23%	12 24%	7 17%	11 22%	5 15%	16 31%gjo
On a tablet computer (such as an iPad)	234 17%	5 9%	5 9%	6 13%	11 19%	6 26%	7 14%	32 27%ablop	7 16%	19 30%ablops	21 18%	11 24%a	4 9%	8 29%	1 5%	50 15%	5 10%	7 13%	7 16%	6 13%	7 19%	9 18%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	36 3%	* 1%	2 4%	1 2%	2 3%	- -	1 2%	5 4%	3 6%	1 2%	5 4%	1 1%	- -	- -	- -	6 2%	4 9%o	1 2%	- -	2 4%	1 2%	2 4%
Through an app on a smart TV	18 1%	1 1%	- -	- -	1 2%	- -	3 6%g	- -	1 2%	1 1%	1 1%	- -	2 3%	- -	- -	6 2%	- -	- -	1 2%	2 4%g	- -	- -
On a virtual reality gaming headset / device	16 1%	1 2%	3 6%go	- -	- -	- -	- -	- -	- -	- -	3 3%	- -	1 2%	- -	1 6%	3 1%	- -	3 5%g	- -	- -	1 2%	- -
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	15 1%	- -	3 6%go	4 8%gjo	- -	- -	- -	- -	- -	2 3%	1 1%	- -	- -	- -	1 4%	3 1%	- -	1 2%	1 2%	- -	- -	- -
Using wearable technology like a smartwatch (such as an Apple Watch)	9 1%	- -	- -	- -	1 2%	- -	- -	- -	- -	1 1%	1 *	- -	3 6%gjo	- -	- -	2 1%	1 2%	- -	- -	- -	- -	- -

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 74  
**Q.2 Which device do you MOST prefer to play video games on?**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
On a smart speaker (audio game)	4*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	1	-
															1%						2%	
NET: Mobile and Tablet	635 46%	23 40%	16 31%	17 37%	24 42%	13 55%	22 46%	64 53% <sup>b</sup>	21 47%	35 56% <sup>b</sup>	54 46%	23 49%	19 39%	15 54%	7 32%	162 48% <sup>b</sup>	21 45%	19 37%	16 38%	20 40%	16 44%	25 50%
NET: Console and PC	673 48%	33 56%	30 59%	29 62% <sup>i</sup>	28 50%	11 45%	22 46%	52 43%	20 45%	25 40%	53 46%	24 50%	24 49%	13 46%	13 62%	153 46%	21 44%	30 57%	25 59%	26 52%	18 50%	24 47%
NET: Any Other	975 70%	40 69%	37 72%	32 68%	43 77%	17 70%	33 68%	89 74%	31 69%	45 71%	83 71%	35 75%	34 70%	21 74%	15 69%	220 66%	31 65%	39 75%	31 76%	37 73%	27 75%	34 68%
NET: Portable	671 48%	23 40%	18 35%	18 38%	26 46%	13 55%	23 48%	70 57% <sup>bq</sup>	24 54%	36 57% <sup>b</sup>	59 50%	23 50%	19 39%	15 54%	7 32%	168 50%	25 54%	20 38%	16 38%	22 44%	17 46%	27 53%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 75  
Q.2 Which device do you MOST prefer to play video games on?  
Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	405 29%	53 33%	45 29%e	47 28%e	22 23%	30 18%	54 29%e	49 29%e	69 32%e	81 31%e	40 34%e	51 37%del	56 27%e	35 35%e	260 32%	139 32%	214 34%	97 37%	128 37%an	76 37%	48 31%	57 34%	22 29%	27 31%	44 37%
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	401 29%	36 23%	34 22%	33 20%	25 26%	41 25%	46 25%	50 30%bck	54 25%	68 26%	32 27%	29 21%	65 32%bcfhi km	22%	250 31%tux	137 32%tuwx	207 32%tuwx	73 28%	107 31%tux	62 30%x	35 22%	38 22%	17 22%	18 21%	25 21%
On a desktop computer or laptop	253 18%	22 14%	31 20%gjjm	35 21%gjjm	19 19%am	34 21%gjjm	32 17%am	23 13%	40 18%gjm	41 16%	13 11%	19 14%	26 13%	9 9%	120 15%op	47 11%	79 12%	35 14%	50 15%	31 15%	25 16%	33 20%opq	20 26%nopqr	16 19%o	28 23%nopqrs
On a tablet computer (such as an iPad)	234 17%	18 12%	19 12%	26 15%am	15 16%	31 19%ghjkm	26 14%	18 11%	22 10%	41 15%hm	11 9%	14 11%	31 15%am	8 8%	122 15%pqrsx	55 13%qrsx	81 13%qrsx	22 9%	23 7%	16 8%	22 14%qrsx	18 11%	6 7%	7 8%	8 7%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	36 3%	5 3%	6 4%	6 3%	3 4%	5 3%	6 3%	6 3%	7 3%	5 2%	3 3%	4 3%	7 3%	3 3%	20 2%	15 4%	18 3%	10 4%	7 2%	6 3%	6 4%	8 5%r	3 3%	7 8%nprx	3 3%
Through an app on a smart TV	18 1%	6 4%	3 2%	6 3%	3 3%	3 2%	6 3%	5 3%	6 3%	7 3%	4 4%	5 3%	5 2%	6 6%bel	12 1%	11 3%np	8 1%	9 3%np	9 3%p	5 2%	9 6%np	6 4%np	1 2%	4 4%p	7 6%np
On a virtual reality gaming headset / device	16 1%	2 1%	2 1%	3 2%	1 1%	2 1%	1 1%	2 1%	4 2%	5 2%	1 1%	2 2%	4 2%	2 2%	12 2%	6 1%	10 2%	2 1%	9 2%q	3 2%	3 2%	1 1%	2 3%	2 3%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 75  
**Q.2 Which device do you MOST prefer to play video games on?**  
 Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	15 1%	9 5%	8 5%	6 4%	3 4%	9 6%l	8 4%	9 5%	9 4%	9 3%	7 6%l	8 6%l	4 2%	7 7%l	11 1%	9 2%	12 2%	7 3%	8 2%	4 2%	3 2%	6 4%n	4 6%np	5 6%nop	3 3%
Using wearable technology like a smartwatch (such as an Apple Watch)	9 1%	5 3%	5 3%	5 3%	2 2%	5 3%	5 2%	5 3%	5 2%	5 2%	5 4%	5 3%	5 2%	6 6%hil	5 1%	5 1%	7 1%n	3 1%	3 1%	3 1%	4 3%nu	1 *	1 2%	1 1%	1 1%
On a smart speaker (audio game)	4 *	3 2%	3 2%	1 *	2 2%	3 2%	3 1%	3 2%	2 1%	3 1%	1 1%	1 *	3 1%	2 2%	3 *	3 1%	3 *	3 1%	-	-	-	-	-	-	-
NET: Mobile and Tablet	635 46%	54 34%	54 34%	59 35%	40 42% <sup>m</sup>	72 44% <sup>bhkm</sup>	72 39%	68 40% <sup>km</sup>	76 35%	109 41% <sup>km</sup>	43 37%	43 31%	96 47% <sup>abcfhjkm</sup>	30 30%	373 46% <sup>qrstu</sup> vw	193 45% <sup>qrstu</sup> vw	288 45% <sup>qrstu</sup> vw	95 36% <sup>x</sup>	130 38% <sup>x</sup>	78 38% <sup>x</sup>	57 36%	56 33%	22 29%	25 29%	32 27%
NET: Console and PC	673 48%	83 53%	84 53% <sup>l</sup>	89 53% <sup>l</sup>	44 46%	74 45%	93 50% <sup>l</sup>	81 48%	119 54% <sup>el</sup>	131 50% <sup>l</sup>	60 51%	78 57% <sup>egl</sup>	86 42%	52 50%	391 48%	195 46%	304 48%	140 53% <sup>o</sup>	185 54% <sup>nop</sup>	112 54% <sup>o</sup>	77 49%	97 57% <sup>nop</sup>	46 61% <sup>nop</sup>	48 56%	75 63% <sup>nopqt</sup>
NET: Any Other	975 70%	113 72%	115 73% <sup>g</sup>	127 76% <sup>gjl</sup>	68 70%	113 69%	132 71%	110 65%	154 71%	188 71%	78 66%	101 73%	135 66%	73 71%	555 68%	281 66%	419 66%	182 69%	228 67%	141 68%	118 76% <sup>opr</sup>	125 74% <sup>op</sup>	55 72%	63 73%	92 77% <sup>opr</sup>
NET: Portable	671 48%	59 37%	60 38%	64 39%	44 46% <sup>m</sup>	77 47% <sup>hkm</sup>	78 42%	74 44% <sup>km</sup>	82 38%	113 43%	47 40%	47 34%	102 50% <sup>abcfhijkm</sup>	34 33%	393 48% <sup>qrstu</sup> x	208 49% <sup>qrstu</sup> vw	306 48% <sup>qrstu</sup> x	105 40% <sup>x</sup>	137 40% <sup>x</sup>	84 41% <sup>x</sup>	63 40% <sup>x</sup>	64 38% <sup>x</sup>	25 33%	32 37%	35 30%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 76  
Q.2 Which device do you MOST prefer to play video games on?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		Multi-players (t)	
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)		Solo Players (s)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	405 29%	124 26%	201 33%a	101 24%	117 28%	225 51%	176 55%g	149 47%	114 30%	226 30%	36 24%	372 29%	368 30%	345 33%kl	276 35%kl	362 29%o	393 30%	339 28%	405 36%q	289 28%	269 42% s
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	401 29%	196 41%b	195 32%	106 25%	99 24%	91 21%	64 20%	67 21%	113 29%	203 27%	46 30%	364 29%	345 28%	321 30%lp	230 29%	364 29%l	374 29%	401 33%r	236 21%	328 31%t	135 21%
On a desktop computer or laptop	253 18%	40 8%	92 15%a	44 10%	68 16%c	48 11%	38 12%g	23 7%	71 18%	129 17%	40 26%i	222 17%mn	216 17%mn	153 14%	112 14%	218 18%mn	233 18%mn	167 14%	253 23%q	178 17%	111 17%
On a tablet computer (such as an iPad)	234 17%	78 16%b	71 12%	135 32%d	99 24%	25 6%	17 5%	41 13%ef	63 16%	133 18%	22 14%	226 18%mn	215 17%mn	158 15%np	89 11%	206 17%mn	212 16%mn	234 19%r	133 12%	187 18%t	71 11%
On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	36 3%	16 3%	17 3%	14 3%	12 3%	14 3%	9 3%	21 7%ef	10 2%	22 3%	2 1%	33 3%	32 3%	30 3%	25 3%	32 3%	36 3%	34 3%	28 2%	29 3%	21 3%
Through an app on a smart TV	18 1%	9 2%	8 1%	8 2%	7 2%	8 2%	4 1%	3 1%	4 1%	13 2%	-	16 1%	16 1%	15 1%	15 2%p	18 1%	16 1%	16 1%	15 1%	4 *	8 1% s
On a virtual reality gaming headset / device	16 1%	5 1%	9 1%	5 1%	4 1%	8 2%	7 2%	3 1%	1 *	8 1%	7 5%hi	16 1%	14 1%	12 1%	13 2%	14 1%	16 1%	13 1%	14 1%	9 1%	11 2%
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)	15 1%	8 2%	8 1%	6 1%	9 2%	10 2%	3 1%	9 3%	6 1%	6 1%	-	14 1%	15 1%	13 1%	10 1%	13 1%	15 1%	13 1%	15 1%	10 1%	11 2%
Using wearable technology like a smartwatch (such as an Apple Watch)	9 1%	2 *	5 1%	3 1%	5 1%	4 1%	1 *	-	2 1%	6 1%	-	9 1%	9 1%	8 1%	7 1%	8 1%	9 1%	8 1%	8 1%	6 1%	5 1%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 76  
**Q.2 Which device do you MOST prefer to play video games on?**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
On a smart speaker (audio game)	4*	1*	4 1%	3 1%	1*	3 1%	1*	2 1%	1*	3*	-	3*	4*	4*	3*	4*	4*	4*	4*	3*	3*
NET: Mobile and Tablet	635 46%	274 57% <sup>b</sup>	266 44%	241 57% <sup>d</sup>	198 47%	117 27%	81 25%	108 34% <sup>ef</sup>	176 46%	335 45%	68 44%	590 46% <sup>np</sup>	560 45% <sup>n</sup>	479 45% <sup>n</sup>	318 41%	570 46% <sup>np</sup>	587 45% <sup>n</sup>	635 52% <sup>r</sup>	370 33%	515 49% <sup>t</sup>	206 32%
NET: Console and PC	673 48%	171 36%	301 49% <sup>a</sup>	151 35%	193 46% <sup>c</sup>	283 65% <sup>g</sup>	217 68% <sup>g</sup>	182 57%	191 50%	361 48%	77 50%	609 48%	599 49%	511 48%	398 51% <sup>kmo</sup>	593 48%	641 49% <sup>ko</sup>	520 42%	673 61% <sup>q</sup>	477 46%	392 61% <sup>s</sup>
NET: Any Other	975 70%	274 57%	406 67% <sup>a</sup>	314 74%	312 74%	335 77%	253 79%	243 76%	266 69%	541 72%	108 70%	899 70% <sup>m</sup>	873 71% <sup>mo</sup>	725 68%	541 69%	861 70%	918 70% <sup>m</sup>	815 66%	859 77% <sup>q</sup>	705 68%	499 77% <sup>s</sup>
NET: Portable	671 48%	289 61% <sup>b</sup>	283 46%	256 60% <sup>d</sup>	210 50%	131 30%	90 28%	129 41% <sup>ef</sup>	185 48%	358 48%	70 45%	624 49% <sup>np</sup>	592 48% <sup>n</sup>	509 48% <sup>n</sup>	344 44%	602 49% <sup>n</sup>	623 48% <sup>n</sup>	669 54% <sup>r</sup>	397 36%	544 52% <sup>t</sup>	227 35%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 77  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Gender		Age						Social Grade					Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	802 58%	313 44%	489 72% <sup>a</sup>	107 52%	162 51%	156 55%	172 67% <sup>d</sup>	99 63% <sup>e</sup>	107 62% <sup>e</sup>	207 55%	214 54%	183 62%	198 62%	61 52%	27 55%	78 53%	75 65% <sup>t</sup>	92 70% <sup>n</sup>	67 61%	30 46%	71 57%	114 56%	108 62% <sup>t</sup>	60 51%	20 56%
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	405 29%	246 35% <sup>b</sup>	159 23%	70 34% <sup>h</sup>	117 37% <sup>g</sup>	87 31% <sup>h</sup>	71 28% <sup>i</sup>	31 20%	30 17%	110 29%	129 33%	78 26%	87 27%	53 46% <sup>p</sup>	17 35%	32 21%	30 26%	34 26%	31 28%	23 34%	36 29%	64 32%	39 22%	42 35% <sup>p</sup>	5 15%
Games where I compete against single opponents (e.g. Online Chess)	238 17%	137 19% <sup>b</sup>	101 15%	47 23% <sup>g</sup>	66 21% <sup>h</sup>	51 18%	37 15%	17 11%	19 11%	71 19%	76 19%	48 16%	43 14%	20 17%	7 14%	18 12%	22 19%	28 21%	14 13%	12 18%	20 16%	35 17%	37 21%	20 17%	6 16%
Games where I compete against multiple people/teams (e.g. Fortnite)	236 17%	161 23% <sup>b</sup>	75 11%	72 35% <sup>e</sup>	74 23% <sup>g</sup>	50 18% <sup>h</sup>	32 12% <sup>h</sup>	5 3%	4 2%	88 23% <sup>k</sup>	61 15%	40 13%	47 15%	32 28% <sup>p</sup>	8 17%	22 15%	18 16%	23 17%	15 14%	10 14%	17 14%	43 21% <sup>x</sup>	34 20% <sup>x</sup>	11 10%	2 5%
Games that accurately simulate a real-life experience (e.g. flying, management)	226 16%	177 25% <sup>b</sup>	48 7%	36 18% <sup>i</sup>	74 24% <sup>g</sup>	50 17% <sup>i</sup>	40 16% <sup>i</sup>	16 10%	10 6%	76 20% <sup>m</sup>	66 17%	46 15%	38 12%	23 20%	12 25% <sup>r</sup>	26 17%	20 17%	15 11%	12 11%	9 14%	22 18%	39 19%	26 15%	18 15%	3 7%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	208 15%	114 16%	94 14%	63 30% <sup>e</sup>	66 21% <sup>h</sup>	44 16% <sup>g</sup>	22 9%	7 4%	6 4%	73 19% <sup>k</sup>	47 12%	45 15%	43 13%	24 21% <sup>y</sup>	4 9%	16 11%	14 12%	27 21% <sup>p</sup>	12 11%	7 11%	16 13%	38 19% <sup>y</sup>	34 19% <sup>y</sup>	15 13%	1 4%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	206 15%	126 18% <sup>b</sup>	80 12%	53 26% <sup>i</sup>	76 24% <sup>g</sup>	49 17% <sup>g</sup>	22 8% <sup>h</sup>	3 2%	4 2%	61 16%	63 16%	38 13%	45 14%	26 22% <sup>p</sup>	13 26% <sup>s</sup>	14 10%	15 13% <sup>s</sup>	22 17% <sup>s</sup>	4 4%	11 17% <sup>s</sup>	20 16% <sup>s</sup>	39 19% <sup>ps</sup>	27 15% <sup>s</sup>	13 11%	2 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 77  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Games that take place in a persistent virtual world (e.g. World of Warcraft)	183	114	69	35	59	39	32	9	8	63	54	28	38	22	8	12	19	13	11	16	29	24	14	2	6%
Games that are controlled by movement (e.g. Wii Fit)	178	77	101	28	57	42	35	10	6	50	57	26	46	12	2	17	22	11	8	25	36	14	11	9	25%noqswx
Games where I am part of a team competing against another team (e.g. League of Legends)	128	100	28	35	47	30	12	4	1	47	33	22	25	18	6	7	13	5	13	10	20	15	9	-	-
Other types of game (Please specify)	132	78	54	12	19	23	23	19	36	32	29	28	42	13	4	16	11	8	16	19	15	12	10	-	-
None of these	76	43	34	12	10	10	11	14	20	15	28	16	18	4	2	9	6	2	3	7	10	10	9	4	12%r
NET: Single Player	1043	498	545	151	230	218	201	120	123	281	294	226	241	95	38	107	90	102	47	92	153	131	82	22	62%
NET: Multiplayer Competitive	431	265	166	98	126	94	65	24	22	139	125	86	81	45	16	36	39	42	28	37	72	59	29	7	19%
NET: Multiplayer Collaborative/Creative	327	183	143	86	108	75	37	10	10	105	91	65	66	35	13	26	24	37	17	29	60	45	22	4	10%
NET: Other	432	232	199	61	121	88	80	33	49	125	124	75	106	38	14	43	34	40	25	53	66	46	34	11	30%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 77  
**Q.3 Which, if any, of the following types of video games do you play?**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: Any Multiplayer	645	381	264	136	190	145	99	38	37	208	193	122	122	60	27	55	53	67	44	32	55	108	84	48	11
	46%	54% <sup>b</sup>	39%	66% <sup>fgh</sup> <sub>i</sub>	60% <sup>fgh</sup> <sub>i</sub>	51% <sup>ghi</sup>	39% <sup>hi</sup>	25%	21%	55% <sup>lm</sup>	49% <sup>m</sup>	41%	38%	52% <sup>py</sup>	56% <sup>py</sup>	37%	46%	51% <sup>py</sup>	40%	49%	44%	53% <sup>psy</sup>	48%	41%	31%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 78  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	802	514	176	112	215	109	139	57	7	564	467	330	727	68	542	257	218	138	88	120	98	62	115	141	146	193	153
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	405	289	86	29	99	64	59	28	5	288	201	200	356	42	266	137	113	64	56	77	49	22	48	59	77	88	101
Games where I compete against single opponents (e.g. Online Chess)	238	170	47	22	58	32	37	16	4	177	125	113	202	35	149	88	66	39	41	41	29	16	26	27	44	65	59
Games where I compete against multiple people/teams (e.g. Fortnite)	236	170	62	3	40	32	21	7	-	187	114	118	190	41	134	98	80	43	46	58	37	12	23	23	38	53	78
Games that accurately simulate a real-life experience (e.g. flying, management)	226	172	41	13	46	28	26	17	2	172	103	119	193	30	148	75	58	30	33	40	24	10	26	24	29	57	73
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	208	146	56	6	45	35	20	7	-	156	115	90	168	33	117	89	76	40	42	53	34	10	18	33	35	49	48

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 78  
**Q.3 Which, if any, of the following types of video games do you play?**  
 Base: All gamers

	Working status				Disability						Educational level		Ethnicity		Kids in household						Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	206	160	45	2	45	34	21	9	1	157	108	96	183	22	120	81	64	29	44	52	23	12	25	35	38	49	51
Games that take place in a persistent virtual world (e.g. World of Warcraft)	183	134	41	7	46	35	19	11	2	130	83	97	165	17	115	67	50	25	33	35	19	11	19	33	23	41	54
Games that are controlled by movement (e.g. Wii Fit)	178	118	48	12	37	25	19	8	1	139	87	91	147	31	94	84	70	45	37	48	36	13	23	27	22	36	54
Games where I am part of a team competing against another team (e.g. League of Legends)	128	95	32	1	25	17	16	5	2	100	62	64	113	13	78	49	45	22	17	31	18	8	11	18	18	28	41
Other types of game (Please specify)	132	66	28	38	44	15	30	9	-	85	80	52	121	9	100	30	22	15	11	11	10	12	22	27	24	33	17
None of these	76	43	11	22	21	8	15	10	1	54	41	35	68	8	56	20	15	9	7	9	7	2	19	10	10	19	13
NET: Single Player	1043	684	226	133	269	144	167	74	9	741	582	453	928	103	699	340	284	181	120	160	132	77	143	169	185	252	220
NET: Multiplayer Competitive	431	309	97	25	93	58	55	22	4	326	217	211	361	65	255	172	137	79	75	87	61	30	45	46	75	110	120
NET: Multiplayer Collaborative/Creative	327	238	81	7	73	55	32	11	1	245	177	146	275	45	189	132	107	60	65	73	48	22	36	51	56	78	77

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 78  
**Q.3 Which, if any, of the following types of video games do you play?**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: Other	432	279	97	55	114	67	64	26	2	308	221	209	381	47	267	161	128	77	71	85	56	34	56	80	64	97	107
	31%	31%	33%	29%	33%	37%	30%	27%	13%	31%	29%	34%	31%	32%	29%	35%	34%	32%	41% <sub>n</sub>	38% <sub>np</sub>	32%	34%	28%	35%	27%	30%	36% <sub>x</sub>
NET: Any Multiplayer	645	467	141	36	147	93	78	31	6	478	333	308	548	85	385	251	196	115	114	124	91	47	75	87	110	153	167
	46%	51% <sub>c</sub>	48% <sub>c</sub>	19%	43% <sub>fg</sub>	52% <sub>dfg</sub>	37%	33%	46%	47% <sub>fg</sub>	43%	50% <sub>j</sub>	45%	57% <sub>l</sub>	42%	54% <sub>npq</sub>	51% <sub>n</sub>	49%	66% <sub>nopq</sub>	55% <sub>n</sub>	52% <sub>n</sub>	47%	37%	38%	47%	47% <sub>v</sub>	57% <sub>vwxy</sub>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 79  
**Q.3 Which, if any, of the following types of video games do you play?**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	802 58%	34 59%	26 51%	28 60%	35 63%	11 45%	31 63%	65 54%	21 47%	38 61%	77 66%q	33 70%hq	26 54%	18 63%	15 70%	192 57%	28 60%	24 46%	23 55%	25 49%	20 56%	31 61%
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	405 29%	20 34%	32 62%acdf ghijkl pqrstvw	17 36%	13 23%	7 31%	12 25%	25 21%	11 24%	20 32%	32 27%	10 21%	17 35%	4 14%	7 34%	95 28%	13 28%	20 39%gv	13 32%	18 36%v	5 15%	13 25%
Games where I compete against single opponents (e.g. Online Chess)	238 17%	8 15%	11 22%	6 13%	12 21%	5 20%	8 17%	19 16%	7 16%	10 17%	20 17%	6 13%	4 9%	7 24%	8 36%	60 18%	9 20%	7 14%	8 20%	8 16%	6 16%	6 12%
Games where I compete against multiple people/teams (e.g. Fortnite)	236 17%	16 27%gqv	17 32%dgkq vw	9 20%	8 13%	5 23%	7 14%	15 12%	7 16%	10 17%	22 18%	5 11%	12 24%v	4 16%	3 13%	65 19%	7 16%	5 10%	5 13%	8 15%	2 5%	5 9%
Games that accurately simulate a real-life experience (e.g. flying, management)	226 16%	9 15%	13 24%i	10 22%i	6 11%	6 26%	9 19%	18 15%	11 25%i	4 7%	14 12%	10 22%i	5 10%	5 18%	4 21%	60 18%i	9 18%	10 19%	5 13%	6 11%	3 7%	9 17%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	208 15%	12 21%v	11 21%v	5 11%	6 10%	4 16%	6 12%	11 9%	6 13%	7 11%	28 24%gijvw	7 15%	7 14%	4 13%	3 15%	57 17%	11 24%gvw	7 14%	4 11%	7 14%	1 4%	4 7%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	206 15%	14 24%fgiv w	10 20%	13 27%fgiv w	7 12%	6 24%	4 7%	10 9%	9 19%	4 6%	21 18%i	8 16%	9 18%	3 11%	3 13%	57 17%i	8 17%	7 13%	4 9%	7 13%	2 6%	4 7%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 79

Q.3 Which, if any, of the following types of video games do you play?

Base: All gamers

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Games that take place in a persistent virtual world (e.g. World of Warcraft)	183 13%	9 16%	13 26% dgkr v	6 12%	5 9%	3 12%	6 11%	7 6%	7 15%	6 10%	21 18% g	4 8%	10 20% g	3 10%	3 13%	48 14% g	7 15%	8 16%	3 7%	8 16%	2 6%	5 10%
Games that are controlled by movement (e.g. Wii Fit)	178 13%	4 7%	8 15% c	- -	5 9%	1 6%	9 18% cq	15 13% c	7 16% c	10 15% cq	20 17% cq w	9 18% cq w	5 10% c	2 6%	1 5%	52 16% cq	7 16% c	2 3%	5 12% c	4 8%	9 25% acq sw	3 5%
Games where I am part of a team competing against another team (e.g. League of Legends)	128 9%	10 17% gio v	7 14% g v	8 17% g v	5 8%	3 13%	4 8%	3 2%	7 15% g v	3 4%	11 10% g	3 7%	5 9%	2 7%	3 13%	26 8%	6 13% g v	6 11% g	2 5%	11 21% g io r v	- -	4 8%
Other types of game (Please specify)	132 9%	6 11%	5 10%	3 6%	7 12%	2 7%	4 8%	15 12%	3 7%	9 14% j v	5 4%	5 11%	3 6%	5 17%	- -	33 10%	2 3%	5 10%	5 13% v	4 9%	- -	11 21% c j lo p v
None of these	76 5%	3 5%	1 1%	2 4%	5 10% j	- -	6 12% j	7 6%	3 7%	4 7%	2 2%	4 8%	1 1%	3 10%	2 8%	16 5%	2 5%	6 11% j	3 7%	2 5%	4 12% b j	1 2%
NET: Single Player	1043 75%	46 80%	44 85% v	39 84% v	40 71%	19 77%	35 73%	83 68%	30 67%	47 75%	90 77%	38 80%	35 71%	20 70%	18 84%	251 75%	39 82%	36 68%	29 69%	39 78%	22 62%	42 82%
NET: Multiplayer Competitive	431 31%	20 35%	24 46% g v w	18 38%	17 30%	11 46%	13 27%	29 24%	15 33%	20 31%	36 31%	13 27%	15 30%	8 29%	11 51%	112 33% w	12 26%	13 25%	12 29%	17 34%	7 19%	9 18%
NET: Multiplayer Collaborative/Creative	327 23%	18 31% f g v w	15 29% w	13 29% w	12 21%	9 37%	6 12%	20 16%	12 26%	11 17%	38 32% f g v w	11 23%	12 25%	4 15%	5 23%	90 27% f g v w	15 31% f v w	11 20%	6 15%	12 24%	4 10%	5 11%
NET: Other	432 31%	16 28%	23 45% c	8 18%	17 30%	5 22%	16 33%	34 28%	17 38%	21 33%	37 32%	16 35%	14 29%	9 31%	3 13%	112 34%	11 24%	16 30%	13 30%	15 29%	11 30%	17 33%
NET: Any Multiplayer	645 46%	26 45%	34 65% f g k r v w	27 59% f g v w	24 43%	17 71%	16 33%	44 36%	24 53% w	28 44%	63 53% f g v w	18 39%	25 50% w	10 36%	12 59%	169 50% f g v w	22 46%	24 45%	16 38%	22 44%	11 31%	14 27%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 80  
**Q.3 Which, if any, of the following types of video games do you play?**  
 Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	802 58%	68 43%	73 47%	78 47%	43 45%	93 57% bcdhj m	93 50%	85 50%	102 47%	148 56% bcdhj m	53 46%	72 52%	116 56% bcdhj m	44 43%	477 58% qsuvvw x	240 56% suvx	370 58% qsuvw x	133 51%	186 54% svx	98 47%	85 55% vxx	81 48%	31 42%	40 46%	53 44%
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	405 29%	39 25%	49 31%	47 28%	21 22%	39 24%	51 28%	43 26%	72 33% deg	78 29%	31 26%	37 27%	58 28%	27 27%	253 31%	126 30%	204 32% t	85 32% t	121 35% ot	66 32%	37 24%	53 31%	21 28%	23 26%	41 35% t
Games where I compete against single opponents (e.g. Online Chess)	238 17%	33 21%	35 23%	33 20%	18 18%	25 15%	33 18%	41 24% e	55 25% ef	54 20%	29 25% e	38 28% efl	40 19%	21 21%	166 20%	93 22%	127 20%	48 18%	62 18%	44 21%	31 20%	31 19%	13 18%	14 16%	31 26% uw
Games where I compete against multiple people/teams (e.g. Fortnite)	236 17%	49 31%	44 28%	38 23%	24 25%	35 22%	57 30% ce	49 29%	67 31% cei	64 24%	34 29%	43 32% e	50 24%	30 29%	168 21%	107 25% n	146 23% n	75 29% np	85 25%	55 27% n	34 22%	41 24%	20 26%	21 24%	36 30% n
Games that accurately simulate a real-life experience (e.g. flying, management)	226 16%	36 23%	36 23%	40 24% i	20 21%	34 21%	36 19%	32 19%	59 27% fgil	45 17%	25 21%	27 19%	41 20%	20 20%	142 17%	75 18%	114 18%	47 18%	73 21%	42 20%	30 19%	42 25% nopq	19 25%	17 19%	31 26% nopq
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	208 15%	46 29%	47 30% ci	36 21%	19 20%	37 23%	47 25%	41 25%	53 24%	54 21%	27 23%	38 28%	48 24%	31 31% i	144 18%	90 21% n	122 19%	65 25% np	79 23% n	48 23%	31 20%	32 19%	22 28% npu	22 26%	33 27% npu

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 80  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	206 15%	37 23%	33 21%	34 20%	15 15%	25 16%	42 23%el	35 21%	53 24%el	52 20%	20 17%	23 17%	31 15%	32 31%bcdeg ijkl	137 17%	83 19%	129 20%nt	58 22%nt	70 20%	35 17%	21 13%	30 17%	15 20%	16 19%	27 22%t
Games that take place in a persistent virtual world (e.g. World of Warcraft)	183 13%	27 17%	24 15%	28 17%	16 16%	22 14%	35 19%il	25 15%	41 19%il	35 13%	21 18%	24 18%	30 15%	19 19%	119 15%	70 16%	106 17%	44 17%	62 18%	36 17%	33 21%n	37 22%n	13 17%	19 22%	26 22%n
Games that are controlled by movement (e.g. Wii Fit)	178 13%	35 22%	38 24%fi	31 19%	14 15%	28 17%	31 16%	34 20%	46 21%	46 17%	20 17%	28 20%	41 20%	23 23%	130 16%	73 17%	111 17%	53 20%r	48 14%	35 17%	24 16%	29 17%	17 23%r	20 23%r	21 18%
Games where I am part of a team competing against another team (e.g. League of Legends)	128 9%	25 16%	25 16%	24 14%	17 18%	25 15%	28 15%	22 13%	34 15%	33 12%	16 14%	21 15%	29 14%	19 18%	95 12%	62 15%n	77 12%	37 14%	48 14%	22 11%	18 12%	21 12%	11 15%	13 15%	18 15%
Other types of game (Please specify)	132 9%	8 5%	11 7% <i>m</i>	13 8% <i>m</i>	11 11% <i>km</i>	17 11% <i>m</i>	16 9% <i>m</i>	10 6%	18 8% <i>m</i>	23 9% <i>m</i>	10 9% <i>km</i>	6 4%	13 6%	2 2%	58 7% <i>opq</i>	16 4%	32 5%	7 3%	24 7% <i>oq</i>	13 6% <i>q</i>	5 3%	13 8% <i>oqt</i>	1 1%	2 2%	5 5%
None of these	76 5%	7 5%	4 3%	7 4%	5 5%	7 4%	9 5%	6 4%	8 4%	13 5%	3 3%	3 2%	11 5%	3 3%	37 5%	17 4%	29 5%	10 4%	12 3%	9 4%	7 4%	10 6%	6 8%	5 6%	6 5%
NET: Single Player	1043 75%	97 61%	107 68%	115 69%	59 61%	118 72% <i>d</i>	128 69%	114 67%	150 69%	189 71% <i>d</i>	77 66%	97 70%	151 74% <i>dm</i>	64 63%	608 75% <i>uvwx</i>	316 74% <i>uvwx</i>	485 76% <i>qsuvwx</i>	184 70%	256 75% <i>suvwx</i>	144 69%	109 70%	113 67%	46 61%	55 63%	78 65%
NET: Multiplayer Competitive	431 31%	76 48%	71 45% <i>e</i>	63 38%	38 39%	57 35%	82 44% <i>e</i>	79 47% <i>ce</i>	103 47% <i>ce</i>	107 41%	58 49% <i>ce</i>	70 51% <i>ceil</i>	82 40%	50 49% <i>ce</i>	302 37%	181 42% <i>np</i>	237 37%	111 43%	140 41%	88 43%	60 38%	71 42%	29 38%	33 39%	59 49% <i>npt</i>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 80  
**Q.3 Which, if any, of the following types of video games do you play?**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: Multiplayer Collaborative/Creative	327	64	63	53	27	48	66	60	82	84	37	50	60	48	216	130	191	92	117	68	43	50	29	31	46
	23%	40%	40% <sup>cdeil</sup>	32%	28%	29%	36%	35%	38% <sup>l</sup>	32%	36%	29%	47% <sup>cdefgij</sup>	27%	30% <sup>n</sup>	30% <sup>n</sup>	35% <sup>n</sup>	34% <sup>n</sup>	33%	27%	29%	39% <sup>nt</sup>	36%	38% <sup>ntu</sup>	
NET: Other	432	60	61	65	37	58	69	58	84	88	46	50	71	40	263	139	215	90	119	76	53	70	27	35	47
	31%	38%	39%	39%	38%	35%	37%	34%	39%	33%	39%	37%	39%	32%	33%	34%	34%	35%	37%	34%	41% <sup>nop</sup>	35%	40%	39%	
NET: Any Multiplayer	645	110	106	94	53	81	115	110	144	152	79	95	112	76	429	247	341	161	208	133	94	103	48	57	84
	46%	70%	67% <sup>cdeil</sup>	56%	55%	50%	62% <sup>e</sup>	65% <sup>ceil</sup>	66% <sup>cdeil</sup>	57%	67% <sup>ceil</sup>	69% <sup>cdeil</sup>	55%	75% <sup>cdefgij</sup>	53%	58% <sup>np</sup>	54%	61% <sup>np</sup>	61% <sup>np</sup>	64% <sup>np</sup>	60%	61% <sup>n</sup>	64%	66% <sup>np</sup>	71% <sup>nopqru</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 81  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	802 58%	295 62%	365 60%	259 61%	270 64%	219 50%	172 54%	186 58%e	217 56%	436 58%	87 56%	748 59%n	718 58%n	608 57%	431 55%	736 59%mp	753 58%	752 61%r	608 55%	802 77%t	326 51%
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	405 29%	135 28%	197 32%	129 30%	130 31%	194 44%	140 44%	142 44%	107 28%	222 30%	55 36%	372 29%	352 29%	347 33%klop	264 34%klop	366 30%	395 30%l	365 30%	375 34%q	405 39%	254 39%
Games where I compete against single opponents (e.g. Online Chess)	238 17%	91 19%	125 21%	69 16%	83 20%	86 20%	83 26%e	73 23%	58 15%	125 17%	35 23%	222 17%	220 18%	193 18%	162 21%klmop	219 18%	232 18%	226 18%	209 19%	192 18%	238 37%st
Games where I compete against multiple people/teams (e.g. Fortnite)	236 17%	96 20%	124 20%	88 21%	78 18%	147 34%fg	85 27%	81 25%	48 13%	131 17%	38 25%hi	220 17%	214 17%	214 20%klop	183 23%klmop	217 18%	233 18%	223 18%	229 21%q	180 17%	236 37%st
Games that accurately simulate a real-life experience (e.g. flying, management)	226 16%	70 15%	111 18%	70 16%	74 18%	99 23%	83 26%g	60 19%	52 14%	127 17%	31 20%	208 16%	202 16%	186 18%	147 19%klo	203 16%	222 17%	194 16%	214 19%q	226 22%	146 23%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	208 15%	74 15%	118 19%	75 18%	84 20%	114 26%	93 29%	84 26%	50 13%	117 16%	30 20%	188 15%	189 15%	186 18%klop	160 20%klmop	191 15%	205 16%k	198 16%	198 18%q	161 15%	208 32%st
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	206 15%	73 15%	108 18%	63 15%	72 17%	117 27%	92 29%	85 27%	45 12%	123 16%	30 19%h	180 14%	176 14%	186 18%klop	159 20%klmop	184 15%k	201 15%kl	182 15%	197 18%q	158 15%	206 32%st

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 81  
Q.3 Which, if any, of the following types of video games do you play?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Games that take place in a persistent virtual world (e.g. World of Warcraft)	183 13%	53 11%	108 18%a	57 13%	71 17%	96 22%	71 22%	66 21%	40 10%	96 13%	34 22%hi	159 12%	163 13%	156 15%klo	136 17%klmo	164 13%	179 14%k	168 14%	176 16%q	150 14%	183 28%st
Games that are controlled by movement (e.g. Wii Fit)	178 13%	81 17%	75 12%	81 19%cd	46 11%	76 17%	55 17%	125 39%ef	48 12%	99 13%	15 10%	166 13%	158 13%	141 13%	114 15%	165 13%	172 13%	161 13%	171 15%q	136 13%	104 16%st
Games where I am part of a team competing against another team (e.g. League of Legends)	128 9%	53 11%	73 12%	44 10%	47 11%	78 18%	56 18%	52 16%	21 6%	72 10%h	23 15%h	119 9%	118 10%	115 11%klop	93 12%klop	118 10%	124 9%	122 10%	124 11%q	103 10%	128 20%st
Other types of game (Please specify)	132 9%	38 8%	49 8%	33 8%	38 9%	37 9%	27 9%	22 7%	43 11%	61 8%	19 12%	124 10%lmno	109 9%no	83 8%no	45 6%	111 9%mn	125 10%mn	109 9%	114 10%q	62 6%	33 5%
None of these	76 5%	22 5%	23 4%	14 3%	20 5%	11 3%	8 2%	4 1%	31 8%ij	33 4%	4 3%	72 6%mnop	67 5%no	50 5%	31 4%	58 5%	66 5%	53 4%	53 5%	-	-
NET: Single Player	1043 75%	362 76%	473 78%	334 78%	324 77%	322 74%	241 75%	252 79%	282 73%	572 76%	112 73%	966 76%	932 76%	808 76%	591 76%	950 77%klp	987 75%	947 77%r	827 74%	1043 100%t	461 71%
NET: Multiplayer Competitive	431 31%	173 36%	226 37%	140 33%	144 34%	204 47%	134 42%	134 42%	94 25%	230 31%	68 44%hi	397 31%	395 32%	367 35%klop	306 39%klmo	391 32%	420 32%	407 33%	393 35%q	329 32%	431 67%st
NET: Multiplayer Collaborative/Creative	327 23%	113 24%	174 29%	110 26%	114 27%	177 41%	139 44%	119 37%	82 21%	186 25%	43 28%	289 23%	285 23%	292 28%klop	248 32%klmo	296 24%k	319 24%kl	294 24%	309 28%q	242 23%	327 51%st
NET: Other	432 31%	151 32%	200 33%	144 34%	135 32%	180 41%	129 40%	174 55%ef	114 30%	227 30%	61 40%hi	392 31%	376 30%	331 31%	255 33%	382 31%	417 32%kl	380 31%	400 36%q	295 28%	267 41%st
NET: Any Multiplayer	645 46%	232 49%	337 55%a	202 48%	219 52%	296 68%g	217 68%	195 61%	150 39%	353 47%h	96 62%hi	580 45%	575 47%	543 51%klop	449 58%klmo	579 47%k	627 48%kl	590 48%	587 53%q	461 44%	645 100%st

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 82  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Summary**  
**Base: All gamers**

	Devices									
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset / device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)
Unweighted base	1031	734	819	768	405	259	214	145	196	252
Weighted base	1061	770	829	799	429	270	236	153	209	275
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	113 11%	265 34%	144 17%	93 12%	104 24%	19 7%	30 13%	9 6%	12 6%	64 23%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	42 4%	137 18%	68 8%	36 4%	46 11%	14 5%	15 7%	11 8%	9 4%	26 9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64 6%	110 14%	98 12%	71 9%	51 12%	20 7%	27 12%	9 6%	11 5%	28 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	65 6%	93 12%	118 14%	47 6%	31 7%	10 4%	22 9%	6 4%	10 5%	15 5%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616 58%	116 15%	273 33%	425 53%	90 21%	65 24%	21 9%	21 14%	33 16%	40 15%
Games where I compete against single opponents (e.g. Online Chess)	132 12%	80 10%	87 10%	86 11%	33 8%	21 8%	11 5%	8 5%	10 5%	19 7%
Games where I am part of a team competing against another team (e.g. League of Legends)	37 3%	74 10%	45 5%	25 3%	16 4%	6 2%	12 5%	9 6%	5 2%	14 5%

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 82  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Summary**  
**Base: All gamers**

	Devices									
	On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)	On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)	On a desktop computer or laptop	On a tablet computer (such as an iPad)	On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)	Through an app on a smart TV	On a virtual reality gaming headset / device	Using wearable technology like a smartwatch (such as an Apple Watch)	On a smart speaker (audio game)	On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)
Weighted base	1061	770	829	799	429	270	236	153	209	275
Games where I compete against multiple people/teams (e.g. Fortnite)	64 6%	150 19%	91 11%	51 6%	43 10%	15 6%	18 8%	15 10%	12 6%	23 8%
Games that are controlled by movement (e.g. Wii Fit)	25 2%	129 17%	10 1%	15 2%	25 6%	13 5%	29 12%	4 3%	9 4%	13 5%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 3%	102 13%	76 9%	36 4%	36 8%	12 4%	22 9%	9 6%	8 4%	35 13%
Other	43 4%	45 6%	61 7%	41 5%	7 2%	3 1%	2 1%	-	-	3 1%
None of these	172 16%	149 19%	190 23%	144 18%	133 31%	118 44%	89 38%	68 45%	119 57%	100 37%
NET: Single Player	710 67%	365 47%	435 53%	509 64%	180 42%	88 32%	63 27%	35 23%	51 24%	98 36%
NET: Multiplayer Competitive	192 18%	218 28%	170 20%	132 16%	77 18%	40 15%	35 15%	29 19%	23 11%	47 17%
NET: Multiplayer Collaborative/Creative	98 9%	197 26%	139 17%	96 12%	87 20%	32 12%	37 16%	20 13%	17 8%	47 17%
NET: Other	99 9%	238 31%	141 17%	87 11%	64 15%	27 10%	48 20%	13 9%	17 8%	50 18%
NET: Any Multiplayer	276 26%	370 48%	294 35%	216 27%	161 37%	77 29%	81 34%	54 35%	43 21%	107 39%

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 83  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	1031	504	527	174	253	225	200	95	84	268	286	240	237	81	32	91	92	107	90	55	89	150	140	78	26
Weighted base	1061	523	538	175	281	238	201	87*	78*	296	304	219	242	84*	37**	105*	89*	110*	80*	54*	83*	167	139	89*	23**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	113 11%	68 13% <sup>b</sup>	45 8%	15 8%	35 13%	29 12%	18 9%	9 10%	7 9%	29 10%	36 12%	24 11%	23 10%	15 18% <sup>pw</sup>	6 16%	8 7%	8 9%	10 9%	8 9%	5 10%	9 10%	21 12%	11 8%	11 13%	1 6%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	42 4%	24 5%	18 3%	5 3%	20 7% <sup>gi</sup>	9 4%	6 3%	1 1%	1 1%	9 3%	15 5%	5 2%	14 6%	4 5%	1 3%	1 1%	6 6%	5 5%	1 1%	3 5%	1 2%	10 6%	6 4%	4 4%	1 4%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64 6%	31 6%	33 6%	20 11% <sup>ghi</sup>	22 8% <sup>ghi</sup>	16 7% <sup>ghi</sup>	4 2%	1 1%	1 1%	25 8%	14 4%	13 6%	13 5%	8 9%	-	5 5%	5 5%	10 9%	4 5%	2 3%	7 8%	7 4%	15 11% <sup>v</sup>	3 4%	-
Games that accurately simulate a real-life experience (e.g. flying, management)	65 6%	47 9% <sup>b</sup>	18 3%	14 8%	27 10% <sup>i</sup>	11 5%	9 5%	3 3%	2 2%	25 9%	15 5%	14 6%	11 5%	7 8%	5 12%	9 8%	10 11% <sup>rs</sup>	2 2%	1 2%	4 7%	4 5%	10 6%	10 7%	4 4%	1 3%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616 58%	228 44%	388 72% <sup>ca</sup>	95 54%	140 50%	135 57%	135 67% <sup>def</sup>	58 66% <sup>ee</sup>	54 68% <sup>ee</sup>	166 56%	168 55%	141 64%	141 58%	46 55%	20 53%	56 54%	53 60% <sup>t</sup>	72 66% <sup>t</sup>	50 62% <sup>t</sup>	22 40%	54 65% <sup>t</sup>	89 53%	89 64% <sup>t</sup>	48 54%	16 69%
Games where I compete against single opponents (e.g. Online Chess)	132 12%	76 15%	56 10%	27 16% <sup>h</sup>	39 14% <sup>h</sup>	38 16% <sup>gh</sup>	18 9%	5 5%	5 7%	50 17% <sup>m</sup>	40 13%	23 10%	20 8%	13 15%	5 13%	9 8%	14 15%	17 16%	5 7%	6 12%	8 10%	22 13%	19 14%	11 13%	3 14%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 83  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1061	523	538	175	281	238	201	87*	78*	296	304	219	242	84*	37**	105*	89*	110*	80*	54*	83*	167	139	89*	23**
Games where I am part of a team competing against another team (e.g. League of Legends)	37 3%	26 5% <sup>b</sup>	11 2%	5 3%	15 5% <sup>h</sup>	13 5% <sup>h</sup>	4 2%	-	1 1%	13 4%	9 3%	6 3%	9 4%	4 5% <sup>p</sup>	3 9%	-	4 5% <sup>p</sup>	2 2%	1 1%	6 11% <sup>prsx</sup>	2 3%	6 4%	7 5%	1 1%	-
Games where I compete against multiple people/teams (e.g. Fortnite)	64 6%	46 9% <sup>b</sup>	19 3%	22 13% <sup>efgh</sup>	17 6% <sup>h</sup>	13 6% <sup>h</sup>	10 5% <sup>h</sup>	-	1 2%	21 7%	14 5%	12 6%	17 7%	6 7%	2 5%	5 6%	6 7%	8 5%	4 8%	4 5%	9 5%	11 8%	5 6%	-	-
Games that are controlled by movement (e.g. Wii Fit)	25 2%	15 3%	10 2%	3 2%	14 5% <sup>f</sup>	2 1%	4 2%	1 1%	-	12 4%	4 1%	4 2%	5 2%	-	2 5%	2 2%	4 5%	2 1%	1 1%	2 2%	2 2%	7 4%	1 1%	2 2%	2 8%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 3%	18 3%	17 3%	5 3%	13 4%	8 4%	7 3%	1 1%	1 1%	10 3%	10 3%	5 2%	10 4%	1 2%	3 8%	3 3%	5 5%	1 1%	3 3%	3 6%	5 6%	5 3%	5 3%	1 1%	-
Other	43 4%	24 4%	19 4%	6 3%	7 2%	7 3%	9 4%	5 6%	9 12% <sup>defg</sup>	7 2%	10 3%	9 4%	17 7% <sup>j</sup>	1 2%	1 4%	6 6%	2 3%	2 2%	5 6%	1 2%	6 7%	11 7%	5 3%	2 2%	-
None of these	172 16%	114 22% <sup>b</sup>	59 11%	32 18%	52 18%	32 14%	30 15%	14 16%	12 15%	51 17%	51 17%	30 14%	40 16%	16 19%	2 6%	22 21%	9 10%	20 18%	14 17%	12 21%	11 13%	24 14%	19 13%	20 23%	4 17%
NET: Single Player	710 67%	298 57%	412 77% <sup>a</sup>	111 63%	171 61%	162 68%	144 72% <sup>e</sup>	65 74% <sup>e</sup>	58 74% <sup>e</sup>	190 64%	201 66%	163 74% <sup>ejm</sup>	157 65%	58 68%	26 71%	65 62%	63 71% <sup>t</sup>	77 70% <sup>t</sup>	57 71% <sup>t</sup>	27 51%	59 70% <sup>t</sup>	109 65%	97 69% <sup>t</sup>	54 61%	17 74%
NET: Multiplayer Competitive	192 18%	118 23% <sup>b</sup>	74 14%	44 25% <sup>ghi</sup>	56 20% <sup>hi</sup>	52 22% <sup>hi</sup>	29 15% <sup>h</sup>	5 5%	6 8%	73 25% <sup>lm</sup>	57 19%	31 14%	31 13%	19 22% <sup>s</sup>	8 21%	11 11%	20 23% <sup>ps</sup>	20 18%	7 9%	14 26% <sup>ps</sup>	12 14%	35 21% <sup>s</sup>	26 18%	17 20%	3 14%
NET: Multiplayer Collaborative/Creative	98 9%	49 9%	49 9%	25 14% <sup>ghi</sup>	38 14% <sup>ghi</sup>	23 9% <sup>hi</sup>	9 5%	2 2%	1 1%	33 11%	27 9%	16 7%	23 9%	10 12%	1 3%	6 6%	10 11%	15 14%	5 6%	4 8%	7 8%	16 9%	17 12%	7 8%	1 4%
NET: Other	99 9%	54 10%	45 8%	13 8%	31 11%	18 7%	19 10%	7 8%	10 13%	27 9%	23 7%	18 8%	31 13%	3 3%	6 17%	11 10%	11 13% <sup>n</sup>	5 5%	7 9%	4 7%	12 15% <sup>nrx</sup>	23 14% <sup>nrx</sup>	10 7%	4 4%	2 8%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 83  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humberside	West Midlands	East Midlands	Wales	East-ern	London	South East	South West	North-ern Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	1061	523	538	175	281	238	201	87*	78*	296	304	219	242	84*	37**	105*	89*	110*	80*	54*	83*	167	139	89*	23**
NET: Any Multiplayer	276	154	123	63	89	75	36	7	6	100	85	43	49	24	11	19	28	28	13	18	20	51	38	23	3
	26%	29% <sup>b</sup>	23%	36% <sup>ghi</sup>	31% <sup>ghi</sup>	32% <sup>ghi</sup>	18% <sup>hi</sup>	8%	8%	34% <sup>lm</sup>	28% <sup>l</sup>	20%	20%	28%	29%	18%	32% <sup>ps</sup>	26%	16%	33% <sup>s</sup>	24%	31% <sup>s</sup>	27%	26%	14%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 84  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1031	693	250	88	254	154	140	66	10	749	599	426	893	124	620	405	329	204	156	196	158	84	157	173	186	236	208
Weighted base	1061	747	234	80*	252	151	138	64*	10**	782	600	455	918	128	642	413	339	210	159	202	161	87*	143	160	180	249	247
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	113 11%	79 11%	28 12%	6 8%	28 11%	19 12%	16 11%	7 11%	3 35%	82 11%	51 9%	61 13%j	98 11%	15 11%	64 10%	47 11%	40 12%	22 10%	18 11%	30 15%	19 12%	7 8%	15 11%	16 10%	17 9%	21 8%	35 14%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	42 4%	32 4%	10 4%	1 1%	8 3%	7 5%	5 4%	4 6%	-	33 4%	27 4%	16 3%	37 4%	5 4%	18 3%	24 6% <sup>n</sup> q	16 5% <sup>q</sup>	4 2%	13 8% <sup>n</sup> q	16 8% <sup>n</sup> p	4 2%	-	11 8% <sup>y</sup> z	7 5%	7 4%	7 3%	7 3%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64 6%	47 6%	15 7%	1 2%	7 3%	5 4%	3 2%	-	-	54 7% <sup>d</sup> f	38 6%	24 5%	52 6%	8 6%	35 5%	29 7% <sup>q</sup>	22 7% <sup>q</sup>	9 4%	16 10% <sup>n</sup> q	17 8%	9 6%	2 3%	9 6%	7 4%	10 6%	22 9% <sup>z</sup>	9 4%
Games that accurately simulate a real-life experience (e.g. flying, management)	65 6%	57 8% <sup>b</sup>	6 2%	2 2%	10 4% <sup>f</sup>	8 5% <sup>f</sup>	2 1%	4 7% <sup>f</sup>	-	53 7% <sup>f</sup>	27 4%	38 8% <sup>j</sup>	53 6%	11 8%	38 6%	27 6% <sup>q</sup> t	21 6% <sup>q</sup> t	7 4%	12 8%	17 8% <sup>q</sup> t	5 3%	3 4%	5 3%	6 4%	9 5%	18 7%	18 7%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616 58%	417 56%	144 61%	55 69% <sup>a</sup>	164 65% <sup>i</sup>	91 60%	100 73% <sup>d</sup> e	39 61%	5 47%	436 56%	353 59%	259 57%	554 60% <sup>m</sup>	57 44%	397 62% <sup>o</sup> r	217 53%	186 55% <sup>r</sup>	118 56%	73 46%	104 52%	88 55%	49 56%	85 59%	97 61%	112 62%	152 61%	128 52%
Games where I compete against single opponents (e.g. Online Chess)	132 12%	102 14%	24 10%	6 8%	30 12%	16 10%	18 13%	6 10%	3 25%	100 13%	70 12%	62 14%	114 12%	18 14%	78 12%	54 13%	40 12%	24 11%	25 15%	27 13%	18 11%	9 11%	14 10%	12 8%	20 11%	37 15% <sup>w</sup>	38 15% <sup>w</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 84  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1061	747	234	80*	252	151	138	64*	10**	782	600	455	918	128	642	413	339	210	159	202	161	87*	143	160	180	249	247
Games where I am part of a team competing against another team (e.g. League of Legends)	37	32	4	1	8	7	6	2	-	27	15	22	32	5	17	20	17	7	5	12	7	2	6	3	7	11	9
Games where I compete against multiple people/teams (e.g. Fortnite)	64	51	12	1	12	11	6	4	-	50	35	29	50	14	29	36	31	12	18	26	11	2	8	8	9	20	13
Games that are controlled by movement (e.g. Wii Fit)	25	18	7	-	6	4	5	2	-	18	11	14	21	5	8	17	13	10	8	10	10	-	3	1	4	4	14
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35	28	6	1	9	7	3	1	1	25	17	17	30	5	16	18	13	4	10	10	3	2	6	8	4	6	8
Other	43	22	14	6	11	6	7	4	-	31	33	10	38	5	32	10	8	6	2	5	4	6	7	8	6	12	4
None of these	172	126	32	15	36	24	17	9	-	133	102	70	138	29	96	75	62	44	27	31	34	20	20	26	30	38	46
NET: Single Player	710	489	163	58	183	104	107	46	8	509	396	308	630	73	450	257	220	138	91	131	104	56	93	107	123	175	160
NET: Multiplayer Competitive	192	149	36	7	42	26	24	10	3	146	95	96	159	33	106	85	65	33	40	47	27	11	23	18	27	58	50
NET: Multiplayer Collaborative/Creative	98	72	25	1	14	12	8	4	-	78	59	37	81	12	50	47	33	12	27	27	12	2	17	14	15	28	15

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 84  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1061	747	234	80*	252	151	138	64*	10**	782	600	455	918	128	642	413	339	210	159	202	161	87*	143	160	180	249	247
NET: Other	99	66	25	7	25	16	14	6	1	73	59	39	85	14	53	44	35	21	20	24	17	8	16	16	13	22	25
	9%	9%	11%	9%	10%	11%	10%	10%	7%	9%	10%	9%	9%	11%	8%	11%	10%	10%	12%	12%	11%	9%	11%	10%	7%	9%	10%
NET: Any Multiplayer	276	213	56	8	56	38	29	11	3	212	141	132	228	44	151	124	90	44	63	64	38	15	38	37	40	73	64
	26%	28% <sup>c</sup>	24% <sup>c</sup>	10%	22%	25%	21%	17%	32%	27%	24%	29%	25%	34% <sup>l</sup>	23%	30% <sup>o</sup>	26% <sup>qu</sup>	21%	40% <sup>no</sup>	32% <sup>np</sup>	23% <sup>qt</sup>	17%	26%	23%	22%	29%	26%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 85  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Total	City																			None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)	
Unweighted base	1031	45	34	31	41	20	38	75	32	55	98	33	38	21	12	257	38	32	33	40	26	32	
Weighted base	1061	46*	37**	36**	40*	20**	34*	90*	33**	49*	99*	30**	38**	21**	15**	269	42*	35**	35**	40*	23**	29**	
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	113 11%	7 15%	11 28%	4 11%	2 4%	5 23%	2 6%	8 8%	- -	6 12%	9 9%	2 6%	6 17%	- -	4 26%	29 11%	2 5%	2 5%	8 23%	4 11%	4 6%	1 3%	3 11%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	42 4%	1 3%	3 8%	1 4%	- -	3 16%	2 7%g	- -	4 11%	1 1%	5 5%	1 3%	1 3%	1 3%	1 7%	12 4%	3 7%g	3 7%	- -	- -	1 4%	- -	- -
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64 6%	4 10%	2 6%	1 2%	3 6%	1 7%	1 2%	3 3%	1 3%	2 4%	12 12%	2 6%	4 11%	1 4%	1 7%	18 7%	3 8%	1 4%	1 2%	2 4%	- -	- -	2 8%
Games that accurately simulate a real-life experience (e.g. flying, management)	65 6%	4 8%	3 9%	5 13%	2 4%	4 21%	4 13%gij	2 3%	6 18%	- -	3 3%	* 1%	2 4%	1 4%	1 7%	15 6%	4 10%i	2 4%	2 6%	2 6%	1 3%	1 3%	2 6%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616 58%	26 57%	21 55%	22 61%	27 67%	7 33%	23 69% <i>s</i>	50 55%	17 50%	31 64%	58 59%	23 78%	22 58%	15 74%	14 90%	150 56%	24 57%	19 53%	19 54%	17 43%	16 69%	16 57%	16 57%
Games where I compete against single opponents (e.g. Online Chess)	132 12%	7 15%	6 16%	4 12%	7 17%	2 12%	5 15%	10 11%	3 10%	3 7%	12 12%	1 2%	2 6%	4 19%	1 7%	36 13%	5 13%	3 10%	7 19%	4 11%	3 14%	4 15%	4 15%
Games where I am part of a team competing against another team (e.g. League of Legends)	37 3%	2 4%	2 6%	5 14%	1 2%	1 6%	1 2%	- -	1 4%	1 2%	2 2%	2 6%	1 2%	1 4%	1 7%	9 3%	2 4%	1 2%	- -	4 11%gjo	- -	- -	- -

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 85

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**

**Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Weighted base	1061	46*	37**	36**	40*	20**	34*	90*	33**	49*	99*	30**	38**	21**	15**	269	42*	35**	35**	40*	23**	29**
Games where I compete against multiple people/teams (e.g. Fortnite)	64 6%	1 2%	5 14%	3 7%	2 5%	2 11%	2 5%	4 4%	1 4%	2 4%	7 7%	1 3%	5 13%	3 15%	1 7%	16 6%	2 2%	2 7%	3 9%	3 7%	-	-
Games that are controlled by movement (e.g. Wii Fit)	25 2%	-	-	-	1 2%	1 7%	2 6%	4 4%	-	1 1%	2 2%	-	-	-	-	9 3%	1 3%	-	2 5%	1 3%	2 8%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 3%	1 2%	1 2%	3 8%	2 5%	-	3 8%	3 3%	1 4%	3 7%	2 2%	2 6%	2 5%	* 2%	1 7%	8 3%	1 1%	-	-	2 4%	-	1 4%
Other	43 4%	1 1%	1 2%	-	2 4%	-	2 7%	6 7%	* 1%	3 7%	1 1%	3 9%	1 1%	1 4%	-	17 6%	-	2 5%	-	* 1%	-	3 9%
None of these	172 16%	8 17%	7 18%	2 6%	6 15%	2 10%	2 7%	18 20%	6 17%	6 12%	21 21%	4 12%	7 18%	1 4%	2 10%	43 16%	8 18%	10 29%	4 11%	9 23%	4 17%	5 18%
NET: Single Player	710 67%	31 68%	28 76%	27 75%	28 71%	13 67%	25 73%	55 61%	20 60%	35 73%	65 66%	24 82%	24 65%	15 74%	14 90%	175 65%	28 67%	19 55%	25 71%	22 54%	17 74%	19 65%
NET: Multiplayer Competitive	192 18%	10 21%	9 24%	10 27%	9 22%	4 21%	6 18%	12 13%	5 15%	5 10%	14 15%	2 8%	6 16%	5 25%	1 7%	53 20%	6 14%	7 19%	10 28%	11 27%	3 14%	4 15%
NET: Multiplayer Collaborative/Creative	98 9%	6 13%	3 8%	2 6%	3 6%	5 23%	2 7%	3 3%	5 14%	2 5%	17 17%g	2 6%	5 13%	2 7%	1 7%	26 10%	6 14%	4 11%	1 2%	2 4%	1 4%	2 8%
NET: Other	99 9%	1 3%	1 4%	3 8%	4 10%	1 7%	7 21%ajps	13 14%	2 6%	6 12%	5 5%	4 15%	2 7%	1 6%	1 7%	34 13%	1 3%	2 5%	2 5%	2 5%	2 8%	4 13%
NET: Any Multiplayer	276 26%	14 30%	9 24%	13 36%	12 30%	7 37%	8 23%	17 19%	10 29%	9 19%	25 26%	4 13%	12 31%	6 30%	1 7%	79 29%	9 22%	9 25%	10 28%	12 29%	3 14%	8 27%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 86  
Q.4 Which of these types of video games do you play on your different devices?  
On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)  
Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1031	123	122	130	67	116	144	125	164	202	90	108	162	83	622	331	493	202	266	157	117	127	63	66	107
Weighted base	1061	143	140*	142	78*	132*	156	151	182	216	102*	125*	175	94*	657	371	535	233	298	181	133*	143	68*	77*	107*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	113	15	15	14	9	16	21	20	22	29	12	13	25	12	81	45	68	28	40	22	11	15	7	7	13
	11%	10%	11%	10%	11%	12%	14%	13%	12%	13%	12%	11%	14%	13%	12%	12%	13%	12%	14%	12%	8%	10%	10%	9%	12%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	42	8	12	7	7	6	7	9	12	11	6	5	7	9	31	23	31	16	13	13	8	10	7	9	8
	4%	5%	9%kl	5%	8%	5%	5%	6%	6%	5%	6%	4%	4%	9%kl	5%	6%	6%	7%	4%	7%r	6%	7%	11%nr	12%nr	8%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64	13	12	11	7	11	13	11	14	15	9	16	17	11	45	35	40	20	27	13	12	12	9	11	14
	6%	9%	8%	8%	9%	8%	8%	8%	8%	7%	9%	12%	10%	12%	7%	9%n	7%	9%	9%	7%	9%	9%	13%	14%n	13%n
Games that accurately simulate a real-life experience (e.g. flying, management)	65	14	14	13	5	12	13	10	18	14	9	10	16	10	45	31	40	17	21	15	8	13	6	7	11
	6%	10%	10%	9%	7%	9%	9%	7%	10%	7%	9%	8%	9%	11%	7%	8%	7%	7%	7%	8%	6%	9%	9%	9%	10%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616	51	54	64	28	67	70	66	77	109	37	53	91	31	374	192	304	108	159	84	63	62	23	28	40
	58%	36%	38%	45%lm	36%	51%bdjm	45%lm	44%lm	42%	51%bdhjm	37%	43%	52%bdhjm	33%	57%oqstu	52%vwx	57%oqstu	46%	53%qsuvw	46%	47%v	44%	35%	36%	38%
Games where I compete against single opponents (e.g. Online Chess)	132	14	15	16	9	12	15	20	30	28	15	22	22	10	95	54	75	28	36	26	14	13	8	7	17
	12%	10%	11%	12%	12%	9%	10%	13%	17%ef	13%	15%	18%ef	13%	10%	14%	15%	14%	12%	12%	14%	10%	9%	12%	9%	16%u

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 86  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1061	143	140*	142	78*	132*	156	151	182	216	102*	125*	175	94*	657	371	535	233	298	181	133*	143	68*	77*	107*
Games where I am part of a team competing against another team (e.g. League of Legends)	37 3%	13 9%	13 9%	13 9%	11 14%g	13 10%	14 9%	11 7%	14 8%	18 8%	11 10%	9 7%	18 10%	13 14%ghk	33 5%	24 6%p	21 4%	12 5%	18 6%	10 5%	7 5%	8 6%	7 11%p	7 9%	9 9%p
Games where I compete against multiple people/teams (e.g. Fortnite)	64 6%	15 11%	14 10%	16 12%	11 15%	14 11%	18 11%	13 9%	18 10%	18 8%	13 13%	17 14%	21 12%	14 15%l	55 8%	35 9%	46 8%	21 9%	27 9%	22 12%	11 9%	13 9%	8 11%	5 6%	14 13%
Games that are controlled by movement (e.g. Wii Fit)	25 2%	10 7%	11 8%	9 6%	9 11%l	8 6%	9 5%	12 8%	11 6%	9 4%	6 6%	7 6%	11 7%	7 8%	21 3%	12 3%	20 4%	9 4%	10 3%	9 5%	7 5%	8 5%	6 9%nor	5 6%	10 9%nopqr
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 3%	10 7%	7 5%	9 6%	3 4%	7 5%	9 6%	5 3%	7 4%	8 4%	5 5%	6 4%	12 7%	6 6%	28 4%	19 5%	23 4%	9 4%	13 4%	10 6%	11 9%npq	14 10%nopqr	3 4%	8 11%npqr	7 6%
Other	43 4%	2 1%	4 3%	3 2%	1 2%	2 1%	6 4%	4 3%	5 3%	7 3%	1 1%	* *	3 2%	2 2%	22 3%q	8 2%	15 3%	2 1%	7 2%	3 2%	2 1%	3 2%	- -	- -	1 1%
None of these	172 16%	30 21%	23 16%	18 13%	10 13%	17 13%	26 17%	26 18%	34 19%	36 16%	19 19%	22 18%	24 14%	14 15%	106 16%	70 19%p	82 15%	48 21%p	47 16%	36 20%	23 17%	26 18%	15 23%	13 18%	22 21%
NET: Single Player	710 67%	71 50%	73 52%	83 59%	37 48%	85 64%bdhjm	91 59%km	84 56%	99 55%	135 62%bdhjm	52 51%	69 55%	114 65%bdhjm	45 48%	433 66%qstuvwx	232 62%stuvwx	358 67%oqstuvwx	135 58%vw	188 63%stuvwx	98 54%	71 53%	75 53%	30 45%	35 45%	53 49%
NET: Multiplayer Competitive	192 18%	35 25%	36 26%	39 27%	26 34%e	32 24%	38 24%	38 25%	54 30%	53 25%	33 32%	39 32%	50 29%	30 32%	146 22%	85 23%	115 21%	51 22%	67 23%	47 26%	28 21%	30 21%	20 29%	17 23%	34 32%nopqr

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 86  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1061	143	140*	142	78*	132*	156	151	182	216	102*	125*	175	94*	657	371	535	233	298	181	133*	143	68*	77*	107*
NET: Multiplayer Collaborative/Creative	98	19	21	16	12	15	17	19	24	24	15	20	21	17	69	51	64	34	38	23	19	21	15	18	20
	9%	13%	15%	11%	15%	11%	11%	12%	13%	11%	15%	16%	12%	18%fi	10%	14%n	12%	15%	13%	13%	14%	15%	22%np	24%nopqr	19%np
NET: Other	99	21	23	21	13	16	22	20	22	23	12	13	23	15	67	37	56	21	28	22	20	24	9	13	18
	9%	15%	16%	15%	17%	12%	14%	13%	12%	11%	12%	11%	13%	16%	10%	10%	10%	9%	10%	12%	15%q	17%nopqr	13%	17%q	17%noqr
NET: Any Multiplayer	276	56	58	55	36	44	52	54	74	73	47	57	67	45	201	126	165	82	99	70	51	56	32	39	49
	26%	39%	41%	39%	47%efi	33%	34%	36%	40%	34%	46%efgi	45%efgi	38%	48%efgil	31%	34%	31%	35%	33%	39%np	38%	39%np	47%nopqr	51%nopqr	46%nopqr

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 87  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1031	430	575	317	346	348	257	255	274	553	124	940	918	828	624	934	987	1031	824	842	540
Weighted base	1061	456	586	349	348	377	275	275	280	570	126	971	946	870	659	962	1015	1061	853	854	564
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	113 11%	47 10%	64 11%	43 12%	37 11%	57 15%	36 13%	32 12%	26 9%	68 12%	15 12%	105 11%	101 11%	95 11%	78 12%	98 10%	111 11%o	113 11%	98 11%	113 13%	73 13%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	42 4%	23 5%	19 3%	19 5%	17 5%	26 7%	16 6%	22 8%	14 5%	21 4%	7 5%	36 4%	41 4%k	39 4%	33 5%k	41 4%k	41 4%	42 4%	39 5%	28 3%	42 7% <sup>s</sup>
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	64 6%	28 6%	38 7%	31 9%	32 9%	42 11%	29 11%	33 12%	19 7%	30 5%	11 8%	60 6%	61 6%	56 6%	52 8%kmp	60 6%	62 6%	64 6%	60 7%q	51 6%	64 11% <sup>s</sup>
Games that accurately simulate a real-life experience (e.g. flying, management)	65 6%	27 6%	37 6%	29 8%	19 5%	34 9%	20 7%	22 8%	14 5%	38 7%	10 8%	64 7%	58 6%	62 7%	52 8%lop	62 6%	64 6%	65 6%	57 7%	65 8%	40 7%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	616 58%	271 60%	326 56%	207 59%	202 58%	176 47%	142 52%	148 54%	162 58%	333 58%	69 55%	569 59%mp	554 59% <sup>n</sup>	492 57% <sup>n</sup>	347 53%	567 59%mp	582 57% <sup>n</sup>	616 58% <sup>r</sup>	460 54%	616 72% <sup>t</sup>	267 47%
Games where I compete against single opponents (e.g. Online Chess)	132 12%	58 13%	73 13%	41 12%	46 13%	53 14%	49 18%	45 16%	30 11%	70 12%	16 13%	122 13%	122 13%	114 13%	92 14%	123 13%	128 13%	132 12%	112 13%	103 12%	132 23% <sup>s</sup>
Games where I am part of a team competing against another team (e.g. League of Legends)	37 3%	20 4%	21 4%	18 5%	16 5%	25 7%	13 5%	14 5%	7 2%	23 4%	7 5%	33 3%	34 4%	37 4%kp	28 4%	35 4%	35 3%	37 3%	34 4%	30 4%	37 7% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 87  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a mobile phone or smartphone (such as an iPhone or Samsung Galaxy)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1061	456	586	349	348	377	275	275	280	570	126	971	946	870	659	962	1015	1061	853	854	564
Games where I compete against multiple people/teams (e.g. Fortnite)	64 6%	32 7%	30 5%	27 8%	28 8%	38 10%	27 10%	22 8%	13 5%	37 7%	9 7%	59 6%	60 6%	61 7%p	54 8%klop	61 6%	62 6%	64 6%	59 7%q	44 5%	64 11% <sup>s</sup>
Games that are controlled by movement (e.g. Wii Fit)	25 2%	15 3%	11 2%	14 4%	8 2%	13 3%	7 3%	15 5%	4 1%	17 3%	3 2%	25 3%l	20 2%	19 2%	20 3%l	25 3%l	24 2%	25 2%	22 3%	18 2%	15 3%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 3%	14 3%	23 4%	13 4%	16 5%	20 5%	7 3%	10 4%	8 3%	19 3%	6 5%	30 3%	32 3%	32 4%o	27 4%o	28 3%	34 3%	35 3%	31 4%	23 3%	35 6% <sup>s</sup>
Other	43 4%	23 5%	19 3%	14 4%	10 3%	10 3%	2 1%	8 3% <sup>f</sup>	15 5%	14 2%	8 6% <sup>i</sup>	37 4% <sup>n</sup>	34 4% <sup>n</sup>	32 4% <sup>n</sup>	16 2%	40 4% <sup>n</sup>	42 4% <sup>n</sup>	43 4%	30 4%	16 2%	11 2%
None of these	172 16%	58 13%	110 19% <sup>a</sup>	44 12%	63 18%	71 19%	67 25% <sup>g</sup>	46 17%	50 18%	93 16%	19 15%	155 16%	150 16%	154 18% <sup>klo</sup>	121 18% <sup>klo</sup>	153 16%	167 16%	172 16%	161 19% <sup>q</sup>	85 10%	98 17% <sup>s</sup>
NET: Single Player	710 67%	310 68%	379 65%	245 70%	225 65%	229 61%	163 59%	175 64%	184 65%	390 68%	81 64%	657 68% <sup>np</sup>	638 67% <sup>n</sup>	573 66%	418 63%	647 67% <sup>n</sup>	674 66% <sup>n</sup>	710 67% <sup>r</sup>	543 64%	710 83% <sup>t</sup>	322 57%
NET: Multiplayer Competitive	192 18%	92 20%	104 18%	64 18%	71 20%	87 23%	63 23%	59 22%	40 14%	107 19%	25 20%	174 18%	178 19%	170 20% <sup>k</sup>	139 21% <sup>kop</sup>	178 19%	185 18%	192 18%	165 19%	142 17%	192 34% <sup>s</sup>
NET: Multiplayer Collaborative/Creative	98 9%	48 11%	52 9%	45 13%	44 13%	60 16%	41 15%	49 18%	29 10%	48 8%	16 12%	89 9%	94 10%	87 10%	78 12% <sup>klimo</sup>	93 10%	94 9%	98 9%	91 11% <sup>q</sup>	71 8%	98 17% <sup>s</sup>
NET: Other	99 9%	50 11%	51 9%	39 11%	33 9%	40 10% <sup>f</sup>	14 5%	32 12% <sup>f</sup>	26 9%	48 8%	16 12%	89 9%	84 9%	79 9%	59 9%	90 9%	96 9%	99 9%	80 9%	53 6%	58 10% <sup>s</sup>
NET: Any Multiplayer	276 26%	131 29%	152 26%	97 28%	109 31%	138 37%	86 31%	95 35%	65 23%	146 26%	40 32%	251 26%	258 27% <sup>k</sup>	243 28% <sup>kp</sup>	205 31% <sup>klimo</sup>	255 26%	267 26%	276 26%	241 28% <sup>q</sup>	189 22%	276 49% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 88  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of London	London	South East	South West	North Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Unweighted base	734	417	317	135	201	180	137	53	28	204	211	178	141	68	25	67	63	77	59	36	70	95	91	62	21
Weighted base	770	445	325	138	225	193	142	46*	27**	234	222	167	148	72*	31**	78*	61*	86*	56*	36**	68*	110*	86*	69*	16**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	265	174	92	46	84	68	43	13	10	77	85	46	58	43	9	17	23	23	20	13	22	38	25	28	4
	34%	39% <sup>b</sup>	28%	33%	37%	35%	31%	29%	37%	33%	38% <sup>l</sup>	27%	39%	60% <sup>pqr</sup>	29%	22%	37%	27%	35%	36%	33%	35%	29%	41% <sup>p</sup>	26%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	137	86	51	37	54	30	13	1	2	46	35	26	30	24	8	10	12	15	2	7	14	19	19	7	*
	18%	19%	16%	27% <sup>d</sup>	24% <sup>gh</sup>	16% <sup>h</sup>	9%	2%	6%	20%	16%	15%	20%	33% <sup>pqr</sup>	25%	13%	20% <sup>s</sup>	17% <sup>s</sup>	3%	18%	20% <sup>s</sup>	17% <sup>s</sup>	23% <sup>s</sup>	10%	3%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	110	69	42	37	33	25	13	2	2	35	30	19	26	16	-	8	6	12	8	5	9	13	21	11	-
	14%	15%	13%	27% <sup>efg</sup>	14% <sup>h</sup>	13%	9%	4%	6%	15%	14%	11%	18%	23%	-	10%	10%	14%	15%	15%	14%	12%	24% <sup>pq</sup>	15%	-
Games that accurately simulate a real-life experience (e.g. flying, management)	93	71	22	15	35	17	16	6	4	36	21	21	15	16	2	7	9	6	6	6	7	14	13	7	1
	12%	16% <sup>b</sup>	7%	11%	16%	9%	11%	12%	16%	15%	10%	12%	10%	22% <sup>r</sup>	6%	9%	15%	7%	11%	16%	10%	13%	15%	9%	5%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	116	66	50	28	33	27	18	8	3	39	26	26	24	15	4	10	10	15	10	4	7	18	9	10	3
	15%	15%	15%	20%	15%	14%	12%	16%	12%	17%	12%	16%	16%	21%	12%	13%	17%	18%	18%	10%	10%	17%	11%	14%	20%
Games where I compete against single opponents (e.g. Online Chess)	80	51	29	19	28	24	7	1	2	26	25	13	15	10	2	5	8	11	5	3	6	11	11	5	2
	10%	12%	9%	14% <sup>gh</sup>	12% <sup>gh</sup>	13% <sup>gh</sup>	5%	1%	6%	11%	11%	8%	10%	14%	8%	7%	13%	13%	9%	8%	9%	10%	13%	8%	15%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 88  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North of Ireland (y)
Weighted base	770	445	325	138	225	193	142	46*	27**	234	222	167	148	72*	31**	78*	61*	86*	56*	36**	68*	110*	86*	69*	16**
Games where I am part of a team competing against another team (e.g. League of Legends)	74 10%	66 15%b	8 3%	22 16%gh	31 14%gh	15 8%	5 4%	1 2%	-	35 15%l	18 8%	10 6%	11 8%	13 18%p	1 4%	3 4%	9 14%	6 7%	5 9%	7 19%	6 9%	10 9%	9 11%	5 7%	-
Games where I compete against multiple people/teams (e.g. Fortnite)	150 19%	110 25%b	40 12%	40 29%gh	49 22%gh	41 21%gh	15 11%	3 6%	2 6%	57 24%	40 18%	28 17%	25 17%	28 39%pqrsuvx	3 11%	12 15%	12 20%	16 19%	8 15%	10 26%	10 14%	20 18%	23 27%wx	6 9%	1 5%
Games that are controlled by movement (e.g. Wii Fit)	129 17%	53 12%	76 23%a	23 17%	33 15%	30 15%	29 20%	9 19%	5 17%	40 17%	41 19%	19 11%	29 19%	9 12%	2 7%	13 16%	10 17%	16 19%	10 19%	4 11%	15 22%	20 18%	12 14%	9 14%	8 47%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	102 13%	69 16%	33 10%	18 13%	36 16%g	30 15%g	10 7%	5 11%	3 10%	41 17%	24 11%	17 10%	20 14%	13 18%	4 12%	6 8%	5 9%	14 16%	5 10%	7 19%	8 12%	12 10%	18 20%	7 10%	2 14%
Other	45 6%	32 7%	13 4%	2 1%	12 5%	17 9%cd	9 6%	4 9%cd	2 7%	11 5%	8 3%	12 7%	15 10%k	6 9%	2 6%	7 9%	5 8%	4 5%	2 4%	4 11%	4 5%	3 3%	3 3%	6 9%	-
None of these	149 19%	77 17%	72 22%	23 17%	33 15%	37 19%	39 28%de	11 24%	7 25%	47 20%	36 16%	36 22%	30 20%	7 9%	6 20%	19 24%n	11 17%	22 25%no	11 20%	4 12%	12 18%	25 22%	16 18%	16 23%	1 8%
NET: Single Player	365 47%	226 51%	139 43%	68 49%	111 49%	89 46%	63 44%	20 44%	15 55%	113 48%	102 46%	73 44%	76 51%	51 71%pqrsuvwx	13 43%	31 40%	31 51%	36 42%	30 54%	16 45%	29 43%	55 50%	35 40%	30 44%	6 37%
NET: Multiplayer Competitive	218 28%	152 34%b	66 20%	54 39%gh	74 33%gh	60 31%gh	24 17%	4 9%	2 9%	79 34%m	65 29%	42 25%	33 22%	32 44%prs	5 15%	16 20%	20 33%x	23 26%	14 25%	14 38%	18 26%	34 31%	31 36%x	11 16%	3 20%
NET: Multiplayer Collaborative/Creative	197 26%	119 27%	79 24%	54 39%fgh	71 31%gh	44 23%h	23 16%	3 6%	2 9%	64 27%	55 25%	40 24%	38 26%	27 38%psx	8 25%	15 20%	16 26%	19 23%	10 18%	11 30%	20 30%	26 23%	31 36%psx	13 19%	* 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 88  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scot-land	North East	North West	York-shire & Humb-erside	West Mid-lands	East Mid-lands	Wales	East-ern	London	South East	South West	North-ern Ire-land
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	770	445	325	138	225	193	142	46*	27**	234	222	167	148	72*	31**	78*	61*	86*	56*	36**	68*	110*	86*	69*	16**
NET: Other	238	130	108	36	72	63	43	16	9	80	65	43	50	22	7	24	20	26	13	14	26	27	27	23	10
	31%	29%	33%	26%	32%	33%	30%	34%	34%	29%	26%	34%	30%	24%	31%	33%	30%	24%	38%	38%	24%	31%	33%	33%	59%
NET: Any Multiplayer	370	240	130	85	128	97	44	12	4	124	112	74	61	45	16	28	27	38	23	23	34	51	53	26	5
	48%	54% <sup>b</sup>	40%	62% <sup>gh</sup>	57% <sup>gh</sup>	50% <sup>gh</sup>	31%	26%	17%	53%	50%	44%	41%	63% <sup>pr</sup>	51%	36%	45%	44%	42%	62%	50%	47%	61% <sup>pr</sup>	38%	34%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 89  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	734	523	173	38	164	107	85	37	5	546	404	326	627	93	421	308	257	153	115	159	122	58	89	124	127	170	173
Weighted base	770	575	160	35*	162	107*	80*	30**	4**	582	412	355	652	103*	442	320	266	158	122*	164	122*	63*	85*	118*	118	182	209
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	265 34%	197 34%	59 37%	10 27%	58 36%	39 37%	33 41%	14 47%	-	195 34%	131 32%	131 37%	239 37% <sup>m</sup>	22	167 38%	97 30%	81 31%	48 30%	39 32%	55 34%	33 27%	19 30%	24 28%	41 34%	46 39%	64 35%	71 34%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	137 18%	110 19% <sup>c</sup>	26 16% <sup>c</sup>	1 2%	27 16%	17 16%	16 19%	6 21%	1 13%	107 18%	66 16%	69 20%	123 19%	13 12%	76 17%	57 18% <sup>qt</sup>	44 16%	20 13%	31 26% <sup>opqt</sup>	34 21% <sup>qt</sup>	14 12%	8 13%	12 14%	24 21%	24 21%	34 19%	34 16%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	110 14%	81 14% <sup>c</sup>	28 18% <sup>c</sup>	1 2%	24 15%	19 18%	11 14%	4 14%	-	83 14%	68 16%	39 11%	93 14%	13 13%	67 15%	43 13%	40 15%	22 14% <sup>u</sup>	19 15%	26 16%	21 17% <sup>u</sup>	4 7%	10 12%	20 17%	22 19%	24 13%	22 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	93 12%	70 12%	18 11%	5 14%	21 13%	15 14%	12 15%	3 11%	-	69 12%	43 11%	47 13%	81 12%	11 11%	61 14% <sup>qt</sup>	31 10% <sup>qt</sup>	25 9% <sup>t</sup>	10 6%	15 12%	21 13% <sup>pqt</sup>	6 5%	4 7%	9 10%	11 9%	11 9%	27 15%	29 14%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	116 15%	85 15%	28 17%	4 11%	28 17%	17 16%	18 22%	5 18%	-	79 14%	61 15%	53 15%	102 16%	11 10%	70 16%	46 15%	42 16%	24 15%	17 14%	26 16%	16 13%	11 18%	10 12%	22 18%	16 13%	26 14%	32 15%
Games where I compete against single opponents (e.g. Online Chess)	80 10%	63 11%	15 9%	2 4%	16 10%	8 7%	9 11%	3 9%	2 55%	63 11%	39 10%	40 11%	67 10%	11 11%	41 9%	37 12%	29 11%	13 9%	19 15%	18 11%	10 8%	6 9%	9 10%	10 9%	13 11%	17 10%	24 12%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
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## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 89  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	770	575	160	35*	162	107*	80*	30**	4**	582	412	355	652	103*	442	320	266	158	122*	164	122*	63*	85*	118*	118	182	209
Games where I am part of a team competing against another team (e.g. League of Legends)	74	59	16	-	13	8	9	3	-	60	37	37	66	7	49	25	21	11	10	14	10	2	6	8	8	16	29
	10%	10%	10%	-	8%	8%	11%	11%	-	10%	9%	10%	10%	6%	11%	8%	8%	7%	8%	8%	9%	3%	7%	7%	7%	9%	14%
Games where I compete against multiple people/teams (e.g. Fortnite)	150	111	38	1	27	21	13	5	-	116	75	72	123	23	84	64	52	25	30	39	24	4	13	20	21	38	45
	19%	19% <sup>c</sup>	24% <sup>c</sup>	2%	17%	20%	16%	18%	-	20%	18%	20%	19%	23%	19% <sup>u</sup>	20% <sup>u</sup>	16% <sup>u</sup>	24% <sup>u</sup>	24% <sup>u</sup>	20% <sup>qu</sup>	6%	15%	17%	18%	21%	22%	
Games that are controlled by movement (e.g. Wii Fit)	129	81	38	10	27	21	13	5	-	100	65	63	113	16	82	46	39	24	17	22	19	9	15	18	17	28	36
	17%	14%	24% <sup>a</sup>	28% <sup>a</sup>	17%	19%	16%	16%	-	17%	16%	18%	17%	15%	19%	14%	15%	15%	14%	13%	15%	14%	17%	15%	14%	16%	17%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	102	81	18	3	15	12	6	5	1	84	50	51	95	6	66	36	26	12	19	20	11	5	8	16	12	25	31
	13%	14%	11%	8%	10%	12%	8%	18%	13%	14%	12%	14%	15% <sup>m</sup>	5%	15% <sup>q</sup>	11%	10%	8%	15% <sup>q</sup>	12%	9%	8%	9%	14%	10%	14%	15%
Other	45	29	12	4	11	3	6	2	-	33	28	17	41	3	27	17	12	7	8	7	5	4	5	7	6	10	12
	6%	5%	7%	11%	7% <sup>e</sup>	3%	8%	8%	-	6%	7%	5%	6%	2%	6%	5%	4%	4%	7%	4%	4%	7%	6%	6%	5%	6%	6%
None of these	149	111	30	8	42	26	21	5	1	102	83	66	117	29	81	67	53	32	26	31	21	16	17	23	27	39	35
	19%	19%	19%	23%	26% <sup>i</sup>	24%	26%	18%	33%	18%	20%	19%	18%	28% <sup>l</sup>	18%	21%	20%	20%	22%	19%	17%	25%	20%	20%	23%	21%	17%
NET: Single Player	365	273	76	16	75	52	41	17	-	271	188	173	320	38	224	140	123	74	52	79	54	28	35	55	58	89	100
	47%	48%	47%	44%	46%	48%	51%	56%	-	47%	46%	49%	49%	37%	51%	44%	46%	47%	43%	48%	44%	45%	41%	46%	49%	49%	48%
NET: Multiplayer Competitive	218	168	49	2	41	27	22	9	2	170	108	108	180	33	119	97	78	43	42	52	38	10	22	26	32	49	69
	28%	29% <sup>c</sup>	30% <sup>c</sup>	4%	25%	25%	27%	29%	55%	29%	26%	30%	28%	31%	27%	30% <sup>u</sup>	29% <sup>u</sup>	27% <sup>u</sup>	34% <sup>u</sup>	32% <sup>u</sup>	31% <sup>u</sup>	16%	25%	22%	27%	27%	33%
NET: Multiplayer Collaborative/Creative	197	154	43	1	39	27	21	6	1	154	108	86	171	22	112	82	68	39	39	45	31	12	18	34	33	47	49
	26%	27% <sup>c</sup>	27% <sup>c</sup>	2%	24%	26%	26%	21%	13%	26%	26%	24%	26%	22%	25%	26%	26%	25%	32%	27%	26%	19%	21%	29%	28%	26%	23%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 89  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	770	575	160	35*	162	107*	80*	30**	4**	582	412	355	652	103*	442	320	266	158	122*	164	122*	63*	85*	118*	118	182	209
NET: Other	238	165	57	15	48	32	23	10	1	185	123	113	214	20	148	89	70	39	36	44	31	17	24	37	31	55	72
	31%	29%	36%	44%	30%	30%	29%	34%	13%	32%	30%	32%	33% <sup>m</sup>	20%	33%	28%	26%	25%	29%	27%	25%	27%	28%	31%	26%	30%	34%
NET: Any Multiplayer	370	287	79	4	68	45	34	13	3	292	189	178	313	49	203	161	130	73	72	87	64	20	36	58	54	78	114
	48%	50% <sup>c</sup>	50% <sup>c</sup>	10%	42%	42%	42%	43%	67%	50%	46%	50%	48%	47%	46%	50% <sup>u</sup>	49% <sup>u</sup>	46% <sup>u</sup>	59% <sup>u</sup>	59% <sup>u</sup>	53% <sup>u</sup>	53% <sup>u</sup>	42%	49%	46%	43%	54%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 90

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	734	34	32	24	27	16	28	55	23	36	71	24	28	11	7	169	31	29	24	27	21	17
Weighted base	770	34**	37**	29**	26**	16**	25**	69*	24**	33**	78*	24**	27**	11**	9**	180	33**	30**	26**	26**	16**	17**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	265 34%	19 55%	22 59%	9 31%	10 37%	7 45%	10 39%	16 23%	5 19%	14 41%	22 28%	6 25%	11 40%	3 29%	3 35%	56 31%	11 32%	16 53%	8 30%	10 39%	4 26%	5 30%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	137 18%	14 40%	8 22%	8 27%	7 25%	3 18%	4 14%	8 12%	6 24%	2 6%	14 18%	4 17%	7 26%	3 29%	2 22%	31 17%	4 11%	4 12%	3 12%	2 9%	* 3%	4 21%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	110 14%	8 24%	7 20%	- -	2 7%	2 11%	3 11%	6 8%	3 11%	4 13%	15 19%	4 15%	3 12%	1 12%	3 36%	27 15%	6 18%	4 14%	4 17%	5 18%	- -	4 21%
Games that accurately simulate a real-life experience (e.g. flying, management)	93 12%	6 18%	8 22%	2 6%	1 4%	5 32%	4 16%	6 9%	4 16%	2 7%	4 6%	1 6%	1 4%	2 22%	1 16%	22 12%	5 14%	8 25%	- -	3 12%	1 5%	6 33%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	116 15%	7 21%	10 27%	2 7%	3 11%	4 25%	4 17%	11 16%	2 9%	5 14%	12 15%	3 11%	4 15%	1 7%	1 13%	26 15%	3 9%	5 17%	4 14%	2 9%	3 20%	3 21%
Games where I compete against single opponents (e.g. Online Chess)	80 10%	4 12%	6 17%	2 8%	4 17%	2 11%	2 6%	9 13%	2 7%	4 13%	7 9%	2 9%	1 5%	1 7%	5 60%	14 8%	4 11%	2 6%	3 11%	1 6%	2 15%	2 11%
Games where I am part of a team competing against another team (e.g. League of Legends)	74 10%	7 19%	6 16%	3 10%	5 18%	1 8%	1 4%	2 3%	3 13%	3 8%	6 8%	1 6%	4 15%	2 18%	2 22%	13 7%	2 8%	5 17%	- -	5 19%	- -	3 20%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 90

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	770	34**	37**	29**	26**	16**	25**	69*	24**	33**	78*	24**	27**	11**	9**	180	33**	30**	26**	26**	16**	17**
Games where I compete against multiple people/teams (e.g. Fortnite)	150 19%	13 40%	15 39%	3 12%	5 18%	4 25%	3 14%	8 12%	6 25%	7 20%	14 19%	4 16%	7 26%	4 37%	3 30%	33 19%	3 8%	3 11%	3 12%	8 29%	1 5%	2 13%
Games that are controlled by movement (e.g. Wii Fit)	129 17%	3 9%	6 16%	-	4 15%	1 8%	8 31%	14 20%	2 7%	7 21%	15 19%	6 25%	4 14%	2 17%	1 13%	31 17%	7 23%	2 6%	3 13%	4 14%	8 47%	3 15%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	102 13%	5 15%	9 23%	2 6%	3 11%	2 11%	2 7%	5 8%	3 11%	1 4%	14 18%	2 8%	4 14%	2 22%	2 23%	24 13%	4 12%	7 25%	1 3%	4 15%	2 14%	4 22%
Other	45 6%	3 9%	2 6%	2 6%	3 13%	2 10%	-	7 11%	-	2 6%	4 5%	1 6%	-	-	-	6 3%	2 5%	4 14%	2 6%	3 10%	-	2 14%
None of these	149 19%	3 10%	3 8%	6 22%	6 22%	3 18%	3 12%	13 18%	7 27%	6 19%	21 27%	5 20%	3 13%	2 20%	-	38 21%	12 36%	5 15%	6 22%	4 16%	1 8%	3 15%
NET: Single Player	365 47%	23 66%	28 76%	12 40%	10 39%	11 68%	14 55%	28 40%	9 35%	19 57%	32 41%	7 32%	13 49%	3 29%	3 35%	83 46%	16 48%	17 56%	9 36%	13 49%	6 37%	9 51%
NET: Multiplayer Competitive	218 28%	15 44%	17 45%	6 22%	8 32%	6 36%	4 18%	15 22%	7 29%	12 36%	17 23%	6 25%	8 31%	4 37%	8 28%	51 28%	4 13%	5 17%	5 19%	11 41%	3 20%	5 30%
NET: Multiplayer Collaborative/Creative	197 26%	16 47%	9 25%	8 27%	8 30%	4 25%	5 21%	12 18%	7 29%	6 19%	22 28%	6 24%	8 31%	4 33%	4 45%	47 26%	7 22%	6 19%	5 21%	7 25%	* 3%	5 32%
NET: Other	238 31%	7 22%	15 40%	4 12%	10 39%	4 26%	8 33%	24 35%	4 17%	8 23%	24 32%	9 39%	6 22%	3 32%	2 23%	52 29%	11 32%	14 45%	6 22%	9 35%	10 59%	8 44%
NET: Any Multiplayer	370 48%	23 69%	22 58%	16 54%	11 44%	8 50%	8 34%	26 38%	12 49%	16 48%	35 45%	9 38%	15 55%	7 63%	9 97%	91 50%	9 26%	15 49%	9 37%	15 57%	5 34%	9 50%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 91  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	734	104	98	105	56	90	115	103	136	164	75	91	129	76	462	259	364	164	210	135	95	108	53	62	90
Weighted base	770	126*	114*	118*	65*	102*	129*	123*	155	183	88*	108*	141	88*	499	293	405	192	235	159	109*	123*	59*	72*	93*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	265 34%	21 16%	23 20%	24 20%	8 12%	21 20% <sup>d</sup>	32 25% <sup>d</sup>	23 18%	39 25% <sup>d</sup>	47 26% <sup>dj</sup>	14 16%	19 18%	41 29% <sup>d</sup>	16 18%	169 34% <sup>ostvw</sup>	86 29% <sup>tw</sup>	139 34% <sup>ostuv</sup>	60 31% <sup>tw</sup>	81 34% <sup>stvw</sup>	38 24% <sup>tw</sup>	15 14%	31 25% <sup>tw</sup>	5 9%	9 12%	23 24% <sup>tw</sup>
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	137 18%	24 19%	17 15%	17 15%	11 16%	16 15%	29 22% <sup>ckel</sup>	19 15%	33 22% <sup>kl</sup>	34 19% <sup>l</sup>	13 15%	14 13%	18 13%	21 24% <sup>bcgjk</sup>	93 19% <sup>t</sup>	54 18% <sup>t</sup>	83 20% <sup>tv</sup>	35 18% <sup>t</sup>	44 19% <sup>t</sup>	24 15%	9 8%	17 14%	6 9%	8 11%	17 18% <sup>t</sup>
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	110 14%	19 15%	18 16%	17 15%	5 8%	15 15%	22 17% <sup>d</sup>	16 13%	21 13%	26 14%	9 10%	17 16%	22 15%	13 15%	78 16%	47 16%	68 17%	32 17%	48 20% <sup>ns</sup>	23 14%	16 15%	17 14%	6 10%	12 17%	19 20% <sup>v</sup>
Games that accurately simulate a real-life experience (e.g. flying, management)	93 12%	11 9%	13 11%	13 11%	7 11%	11 11%	16 12%	11 9%	21 13%	19 10%	11 12%	12 11%	14 10%	9 10%	59 12%	28 9%	48 12%	15 8%	29 12%	14 9%	9 8%	17 14% <sup>q</sup>	4 7%	6 8%	13 14%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	116 15%	17 14%	10 9%	14 12%	10 15%	12 12%	18 14%	15 12%	18 12%	24 13%	11 13%	14 13%	18 13%	14 16%	83 17%	51 18%	75 18% <sup>s</sup>	33 17%	38 16%	19 12%	18 16%	21 17%	7 13%	14 19%	15 16%
Games where I compete against single opponents (e.g. Online Chess)	80 10%	16 12%	15 13%	13 11%	7 11%	7 7%	12 9%	16 13% <sup>e</sup>	20 13%	20 11%	12 13%	18 16% <sup>el</sup>	13 9%	9 10%	50 10%	35 12% <sup>q</sup>	40 10%	15 8%	20 8%	19 12%	11 10%	12 10%	6 10%	5 8%	10 11%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 91

**Q.4 Which of these types of video games do you play on your different devices?  
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)  
Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	770	126*	114*	118*	65*	102*	129*	123*	155	183	88*	108*	141	88*	499	293	405	192	235	159	109*	123*	59*	72*	93*
Games where I am part of a team competing against another team (e.g. League of Legends)	74	15	14	13	11	15	17	10	17	19	8	13	19	12	58	38	45	21	32	14	9	14	7	9	15
Games where I compete against multiple people/teams (e.g. Fortnite)	150	27	21	22	12	20	34	23	33	39	15	24	32	18	108	65	95	41	54	33	17	27	9	10	24
Games that are controlled by movement (e.g. Wii Fit)	129	17	19	16	5	16	14	17	27	25	8	15	24	7	87	43	75	29	29	20	16	16	8	8	11
Games that take place in a persistent virtual world (e.g. World of Warcraft)	102	12	7	11	9	13	16	12	18	17	10	12	14	10	70	39	58	21	36	18	12	17	4	7	13
Other	45	5	3	3	5	8	5	5	8	7	4	4	7	1	29	11	16	3	10	7	1	7	-	-	2
None of these	149	23	18	20	9	17	24	24	24	32	13	17	24	12	93	59	65	37	43	37	23	18	16	13	17
NET: Single Player	365	39	42	42	21	36	51	41	61	71	33	41	62	32	232	127	199	87	116	55	37	54	17	27	39
NET: Multiplayer Competitive	218	49	42	40	25	32	51	44	57	66	32	44	52	33	153	99	127	60	78	50	32	43	19	22	37

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 91  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	770	126*	114*	118*	65*	102*	129*	123*	155	183	88*	108*	141	88*	499	293	405	192	235	159	109*	123*	59*	72*	93*
NET: Multiplayer Collaborative/Creative	197	38	33	29	15	27	40	31	46	53	20	32	29	137	84	121	55	74	39	21	29	10	18	27	
	26%	30%	29%	25%	22%	26%	31%l	25%	30%	29%	22%	24%	23%	28%	29%t	30%tv	29%tv	31%stv	25%	19%	23%	17%	25%	29%v	
NET: Other	238	32	28	28	18	32	29	29	45	43	20	28	41	17	157	81	128	46	69	43	25	36	11	13	24
	31%	25%	24%	24%	27%	31%fm	23%	24%	29% <sup>m</sup>	23%	22%	26%	29% <sup>m</sup>	19%	31% <sup>qw</sup>	27%	32% <sup>qw</sup>	24%	29%	27%	23%	29% <sup>w</sup>	19%	18%	26%
NET: Any Multiplayer	370	77	70	66	39	55	78	71	92	109	53	64	75	59	253	157	212	101	131	82	54	65	30	39	52
	48%	61%	61%	56%	59%	54%	61%	58%	59%	59%	60%	60%	53%	67% <sup>cel</sup>	51%	53%	52%	53%	56%	51%	49%	53%	51%	54%	56%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 92

**Q.4 Which of these types of video games do you play on your different devices?  
 On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)  
 Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	734	259	360	230	243	402	289	298	182	404	98	675	652	613	492	664	707	662	734	569	472
Weighted base	770	283	379	254	247	426	311	314	190	424	103*	710	684	648	526	691	745	698	770	584	498
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	265 34%	80 28%	144 38% <sup>a</sup>	70 27%	91 37% <sup>c</sup>	164 39%	117 38%	118 38%	61 32%	149 35%	39 38%	242 34%	231 34%	234 36% <sup>l</sup>	185 35%	238 34%	260 35%	239 34%	265 34%	265 45% <sup>t</sup>	188 38%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	137 18%	48 17%	72 19%	37 14%	51 21%	87 20%	79 25%	65 21%	28 15%	91 22%	15 15%	126 18%	119 17%	124 19%	112 21% <sup>k</sup>	127 18%	134 18%	119 17%	137 18%	106 18%	137 27% <sup>s</sup>
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	110 14%	40 14%	64 17%	31 12%	55 22% <sup>c</sup>	71 17%	62 20%	54 17%	29 15%	65 15%	13 12%	103 15%	102 15%	98 15%	87 17% <sup>p</sup>	103 15%	108 14%	106 15% <sup>r</sup>	110 14%	86 15%	110 22% <sup>s</sup>
Games that accurately simulate a real-life experience (e.g. flying, management)	93 12%	27 9%	47 12%	25 10%	32 13%	49 12%	53 17% <sup>e</sup>	33 11%	25 13%	54 13%	12 11%	87 12%	83 12%	76 12%	65 12%	86 12%	91 12%	80 11%	93 12%	93 16%	69 14%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	116 15%	43 15%	54 14%	40 16%	43 17%	67 16%	53 17%	52 16%	28 15%	68 16%	16 15%	110 16%	104 15%	95 15%	86 16%	107 16%	113 15%	106 15%	116 15%	116 20% <sup>t</sup>	79 16%
Games where I compete against single opponents (e.g. Online Chess)	80 10%	28 10%	44 12%	21 8%	34 14%	41 10%	43 14% <sup>g</sup>	28 9%	24 13%	41 10%	9 9%	78 11%	79 12% <sup>p</sup>	68 11%	63 12%	77 11%	78 10%	75 11%	80 10%	69 12%	80 16% <sup>s</sup>
Games where I am part of a team competing against another team (e.g. League of Legends)	74 10%	33 12%	41 11%	29 11%	25 10%	48 11%	40 13%	34 11%	13 7%	45 11%	10 9%	72 10%	70 10%	66 10%	57 11%	74 11% <sup>p</sup>	73 10%	70 10%	74 10%	61 11%	74 15% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 92

**Q.4 Which of these types of video games do you play on your different devices?  
On a games console connected to a TV (Sony PlayStation / Nintendo switch connected to a TV)  
Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	770	283	379	254	247	426	311	314	190	424	103*	710	684	648	526	691	745	698	770	584	498
Games where I compete against multiple people/teams (e.g. Fortnite)	150 19%	57 20%	84 22%	53 21%	53 21%	103 24%g	67 22%	57 18%	27 14%	91 22%	21 20%	140 20%	138 20%	137 21%	115 22%	139 20%	148 20%	142 20%	150 19%	119 20%	150 30% <sup>s</sup>
Games that are controlled by movement (e.g. Wii Fit)	129 17%	53 19%	57 15%	57 22% <sup>d</sup>	35 14%	51 12%	40 13%	102 33% <sup>ef</sup>	35 18%	68 16%	11 11%	121 17% <sup>m</sup>	117 17% <sup>m</sup>	99 15%	86 16%	123 18% <sup>m</sup>	125 17% <sup>m</sup>	114 16%	129 17%	101 17% <sup>t</sup>	70 14%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	102 13%	27 9%	62 16% <sup>a</sup>	32 13%	37 15%	60 14%	51 16%	40 13%	24 13%	56 13%	16 15%	90 13%	93 14%	85 13%	76 14%	92 13%	100 13%	93 13%	102 13%	83 14%	102 20% <sup>s</sup>
Other	45 6%	11 4%	25 6%	11 4%	12 5%	26 6%	23 8% <sup>g</sup>	11 4%	14 7%	21 5%	6 5%	44 6% <sup>no</sup>	38 6% <sup>n</sup>	35 5% <sup>n</sup>	22 4%	38 6% <sup>n</sup>	45 6% <sup>n</sup>	37 5%	45 6%	26 4% <sup>t</sup>	13 3%
None of these	149 19%	67 24%	67 18%	60 24%	44 18%	69 16%	53 17%	57 18%	34 18%	81 19%	25 24%	137 19% <sup>n</sup>	128 19% <sup>n</sup>	119 18% <sup>n</sup>	79 15%	129 19% <sup>n</sup>	141 19% <sup>n</sup>	147 21% <sup>r</sup>	149 19%	114 19% <sup>t</sup>	54 11%
NET: Single Player	365 47%	117 41%	186 49%	110 43%	117 48%	219 51%	155 50%	162 52%	91 48%	203 48%	48 47%	339 48%	323 47%	318 49%	259 49%	332 48%	357 48%	324 46%	365 47%	365 63% <sup>t</sup>	247 50%
NET: Multiplayer Competitive	218 28%	86 30%	120 32%	77 30%	77 31%	143 34% <sup>g</sup>	97 31%	79 25%	50 27%	124 29%	26 25%	207 29%	206 30% <sup>p</sup>	197 30%	169 32% <sup>kp</sup>	205 30%	214 29%	207 30% <sup>r</sup>	218 28%	168 29%	218 44% <sup>s</sup>
NET: Multiplayer Collaborative/Creative	197 26%	71 25%	106 28%	57 22%	77 31% <sup>c</sup>	125 29%	108 35%	88 28%	48 26%	123 29%	20 20%	183 26%	175 26%	178 27%	158 30% <sup>klmo</sup>	183 27%	193 26%	177 25%	197 26%	146 25%	197 40% <sup>s</sup>
NET: Other	238 31%	80 28%	121 32%	83 33%	72 29%	121 28%	94 30%	131 42% <sup>ef</sup>	64 34%	125 29%	29 28%	220 31%	213 31%	191 29%	161 31%	218 31% <sup>m</sup>	233 31% <sup>m</sup>	208 30%	238 31%	176 30%	153 31%
NET: Any Multiplayer	370 48%	132 46%	204 54%	116 46%	137 55% <sup>c</sup>	232 55% <sup>g</sup>	173 55% <sup>g</sup>	138 44%	88 47%	215 51%	43 42%	340 48%	338 49%	326 50% <sup>k</sup>	289 55% <sup>klmo</sup>	338 49%	361 48%	339 49%	370 48%	258 44%	370 74% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 93  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	819	461	358	137	182	154	140	85	121	226	230	184	179	74	26	73	62	81	62	43	92	112	105	71	18
Weighted base	829	468	360	134	202	167	142	69*	113	249	237	167	176	73*	31**	82*	60*	84*	55*	42*	84*	127*	98*	79*	14**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	144 17%	99 21%b	45 12%	21 16%	40 20%	34 21%	24 17%	11 16%	13 12%	42 17%	45 19%	27 16%	30 17%	22 30%pqw	2 8%	10 12%	8 12%	14 17%	9 17%	8 20%	17 21%	21 16%	15 15%	16 21%	1 9%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	68 8%	50 11%b	17 5%	16 12%ghi	29 14%ghi	19 11%ghi	3 2%	-	1 1%	22 9%	26 11%l	8 5%	12 7%	13 18%rstu	1 2%	8 9%	6 10%	3 4%	2 4%	2 4%	2 3%	14 11%	10 10%	8 10%	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	98 12%	61 13%	37 10%	33 25%fgh	33 16%ghi	20 12%hi	8 5%	1 2%	4 3%	39 16%k	21 9%	20 12%	18 10%	13 18%	-	7 8%	4 7%	9 11%	6 10%	2 4%	8 10%	16 13%	21 22%pqt	10 13%	1 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	118 14%	103 22%b	15 4%	21 15%i	34 17%i	29 17%i	18 13%	10 14%i	6 6%	43 17%am	42 18%lm	17 10%	16 9%	15 21%	5 16%	15 18%	6 11%	8 10%	7 13%	5 12%	16 19%	19 15%	12 12%	9 11%	1 4%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	273 33%	119 25%	154 43%a	35 26%	53 26%	46 27%	58 41%def	30 43%def	50 45%def	74 30%	55 23%	70 42%jk	74 42%jk	28 39%u	10 31%	33 40%uv	29 47%uvx	37 44%uv	18 33%	12 29%	18 22%	31 24%	35 35%	22 28%	1 10%
Games where I compete against single opponents (e.g. Online Chess)	87 10%	55 12%	32 9%	16 12%	21 10%	24 14%	11 7%	7 10%	9 8%	21 8%	29 12%	17 10%	20 11%	13 17%pvx	2 6%	5 5%	9 14%	15 18%pvx	5 9%	6 14%	8 10%	8 6%	11 11%	5 6%	2 11%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 93  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	829	468	360	134	202	167	142	69*	113	249	237	167	176	73*	31**	82*	60*	84*	55*	42*	84*	127*	98*	79*	14**
Games where I am part of a team competing against another team (e.g. League of Legends)	45	38	7	12	20	10	*	1	1	16	14	6	10	11	-	4	5	4	1	3	3	7	6	2	-
Games where I compete against multiple people/teams (e.g. Fortnite)	91	60	32	21	28	22	14	3	3	28	27	20	16	18	3	6	7	8	5	4	9	14	13	4	*
Games that are controlled by movement (e.g. Wii Fit)	10	6	4	*	9	1	-	-	-	5	3	1	1	-	-	-	-	1	-	4	1	4	1	-	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	76	47	29	18	22	15	10	4	6	23	26	13	14	9	1	6	5	12	8	5	4	9	11	6	1
Other	61	36	25	9	3	8	8	10	24	16	20	8	17	6	1	7	1	2	7	3	11	9	8	7	-
None of these	190	107	83	22	53	39	39	13	25	67	49	39	36	7	10	16	13	15	8	15	20	32	21	26	8
NET: Single Player	435	252	183	64	99	87	79	43	63	121	119	95	100	45	16	49	37	48	32	18	44	56	49	38	3
NET: Multiplayer Competitive	170	107	63	36	43	44	24	11	12	44	55	37	34	27	5	10	15	24	9	8	17	23	20	9	2
NET: Multiplayer Collaborative/Creative	139	91	47	40	53	31	10	1	4	48	41	25	25	18	1	12	9	11	8	3	10	28	23	14	1

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 93  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	Northern Ire-land (y)
Weighted base	829	468	360	134	202	167	142	69*	113	249	237	167	176	73*	31**	82*	60*	84*	55*	42*	84*	127*	98*	79*	14**
NET: Other	141 17%	83 18%	58 16%	27 20%	31 15%	22 13%	18 13%	13 18%	30 27%efg	41 17%	49 20%	22 13%	29 17%	13 18%	2 7%	13 16%	6 10%	13 15%	13 24%	11 26%	16 19%	21 16%	19 20%	13 16%	1 8%
NET: Any Multiplayer	294 35%	183 39%b	112 31%	69 51%ghi	83 41%ghi	72 43%ghi	37 26%	15 21%	19 17%	84 34%	96 41%	58 35%	57 32%	42 57%pqstuvwx	7 21%	22 27%	22 36%	39 46%ptu	21 38%	10 25%	24 29%	47 37%	36 36%	20 26%	4 28%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 94  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	819	503	188	128	231	128	141	57	10	567	451	365	715	95	534	280	229	143	107	128	105	63	128	141	148	190	153
Weighted base	829	539	174	116	230	126	142	55*	10**	577	447	379	724	96*	535	288	234	147	113*	133	105*	67*	117	132	141	202	178
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	144 17%	93 17% <sup>c</sup>	41 24% <sup>c</sup>	10 8%	49 21%	35 28% <sup>d</sup>	27 19%	14 26%	3 28%	91 16%	66 15%	77 20%	134 18%	10 10%	101 19% <sup>u</sup>	41 14%	32 14%	17 12%	19 16%	24 18%	13 13%	5 8%	19 16%	27 20%	27 20%	30 15%	31 17%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	68 8%	50 9% <sup>c</sup>	17 10% <sup>c</sup>	1 1%	13 6% <sup>f</sup>	12 9% <sup>d</sup>	2 2%	3 5%	-	54 9% <sup>f</sup>	30 7%	38 10%	60 8%	8 8%	42 8% <sup>u</sup>	26 9% <sup>qu</sup>	19 8% <sup>qu</sup>	7 5%	15 13% <sup>qu</sup>	18 14% <sup>opqu</sup>	7 6%	-	7 6%	14 11%	10 7%	20 10%	13 8%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	98 12%	69 13% <sup>c</sup>	25 15% <sup>c</sup>	4 3%	16 7%	11 9%	9 6%	2 4%	-	79 14% <sup>d</sup>	41 9%	54 14% <sup>j</sup>	83 11%	14 14%	61 11%	36 12%	31 13%	14 10%	18 16%	24 18% <sup>opq</sup>	12 11%	6 9%	5 4%	15 12%	18 13% <sup>v</sup>	24 12% <sup>v</sup>	25 14% <sup>v</sup>
Games that accurately simulate a real-life experience (e.g. flying, management)	118 14%	84 16%	24 14%	10 9%	28 12%	15 12%	17 12%	10 19%	1 9%	87 15%	56 12%	61 16%	108 15%	9 9%	91 17% <sup>opqt</sup>	27 9% <sup>p</sup>	17 7%	9 6%	13 12%	13 10%	7 7%	5 7%	18 15%	10 7%	16 11%	29 14%	35 20% <sup>w</sup>
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	273 33%	164 30%	57 33%	51 44% <sup>a</sup>	91 40% <sup>i</sup>	43 34%	70 49% <sup>d</sup>	30 54% <sup>d</sup>	3 28%	172 30%	156 35%	116 31%	254 35% <sup>m</sup>	16 17%	178 33%	95 33%	80 34%	53 36% <sup>t</sup>	35 31%	39 29%	29 28%	29 43% <sup>t</sup>	45 38% <sup>z</sup>	46 35% <sup>z</sup>	51 36% <sup>z</sup>	69 34% <sup>z</sup>	41 23%
Games where I compete against single opponents (e.g. Online Chess)	87 10%	56 10%	22 13%	9 7%	25 11%	11 9%	19 13%	9 16%	2 20%	60 10%	45 10%	41 11%	77 11%	10 10%	55 10%	32 11%	26 11%	13 9%	18 16%	17 13%	9 8%	6 10%	12 10%	12 9%	15 11%	24 12%	17 9%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 94  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Working status			Disability						Educational level			Ethnicity		Kids in household						Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,000 to £21,000 (w)	£21,000 to £28,000 (x)	£28,000 to £41,000 (y)	£41,000 or more (z)
Weighted base	829	539	174	116	230	126	142	55*	10**	577	447	379	724	96*	535	288	234	147	113*	133	105*	67*	117	132	141	202	178
Games where I am part of a team competing against another team (e.g League of Legends)	45 5%	31 6% <i>c</i>	14 8% <i>c</i>	1 1%	8 3%	7 6%	4 3%	2 3%	-	38 7%	20 4%	24 6%	38 5%	7 8%	27 5%	18 6%	16 7%	7 5%	9 8%	12 9%	6 5%	2 3%	3 3%	3 2%	8 5%	11 5%	15 8% <i>w</i>
Games where I compete against multiple people/teams (e.g. Fortnite)	91 11%	64 12% <i>c</i>	25 14% <i>c</i>	3 2%	22 10%	19 15% <i>df</i>	11 8%	4 7%	-	69 12%	44 10%	46 12%	77 11%	14 14%	47 9%	44 15% <i>nu</i>	37 16% <i>nu</i>	18 12%	23 20% <i>nu</i>	25 19% <i>nu</i>	16 15%	4 6%	11 10%	8 6%	17 12%	20 10%	26 14% <i>w</i>
Games that are controlled by movement (e.g. Wii Fit)	10 1%	8 2%	2 1%	-	2 1%	2 2%	1 1%	1 2%	-	8 1%	3 1%	7 2%	8 1%	2 2%	3 1%	7 3% <i>n</i>	4 2%	2 1%	5 5% <i>n</i>	4 3% <i>n</i>	2 2%	-	3 3%	-	1 1%	1 *	5 3%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	76 9%	48 9%	22 12% <i>c</i>	6 5%	21 9%	18 15% <i>df</i>	9 6%	5 9%	-	49 8%	37 8%	37 10%	67 9%	8 8%	47 9%	28 10%	21 9%	13 9%	12 11%	13 10%	10 9%	7 11%	11 10%	16 12%	8 6%	12 6%	21 12%
Other	61 7%	24 5%	11 6%	26 23% <i>ab</i>	24 10%	10 8%	17 12%	6 10%	-	37 6%	32 7%	30 8%	58 8%	3 4%	53 10% <i>opqrs</i>	6 2%	4 2%	3 2%	2 2%	1 1%	2 2%	2 3%	11 10% <i>z</i>	14 10% <i>z</i>	11 8% <i>z</i>	20 10% <i>z</i>	3 2%
None of these	190 23%	135 25%	32 18%	24 20%	56 24% <i>fg</i>	34 27% <i>g</i>	26 19%	7 12%	5 46%	133 23%	108 24%	83 22%	158 22%	30 32%	113 21%	76 26% <i>r</i>	67 29% <i>nr</i>	45 31% <i>nr</i>	21 19%	36 27%	36 34% <i>nr</i>	18 27%	18 15%	24 18%	34 24%	52 26% <i>v</i>	55 31% <i>vw</i>
NET: Single Player	435 53%	274 51%	97 56%	64 56%	130 56%	66 53%	92 65% <i>dei</i>	42 76% <i>dei</i>	5 47%	291 50%	231 52%	202 53%	399 55% <i>m</i>	32 34%	299 56% <i>opst</i>	135 47%	109 46%	68 46%	54 48%	58 44%	43 41%	34 51%	70 59%	76 53%	99 54%	84 49%	84 47%
NET: Multiplayer Competitive	170 20%	111 21% <i>c</i>	47 27% <i>c</i>	11 10%	46 20%	29 23%	29 20%	11 21%	2 20%	122 21%	89 20%	78 21%	143 20%	25 26%	97 18%	72 25% <i>n</i>	59 25% <i>n</i>	33 23%	34 31% <i>n</i>	38 29% <i>n</i>	25 24%	12 17%	24 20%	18 13%	32 23%	43 21%	39 22%
NET: Multiplayer Collaborative/Creative	139 17%	98 18% <i>c</i>	37 21% <i>c</i>	4 3%	24 10% <i>f</i>	17 13% <i>f</i>	10 7%	4 6%	-	113 20% <i>dfg</i>	61 14%	76 20% <i>j</i>	118 16%	20 20%	85 16%	52 18%	41 18%	20 14%	27 24% <i>qu</i>	34 26% <i>nopq</i>	17 17%	6 9%	11 9%	25 19% <i>v</i>	22 16%	37 18% <i>v</i>	33 19% <i>v</i>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 94  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	829	539	174	116	230	126	142	55*	10**	577	447	379	724	96*	535	288	234	147	113*	133	105*	67*	117	132	141	202	178
NET: Other	141	77	31	32	46	28	25	11	-	90	71	68	127	14	99	39	29	19	18	18	14	9	24	29	20	30	28
	17%	14%	18%	28% <sup>a</sup>	20%	22%	18%	19%	-	16%	16%	18%	17%	14%	19%	14%	12%	13%	16%	13%	13%	14%	20%	22%	14%	15%	16%
NET: Any Multiplayer	294	202	74	19	69	44	38	15	2	217	147	144	248	44	172	118	94	51	60	65	39	22	37	47	50	74	66
	35%	37% <sup>c</sup>	42% <sup>c</sup>	16%	30%	35%	27%	27%	20%	38% <sup>f</sup>	33%	38%	34%	45%	32%	41% <sup>nq</sup>	40%	35%	54% <sup>nopq</sup>	49% <sup>nopq</sup>	37% <sup>u</sup>	33%	32%	36%	36%	37%	37%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 95  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	819	36	32	27	29	10	28	59	24	40	74	32	30	14	10	198	32	34	26	33	18	33
Weighted base	829	35*	33**	32**	28**	10**	26**	70*	26**	35*	76*	29**	29**	14**	13**	201	35**	35*	30**	31**	14**	28**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	144 17%	7 19%	13 39%	2 7%	3 12%	2 24%	2 9%	9 13%	3 12%	5 13%	12 16%	6 20%	7 24%	2 17%	1 9%	33 17%	5 15%	10 28%	7 23%	6 18%	1 9%	7 24%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	68 8%	4 10%	7 23%	1 2%	2 8%	3 33%	1 3%	6 8%	2 7%	1 4%	3 4%	2 6%	1 4%	1 6%	1 9%	19 9%	4 12%	3 10%	3 10%	2 5%	- -	2 8%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	98 12%	5 14%	7 22%	- -	2 6%	- -	2 10%	5 7%	3 10%	4 10%	9 12%	4 14%	6 22%	3 20%	1 9%	25 13%	8 24%	6 16%	3 10%	2 5%	1 10%	2 6%
Games that accurately simulate a real-life experience (e.g. flying, management)	118 14%	5 13%	8 24%	5 16%	3 9%	1 12%	3 10%	13 18%	5 19%	4 11%	8 10%	8 27%	1 5%	3 20%	4 32%	31 16%	5 14%	5 15%	1 3%	3 9%	1 4%	3 12%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	273 33%	15 43%	12 37%	11 33%	17 60%	1 14%	11 43%	27 38%	11 40%	9 26%	29 39%	9 32%	6 21%	4 29%	8 58%	53 26%	9 25%	7 22%	12 39%	8 27%	1 10%	13 47%
Games where I compete against single opponents (e.g. Online Chess)	87 10%	4 12%	9 26%	2 6%	6 22%	1 14%	2 7%	7 10%	2 9%	5 13%	9 12%	3 9%	2 8%	1 8%	3 26%	15 8%	3 9%	1 4%	1 3%	4 13%	2 11%	4 14%
Games where I am part of a team competing against another team (e.g. League of Legends)	45 5%	4 13%g	6 18%	- -	2 8%	* 5%	2 8%	1 2%	3 11%	1 2%	3 4%	1 2%	2 8%	1 6%	2 15%	8 4%	4 10%	1 3%	- -	3 11%	- -	* 2%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 95

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	829	35*	33**	32**	28**	10**	26**	70*	26**	35*	76*	29**	29**	14**	13**	201	35**	35*	30**	31**	14**	28**
Games where I compete against multiple people/teams (e.g. Fortnite)	91 11%	7 20%q	11 34%	4 11%	4 16%	1 5%	2 8%	4 6%	1 4%	4 12%q	8 11%	1 5%	3 12%	1 9%	1 9%	25 12%q	6 17%	-	3 9%	4 12%	* 3%	-
Games that are controlled by movement (e.g. Wii Fit)	10 1%	-	-	-	-	-	-	-	3 10%	-	1 1%	-	-	-	-	5 2%	1 1%	-	-	1 3%	1 4%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	76 9%	4 12%	5 15%	1 4%	2 8%	-	3 10%	3 4%	3 10%	4 11%	12 16%g	1 5%	2 7%	1 6%	1 9%	17 8%	5 16%	2 5%	2 7%	5 17%	1 4%	2 7%
Other	61 7%	5 14%j	1 4%	1 3%	-	-	3 12%	6 9%j	2 8%	5 15%j	-	3 10%	3 10%	-	17 8%j	1 2%	1 3%	5 16%	1 4%	-	-	5 17%
None of these	190 23%	5 14%	1 4%	10 30%	4 16%	2 24%	6 24%	17 25%	5 18%	7 20%	15 19%	5 19%	7 26%	3 23%	2 12%	48 24%	10 28%	15 43%ajo	5 16%	12 39%	8 53%	4 13%
NET: Single Player	435 53%	20 57%	21 65%	17 54%	20 72%	5 50%	13 50%	39 56%	16 59%	17 50%	42 55%	19 65%	13 45%	7 49%	11 82%	95 47%	16 47%	16 55%	16 41%	13 41%	3 18%	17 62%
NET: Multiplayer Competitive	170 20%	10 28%q	17 50%	5 17%	8 29%	2 19%	5 21%	10 14%	4 16%	9 25%	18 24%	4 14%	5 18%	2 12%	4 33%	41 20%	6 18%	3 7%	4 12%	7 22%	2 14%	4 16%
NET: Multiplayer Collaborative/Creative	139 17%	6 18%	10 29%	1 2%	3 12%	3 33%	2 10%	9 13%	3 13%	5 14%	12 16%	5 18%	7 24%	3 20%	1 9%	38 19%	10 30%	8 22%	4 13%	3 10%	1 10%	3 10%
NET: Other	141 17%	8 22%	6 17%	2 6%	2 8%	-	5 21%	9 13%	7 27%	8 22%	12 16%	4 14%	5 16%	4 30%	1 9%	37 19%	6 18%	3 8%	7 23%	7 22%	1 8%	7 24%
NET: Any Multiplayer	294 35%	14 40%	25 76%	7 23%	11 40%	5 51%	6 24%	18 26%	8 29%	15 44%	34 45%g	9 30%	12 41%	3 23%	4 33%	73 36%	13 36%	9 26%	7 23%	9 29%	4 28%	8 28%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 96  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	819	110	108	116	62	111	128	106	142	174	79	95	124	72	479	248	353	156	189	122	100	114	55	62	97
Weighted base	829	126*	120*	119*	69*	122*	138	126*	155	183	89*	110*	133	78*	502	279	382	177	207	144*	111*	125*	58*	71*	99*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	144 17%	13 11%	18 15%k	19 16%k	7 10%	16 13%k	20 14%k	15 12%k	33 21%degk	29 16%k	11 13%k	5 5%	22 17%k	10 13%k	83 17%t	40 14%	67 17%t	28 16%t	46 22%nostw	20 14%	9 8%	19 15%t	7 12%	6 9%	19 19%tw
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	68 8%	11 9%	13 11%k	11 9%	6 9%	10 8%	16 12%k	15 12%jk	24 16%ejk	19 10%	5 6%	6 5%	13 10%	12 16%ejk	40 8%	25 9%u	39 10%nu	14 8%	15 7%	8 6%	7 6%	5 4%	3 6%	3 4%	7 7%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	98 12%	20 16%	21 17%	20 17%	7 10%	15 13%	23 17%	17 14%	26 17%	25 14%	9 10%	13 12%	24 18%j	13 17%	68 14%	36 13%	56 15%	24 14%	34 16%	20 14%	11 10%	13 10%	9 16%	8 11%	15 15%
Games that accurately simulate a real-life experience (e.g. flying, management)	118 14%	12 9%	14 12%	13 11%	8 11%	19 15%	16 11%	13 10%	32 20%bcfgi jklm	18 10%	7 8%	9 8%	15 11%	7 10%	67 13%q	32 11%	51 13%q	14 8%	32 15%q	19 13%	12 11%	21 17%qw	8 13%	6 8%	14 15%q
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	273 33%	26 20%	24 20%	25 21%	15 21%	30 25%	36 26%	31 25%	35 23%	52 29%b	25 28%	33 30%b	41 31%bch	20 25%	165 33%qw	85 30%q	118 31%q	37 21%	63 31%q	39 27%	34 31%qw	31 25%	16 27%	15 20%	24 24%
Games where I compete against single opponents (e.g. Online Chess)	87 10%	11 9%	10 9%	14 11% <u>m</u>	7 10%	12 10%	13 9%	13 11% <u>m</u>	19 12% <u>m</u>	18 10% <u>m</u>	10 11% <u>m</u>	18 16% <u>bm</u>	17 13% <u>m</u>	3 4%	54 11%	29 10% <u>w</u>	40 11%	17 9% <u>w</u>	17 8%	13 9%	7 6%	9 7%	3 5%	2 3%	10 10% <u>w</u>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 96  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	829	126*	120*	119*	69*	122*	138	126*	155	183	89*	110*	133	78*	502	279	382	177	207	144*	111*	125*	58*	71*	99*
Games where I am part of a team competing against another team (e.g. League of Legends)	45 5%	7 5%	7 6%	9 8%	4 6%	10 8%	10 7%	8 6%	15 10%	12 6%	4 5%	6 6%	9 6%	6 8%	32 6%	18 6%	30 8%u	11 6%	11 5%	5 4%	6 5%	3 3%	4 7%	3 5%	8 8%u
Games where I compete against multiple people/teams (e.g. Fortnite)	91 11%	22 17%	20 17%	18 15%	15 21%	21 18%	24 18%	24 19%	32 20%	28 16%	18 20%	20 18%	22 16%	16 21%	63 13%	42 15%	55 14%	27 15%	25 12%	19 13%	13 12%	16 13%	10 17%	10 13%	20 20%nr
Games that are controlled by movement (e.g. Wii Fit)	10 1%	6 5%	6 5%c	2 1%	6 8%cek	4 3%	5 3%	6 4%	8 5%c	7 4%	4 5%	2 2%	5 4%	7 9%cefikl	9 2%	5 2%	8 2%	6 4%	4 2%	4 3%	2 2%	4 3%	3 4%	4 6%	2 2%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	76 9%	8 7%	9 7%	9 7%	8 12%	11 9%	14 10%	15 12%l	20 13%l	15 8%	8 8%	9 8%	8 6%	6 8%	47 9%	26 9%	44 11%	19 11%	25 12%	17 12%	16 14%	17 14%	6 11%	12 16%	14 14%
Other	61 7%	5 4%	4 4%	9 8%	6 8%	9 8%	8 6%	5 4%	9 6%	14 7%k	6 7%	2 1%	6 5%	2 3%	22 4%o	4 2%	13 3%o	4 2%	8 4%	3 2%	2 2%	6 5%o	1 2%	2 3%	3 3%
None of these	190 23%	34 27%	28 24%h	26 21%	12 18%	30 25%hj	31 23%h	28 22%h	22 14%	39 21%h	13 15%	24 22%	25 19%	16 20%	128 25%	82 30%pu	94 25%	57 32%pru	49 24%	44 30%ru	26 24%	26 21%	15 26%	18 26%	24 24%
NET: Single Player	435 53%	44 35%	46 38%	47 40%	25 36%	51 42%	60 44%	50 40%	76 49%bdg	83 45%	40 45%	45 41%	66 49%bdg	31 40%	257 51%qw	130 47%q	191 50%qw	68 39%	112 54%oqstu	66 46%	48 43%	55 44%	24 41%	25 35%	44 44%
NET: Multiplayer Competitive	170 20%	34 27%	33 27%	31 26%	21 30%	33 27%	36 26%	35 28%	45 29%	46 25%	28 32%	39 35%l	40 30%	22 28%	107 21%	65 23%	89 23%	45 25%	43 21%	31 22%	22 20%	25 20%	13 23%	13 18%	29 29%uw

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 96  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	829	126*	120*	119*	69*	122*	138	126*	155	183	89*	110*	133	78*	502	279	382	177	207	144*	111*	125*	58*	71*	99*
NET: Multiplayer Collaborative/Creative	139	29	32	28	12	24	34	29	45	39	13	19	32	21	91	52	78	35	41	25	16	17	11	10	20
	17%	23%	27% <sup>ejk</sup>	24%	18%	19%	25% <sup>ej</sup>	23% <sup>ej</sup>	29% <sup>deijk</sup>	21%	15%	17%	24% <sup>ej</sup>	26% <sup>ej</sup>	18%	19%	20%	20%	20%	17%	14%	14%	19%	13%	21% <sup>u</sup>
NET: Other	141	19	19	19	19	23	25	24	34	35	17	13	18	15	74	34	60	29	35	23	19	27	10	18	18
	17%	15%	16%	16%	28% <sup>bcekl</sup>	19%	18%	19% <sup>k</sup>	22% <sup>kl</sup>	19% <sup>k</sup>	19% <sup>k</sup>	11%	13%	19%	15%	12%	16% <sup>o</sup>	16%	17%	16%	17%	22% <sup>no</sup>	17%	25% <sup>no</sup>	18%
NET: Any Multiplayer	294	58	59	52	33	52	62	59	78	78	41	56	64	37	182	106	153	77	78	57	46	49	26	27	47
	35%	46%	49%	44%	47%	43%	45%	47%	50%	42%	46%	51%	48%	48%	36%	38%	40% <sup>n</sup>	43%	38%	40%	41%	39%	44%	38%	47% <sup>n</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 97  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	819	263	381	247	294	292	207	218	222	439	110	746	733	624	480	734	787	718	819	655	454
Weighted base	829	277	393	266	295	316	223	233	224	448	109*	757	737	646	508	747	794	734	829	657	473
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	144 17%	35 13%	77 20%a	36 14%	60 20%	71 22%	51 23%	55 24%	36 16%	80 18%	23 21%	125 17%	122 17%	118 18%o	92 18%	123 17%	140 18%klo	127 17%	144 17%	144 22%	96 20%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	68 8%	20 7%	42 11%	22 8%	31 10%	39 12%	30 14%	33 14%	17 8%	39 9%	11 10%	58 8%	58 8%	60 9%kl	56 11%klop	61 8%	68 9%k	61 8%	68 8%	49 7%	68 14%sa
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	98 12%	32 11%	56 14%	32 12%	44 15%	58 18%	42 19%	37 16%	28 13%	48 11%	17 15%	90 12%	86 12%	88 14%kl	79 16%klop	91 12%	97 12%	90 12%	98 12%	80 12%	98 21%sa
Games that accurately simulate a real-life experience (e.g. flying, management)	118 14%	31 11%	56 14%	36 14%	40 14%	43 13%	45 20%e	32 14%	32 14%	60 13%	17 16%	107 14%	110 15%	97 15%	73 14%	107 14%	116 15%	95 13%	118 14%q	118 18%	72 15%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	273 33%	95 34%	109 28%	73 28%	101 34%	83 26%	67 30%	87 38%e	73 33%	146 33%	36 33%	260 34%mpn	247 34%mpn	182 28%	145 29%	248 33%mn	254 32%mn	232 32%	273 33%	273 42%t	130 28%
Games where I compete against single opponents (e.g. Online Chess)	87 10%	26 9%	48 12%	24 9%	31 10%	31 10%	29 13%	31 13%	21 9%	46 10%	14 13%	82 11%	79 11%	69 11%	55 11%	82 11%	85 11%	79 11%	87 10%	74 11%	87 18%sa
Games where I am part of a team competing against another team (e.g. League of Legends)	45 5%	17 6%	25 6%	12 5%	16 6%	29 9%	22 10%	20 9%	10 4%	20 5%	11 10%l	42 6%	38 5%	41 6%	35 7%l	41 5%	45 6%	42 6%	45 5%	37 6%	45 10%sa

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 97  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a desktop computer or laptop**  
**Base: All gamers**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	829	277	393	266	295	316	223	233	224	448	109*	757	737	646	508	747	794	734	829	657	473
Games where I compete against multiple people/teams (e.g. Fortnite)	91	32	51	30	40	59	36	37	15	53	20	86	79	82	69	84	91	86	91	72	91
Games that are controlled by movement (e.g. Wii Fit)	10	5	5	6	3	8	7	7	4	5	1	9	10	10	10	10	10	10	10	6	10
Games that take place in a persistent virtual world (e.g. World of Warcraft)	76	20	50	19	38	38	33	30	18	38	17	62	64	65	54	67	74	72	76	60	76
Other	61	15	20	13	22	11	7	4	19	32	9	58	55	29	18	51	58	47	61	27	14
None of these	190	74	101	74	70	79	49	50	53	106	23	176	167	167	119	174	182	185	190	130	80
NET: Single Player	435	138	186	121	152	145	118	135	114	239	53	402	389	314	252	390	414	366	435	435	228
NET: Multiplayer Competitive	170	58	92	53	68	84	54	58	34	89	35	160	153	144	117	158	168	156	170	135	170
NET: Multiplayer Collaborative/Creative	139	44	79	48	56	78	57	53	39	73	22	121	120	124	112	126	138	125	139	102	139
NET: Other	141	38	72	36	60	57	42	39	39	73	25	123	123	102	79	122	137	123	141	88	93
NET: Any Multiplayer	294	93	165	94	119	142	101	96	74	157	47	262	259	250	210	268	290	267	294	219	294

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 98  
Q.4 Which of these types of video games do you play on your different devices?  
On a tablet computer (such as an iPad)  
Base: All gamers

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	768	378	390	93	166	159	156	89	105	200	204	198	166	59	23	74	57	77	72	41	74	104	107	58	22
Weighted base	799	396	403	99*	185	170	163	83*	98*	227	218	185	168	61*	28**	90*	58*	83*	67*	36*	69*	110*	108*	68*	20**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	93	50	44	12	21	23	17	12	9	24	30	23	16	14	3	9	8	7	7	4	10	16	7	8	1
	12%	13%	11%	12%	11%	13%	11%	14%	9%	11%	14%	12%	10%	24%prw	11%	10%	13%	8%	10%	11%	15%	14%	6%	12%	5%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	36	20	16	8	13	10	4	1	1	12	12	4	7	5	1	3	3	5	1	-	3	10	4	2	-
	4%	5%	4%	8%hi	7%gi	6%	3%	1%	1%	5%	6%	2%	4%	8%	3%	3%	5%	6%	2%	-	5%	9%	3%	2%	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	71	33	38	19	24	17	5	3	3	26	19	13	13	8	2	4	6	10	5	2	6	8	18	2	-
	9%	8%	9%	19%ghi	13%ghi	10%gi	3%	3%	3%	11%	9%	7%	8%	13%	8%	4%	10%	12%	7%	6%	9%	7%	17%px	3%	-
Games that accurately simulate a real-life experience (e.g. flying, management)	47	38	9	12	17	9	6	2	2	18	9	12	8	6	5	7	5	2	3	1	3	4	7	5	1
	6%	10%b	2%	12%ghi	9%i	5%	3%	3%	2%	8%	4%	6%	5%	10%	17%	8%	8%	2%	4%	3%	4%	3%	6%	7%	6%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	425	161	264	48	75	79	104	58	62	108	107	114	95	32	13	49	37	43	41	16	35	52	61	36	10
	53%	41%	65%a	48%	40%	46%	63%def	70%def	63%ef	47%	49%	62%jk	57%	52%	46%	54%	64%	52%	62%	44%	51%	47%	56%	53%	52%
Games where I compete against single opponents (e.g. Online Chess)	86	46	40	11	27	24	6	6	11	27	25	22	12	9	1	7	10	9	7	5	9	10	11	6	3
	11%	12%	10%	11%g	15%g	14%g	4%	8%	11%g	12%	12%	12%	7%	14%	4%	8%	16%	11%	10%	13%	13%	9%	10%	9%	15%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 98  
Q.4 Which of these types of video games do you play on your different devices?  
On a tablet computer (such as an iPad)  
Base: All gamers

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	799	396	403	99*	185	170	163	83*	98*	227	218	185	168	61*	28**	90*	58*	83*	67*	36*	69*	110*	108*	68*	20**
Games where I am part of a team competing against another team (e.g. League of Legends)	25	18	7	6	8	7	4	*	1	10	4	4	7	5	-	1	2	2	2	3	1	6	4	-	-
Games where I compete against multiple people/teams (e.g. Fortnite)	51	35	16	16	11	13	11	-	1	19	12	9	12	6	4	5	2	6	5	3	2	7	8	4	-
Games that are controlled by movement (e.g. Wii Fit)	15	9	6	6	6	1	2	1	-	5	4	3	4	-	2	1	1	4	1	1	-	3	1	-	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36	21	14	5	8	8	12	2	1	12	5	4	14	1	2	3	3	4	5	1	7	5	1	-	-
Other	41	24	16	1	2	4	8	4	21	9	12	9	11	3	1	5	2	2	5	3	5	6	8	1	-
None of these	144	99	45	12	48	39	27	8	10	48	41	27	28	10	1	15	6	22	6	9	16	17	16	19	7
NET: Single Player	509	217	292	67	96	100	112	66	68	130	136	134	108	41	18	61	44	48	47	19	41	68	67	42	13
NET: Multiplayer Competitive	132	76	56	26	38	31	20	6	11	45	35	29	22	10	5	10	11	16	10	8	11	21	16	10	3
NET: Multiplayer Collaborative/Creative	96	45	51	26	33	23	9	3	3	36	28	16	17	9	3	5	8	15	6	2	7	17	20	3	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 98  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of London	London	South East	South West	Northern Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	799	396	403	99*	185	170	163	83*	98*	227	218	185	168	61*	28**	90*	58*	83*	67*	36*	69*	110*	108*	68*	20**
NET: Other	87	51	35	11	15	11	22	6	22	24	20	16	26	4	5	10	5	10	8	8	6	15	13	2	1
	11%	13%	9%	11%	8%	7%	13%	7%	22%	efh	11%	9%	9%	16%	7%	16%	9%	12%	12%	22%	x	8%	14%	12%	3%
NET: Any Multiplayer	216	113	103	45	61	56	31	12	13	74	59	40	44	16	8	15	18	30	18	10	17	39	31	13	3
	27%	29%	26%	45%	gh	33%	ghi	19%	14%	13%	33%	l	27%	25%	27%	17%	31%	36%	px	26%	29%	25%	35%	px	29%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 99  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	768	489	163	116	206	110	134	59	7	542	440	323	671	87	468	296	249	153	110	148	119	64	117	136	144	173	150
Weighted base	799	540	153	107	213	112*	134	59*	7**	564	451	343	705	83*	492	302	257	156	110*	154	121*	66*	112*	131	140	182	181
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	93	63	20	10	25	13	19	8	-	65	41	50	79	12	57	36	30	16	12	21	13	5	11	17	18	21	20
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	36	30	5	1	5	5	3	2	1	30	17	19	30	5	17	19	16	4	10	16	4	-	4	8	7	5	10
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	71	52	16	3	12	10	4	1	-	56	41	27	58	9	44	27	24	10	12	17	10	3	8	7	12	19	12
Games that accurately simulate a real-life experience (e.g. flying, management)	47	40	7	1	10	8	4	4	-	35	24	23	41	7	29	18	15	7	7	11	6	4	6	5	5	12	16
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	425	271	86	68	127	62	89	35	4	288	255	167	392	28	296	127	109	74	39	57	50	38	64	70	76	104	81
Games where I compete against single opponents (e.g. Online Chess)	86	58	16	12	23	12	15	3	3	60	46	39	75	11	53	33	25	12	17	19	8	6	13	10	16	22	19

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 99  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	799	540	153	107	213	112*	134	59*	7**	564	451	343	705	83*	492	302	257	156	110*	154	121*	66*	112*	131	140	182	181
Games where I am part of a team competing against another team (e.g. League of Legends)	25 3%	20 4%	5 3%	1 1%	7 3%	6 5%	5 4%	1 1%	-	18 3%	10 2%	15 4%	25 4%	1 1%	11 2%	14 5%	13 5%	6 4%	2 2%	10 6%	6 5%	-	4 3%	1 1%	5 3%	8 4%	7 4%
Games where I compete against multiple people/teams (e.g. Fortnite)	51 6%	41 8% <sup>c</sup>	9 6% <sup>c</sup>	1 1%	11 5%	9 8%	5 4%	3 5%	-	38 7%	24 5%	27 8%	43 6%	7 8%	19 4%	32 11% <sup>nu</sup>	28 11% <sup>nu</sup>	12 8% <sup>u</sup>	16 14% <sup>nu</sup>	24 16% <sup>nopqu</sup>	11 9% <sup>n</sup>	1 2%	6 5%	5 4%	6 4%	17 9%	11 6%
Games that are controlled by movement (e.g. Wii Fit)	15 2%	11 2%	4 2%	1 1%	4 2%	3 3%	4 3%	1 1%	-	11 2%	7 2%	8 2%	10 1%	5 6% <sup>l</sup>	8 2%	7 2%	4 2%	4 2%	4 4%	3 2%	3 2%	1 1%	3 3%	1 *	2 1%	6 3%	4 2%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 4%	25 5%	9 6%	1 1%	13 6%	13 12% <sup>di</sup>	8 6%	5 8%	-	20 4%	23 5%	13 4%	33 5%	3 3%	17 3%	19 6%	17 7%	7 5%	6 5%	12 8% <sup>n</sup>	5 4%	5 7%	8 7% <sup>x</sup>	11 8% <sup>x</sup>	2 1%	5 3%	8 4%
Other	41 5%	15 3%	8 5%	18 16% <sup>ab</sup>	15 7% <sup>e</sup>	4 3%	11 8%	5 8%	-	25 4%	26 6%	14 4%	38 5%	2 2%	30 6% <sup>s</sup>	9 3% <sup>s</sup>	7 3% <sup>s</sup>	6 4%	2 1%	1 1%	5 4%	5 7% <sup>s</sup>	4 4%	11 8% <sup>z</sup>	7 5%	11 6%	4 2%
None of these	144 18%	101 19%	31 20%	13 12%	30 14% <sup>f</sup>	15 14%	13 10%	9 15%	-	113 20% <sup>f</sup>	80 18%	65 19%	124 18%	21 25%	72 15%	71 24% <sup>n</sup>	63 24% <sup>n</sup>	41 27% <sup>n</sup>	29 26% <sup>n</sup>	37 24% <sup>n</sup>	36 30% <sup>n</sup>	14 21%	18 16%	21 16%	24 17%	32 17%	44 25%
NET: Single Player	509 64%	333 62%	101 66%	75 70%	147 69%	73 65%	102 76% <sup>dei</sup>	43 73%	4 54%	348 62%	294 65%	210 61%	462 66% <sup>m</sup>	41 49%	348 71% <sup>opqr</sup>	159 53%	137 53%	89 57% <sup>t</sup>	50 45%	80 52%	63 52%	42 64% <sup>r</sup>	73 65%	83 63%	90 65%	124 68%	104 57%
NET: Multiplayer Competitive	132 16%	94 17%	25 17%	12 12%	35 16%	23 20% <sup>g</sup>	21 16%	5 9%	3 36%	92 16%	67 15%	64 19%	113 16%	18 21%	69 14%	63 21% <sup>n</sup>	52 20%	25 16%	29 26% <sup>nu</sup>	40 26% <sup>npqu</sup>	21 17%	7 11%	18 16%	14 11%	18 13%	38 21% <sup>w</sup>	33 18%
NET: Multiplayer Collaborative/Creative	96 12%	73 14% <sup>c</sup>	20 13% <sup>c</sup>	3 3%	14 7%	12 11% <sup>df</sup>	6 5%	2 3%	1 10%	78 14% <sup>dfg</sup>	53 12%	40 12%	79 11%	12 15%	56 11%	40 13% <sup>qu</sup>	35 14% <sup>qu</sup>	13 9%	20 18% <sup>qu</sup>	27 18% <sup>qu</sup>	13 11%	3 5%	10 9%	14 10%	17 12%	24 13%	20 11%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 99  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	799	540	153	107	213	112*	134	59*	7**	564	451	343	705	83*	492	302	257	156	110*	154	121*	66*	112*	131	140	182	181
NET: Other	87	48	18	20	31	20	23	9	-	53	53	33	77	9	51	34	27	16	11	15	12	10	13	21	10	22	14
	11%	9%	12%	18% <sup>a</sup>	15%	18% <sup>i</sup>	17% <sup>i</sup>	15%	-	9%	12%	10%	11%	11%	10%	11%	11%	10%	10%	10%	10%	16%	12%	16% <sup>xz</sup>	7%	12%	8%
NET: Any Multiplayer	216	159	43	15	50	35	27	9	3	157	116	97	184	28	117	99	82	38	45	60	32	14	28	32	33	55	48
	27%	30% <sup>c</sup>	28% <sup>c</sup>	14%	23%	32% <sup>d</sup>	21%	15%	46%	28%	26%	28%	26%	34%	24%	33% <sup>nqu</sup>	32% <sup>nqu</sup>	25%	41% <sup>noqt</sup>	39% <sup>npqt</sup>	27%	21%	25%	25%	24%	30%	26%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 100

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**

**Base: All gamers**

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	768	30	27	23	21	13	30	59	23	42	69	28	33	15	9	186	28	28	20	31	22	31	
Weighted base	799	32**	28**	27**	23**	12**	29**	75*	25**	40*	74*	27**	33**	16**	10**	189	33**	31**	22**	27**	20**	28**	
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	93 12%	3 8%	11 39%	3 12%	3 12%	2 17%	3 10%	5 7%	3 13%	5 12%	6 8%	3 11%	6 19%	-	1 12%	22 11%	2 8%	3 10%	5 23%	4 14%	4 5%	1 2%	2 9%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	36 4%	1 2%	3 10%	1 3%	-	3 24%	1 2%	2 2%	1 3%	-	5 7%	1 5%	2 6%	-	1 12%	12 6%	1 4%	2 5%	-	-	-	-	1 4%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	71 9%	3 8%	4 14%	2 8%	3 14%	1 6%	2 8%	3 5%	1 4%	2 4%	12 16%	2 6%	4 13%	1 8%	1 12%	16 9%	8 24%	-	1 3%	2 8%	-	-	2 8%
Games that accurately simulate a real-life experience (e.g. flying, management)	47 6%	2 6%	5 19%	3 11%	2 10%	-	2 8%	5 7%	2 8%	-	3 4%	1 2%	-	2 10%	2 21%	6 3%	3 8%	2 7%	3 12%	1 4%	1 6%	3 10%	
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	425 53%	19 60%	14 49%	13 50%	16 67%	4 34%	18 63%	41 55%	11 42%	25 63%	36 48%	17 65%	13 39%	9 55%	8 84%	103 55%	13 40%	17 54%	9 42%	11 41%	10 52%	18 62%	
Games where I compete against single opponents (e.g. Online Chess)	86 11%	4 13%	4 16%	1 4%	6 26%	2 14%	2 7%	9 12%	2 8%	6 15%	3 5%	2 6%	3 9%	1 6%	1 12%	18 10%	5 15%	3 11%	2 9%	4 16%	3 15%	4 14%	
Games where I am part of a team competing against another team (e.g. League of Legends)	25 3%	2 8%	2 8%	-	-	1 6%	1 4%	-	2 8%	1 2%	2 2%	1 3%	1 4%	1 5%	1 12%	6 3%	2 5%	-	-	1 5%	-	1 4%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 100

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	799	32**	28**	27**	23**	12**	29**	75*	25**	40*	74*	27**	33**	16**	10**	189	33**	31**	22**	27**	20**	28**
Games where I compete against multiple people/teams (e.g. Fortnite)	51 6%	2 6%	4 14%	5 18%	1 5%	1 4%	1 2%	3 3%	3 10%	3 7%	6 9%	1 3%	5 15%	1 5%	1 12%	10 5%	1 4%	2 5%	2 10%	1 5%	-	-
Games that are controlled by movement (e.g. Wii Fit)	15 2%	-	-	-	-	1 6%	-	3 3%	1 4%	1 1%	4 6%	-	1 2%	-	-	3 2%	1 2%	-	-	1 4%	1 3%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 4%	1 3%	-	2 7%	2 9%	-	1 2%	3 3%	1 6%	1 3%	3 5%	1 3%	-	2 8%	-	8 4%	2 6%	-	1 4%	3 12%	-	2 6%
Other	41 5%	2 5%	2 6%	1 3%	1 3%	-	2 9%	4 5%	2 10%	3 8%	-	1 4%	1 2%	2 14%	-	14 7%	-	-	1 4%	* 1%	-	5 18%
None of these	144 18%	6 18%	3 12%	1 2%	1 4%	2 21%	5 16%	14 18%	4 15%	3 7%	20 27%io	6 22%	10 30%	4 22%	-	25 13%	7 23%	12 40%	3 14%	8 29%	7 33%	5 17%
NET: Single Player	509 64%	21 66%	20 70%	19 71%	19 82%	6 50%	20 69%	49 66%	15 58%	29 72%	41 56%	19 71%	16 48%	10 61%	9 93%	122 64%	17 52%	19 60%	14 63%	15 53%	13 63%	20 69%
NET: Multiplayer Competitive	132 16%	4 13%	6 22%	6 22%	7 31%	2 14%	2 7%	9 12%	5 21%	8 20%	11 16%	2 9%	6 18%	2 11%	1 12%	32 17%	6 17%	5 16%	4 19%	6 22%	3 15%	4 14%
NET: Multiplayer Collaborative/Creative	96 12%	3 11%	5 16%	3 11%	3 14%	3 30%	2 8%	4 5%	2 7%	2 4%	17 23%gi	2 8%	5 15%	1 8%	1 12%	27 14%	9 27%	2 5%	1 3%	2 8%	-	2 8%
NET: Other	87 11%	3 8%	2 6%	3 10%	3 12%	1 6%	3 11%	9 12%	5 19%	3 8%	8 11%	2 7%	3 10%	2 14%	2 18%	24 13%	2 6%	-	2 8%	4 13%	1 3%	7 24%
NET: Any Multiplayer	216 27%	8 25%	7 24%	8 31%	11 49%	4 38%	4 12%	14 18%	6 26%	10 26%	27 36%g	4 14%	12 37%	2 13%	2 18%	59 31%	12 36%	5 16%	5 22%	8 31%	3 15%	5 19%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 101  
Q.4 Which of these types of video games do you play on your different devices?  
On a tablet computer (such as an iPad)  
Base: All gamers

Total	Opinion Influencer Activities													Opinion Influencer Network											
	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)	
Unweighted base	768	103	101	99	63	110	113	100	124	161	72	94	126	69	478	269	348	148	189	115	105	103	55	60	87
Weighted base	799	116*	118*	110*	71*	124*	122*	117*	139	179	81*	108*	139	77*	506	303	381	174	215	133*	118*	115*	60*	70*	88*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	93	8	12	8	4	10	14	10	18	23	8	9	18	7	59	31	43	15	29	20	4	10	3	1	8
	12%	7%	11%	8%	6%	8%	12%	8%	13%	13%	10%	8%	13%	9%	12%tw	10%tw	11%tw	9%tw	13%tw	15%qtwv	3%	9%t	6%w	1%	9%tw
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	36	9	11	10	7	8	9	8	9	11	4	5	12	10	29	22	25	14	11	6	12	7	8	7	8
	4%	8%	9%	9%	10%	6%	7%	7%	6%	6%	5%	5%	9%	13%hijk	6%	7%	7%	8%	5%	5%	10%	6%	13%nr	10%	9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	71	17	16	13	9	16	16	17	17	21	16	22	19	15	47	33	41	20	27	13	14	10	10	11	12
	9%	14%	14%	12%	13%	13%	15%	12%	12%	12%	20%i	21%chi	13%	20%i	9%	11%	11%	12%	13%	10%	12%	9%	16%	16%	14%
Games that accurately simulate a real-life experience (e.g. flying, management)	47	12	10	16	8	12	12	9	14	10	6	6	14	7	38	23	33	9	16	9	11	14	8	8	10
	6%	11%	8%	14%bgik	11%	10%	10%	7%	10%	6%	7%	5%	10%i	9%	7%	8%	9%	5%	7%	7%	9%	12%q	14%q	11%	11%q
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	425	37	35	41	22	55	52	46	50	83	26	44	64	25	269	149	202	71	102	51	50	42	15	22	23
	53%	32%	30%	37%	31%	44%bdj	42%bd	40%b	36%	46%bdhjm	32%	41%b	46%bdhjm	33%	53%qstuvwx	49%qsuvwx	53%qstuvwx	41%vx	48%suvw38%vx	38%vx	42%vx	36%vx	24%	31%	26%
Games where I compete against single opponents (e.g. Online Chess)	86	15	12	11	3	11	11	21	21	10	13	17	7	63	36	48	16	21	19	11	12	5	7	12	
	11%	13%	10%	10%	4%	9%	9%	10%	15%d	12%d	12%d	12%d	9%	12%	12%	13%	9%	10%	14%	9%	11%	9%	10%	14%	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 101  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	799	116*	118*	110*	71*	124*	122*	117*	139	179	81*	108*	139	77*	506	303	381	174	215	133*	118*	115*	60*	70*	88*
Games where I am part of a team competing against another team (e.g. League of Legends)	25 3%	10 9%	8 7%	8 7%	8 11%k	9 7%	10 9%	8 7%	10 7%	11 6%	5 6%	4 4%	11 8%	8 11%k	23 5%	18 6%	18 5%	6 3%	8 4%	5 4%	5 4%	4 4%	4 6%	4 5%	8 9%qr
Games where I compete against multiple people/teams (e.g. Fortnite)	51 6%	19 16%	16 14%	13 12%	12 17%	18 15%	20 17%	17 15%	20 15%	20 11%	14 17%	14 13%	19 13%	16 21%ci	42 8%	29 10%	36 9%	17 10%	17 8%	11 9%	7 6%	10 9%	7 11%	5 7%	10 11%
Games that are controlled by movement (e.g. Wii Fit)	15 2%	6 5%	6 5%	6 5%	4 6%	3 3%	4 4%	5 4%	6 4%	4 2%	3 4%	8 8%ei	8 6%i	2 3%	12 2%	10 3%	12 3%	9 5%n	9 4%	6 4%	3 2%	6 5%	4 6%	3 4%	6 7%nt
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 4%	10 9%	7 6%	4 4%	4 6%	7 6%	7 6%	5 4%	8 6%	9 5%	4 5%	3 3%	11 8%k	6 7%	23 5%	14 5%	20 5%	10 6%	9 4%	7 5%	9 8%	9 8%	3 6%	8 11%nor	8 9%
Other	41 5%	1 1%	4 4%	4 4%	4 5%	6 5%	6 5%	4 3%	3 2%	8 4%k	2 3%	* *	3 2%	1 1%	13 2%o	3 1%	7 2%	2 1%	4 2%	1 1%	2 2%	3 2%	1 2%	- -	1 2%
None of these	144 18%	23 20%	23 20%	18 16%	11 16%	17 14%	19 16%	25 21%e	24 17%	29 16%	15 18%	22 20%	21 15%	14 18%	101 20%	69 23%p	66 17%	43 25%pr	39 18%	35 27%pr	29 25%	27 24%	19 31%pr	20 29%pr	24 28%pr
NET: Single Player	509 64%	51 44%	53 45%	56 51%	30 42%	67 54%dm	67 55%dm	55 47%	71 51%	106 59%bdgjk	35 44%	52 48%	83 60%bdgjk	32 42%	321 63%oqstu	176 58%quvw	243 64%oqstu	86 50%v	132 61%qstuv	70 53%vw	58 49%	54 47%	22 37%	27 38%	37 42%
NET: Multiplayer Competitive	132 16%	35 30%	29 25%	26 24%	18 26%	31 25%	32 26%	30 26%	41 29%	42 23%	26 32%	30 27%	36 26%	24 32%	100 20%	63 21%	79 21%	33 19%	39 18%	28 21%	19 16%	24 21%	12 21%	12 18%	23 26%t

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 101  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	799	116*	118*	110*	71*	124*	122*	117*	139	179	81*	108*	139	77*	506	303	381	174	215	133*	118*	115*	60*	70*	88*
NET: Multiplayer Collaborative/Creative	96	24	25	20	15	22	22	24	23	28	19	27	27	23	68	50	60	32	36	17	23	17	15	16	18
	12%	21%	22%	18%	21%	18%	18%	21%	17%	16%	24%	25%	19%	29%	13%	17%	16%	18%	17%	13%	20%	15%	25%	23%	20%
NET: Other	87	17	16	14	12	16	17	13	17	20	10	12	18	8	44	25	37	20	21	13	13	7	10	15	
	11%	14%	13%	12%	17%	13%	14%	11%	12%	11%	12%	11%	13%	10%	9%	8%	10%	11%	10%	10%	11%	15%	12%	14%	17%
NET: Any Multiplayer	216	55	49	42	29	47	45	47	60	61	41	52	56	40	153	100	127	62	70	43	41	39	25	28	35
	27%	48%	42%	38%	40%	38%	37%	40%	43%	34%	51%	48%	41%	51%	30%	33%	33%	36%	32%	33%	35%	34%	41%	40%	40%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 102  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a tablet computer (such as an iPad)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	768	272	364	376	406	252	181	211	196	439	89	723	701	602	461	710	732	768	621	631	383
Weighted base	799	290	387	411	401	278	196	226	205	455	92*	747	723	635	488	737	757	799	646	649	409
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	93 12%	33 11%	44 11%	51 12%	45 11%	34 12%	26 14%	32 14%	27 13%	51 11%	13 14%	88 12%	85 12%	77 12%	54 11%	88 12%	89 12%	93 12%	75 12%	93 14%	57 14%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	36 4%	17 6%	18 5%	20 5%	18 5%	22 8%	12 6%	20 9%	7 4%	22 5%	6 7%	32 4%	35 5%	31 5%	29 6%	34 5%	34 4%	36 4%	33 5%	26 4%	36 9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	71 9%	32 11%	39 10%	40 10%	36 9%	48 17%	30 15%	39 17%	22 11%	39 9%	7 7%	68 9%	67 9%	66 10%	58 12%	68 9%	70 9%	71 9%	64 10%	59 9%	71 17%
Games that accurately simulate a real-life experience (e.g. flying, management)	47 6%	18 6%	25 6%	23 6%	25 6%	27 10%	17 9%	15 7%	11 5%	26 6%	10 11%	46 6%	40 5%	43 7%	36 7%	45 6%	47 6%	47 6%	44 7%	47 7%	31 8%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	425 53%	155 54%	195 50%	214 52%	215 54%	114 41%	89 45%	112 49%	110 54%	240 53%	45 49%	399 53%	391 54%	325 51%	227 47%	399 54%	399 53%	425 53%	324 50%	425 65%	179 44%
Games where I compete against single opponents (e.g. Online Chess)	86 11%	29 10%	52 13%	37 9%	50 12%	37 13%	34 18%	35 15%	27 13%	47 10%	9 9%	82 11%	78 11%	72 11%	58 12%	79 11%	84 11%	86 11%	75 12%	75 12%	86 21%
Games where I am part of a team competing against another team (e.g. League of Legends)	25 3%	10 3%	14 4%	14 3%	13 3%	15 6%	9 5%	13 6%	7 3%	16 4%	2 2%	22 3%	23 3%	22 4%	17 4%	23 3%	24 3%	25 3%	23 4%	23 4%	25 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 102  
Q.4 Which of these types of video games do you play on your different devices?  
On a tablet computer (such as an iPad)  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	799	290	387	411	401	278	196	226	205	455	92*	747	723	635	488	737	757	799	646	649	409
Games where I compete against multiple people/teams (e.g. Fortnite)	51 6%	27 9%	24 6%	29 7%	23 6%	31 11%	20 10%	19 9%	10 5%	32 7%	6 7%	49 7%	49 7%	47 7%	43 9%	48 7%	50 7%	51 6%	46 7%	39 6%	51 13%
Games that are controlled by movement (e.g. Wii Fit)	15 2%	14 5% <sup>b</sup>	2 *	14 3% <sup>d</sup>	4 1%	10 4%	7 4%	6 3%	3 1%	11 2%	1 1%	14 2%	12 2%	12 2%	14 3% <sup>k</sup>	15 2%	15 2%	15 2%	14 2%	12 2%	11 3%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 4%	13 4%	20 5%	18 4%	19 5%	20 7%	12 6%	18 8%	11 5%	18 4%	5 5%	32 4%	32 4%	31 5%	22 4%	32 4%	34 5%	36 4%	34 5%	26 4%	36 9%
Other	41 5%	12 4%	13 3%	21 5%	19 5%	8 3%	1 1%	7 3%	13 6%	21 5%	4 4%	37 5% <sup>m</sup>	35 5% <sup>m</sup>	20 3% <sup>n</sup>	9 2%	37 5% <sup>m</sup>	36 5% <sup>m</sup>	41 5%	31 5%	14 2%	5 1%
None of these	144 18%	43 15%	87 23% <sup>a</sup>	66 16%	80 20%	61 22%	59 30% <sup>e</sup>	42 18%	33 16%	84 19%	20 22%	131 17%	125 17%	123 19% <sup>k</sup>	111 23% <sup>k</sup>	125 17% <sup>o</sup>	137 18% <sup>o</sup>	144 18%	133 21% <sup>q</sup>	77 12%	71 17% <sup>s</sup>
NET: Single Player	509 64%	187 65%	231 60%	260 63%	254 63%	147 53%	105 54%	137 61% <sup>e</sup>	132 65%	289 63%	57 62%	479 64% <sup>n</sup>	465 64% <sup>n</sup>	396 62% <sup>n</sup>	282 58%	478 65% <sup>m</sup>	479 63% <sup>n</sup>	509 64% <sup>r</sup>	389 60%	509 78% <sup>t</sup>	227 55%
NET: Multiplayer Competitive	132 16%	53 18%	73 19%	65 16%	69 17%	63 23%	45 23%	49 22%	33 16%	77 17%	14 15%	123 16%	122 17%	116 18% <sup>o</sup>	94 19% <sup>k</sup>	120 16%	128 17%	132 16%	115 18%	108 17%	132 32% <sup>s</sup>
NET: Multiplayer Collaborative/Creative	96 12%	46 16%	51 13%	56 14%	47 12%	59 21%	35 18%	51 23%	26 12%	55 12%	12 14%	90 12%	93 13%	87 14% <sup>k</sup>	78 16% <sup>k</sup>	92 13%	93 12%	96 12%	87 14% <sup>q</sup>	74 11%	96 23% <sup>s</sup>
NET: Other	87 11%	36 12%	34 9%	50 12%	40 10%	36 13%	19 10%	29 13%	25 12%	49 11%	8 8%	79 11% <sup>n</sup>	75 10%	60 9%	42 9%	80 11% <sup>n</sup>	82 11% <sup>m</sup>	87 11%	74 11%	48 7%	47 11% <sup>s</sup>
NET: Any Multiplayer	216 27%	89 31%	118 30%	115 28%	109 27%	107 38%	72 37%	88 39%	54 27%	124 27%	28 30%	204 27%	202 28%	192 30% <sup>k</sup>	157 32% <sup>k</sup>	200 27%	211 28%	216 27%	192 30% <sup>q</sup>	163 25%	216 53% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 103  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humberside	West Midlands	East Midlands	Wales	East-ern	London	South East	South West	North-ern Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Unweighted base	405	202	203	82	115	96	69	24	19	117	117	87	84	34	15	32	30	53	31	22	33	55	51	36	13
Weighted base	429	215	214	83*	138*	100*	70*	21**	17**	134*	125*	81*	89*	36**	19**	36**	26**	59*	29**	21**	30**	68*	49*	44**	11**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	104	67	37	21	39	25	13	4	3	32	28	20	25	17	4	5	6	12	5	5	9	17	12	12	-
	24%	31%b	17%	25%	28%	25%	19%	18%	16%	24%	22%	24%	28%	48%	20%	14%	24%	21%	18%	24%	30%	25%	24%	27%	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	46	26	19	12	19	13	2	-	1	11	16	10	10	8	4	6	2	4	1	4	3	11	3	2	-
	11%	12%	9%	14%g	13%g	13%g	3%	-	4%	8%	13%	12%	11%	21%	20%	16%	9%	6%	2%	18%	8%	16%	5%	4%	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	51	27	24	13	19	11	6	-	2	18	11	9	12	6	1	4	3	9	4	4	4	2	10	4	-
	12%	13%	11%	15%	14%	11%	9%	-	9%	14%	9%	12%	14%	17%	3%	10%	10%	16%v	14%	18%	12%	3%	21%v	10%	-
Games that accurately simulate a real-life experience (e.g. flying, management)	31	20	12	7	11	9	2	1	1	8	9	9	6	8	-	2	2	1	2	3	2	8	6	-	-
	7%	9%	5%	9%	8%	9%	3%	5%	4%	6%	7%	11%	6%	21%	-	4%	7%	1%	6%	12%	8%	11%	12%r	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	90	34	56	24	22	21	18	4	2	28	18	26	18	11	1	4	4	16	8	4	4	13	11	11	3
	21%	16%	26%a	29%e	16%	21%	26%	18%	13%	21%	14%	32%k	20%	32%	4%	12%	15%	28%	27%	19%	12%	19%	22%	25%	27%
Games where I compete against single opponents (e.g. Online Chess)	33	23	10	4	13	11	1	1	1	11	10	6	5	6	1	1	3	4	2	1	1	5	6	2	1
	8%	11%b	5%	5%	10%	11%g	1%	6%	8%	9%	8%	8%	5%	16%	6%	2%	10%	6%	9%	4%	3%	8%	13%	4%	9%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 103  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Gender			Age							Social Grade					Region									
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	429	215	214	83*	138*	100*	70*	21**	17**	134*	125*	81*	89*	36**	19**	36**	26**	59*	29**	21**	30**	68*	49*	44**	11**
Games where I am part of a team competing against another team (e.g League of Legends)	16	12	4	3	5	5	2	-	1	3	4	4	5	2	-	1	3	1	3	1	-	1	3	1	-
Games where I compete against multiple people/teams (e.g. Fortnite)	43	31	12	9	11	14	6	1	1	15	8	8	11	9	-	2	1	4	3	3	2	7	8	2	-
Games that are controlled by movement (e.g. Wii Fit)	25	9	16	3	7	10	5	1	-	10	8	4	3	1	-	4	-	2	-	*	2	7	1	2	4
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36	18	19	7	15	7	6	1	1	15	12	5	4	5	2	5	1	1	2	2	4	7	7	2	-
Other	7	2	5	-	2	2	-	1	2	2	-	3	2	2	2	-	-	2	-	-	1	-	-	-	-
None of these	133	61	72	22	40	28	23	10	11	38	38	23	35	6	7	14	11	20	8	8	8	19	13	14	4
NET: Single Player	180	94	86	40	56	44	28	7	3	57	46	41	36	23	5	11	9	25	12	8	12	29	24	18	3
NET: Multiplayer Competitive	77	53	24	14	25	25	8	3	1	26	21	15	14	13	1	4	5	8	7	3	2	14	12	5	1
NET: Multiplayer Collaborative/Creative	187	94	93	37	61	50	31	12	13	81	65	40	35	16	8	13	14	14	15	8	20	25	11	9	
NET: Other	64	27	37	10	23	17	10	2	2	27	19	10	7	6	4	7	1	4	2	2	7	14	8	4	4

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 103

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total (a)	Male (b)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	429	215	214	83*	138*	100*	70*	21**	17**	134*	125*	81*	89*	36**	19**	36**	26**	59*	29**	21**	30**	68*	49*	44**	11**
NET: Any Multiplayer	161 37%	92 43% <sup>b</sup>	69 32%	35 43%	59 42%	39 39%	22 32%	3 16%	2 13%	48 36%	50 40%	32 39%	31 35%	22 60%	7 35%	14 41%	8 30%	18 31%	10 35%	9 42%	13 43%	26 38%	19 39%	13 29%	1 9%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 104  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	405	288	92	25	90	59	40	18	6	304	221	181	337	61	206	197	167	95	75	109	81	31	58	71	72	94	86
Weighted base	429	320	87*	21**	99*	67*	41*	16**	5**	318	243	184	355	66*	218	209	175	99*	82*	113*	84*	34**	60*	66*	74*	102*	102*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	104	82	21	1	25	18	9	6	2	77	53	51	91	12	66	39	32	18	14	22	14	5	13	21	15	29	17
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	46	38	7	1	13	9	6	4	-	33	25	21	40	6	21	25	18	9	12	16	7	3	8	4	7	11	13
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	51	34	15	2	9	7	6	3	-	42	36	15	42	8	28	20	20	7	8	17	7	2	4	9	13	13	6
Games that accurately simulate a real-life experience (e.g. flying, management)	31	25	5	1	7	4	3	2	-	24	16	15	23	7	17	13	11	5	3	9	3	2	4	5	5	6	10
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	90	56	32	2	26	19	11	2	1	59	54	35	78	10	51	39	36	19	14	22	14	10	13	20	18	18	20
Games where I compete against single opponents (e.g. Online Chess)	33	26	4	3	7	3	3	1	3	26	16	16	27	5	13	19	15	4	8	13	4	2	4	3	8	7	8

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 104  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,000 to £21,000 (w)	£21,000 to £28,000 (x)	£28,000 to £41,000 (y)	£41,000 or more (z)
Weighted base	429	320	87*	21**	99*	67*	41*	16**	5**	318	243	184	355	66*	218	209	175	99*	82*	113*	84*	34**	60*	66*	74*	102*	102*
Games where I am part of a team competing against another team (e.g. League of Legends)	16	13	2	1	4	2	4	2	-	12	12	4	15	1	5	11	9	2	5	8	2	-	4	3	4	2	3
Games where I compete against multiple people/teams (e.g. Fortnite)	43	30	12	1	6	5	2	1	-	37	20	23	34	9	14	28	25	10	12	22	10	1	4	6	7	10	12
Games that are controlled by movement (e.g. Wii Fit)	25	17	7	1	8	4	4	1	-	16	13	12	18	7	9	15	15	8	5	9	8	2	4	2	*	6	10
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36	26	10	1	13	9	4	5	1	22	21	14	31	4	22	14	12	2	10	10	2	1	4	8	7	3	10
Other	7	4	1	2	3	-	2	1	-	4	7	-	7	-	4	3	3	1	*	2	1	-	1	3	-	1	2
None of these	133	98	23	12	30	21	15	2	1	99	85	48	107	23	62	69	56	38	25	34	31	15	20	21	32	32	26
NET: Single Player	180	133	43	4	43	32	16	8	2	130	98	80	151	25	105	73	64	36	26	41	28	13	24	32	28	46	39
NET: Multiplayer Competitive	77	59	15	3	14	7	6	2	3	63	35	42	61	15	27	49	40	16	21	34	16	3	10	9	14	18	20
NET: Multiplayer Collaborative/Creative	87	65	20	2	19	13	12	6	-	67	54	33	74	13	45	40	33	16	19	28	14	5	11	13	16	23	17
NET: Other	64	45	15	3	21	11	10	6	1	42	38	25	54	9	34	30	28	11	13	20	11	3	6	12	8	10	22

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 104  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	429	320	87*	21**	99*	67*	41*	16**	5**	318	243	184	355	66*	218	209	175	99*	82*	113*	84*	34**	60*	66*	74*	102*	102*
NET: Any Multiplayer	161	121	36	3	39	24	17	11	4	121	86	73	135	25	75	84	67	28	42	53	26	9	21	26	28	35	37
	37%	38%	41%	16%	39%	35%	41%	67%	71%	38%	36%	40%	38%	38%	35%	40%qt	38%q	28%	52%nopq	47%pq	31%	25%	35%	40%	38%	35%	36%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 105

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	405	19	13	15	11	7	14	29	12	19	48	13	12	2	5	96	22	14	12	16	13	13
Weighted base	429	19**	15**	19**	9**	7**	10**	35**	13**	17**	53*	13**	12**	3**	5**	105*	24**	16**	14**	15**	11**	12**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	104 24%	7 39%	9 59%	4 20%	4 41%	1 16%	1 12%	5 15%	2 18%	2 13%	11 21%	4 30%	6 50%	-	2 47%	25 24%	2 8%	6 38%	5 33%	4 28%	-	3 24%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	46 11%	3 14%	3 19%	4 21%	-	1 16%	1 11%	3 9%	6 45%	1 5%	3 6%	1 7%	1 10%	-	1 24%	13 13%	-	-	2 13%	1 5%	-	2 18%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	51 12%	3 15%	2 16%	1 3%	* 4%	1 17%	2 17%	3 9%	2 16%	2 11%	10 19%	3 25%	2 14%	-	1 24%	6 6%	4 16%	3 20%	-	3 22%	-	2 18%
Games that accurately simulate a real-life experience (e.g. flying, management)	31 7%	4 21%	2 16%	-	1 6%	-	2 17%	2 4%	-	-	-	2 13%	1 5%	-	2 49%	9 8%	2 6%	-	-	1 9%	-	5 40%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	90 21%	5 28%	6 41%	1 4%	1 13%	1 7%	2 21%	5 15%	3 26%	4 23%	11 22%	2 14%	3 20%	1 28%	-	20 19%	9 36%	4 22%	2 15%	2 16%	3 27%	5 41%
Games where I compete against single opponents (e.g. Online Chess)	33 8%	3 17%	2 16%	1 6%	1 12%	-	2 15%	2 7%	-	1 7%	2 4%	-	-	1 28%	1 24%	8 8%	3 11%	-	2 13%	1 5%	1 9%	1 10%
Games where I am part of a team competing against another team (e.g. League of Legends)	16 4%	-	2 16%	2 9%	-	* 6%	1 10%	-	1 9%	-	1 2%	-	2 16%	-	-	2 2%	2 8%	1 6%	-	1 5%	-	1 10%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 105

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**

Base: All gamers

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	429	19**	15**	19**	9**	7**	10**	35**	13**	17**	53*	13**	12**	3**	5**	105*	24**	16**	14**	15**	11**	12**
Games where I compete against multiple people/teams (e.g. Fortnite)	43 10%	4 19%	6 39%	-	-	-	1 11%	2 5%	1 9%	3 16%	4 7%	-	1 5%	2 72%	1 24%	11 10%	3 13%	-	2 15%	3 18%	-	-
Games that are controlled by movement (e.g. Wii Fit)	25 6%	1 5%	-	-	-	-	-	3 9%	1 8%	1 5%	2 3%	1 7%	1 5%	-	-	7 7%	2 9%	1 6%	-	* 2%	4 37%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 8%	2 9%	2 11%	2 9%	-	-	1 10%	3 8%	1 12%	2 11%	1 1%	-	3 21%	-	1 24%	11 10%	3 13%	-	-	2 14%	-	3 29%
Other	7 2%	-	1 6%	2 9%	-	-	-	-	-	-	2 4%	-	-	-	-	1 1%	-	-	-	-	-	1 9%
None of these	133 31%	5 25%	1 8%	5 29%	3 36%	4 54%	5 49%	16 45%	2 15%	3 19%	20 37%	5 39%	3 22%	-	2 34%	33 32%	5 19%	5 30%	4 26%	6 43%	4 36%	2 20%
NET: Single Player	180 42%	12 60%	10 71%	5 24%	4 48%	2 23%	4 36%	12 35%	4 36%	5 31%	20 37%	6 47%	6 50%	1 28%	3 66%	44 42%	12 50%	8 50%	5 33%	5 36%	3 27%	8 68%
NET: Multiplayer Competitive	77 18%	7 36%	6 39%	3 15%	1 12%	* 6%	2 24%	4 12%	2 18%	4 23%	6 12%	-	3 21%	3 100%	1 24%	20 19%	4 19%	1 6%	4 28%	3 18%	1 9%	1 10%
NET: Multiplayer Collaborative/Creative	87 20%	6 29%	3 19%	4 21%	* 4%	2 32%	2 17%	6 18%	6 45%	3 16%	13 25%	4 32%	3 24%	-	1 24%	18 17%	4 16%	3 20%	2 13%	3 22%	-	3 28%
NET: Other	64 15%	3 14%	3 17%	4 19%	-	-	1 10%	4 12%	2 19%	3 16%	4 7%	1 7%	3 26%	-	1 24%	19 18%	5 22%	1 6%	-	2 16%	4 37%	3 29%
NET: Any Multiplayer	161 37%	12 61%	8 53%	9 45%	1 16%	3 39%	3 30%	12 35%	7 58%	9 49%	16 31%	4 32%	6 47%	3 100%	1 24%	38 37%	7 28%	4 26%	6 41%	6 41%	1 9%	4 37%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 106  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	405	81	77	74	43	68	78	96	99	54	68	82	54	269	178	210	109	120	77	71	75	44	51	66	
Weighted base	429	93*	86*	78*	51*	75*	86*	93*	108*	110*	63*	79*	92*	294	205	235	132*	141*	95*	84*	89*	49*	60*	73*	
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	104 24%	16 17%	12 14%	15 19%	6 11%	11 15%	18 21%	13 14%	21 20%	24 22% <sup>bg</sup>	10 16%	12 15%	18 20%	11 17%	69 24% <sup>tw</sup>	42 21% <sup>tw</sup>	59 25% <sup>tw</sup>	27 21% <sup>tw</sup>	43 31% <sup>noqst</sup>	17 18% <sup>uvw</sup>	9 11%	15 17%	6 11%	6 10%	17 23% <sup>tw</sup>
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	46 11%	18 20%	17 20%	15 19%	10 19%	13 17%	16 19%	18 20%	22 20%	20 18%	14 23% <sup>k</sup>	11 14%	14 15%	16 26% <sup>kl</sup>	34 11%	24 12%	28 12%	20 15% <sup>rt</sup>	12 8%	11 12%	5 6%	10 11%	6 12%	8 13%	6 8%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	51 12%	11 12%	13 15%	12 15%	4 8%	11 14%	9 11%	10 10%	12 11%	15 14%	7 10%	9 11%	12 13%	8 13%	30 10%	21 10%	25 11%	12 9%	20 14% <sup>s</sup>	8 8%	8 9%	9 10%	6 11%	9 15%	7 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	31 7%	7 8%	6 8% <sup>k</sup>	8 10% <sup>jk</sup>	4 8% <sup>k</sup>	5 7% <sup>k</sup>	7 8% <sup>k</sup>	7 8% <sup>k</sup>	13 12% <sup>jk</sup>	9 9% <sup>jk</sup>	1 2%	1 2%	9 10% <sup>jk</sup>	4 6%	26 9%	16 8%	23 10%	9 7%	12 8%	5 5%	4 4%	7 8%	2 5%	2 3%	4 6%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	90 21%	13 14%	11 12%	12 15%	7 14%	8 10%	14 17%	18 20% <sup>e</sup>	17 16%	21 19% <sup>e</sup>	10 16%	12 15%	17 18% <sup>e</sup>	12 19%	64 22%	39 19%	50 21%	24 18%	29 21%	15 16%	12 14%	13 15%	6 12%	9 14%	12 16%
Games where I compete against single opponents (e.g. Online Chess)	33 8%	9 9%	7 8%	6 8%	3 6%	5 6%	6 6%	9 10%	8 7%	7 6%	4 7%	7 9%	7 7%	4 6%	22 7%	15 7%	16 7%	6 5%	8 6%	6 7%	7 8%	8 9%	4 8%	4 7%	8 11% <sup>q</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 106  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	429	93*	86*	78*	51*	75*	86*	93*	108*	110*	63*	79*	92*	63*	294	205	235	132*	141*	95*	84*	89*	49*	60*	73*
Games where I am part of a team competing against another team (e.g League of Legends)	16 4%	7 7%	7 9%	7 9%	4 9%	6 8%	7 8%	6 7%	6 6%	8 7%	5 8%	5 7%	5 6%	7 11%	12 4%	10 5%	9 4%	6 5%	8 5%	3 3%	4 5%	2 3%	3 7%	5 8%u	3 4%
Games where I compete against multiple people/teams (e.g. Fortnite)	43 10%	18 19%	15 17%	15 19%	10 19%	14 19%	19 22%	14 15%	18 17%	21 19%	14 21%	12 16%	18 19%	15 23%	28 9%	24 12%	26 11%	16 13%	16 11%	13 14%	12 14%	12 14%	8 16%	8 13%	11 16%
Games that are controlled by movement (e.g. Wii Fit)	25 6%	4 5%	5 6% <sub>m</sub>	3 4%	2 4%	3 4%	5 6% <sub>m</sub>	4 4%	5 5%	5 4% <sub>m</sub>	3 5% <sub>m</sub>	4 5% <sub>m</sub>	3 3%	* 1%	18 6%	13 6%	16 7%	8 6%	6 5%	6 6%	5 6%	6 7%	3 6%	5 8%	3 4%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36 8%	9 10%	4 5%	6 8%	3 6%	6 7%	6 7%	4 5%	12 11% <sub>g</sub>	10 9%	6 10%	7 9%	6 7%	7 11% <sub>g</sub>	25 8%	16 8%	18 8%	10 7%	12 9%	8 8%	12 15% <sub>o</sub> <sub>q</sub>	11 12%	5 9%	7 11%	5 7%
Other	7 2%	-	-	-	-	-	-	-	1 1%	-	-	-	2 2%	-	3 1%	-	-	-	-	-	-	-	-	-	-
None of these	133 31%	23 25%	21 25%	19 24%	14 27%	23 30% <sub>m</sub>	24 27%	28 30% <sub>m</sub>	27 25%	26 23%	13 21%	21 27%	26 28%	11 18%	88 30% <sub>r</sub>	67 33% <sub>r</sub>	68 29%	39 29%	32 23%	29 30%	30 36% <sub>r</sub>	27 30%	15 31%	17 28%	22 31%
NET: Single Player	180 42%	29 30%	25 29%	27 35%	13 25%	19 26%	27 32%	27 30%	39 36% <sub>e</sub>	40 37% <sub>e</sub>	18 29%	21 27%	32 35%	18 29%	126 43% <sub>tw</sub>	80 39% <sub>tw</sub>	105 45% <sub>otuvw</sub>	51 38% <sub>tw</sub>	68 48% <sub>oqstu</sub>	32 34%	19 23%	29 33% <sub>t</sub>	11 23%	14 23%	27 37% <sub>tw</sub>
NET: Multiplayer Competitive	77 18%	30 32%	26 30%	25 32%	16 30%	22 30%	29 33%	27 29%	29 27%	31 28%	21 34%	23 29%	28 30%	23 36%	54 18%	43 21%	44 19%	28 21%	31 22%	22 23%	22 26%	22 24%	15 31% <sub>np</sub>	16 26%	21 29% <sub>np</sub>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 106

**Q.4 Which of these types of video games do you play on your different devices?  
 On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)  
 Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	429	93*	86*	78*	51*	75*	86*	93*	108*	110*	63*	79*	92*	63*	294	205	235	132*	141*	95*	84*	89*	49*	60*	73*
NET: Multiplayer Collaborative/Creative	87	28	29	24	13	22	24	26	32	33	20	19	25	23	59	41	49	30	31	17	12	18	11	16	12
	20%	30%	34%	30%	25%	29%	28%	28%	29%	30%	32%	24%	27%	37%k	20%	20%	21%	23%	22%	18%	14%	20%	22%	27%t	17%
NET: Other	64	13	10	10	5	8	11	8	17	15	9	10	11	7	43	29	32	16	19	14	15	15	8	10	8
	15%	14%	11%	12%	9%	11%	13%	9%	16%g	14%	14%	13%	12%	11%	15%	14%	14%	12%	13%	14%	18%	17%	16%	16%	11%
NET: Any Multiplayer	161	54	48	45	26	39	45	46	56	59	39	42	46	42	112	77	89	56	60	37	38	41	26	32	31
	37%	58%	56%	58%	50%	52%	53%	50%	52%	54%	62%g	53%	50%	66%defgh	38%	38%	38%	42%	43%	39%	45%	46%	52%o	53%nop	42%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 107  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	405	149	229	154	166	208	149	208	103	231	45	363	351	349	291	369	396	389	390	320	269
Weighted base	429	161	246	163	178	225	164	221	106*	245	50*	383	373	374	314	387	420	415	414	326	294
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	104 24%	30 18%	68 28%	28 17%	43 24%	58 26%	45 27%	72 32%e	28 26%	55 22%	14 28%	90 24%	90 24%	98 26%	76 24%	95 25%	104 25%	101 24%	101 24%	104 32%t	79 27%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	46 11%	19 12%	25 10%	19 12%	16 9%	31 14%	19 12%	32 15%	8 7%	34 14%	3 6%	43 11%	43 11%	41 11%	40 13%	43 11%	45 11%	45 11%	44 11%	35 11%	46 16%a
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	51 12%	17 10%	35 14%	17 10%	27 15%	40 18%	25 15%	32 15%	12 12%	30 12%	5 11%	48 13%	46 12%	45 12%	42 13%	48 12%	50 12%	50 12%	48 12%	44 14%	51 17%
Games that accurately simulate a real-life experience (e.g. flying, management)	31 7%	6 4%	22 9%	10 6%	14 8%	22 10%	12 7%	19 8%	8 8%	18 7%	* 1%	31 8%	29 8%	27 7%	23 7%	30 8%	31 7%	29 7%	31 8%	31 10%	23 8%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	90 21%	38 24%	45 18%	32 20%	38 21%	44 20%	38 23%	50 23%	19 18%	58 24%	10 20%	80 21%	73 19%	76 20%	65 21%	79 21%	87 21%	86 21%	82 20%	90 28%t	58 20%
Games where I compete against single opponents (e.g. Online Chess)	33 8%	8 5%	25 10%	8 5%	20 11%	24 11%	17 10%	18 8%	11 10%	15 6%	6 12%	31 8%	31 8%	29 8%	24 8%	31 8%	32 8%	32 8%	33 8%	25 8%	33 11%a
Games where I am part of a team competing against another team (e.g. League of Legends)	16 4%	8 5%	11 5%	4 2%	11 6%	12 5%	11 6%	12 5%	4 4%	9 4%	2 3%	16 4%	16 4%	15 4%	15 5%	16 4%	16 4%	16 4%	16 4%	12 4%	16 5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 107  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a hand-held games console (Nintendo Switch in handheld mode/ Sony PS Vita)**  
**Base: All gamers**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	429	161	246	163	178	225	164	221	106*	245	50*	383	373	374	314	387	420	415	414	326	294
Games where I compete against multiple people/teams (e.g. Fortnite)	43	16	28	16	24	33	18	25	13	28	1	41	40	42	38	40	43	42	43	32	43
Games that are controlled by movement (e.g. Wii Fit)	25	11	11	10	7	10	5	21	5	10	3	20	21	24	22	23	24	23	25	15	16
Games that take place in a persistent virtual world (e.g. World of Warcraft)	36	15	22	13	18	19	8	23	8	20	5	35	34	30	31	35	36	36	34	27	36
Other	7	*	2	2	3	3	6	3	-	4	2	7	3	6	1	4	7	5	7	5	2
None of these	133	52	72	60	49	55	50	44	39	72	16	115	113	109	88	117	129	132	128	86	67
NET: Single Player	180	63	104	60	73	99	70	111	43	106	18	160	153	158	131	160	177	172	171	180	124
NET: Multiplayer Competitive	77	27	51	24	44	54	33	40	21	44	8	73	73	72	63	72	76	75	77	54	77
NET: Multiplayer Collaborative/Creative	87	33	53	34	38	64	37	58	16	58	8	83	80	76	72	81	85	86	84	69	87
NET: Other	64	26	34	23	27	32	18	44	12	31	10	58	56	58	50	59	63	60	62	46	50
NET: Any Multiplayer	161	57	105	53	83	106	63	94	32	100	17	154	151	143	132	151	158	158	158	114	161

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 108  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	259	134	125	49	81	63	39	15	12	75	71	62	51	18	9	20	21	33	24	13	19	44	35	17	6
Weighted base	270	143	128*	51*	96*	66*	36*	11**	11**	88*	78*	51*	53*	19**	14**	25**	19**	34**	22**	11**	19**	49*	35**	20**	4**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	19	14	5	3	8	4	3	1	1	9	8	2	*	1	1	-	1	-	1	1	-	8	2	3	-
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	14	7	6	1	7	4	-	-	2	5	4	1	4	1	-	-	-	3	-	-	1	5	2	1	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	20	6	14	3	7	8	1	-	-	8	3	5	4	2	-	2	1	1	1	-	1	2	8	2	-
Games that accurately simulate a real-life experience (e.g. flying, management)	10	5	4	3	3	3	-	-	-	4	3	2	-	1	-	2	-	-	*	-	1	2	2	2	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	65	25	40	17	22	16	4	4	1	15	15	20	15	4	1	6	5	10	10	3	5	8	8	4	1
Games where I compete against single opponents (e.g. Online Chess)	21	11	10	5	6	9	*	1	-	4	12	4	2	3	1	-	3	3	1	*	3	2	3	-	1

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 108  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Weighted base	270	143	128*	51*	96*	66*	36*	11**	11**	88*	78*	51*	53*	19**	14**	25**	19**	34**	22**	11**	19**	49*	35**	20**	4**
Games where I am part of a team competing against another team (e.g. League of Legends)	6	4	2	2	4	1	-	-	-	5	*	1	-	-	1	-	-	2	*	-	-	2	1	-	-
Games where I compete against multiple people/teams (e.g. Fortnite)	15	12	3	3	6	1	6	-	-	7	4	1	3	3	1	-	-	1	1	1	-	5	2	-	-
Games that are controlled by movement (e.g. Wii Fit)	13	4	9	1	8	1	3	-	-	1	-	3	8	-	2	2	1	-	1	-	*	5	1	-	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	12	10	2	3	2	5	3	-	-	5	3	1	3	-	2	-	-	3	1	2	3	2	-	-	-
Other	3	-	3	2	-	-	-	1	-	-	2	*	-	-	-	1	1	-	-	-	-	-	*	-	-
None of these	118	72	46	18	40	33	16	4	7	40	35	23	19	7	7	15	11	16	4	6	8	19	16	8	2
NET: Single Player	88	41	47	21	33	21	7	5	2	28	24	21	15	6	1	6	7	10	12	3	6	17	11	9	1
NET: Multiplayer Competitive	40	25	15	8	16	9	6	1	-	16	15	4	5	7	2	-	3	6	2	2	3	7	6	-	1
NET: Multiplayer Collaborative/Creative	32	11	21	4	14	11	1	-	2	13	7	5	7	3	-	2	1	5	1	-	2	7	10	3	-
NET: Other	27	13	14	5	10	5	6	1	-	6	5	4	11	-	4	3	2	-	4	1	2	7	4	-	1

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 108  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humberside	West Midlands	East Midlands	Wales	East of London	London	South East	South West	Northern Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	270	143	128*	51*	96*	66*	36*	11**	11**	88*	78*	51*	53*	19**	14**	25**	19**	34**	22**	11**	19**	49*	35**	20**	4**
NET: Any Multiplayer	77	40	38	15	28	22	10	1	2	30	25	9	13	9	4	2	3	11	6	2	7	15	14	3	1
	29%	28%	30%	29%	29%	33%	28%	7%	15%	34%	32%	18%	25%	49%	31%	7%	16%	32%	29%	21%	35%	32%	39%	13%	26%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 109  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	259	200	47	12	53	37	23	11	4	197	148	109	201	53	122	134	114	67	54	76	55	26	38	44	46	63	52
Weighted base	270	215	46*	10**	56*	40**	22**	12**	4**	205	149	119*	209	56*	126*	141	119*	72*	60*	77*	60*	26**	37**	46*	46*	63*	62*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	19 7%	15 7%	3 6%	1 9%	2 4%	2 6%	-	-	-	16 8%	8 5%	11 9%	15 7%	4 6%	6 4%	13 9%	12 10%	9 12%	3 6%	8 10%	9 14% <sup>n</sup>	-	* 1%	2 3%	3 7%	4 6%	8 14%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	14 5%	11 5%	2 5%	-	4 7%	3 8%	1 5%	1 8%	-	9 5%	7 4%	7 6%	9 4%	4 7%	5 4%	9 6%	9 7%	4 6%	3 5%	9 11% <sup>o</sup>	4 7%	-	2 6%	2 4%	-	4 6%	5 9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	20 7%	14 7%	6 13%	-	3 6%	3 8%	1 3%	1 5%	-	16 8%	14 9%	6 5%	15 7%	4 7%	10 8%	10 7%	10 9%	7 9%	3 5%	7 9%	7 11%	1 3%	4 10%	-	5 11% <sup>w</sup>	3 5%	5 8%
Games that accurately simulate a real-life experience (e.g. flying, management)	10 4%	9 4%	1 1%	-	2 4%	1 2%	2 8%	2 14%	-	7 4%	2 1%	8 7% <sup>j</sup>	6 3%	3 6%	5 4%	4 3%	4 4%	2 3%	2 4%	4 6%	1 2%	1 4%	-	1 2%	1 1%	-	6 10% <sup>y</sup>
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	65 24%	50 23%	15 33%	-	15 27%	10 24%	8 38%	2 19%	1 14%	47 23%	36 24%	26 22%	59 28% <sup>m</sup>	5 9%	35 28%	28 20%	24 20%	16 23% <sup>t</sup>	12 19%	13 17%	10 17%	9 36%	11 31%	6 14%	12 27%	18 28%	10 17%
Games where I compete against single opponents (e.g. Online Chess)	21 8%	19 9%	2 5%	-	4 7%	2 5%	2 10%	1 8%	-	17 8%	11 7%	11 9%	19 9%	3 5%	7 5%	15 10%	12 10%	8 12%	8 13%	6 8%	6 10%	4 16%	3 9%	3 6%	4 10%	1 2%	6 10%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 109  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Working status				Disability					Educational level			Ethnicity		Kids in household							Income					
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	270	215	46*	10**	56*	40**	22**	12**	4**	205	149	119*	209	56*	126*	141	119*	72*	60*	77*	60*	26**	37**	46*	46*	63*	62*
Games where I am part of a team competing against another team (e.g. League of Legends)	6 2%	6 3%	-	-	2 3%	2 4%	-	-	-	4 2%	* 5%j	6 3%	-	1 1%	5 4%	5 4%	2 2%	2 3%	3 4%	2 3%	-	-	-	* 1%	-	1 1%	5 8%
Games where I compete against multiple people/teams (e.g. Fortnite)	15 6%	13 6%	2 4%	-	2 4%	2 6%	1 2%	1 4%	-	12 6%	2 1%	14 11%j	8 4%	6 11%	4 3%	11 8%	9 8%	4 5%	8 14%n	7 9%	4 6%	-	1 1%	2 4%	5 11%	3 5%	4 7%
Games that are controlled by movement (e.g. Wii Fit)	13 5%	8 4%	5 11%	-	4 7%	4 10%	2 10%	2 16%	-	9 4%	6 4%	6 5%	8 4%	5 8%	2 1%	11 8%n	8 7%	5 7%t	7 12%n	6 8%n	2 4%	3 11%	5 12%	2 4%	2 5%	2 4%	2 3%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	12 4%	12 6%	-	-	2 3%	2 4%	-	-	-	8 4%	7 4%	5 4%	10 5%	2 4%	5 4%	7 5%	7 6%q	2 2%	4 7%	7 8%	2 3%	1 3%	1 2%	6 12%xy	-	-	6 9%y
Other	3 1%	1 1%	1 3%	-	-	-	-	-	-	3 1%	2 2%	* *	3 1%	-	2 2%	* *	* *	-	-	* *	-	-	-	2 5%	-	* *	-
None of these	118 44%	91 42%	18 40%	9 91%	20 36%	12 30%	8 36%	4 30%	3 86%	95 46%	73 49%	45 38%	86 41%	30 54%	60 47%	58 41%	48 40%	27 37%	21 35%	32 42%	25 41%	10 37%	15 40%	22 47%	18 39%	32 51%	26 42%
NET: Single Player	88 32%	70 33%	17 37%	1 9%	20 35%	13 32%	10 46%	4 33%	1 14%	66 32%	45 30%	40 34%	75 36%	12 22%	42 34%	44 31%	39 33%	26 36%	17 29%	24 31%	19 32%	11 40%	11 31%	9 20%	16 35%	20 32%	21 34%
NET: Multiplayer Competitive	40 15%	37 17%	3 6%	-	8 14%	6 15%	3 12%	1 13%	-	31 15%	13 9%	27 23%j	30 14%	9 16%	10 8%	29 21%n	25 21%n	14 19%	17 29%n	15 20%n	11 19%	4 16%	4 11%	5 11%	9 21%y	4 6%	14 23%y
NET: Multiplayer Collaborative/Creative	32 12%	24 11%	8 17%	-	7 13%	6 16%	2 7%	2 13%	-	24 12%	20 13%	12 10%	24 12%	7 13%	15 12%	18 13%	18 15%	10 14%	6 9%	14 18%	10 17%	1 3%	5 15%	2 4%	5 11%	7 12%	9 15%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 109  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	270	215	46*	10**	56*	40**	22**	12**	4**	205	149	119*	209	56*	126*	141	119*	72*	60*	77*	60*	26**	37**	46*	46*	63*	62*
NET: Other	27	20	6	-	6	6	2	2	-	19	15	11	20	7	9	18	15	7	11	13	4	4	5	10	2	3	7
	10%	10%	14%	-	10%	14%	10%	16%	-	9%	10%	9%	9%	12%	7%	13%	13%	9%	19% <sub>n</sub>	16%	6%	15%	14%	21% <sub>xy</sub>	5%	4%	11%
NET: Any Multiplayer	77	67	10	-	17	14	4	3	-	56	34	44	58	17	29	48	43	24	24	29	22	6	9	12	15	11	24
	29%	31%	22%	-	30%	35%	20%	26%	-	27%	23%	37% <sub>ij</sub>	28%	31%	23%	34%	37% <sub>n</sub>	33%	40% <sub>n</sub>	38% <sub>n</sub>	36%	21%	24%	26%	31%	18%	39% <sub>y</sub>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 110

**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	259	10	8	9	9	6	10	20	5	13	33	6	10	3	1	71	13	7	6	12	6	1
Weighted base	270	9**	9**	13**	8**	6**	7**	26**	5**	12**	34**	6**	12**	3**	1**	74*	15**	6**	8**	10**	4**	1**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	19 7%	1 8%	-	1 10%	-	1 11%	1 10%	-	-	-	3 3%	-	2 19%	-	-	9 12%	2 10%	-	1 11%	1 6%	-	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	14 5%	-	1 6%	-	-	-	-	-	-	-	3 10%	-	1 5%	-	-	6 9%	2 10%	-	1 12%	-	-	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	20 7%	2 22%	-	-	-	1 11%	-	1 2%	1 24%	-	3 10%	-	1 8%	* 14%	-	8 11%	2 13%	1 10%	-	-	-	-
Games that accurately simulate a real-life experience (e.g. flying, management)	10 4%	1 7%	-	-	-	-	* 6%	2 8%	-	-	-	-	-	-	-	3 4%	2 13%	-	2 20%	-	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	65 24%	1 12%	3 34%	3 22%	3 31%	1 19%	1 16%	7 25%	2 42%	6 51%	7 21%	3 50%	2 19%	-	-	17 23%	4 24%	1 11%	2 26%	2 18%	1 26%	-
Games where I compete against single opponents (e.g. Online Chess)	21 8%	1 15%	2 22%	1 10%	2 23%	1 19%	-	2 6%	-	3 24%	2 5%	-	1 5%	-	-	4 5%	2 10%	-	-	* 5%	1 26%	-
Games where I am part of a team competing against another team (e.g. League of Legends)	6 2%	-	-	1 9%	-	-	* 6%	-	-	-	2 5%	-	-	-	1 100%	2 2%	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 110

**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	270	9**	9**	13**	8**	6**	7**	26**	5**	12**	34**	6**	12**	3**	1**	74*	15**	6**	8**	10**	4**	1**
Games where I compete against multiple people/teams (e.g. Fortnite)	15 6%	-	3 33%	1 10%	-	-	-	-	-	1 6%	1 4%	-	-	-	-	6 8%	2 11%	-	-	1 12%	-	-
Games that are controlled by movement (e.g. Wii Fit)	13 5%	-	-	-	-	1 11%	-	4 15%	-	-	1 2%	-	-	-	-	7 9%	-	-	-	-	1 16%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	12 4%	-	-	2 13%	-	-	* 6%	-	-	-	1 3%	-	4 34%	-	-	3 4%	2 10%	-	-	1 5%	-	-
Other	3 1%	-	-	-	1 13%	-	-	1 5%	-	-	-	-	-	-	-	-	* 2%	-	-	-	-	-
None of these	118 44%	5 51%	3 27%	7 55%	5 56%	4 63%	5 68%	13 49%	2 34%	2 19%	16 46%	3 50%	3 25%	3 86%	-	27 37%	7 43%	5 79%	3 31%	6 54%	2 57%	1 100%
NET: Single Player	88 32%	3 27%	3 34%	3 22%	3 31%	2 30%	2 32%	7 25%	2 42%	6 51%	8 24%	3 50%	5 38%	-	-	27 36%	7 47%	1 11%	5 57%	2 24%	1 26%	-
NET: Multiplayer Competitive	40 15%	1 15%	5 55%	2 19%	2 23%	1 19%	* 6%	2 6%	-	4 30%	5 14%	-	1 5%	-	1 100%	10 13%	3 21%	-	-	2 17%	1 26%	-
NET: Multiplayer Collaborative/Creative	32 12%	2 22%	1 6%	-	-	1 11%	-	1 2%	1 24%	-	7 20%	-	1 8%	* 14%	-	14 19%	4 24%	1 10%	1 12%	-	-	-
NET: Other	27 10%	-	-	2 13%	1 13%	1 11%	* 6%	5 19%	-	-	2 5%	-	4 34%	-	-	9 12%	2 12%	-	-	1 5%	1 16%	-
NET: Any Multiplayer	77 29%	3 37%	6 61%	4 32%	2 23%	1 19%	* 6%	2 9%	1 24%	4 30%	12 36%	-	5 37%	* 14%	1 100%	25 34%	5 35%	1 10%	1 12%	2 22%	1 26%	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 111  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	259	82	70	63	42	61	77	75	80	96	51	66	76	62	189	132	151	83	90	63	67	56	39	41	52
Weighted base	270	92*	80*	70*	48*	68*	86*	87*	91*	102*	59*	76*	82*	69*	200	150	170	96*	98*	74*	75*	64*	43*	47*	53*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	19 7%	9 10%	8 10%	5 7%	4 8%	6 8%	7 8%	7 8%	9 10%	9 9%	5 9%	4 6%	10 12%	8 12%	13 6%	8 5%	13 8%	8 8%	6 6%	3 4%	4 5%	3 4%	1 3%	3 6%	3 6%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	14 5%	5 6%	5 7%	5 8%	2 4%	6 8%	5 6%	6 7%	5 5%	7 7%	4 7%	7 9%	5 6%	6 9%	11 5%	8 6%	9 5%	6 6%	5 5%	5 6%	3 3%	2 3%	3 6%	3 5%	3 6%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	20 7%	10 10%	10 12%	9 12%	3 7%	7 11%	8 9%	9 10%	9 10%	10 10%	7 12%	8 10%	9 11%	7 10%	15 7%	12 8%	12 7%	9 9%	11 11%	6 8%	6 8%	4 6%	4 9%	5 11%	5 9%
Games that accurately simulate a real-life experience (e.g. flying, management)	10 4%	6 7%	5 6%	6 9%	6 12%	6 9%	6 7%	5 6%	7 8%	8 8%	5 8%	5 7%	8 10%	5 7%	7 4%	4 3%	7 4%	3 3%	4 4%	3 4%	4 5%	2 4%	3 7%	2 5%	2 4%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	65 24%	13 14%	11 14%	12 17%	8 17%	13 18%	16 18%	15 18%	14 15%	26 26% m	10 17%	14 19%	20 24% bh	11 16%	55 27% stuvx	35 23% tuvx	46 27% qstuvx	19 19% uvx	27 27% stuvw x	12 16%	8 11%	6 10%	3 7%	7 15% v	6 11%
Games where I compete against single opponents (e.g. Online Chess)	21 8%	8 9%	8 10% ef	6 9% ef	2 5%	1 2%	3 3%	6 6% e	7 8% ef	9 9% ef	6 10% ef	9 12% ef	8 10% ef	4 5%	13 6%	8 6%	13 8%	5 5%	5 6%	5 7%	3 5%	4 6%	3 7%	1 3%	3 6%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 111  
Q.4 Which of these types of video games do you play on your different devices?  
Through an app on a smart TV  
Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	270	92*	80*	70*	48*	68*	86*	87*	91*	102*	59*	76*	82*	69*	200	150	170	96*	98*	74*	75*	64*	43*	47*	53*
Games where I am part of a team competing against another team (e.g. League of Legends)	6 2%	5 5%	5 6%	5 7%	4 8%	4 6%	3 3%	5 5%	5 5%	5 5%	5 8%	5 6%	3 4%	3 4%	6 3%	5 4%	4 2%	3 3%	2 2%	1 2%	2 3%	3 5%	2 5%	2 5%	1 2%
Games where I compete against multiple people/teams (e.g. Fortnite)	15 6%	12 13%	10 13%	11 16%	8 18%	8 12%	10 12%	10 12%	11 12%	14 13%	11 18%	11 15%	10 12%	9 13%	15 8%	13 9%	14 8%	8 8%	11 11%	9 12%	10 14%	8 13%	8 19%	7 15%	9 17%
Games that are controlled by movement (e.g. Wii Fit)	13 5%	6 6%	6 8% <sup>fi</sup>	6 8% <sup>fi</sup>	3 6%	5 7% <sup>fi</sup>	3 3%	6 6% <sup>fi</sup>	6 6% <sup>fi</sup>	2 2%	2 3%	6 7% <sup>fi</sup>	6 7% <sup>fi</sup>	3 4%	10 5%	7 5%	11 6% <sup>gr</sup>	6 7% <sup>gr</sup>	2 2%	4 5%	2 2%	4 6%	3 6%	2 4%	3 6%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	12 4%	5 5%	2 3%	4 5%	-	2 3%	2 3%	2 3%	2 3%	5 5%	2 3%	2 3%	3 4%	5 7% <sup>fg</sup>	8 4%	6 4%	6 3%	6 6%	6 6%	4 6%	7 9% <sup>np</sup>	4 5%	4 10%	4 9%	3 6%
Other	3 1%	1 1%	-	-	1 3%	1 2%	1 2%	1 1%	2 3%	1 1%	1 2%	-	1 2%	1 2%	2 1%	1 1%	1 1%	-	1 1%	1 1%	-	1 2%	-	-	-
None of these	118 44%	32 35%	29 36% <sup>cl</sup>	22 31%	15 31%	21 31%	36 42% <sup>ceikl</sup>	32 37% <sup>kl</sup>	34 37% <sup>kl</sup>	31 31%	18 30%	20 27%	20 24%	20 30%	82 41%	62 42%	65 38%	38 40%	36 36%	32 44%	33 44%	27 42%	16 37%	16 34%	22 42%
NET: Single Player	88 32%	26 28%	23 28%	20 29%	16 34%	23 33%	27 31%	26 30%	27 30%	39 38% <sup>bch</sup>	19 32%	22 29%	34 42% <sup>bcefg</sup>	24 35%	70 35% <sup>stuvx</sup>	46 31% <sup>tuv</sup>	63 37% <sup>stuvx</sup>	29 30% <sup>uv</sup>	36 37% <sup>stuvx</sup>	17 24%	16 21%	11 18%	7 17%	12 26%	12 22%
NET: Multiplayer Competitive	40 15%	23 25%	22 27% <sup>f</sup>	20 29% <sup>ef</sup>	15 31% <sup>ef</sup>	13 19%	16 18%	19 22%	22 24%	25 24%	20 34% <sup>efgm</sup>	23 30% <sup>ef</sup>	20 25%	15 22%	31 16%	27 18%	29 17%	16 16%	18 19%	15 20%	16 21%	15 24%	14 32% <sup>nopqr</sup>	11 23%	13 25%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 111  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	270	92*	80*	70*	48*	68*	86*	87*	91*	102*	59*	76*	82*	69*	200	150	170	96*	98*	74*	75*	64*	43*	47*	53*
NET: Multiplayer Collaborative/Creative	32	14	14	13	5	13	12	15	13	16	10	14	13	12	24	20	20	14	14	10	8	6	6	7	7
	12%	15%	17%	18%	11%	19%	15%	17%	14%	15%	17%	19%	16%	18%	12%	13%	12%	14%	15%	13%	10%	9%	14%	16%	14%
NET: Other	27	11	8	9	4	8	6	9	10	8	4	7	10	9	19	15	18	12	9	9	8	9	7	6	6
	10%	12%	10%	12%	9%	12%	7%	10%	10%	8%	7%	10%	12%	13%	9%	10%	10%	13%	9%	13%	11%	14%	16%	13%	12%
NET: Any Multiplayer	77	38	34	33	19	27	28	34	35	43	30	38	33	30	60	51	53	33	36	27	29	24	22	21	22
	29%	42%	42%	48% <sup>f</sup>	40%	40%	33%	39%	38%	41% <sup>f</sup>	50% <sup>fh</sup>	50% <sup>fgh</sup>	41%	44% <sup>f</sup>	30%	34%	31%	34%	37%	37%	39%	38%	51% <sup>nopq</sup>	44% <sup>n</sup>	41%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 112  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	259	107	145	114	116	133	87	80	68	148	32	248	240	236	211	244	252	257	247	187	181
Weighted base	270	112*	154	123*	115*	148	91*	90*	64*	166	30**	259	246	250	218	255	263	268	258	186	194
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	19 7%	6 6%	12 8%	7 5%	10 9%	14 10%	5 5%	7 7%	2 4%	14 9%	1 2%	19 7%	18 7%	17 7%	16 7%	18 7%	19 7%	19 7%	18 7%	19 10%	13 7%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	14 5%	9 8%	5 3%	8 7%	6 6%	9 6%	6 7%	9 10%	3 4%	10 6%	1 4%	14 5%	14 5%	13 5%	13 6%	14 5%	14 5%	14 5%	13 5%	9 5%	14 7%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	20 7%	7 6%	12 8%	12 10%	9 8%	16 11%	6 6%	10 11%	3 4%	13 8%	4 14%	20 8%	20 8%	20 8%	20 9%	20 8%	20 8%	20 7%	19 7%	15 8%	20 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	10 4%	3 3%	6 4%	6 5%	4 4%	6 4%	2 3%	3 3%	1 2%	8 5%	* 1%	10 4%	10 4%	10 4%	10 4%	10 4%	10 4%	10 4%	9 3%	10 5%	7 4%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	65 24%	25 22%	37 24%	25 20%	28 25%	39 26%	22 24%	29 32%	19 29%	37 22%	5 17%	63 24%	59 24%	61 24%	54 25%	64 25%	63 24%	65 24%	60 23%	65 35%	45 23%
Games where I compete against single opponents (e.g. Online Chess)	21 8%	8 7%	14 9%	7 6%	12 10%	15 10%	7 7%	6 6%	4 6%	15 9%	2 6%	20 8%	21 9%	21 9%	20 9%	21 8%	20 8%	21 8%	20 8%	15 8%	21 11%
Games where I am part of a team competing against another team (e.g. League of Legends)	6 2%	3 3%	3 2%	3 2%	3 3%	4 2%	2 2%	2 3%	1 1%	4 2%	2 5%	6 2%	6 2%	5 2%	5 2%	6 2%	6 2%	6 2%	6 2%	5 3%	6 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 112  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Through an app on a smart TV**  
**Base: All gamers**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	270	112*	154	123*	115*	148	91*	90*	64*	166	30**	259	246	250	218	255	263	268	258	186	194
Games where I compete against multiple people/teams (e.g. Fortnite)	15	6	9	8	8	13	7	3	6	7	1	14	15	14	15	15	15	15	15	10	15
Games that are controlled by movement (e.g. Wii Fit)	13	7	5	6	3	6	4	1	1	11	*	12	7	11	9	11	13	13	8	8	4
Games that take place in a persistent virtual world (e.g. World of Warcraft)	12	6	6	6	8	9	5	2	4	6	2	12	10	12	12	11	12	12	12	8	12
Other	3	1	*	-	*	-	1	*	-	1	1	3	3	3	2	3	2	2	2	*	-
None of these	118	47	69	49	49	55	41	32	29	68	16	112	109	108	86	107	114	117	117	68	77
NET: Single Player	88	35	52	37	39	55	27	38	21	57	6	86	82	83	75	86	87	88	82	88	62
NET: Multiplayer Competitive	40	17	25	18	21	29	14	11	8	26	4	38	39	38	40	39	40	39	28	40	
NET: Multiplayer Collaborative/Creative	32	15	17	20	14	24	11	18	5	21	5	32	32	31	32	32	32	31	23	32	
NET: Other	27	14	12	12	11	14	10	4	5	18	4	25	19	25	22	24	26	26	21	15	15
NET: Any Multiplayer	77	34	45	42	36	56	25	26	16	48	11	75	74	75	75	76	76	77	75	52	77
	29%	30%	30%	34%	32%	38%	28%	29%	25%	29%	37%	29%	30%	30%	34%klmo	30%	29%	29%	29%	28%	40% <sup>s</sup>

p

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 113  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	214	122	92	42	77	47	38	5	5	64	63	45	42	18	10	13	10	33	17	8	13	41	27	18	6
Weighted base	236	135*	100*	45*	94*	49*	37*	5**	6**	75*	69*	43*	49*	17**	17**	14**	8**	36**	16**	10**	14**	49*	26**	24**	5**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	30	20	10	5	11	8	2	1	3	3	13	7	8	2	4	1	1	6	1	-	1	7	3	5	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	15	12	4	5	4	5	1	-	-	3	1	5	6	1	-	1	-	5	-	1	5	2	-	-	
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	27	18	9	9	11	5	3	-	-	10	5	7	5	2	-	-	1	9	3	-	1	2	5	5	-
Games that accurately simulate a real-life experience (e.g. flying, management)	22	13	9	7	7	3	4	-	-	2	8	7	5	1	4	2	-	1	1	-	3	4	1	4	1
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21	8	12	2	7	5	4	1	1	5	5	5	6	1	-	-	1	4	2	-	1	6	3	2	1
Games where I compete against single opponents (e.g. Online Chess)	11	7	4	7	2	*	2	-	-	2	4	1	5	-	-	-	2	7	-	-	-	3	*	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 113  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	236	135*	100*	45*	94*	49*	37*	5**	6**	75*	69*	43*	49*	17**	17**	14**	8**	36**	16**	10**	14**	49*	26**	24**	5**
Games where I am part of a team competing against another team (e.g. League of Legends)	12	11	1	4	6	1	-	-	-	5	2	1	4	-	1	2	2	3	-	2	-	1	-	-	-
Games where I compete against multiple people/teams (e.g. Fortnite)	18	12	6	5	4	6	2	-	-	5	6	3	5	3	-	1	7	1	1	1	3	2	-	-	-
Games that are controlled by movement (e.g. Wii Fit)	29	16	13	9	11	7	2	1	-	11	7	6	5	2	-	2	-	9	-	3	2	7	2	1	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	22	16	6	8	6	3	5	-	-	6	6	1	8	2	2	1	3	2	-	3	4	2	3	3	-
Other	2	2	-	-	2	1	-	-	-	-	-	1	2	1	-	-	-	-	-	-	-	-	-	2	-
None of these	89	52	37	11	37	20	15	2	2	32	21	14	21	7	8	8	2	11	6	3	2	21	10	7	2
NET: Single Player	63	36	27	14	20	12	11	2	4	9	24	14	16	3	6	3	1	8	4	-	6	15	7	9	1
NET: Multiplayer Competitive	35	23	12	11	12	8	4	-	-	12	11	5	7	3	1	2	4	11	1	3	1	7	2	-	-
NET: Multiplayer Collaborative/Creative	37	26	12	11	14	9	4	-	-	14	6	11	7	3	-	1	1	10	3	1	2	6	6	5	-
NET: Other	48	29	19	13	18	11	6	1	-	16	14	7	12	4	2	2	1	9	2	3	6	9	5	6	1

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 113

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**

**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total (a)	Male (b)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	236	135*	100*	45*	94*	49*	37*	5**	6**	75*	69*	43*	49*	17**	17**	14**	8**	36**	16**	10**	14**	49*	26**	24**	5**
NET: Any Multiplayer	81 34%	53 39%	28 28%	20 44%	31 33%	19 39%	12 32%	-	-	27 36%	24 34%	15 35%	15 31%	8 46%	3 18%	2 13%	6 67%	16 45%	6 37%	4 43%	6 41%	14 29%	10 38%	7 30%	-

**Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 114  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	214	166	44	4	46	33	22	12	1	163	107	105	171	39	93	118	99	59	53	63	53	18	27	31	35	56	53
Weighted base	236	189	42*	5**	53*	38**	24**	11**	1**	177	117*	116*	186	46*	105*	128*	106*	64*	62*	65*	57*	19**	28**	33**	34**	62*	65*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	30	24	3	3	7	5	3	1	-	23	17	13	26	5	17	14	12	10	4	6	9	1	2	3	4	13	7
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	15	15	1	-	2	1	2	1	-	13	8	8	13	3	7	9	5	3	7	5	-	1	1	1	7	6	
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	27	22	5	-	6	6	-	-	-	20	13	13	18	8	16	11	10	4	7	7	4	1	1	4	4	10	2
Games that accurately simulate a real-life experience (e.g. flying, management)	22	19	3	-	3	1	2	-	-	19	9	12	21	1	12	9	8	4	3	5	3	1	1	-	3	8	9
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21	15	6	-	6	2	6	2	-	14	11	10	18	2	7	13	13	9	4	7	8	3	1	3	7	4	3
Games where I compete against single opponents (e.g. Online Chess)	11	11	1	-	3	3	1	-	-	8	5	6	8	3	5	7	4	4	2	1	4	-	2	-	1	3	4

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 114  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	236	189	42*	5**	53*	38**	24**	11**	1**	177	117*	116*	186	46*	105*	128*	106*	64*	62*	65*	57*	19**	28**	33**	34**	62*	65*
Games where I am part of a team competing against another team (e.g. League of Legends)	12	10	1	-	2	-	2	2	-	10	8	4	12	-	7	5	3	-	4	3	-	-	2	-	-	6	3
Games where I compete against multiple people/teams (e.g. Fortnite)	18	14	4	-	-	-	-	-	-	17	10	8	12	5	7	11	10	6	6	8	6	-	2	-	3	8	3
Games that are controlled by movement (e.g. Wii Fit)	29	21	7	1	5	4	1	1	1	24	15	14	23	6	13	16	13	6	10	11	6	2	4	4	*	8	12
Games that take place in a persistent virtual world (e.g. World of Warcraft)	22	22	-	-	2	2	-	-	-	18	13	9	21	1	12	10	9	3	8	7	3	1	-	6	-	6	10
Other	2	1	2	-	2	-	2	-	-	1	2	1	2	-	-	2	2	1	2	2	1	-	-	-	2	-	-
None of these	89	63	25	1	23	18	10	4	-	65	49	39	64	24	39	48	40	27	22	22	23	10	17	13	17	26	
NET: Single Player	38%	33%	59%a	15%	43%	47%	43%	41%	-	37%	42%	34%	35%	52%	37%	37%	38%	42%	36%	34%	41%	53%	61%	38%	40%	27%	40%
NET: Multiplayer Competitive	27%	28%	18%	65%	24%	20%	36%	27%	-	28%	26%	27%	31% <sup>m</sup>	13%	30% <sup>r</sup>	23% <sup>r</sup>	26% <sup>r</sup>	32% <sup>r</sup>	13%	22%	30% <sup>r</sup>	25%	12%	17%	35%	38%	23%
NET: Multiplayer Collaborative/Creative	35	30	6	-	5	3	2	2	-	29	17	18	25	8	12	23	18	11	12	13	11	-	6	-	4	12	10
	15%	16%	13%	-	9%	7%	10%	15%	-	16%	14%	16%	14%	18%	11%	18%	17%	17%	19%	19%	19%	-	21%	-	12%	19%	15%
	37	32	6	-	9	7	2	1	-	28	17	19	26	10	19	19	17	8	10	13	8	1	1	5	4	13	8
	16%	17%	14%	-	16%	19%	10%	8%	-	16%	15%	17%	14%	21%	18%	15%	16%	13%	16%	20%	15%	6%	5%	15%	13%	21%	12%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 114

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**

**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	236	189	42*	5**	53*	38**	24**	11**	1**	177	117*	116*	186	46*	105*	128*	106*	64*	62*	65*	57*	19**	28**	33**	34**	62*	65*
NET: Other	48	39	9	1	9	5	3	1	1	37	27	22	42	6	21	28	23	9	19	19	9	3	4	10	3	11	19
	20%	21%	20%	20%	17%	14%	14%	14%	100%	21%	23%	19%	23%	14%	20%	22%	21%q	14%	30%q	29%q	15%	17%	13%	30%	8%	18%	30%
NET: Any Multiplayer	81	72	9	-	15	11	4	2	-	62	36	44	63	15	34	48	39	18	28	29	18	2	6	11	8	23	23
	34%	38%	21%	-	28%	30%	17%	23%	-	35%	31%	38%	34%	32%	32%	37%	37%q	28%	45%	44%q	31%	11%	21%	34%	25%	37%	35%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 115  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	214	8	11	9	3	5	5	11	4	9	35	5	9	3	3	57	11	8	5	7	6	-
Weighted base	236	6**	13**	14**	2**	4**	3**	13**	6**	8**	39**	5**	12**	2**	3**	61*	17**	10**	5**	7**	5**	-**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	30 13%	1 10%	4 27%	2 12%	-	1 17%	1 16%	1 8%	-	1 9%	6 15%	1 26%	3 25%	-	2 69%	7 12%	-	1 10%	1 23%	-	-	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	15 7%	-	1 10%	-	-	-	-	-	1 13%	1 11%	4 10%	-	1 11%	1 39%	1 31%	5 8%	-	-	-	1 11%	-	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	27 12%	-	2 13%	-	-	1 17%	1 18%	-	-	1 16%	11 29%	-	1 5%	1 39%	-	4 6%	5 27%	2 22%	-	-	-	-
Games that accurately simulate a real-life experience (e.g. flying, management)	22 9%	1 13%	2 14%	2 15%	-	-	-	2 11%	1 13%	-	1 3%	2 36%	-	-	-	6 10%	-	3 27%	2 33%	-	1 26%	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21 9%	1 13%	-	-	1 30%	-	-	-	-	-	4 10%	-	1 9%	1 39%	-	8 13%	2 9%	2 26%	-	-	1 26%	-
Games where I compete against single opponents (e.g. Online Chess)	11 5%	-	-	-	1 52%	1 12%	-	-	-	-	6 16%	-	1 5%	-	-	3 5%	-	-	-	-	-	-
Games where I am part of a team competing against another team (e.g. League of Legends)	12 5%	-	-	3 20%	-	1 17%	-	-	2 33%	-	3 8%	-	-	-	-	1 2%	-	-	-	2 29%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 115

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	236	6**	13**	14**	2**	4**	3**	13**	6**	8**	39**	5**	12**	2**	3**	61*	17**	10**	5**	7**	5**	**
Games where I compete against multiple people/teams (e.g. Fortnite)	18	-	3	-	-	1	-	-	-	7	-	1	-	-	5	-	-	-	1	-	-	-
	8%	-	24%	-	-	13%	-	-	-	19%	-	10%	-	-	8%	-	-	-	17%	-	-	-
Games that are controlled by movement (e.g. Wii Fit)	29	-	2	-	-	-	2	3	-	9	1	-	1	-	9	2	-	-	-	-	1	-
	12%	-	13%	-	-	-	16%	45%	-	22%	30%	-	39%	-	14%	13%	-	-	-	-	23%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	22	-	2	2	-	1	-	-	2	3	-	4	-	-	5	2	3	-	-	-	-	-
	9%	-	13%	12%	-	30%	-	-	23%	8%	-	29%	-	-	8%	9%	26%	-	-	-	-	-
Other	2	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-
	1%	-	4%	-	-	-	-	-	-	-	-	-	-	-	-	-	20%	-	-	-	-	-
None of these	89	5	3	6	*	1	2	9	1	3	11	1	3	1	25	8	1	2	3	2	3	-
	38%	77%	21%	41%	18%	28%	65%	65%	22%	40%	30%	18%	27%	61%	40%	49%	8%	44%	43%	51%	-	-
NET: Single Player	63	1	4	4	1	1	3	1	1	9	3	4	1	2	20	2	4	3	-	1	-	-
	27%	23%	27%	27%	30%	17%	16%	19%	13%	9%	23%	62%	34%	39%	69%	32%	9%	43%	56%	-	26%	-
NET: Multiplayer Competitive	35	-	3	3	1	2	-	-	2	-	10	-	2	-	9	-	-	-	3	-	-	-
	15%	-	24%	20%	52%	42%	-	-	33%	-	27%	-	16%	-	15%	-	-	-	46%	-	-	-
NET: Multiplayer Collaborative/Creative	37	-	3	-	-	1	1	-	1	2	12	-	1	1	8	5	2	-	1	-	-	-
	16%	-	24%	-	-	17%	18%	-	13%	28%	31%	-	11%	39%	31%	13%	27%	22%	-	11%	-	-
NET: Other	48	-	4	2	-	1	-	2	3	2	9	1	4	1	11	4	4	-	-	1	-	-
	20%	-	31%	12%	-	30%	-	16%	45%	23%	22%	30%	29%	39%	18%	23%	46%	-	-	23%	-	-
NET: Any Multiplayer	81	-	8	5	1	3	1	-	2	4	18	-	5	1	18	6	5	-	4	-	-	-
	34%	-	60%	32%	52%	72%	18%	-	33%	51%	46%	-	45%	39%	31%	30%	36%	49%	-	57%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 116  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	214	69	62	58	37	53	62	63	70	75	44	61	61	49	148	105	124	73	81	53	49	46	36	37	43
Weighted base	236	80*	70*	65*	43**	59*	67*	73*	79*	81*	53*	69*	67*	57*	167	123*	143*	92*	92*	63*	56*	54*	37*	42*	45*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	30 13%	6 7%	4 6%	7 11%h	1 3%	3 6%	7 10%h	6 8%	3 4%	8 10%h	3 5%	6 9%	9 13%beh	8 14%behj	23 14%uw	12 10%uw	22 15%osuw	12 13%uw	16 18%ostuvwx	4 6%	4 7%	1 2%	2 6%	1 2%	3 7%uw
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	15 7%	7 9%	7 9%	7 10%	2 5%	4 7%	6 9%	6 8%	7 8%	6 8%	5 9%	8 12%	5 8%	4 7%	12 7%	10 8%	12 9%	7 8%	10 10%ss	3 4%	4 7%	4 8%	4 12%	4 9%	4 8%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	27 12%	15 18%	15 21%	13 20%	10 23%	13 23%	12 18%	13 18%	16 20%	15 18%	12 23%	18 26%	13 19%	12 21%	20 12%	19 15%	17 12%	14 15%	16 18%	9 15%	10 18%	9 17%	8 21%	10 24%np	10 23%np
Games that accurately simulate a real-life experience (e.g. flying, management)	22 9%	10 12%	6 9%	10 15%jkm	3 6%	7 11%	8 13%	7 9%	9 11%	8 10%	4 7%	4 6%	6 9%	3 6%	19 12%os	10 8%ss	16 11%ss	8 8%ss	10 10%ss	1 1%	3 5%	5 9%ss	2 4%	2 4%	5 10%ss
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21 9%	4 5%	4 5%	3 5%	2 4%	4 6%	3 5%	5 7%	5 6%	4 5%	4 7%	3 4%	4 6%	3 5%	13 8%	6 5%	9 7%	5 5%	7 7%	3 5%	7 13%oqs	4 8%	3 9%	4 10%	6 13%oqs
Games where I compete against single opponents (e.g. Online Chess)	11 5%	7 8%	7 10%	6 9%	5 12%	3 5%	5 7%	7 9%	6 7%	6 7%	4 8%	10 14%eim	5 7%	3 6%	9 5%	8 7%	7 5%	7 8%	5 5%	3 4%	4 7%	3 5%	4 10%	2 4%	3 7%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 116  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	236	80*	70*	65*	43**	59*	67*	73*	79*	81*	53*	69*	67*	57*	167	123*	143*	92*	92*	63*	56*	54*	37*	42*	45*
Games where I am part of a team competing against another team (e.g. League of Legends)	12 5%	8 10%	8 11%	8 12%	7 16%	8 13%	7 10%	8 11%	8 10%	8 10%	8 15%	11 16%	7 10%	7 12%	11 7%	11 9%p	7 5%	11 12%p	10 11%p	5 8%	6 10%	4 8%	5 12%	6 15%p	4 9%
Games where I compete against multiple people/teams (e.g. Fortnite)	18 8%	8 10%	8 11%	8 13%	3 6%	7 12%	8 12%	9 12%	6 8%	11 13%	7 14%	11 16%h	10 15%h	8 15%	18 11%	15 12%	16 11%	10 11%	14 15%	7 11%	5 10%	5 10%	5 13%	3 8%	5 12%
Games that are controlled by movement (e.g. Wii Fit)	29 12%	10 12%	11 15% <u>c</u>	3 4%	5 12%	6 11% <u>c</u>	7 11% <u>c</u>	9 12% <u>c</u>	12 15% <u>c</u>	12 15% <u>c</u>	4 8%	6 9%	10 15% <u>c</u>	7 12% <u>c</u>	24 15% <u>x</u>	19 15% <u>x</u>	23 16% <u>x</u>	16 17% <u>vx</u>	12 13% <u>x</u>	6 9%	6 10%	9 16% <u>vx</u>	2 6%	6 13% <u>x</u>	2 4%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	22 9%	7 8%	4 6%	5 7%	-	3 5%	4 6%	2 3%	5 6%	5 6%	4 7%	7 10% <u>g</u>	4 6%	4 6%	13 8%	13 10%	11 8%	10 11%	9 10%	4 6%	6 12%	6 10%	4 10%	4 9%	4 8%
Other	2 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	2 1%	-	-	-	-	-	-	-	-	-	-
None of these	89 38%	19 24%	14 19%	14 21%	9 21%	13 22%	17 26%	20 27%	21 27%	20 25%	11 21%	18 26%	14 21%	12 21%	61 37%	46 38%	52 37%	36 39% <u>u</u>	29 32%	28 44% <u>rtuw</u> <u>x</u>	15 28%	14 27%	13 34%	12 29%	13 29%
NET: Single Player	63 27%	17 22%	13 19%	16 24%	5 11%	12 21%	16 24%	13 18%	16 20%	18 23%	9 17%	13 19%	16 24%	12 22%	47 28% <u>osuv</u> <u>w</u> <u>21%</u>	26 21%	42 30% <u>osuv</u> <u>w</u> <u>25%</u> <u>sw</u>	23 25% <u>sw</u>	28 30% <u>osuv</u> <u>w</u> <u>12%</u>	8 22%	12 28%	8 15%	5 14%	6 13%	12 26% <u>suv</u> <u>w</u>
NET: Multiplayer Competitive	35 15%	22 28%	22 32%	22 34%	15 34%	18 31%	20 29%	23 32%	20 25%	24 30%	19 37% <u>h</u>	25 37% <u>h</u>	21 32%	18 32%	32 19%	28 23% <u>p</u>	24 17%	22 24%	22 24% <u>p</u>	15 24%	15 26%	12 23%	13 35% <u>np</u>	11 27%	12 27%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 116  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	236	80*	70*	65*	43**	59*	67*	73*	79*	81*	53*	69*	67*	57*	167	123*	143*	92*	92*	63*	56*	54*	37*	42*	45*
NET: Multiplayer Collaborative/Creative	37	21	21	19	12	17	17	19	22	20	17	23	18	15	26	23	24	16	21	11	12	12	11	12	13
	16%	26%	30%	29%	28%	29%	25%	26%	27%	25%	32%	34%	26%	27%	16%	19%	17%	17%	23% <sup>n</sup>	17%	22%	23%	29% <sup>nq</sup>	30% <sup>npqs</sup>	28% <sup>n</sup>
NET: Other	48	14	13	6	5	8	9	10	14	15	7	9	13	9	34	26	29	20	17	10	10	13	5	8	4
	20%	18%	18% <sup>c</sup>	10%	12%	14%	13%	14%	18% <sup>c</sup>	18% <sup>c</sup>	13%	13%	19% <sup>c</sup>	17%	20%	21% <sup>x</sup>	21% <sup>x</sup>	22% <sup>x</sup>	18%	15%	18%	24% <sup>x</sup>	13%	20% <sup>x</sup>	10%
NET: Any Multiplayer	81	44	42	40	26	34	35	40	42	44	35	45	38	32	59	53	47	37	41	27	29	27	22	23	24
	34%	55%	60%	61%	60%	57%	52%	54%	53%	54%	67% <sup>fg</sup>	65% <sup>gh</sup>	56%	57%	35%	43% <sup>np</sup>	33%	41%	44% <sup>np</sup>	43%	53% <sup>npq</sup>	50% <sup>np</sup>	60% <sup>nopqr</sup>	56% <sup>npq</sup>	53% <sup>np</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 117  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	214	90	120	93	87	137	81	80	52	121	34	202	195	197	182	200	211	207	209	163	149
Weighted base	236	103*	129*	104*	89*	157	86*	91*	58*	133*	36**	225	212	215	199	217	231	228	230	176	168
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	30 13%	12 11%	16 12%	14 14%	8 9%	21 14%	8 10%	13 14%	7 11%	20 15%	4 10%	30 13%	28 13%	28 13%	24 12%	30 14%	30 13%	27 12%	29 13%q	30 17%t	20 12%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	15 7%	7 7%	6 5%	9 8%	5 6%	7 4%	6 8%	9 9%	2 3%	11 8%	2 4%	13 6%	15 7%k	13 6%	13 6%	13 6%	15 7%	13 6%	15 7%q	12 7%	15 9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	27 12%	8 8%	20 15%	15 14%	14 16%	22 14%	11 13%	13 14%	7 11%	16 12%	3 8%	26 11%	26 12%	27 13%	27 14%	27 13%	27 12%	27 12%	27 12%	20 11%	27 16%a
Games that accurately simulate a real-life experience (e.g. flying, management)	22 9%	13 13%	8 6%	10 9%	7 8%	15 10%	9 11%	7 8%	3 5%	14 11%	3 9%	21 9%	18 8%	20 9%	20 10%	20 9%	22 10%	21 9%	20 9%	22 12%	18 11%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21 9%	12 11%	10 8%	10 9%	8 9%	14 9%	6 8%	11 12%	5 8%	12 9%	4 11%	21 9%	19 9%	19 9%	19 9%	19 9%	21 9%	21 9%r	18 8%	21 12%	14 8%
Games where I compete against single opponents (e.g. Online Chess)	11 5%	8 8%	3 3%	7 7%	4 5%	7 4%	5 6%	3 3%	4 6%	6 4%	1 3%	11 5%	11 5%	11 5%	11 5%	11 5%	11 5%	11 5%	11 5%	8 5%	11 7%
Games where I am part of a team competing against another team (e.g. League of Legends)	12 5%	10 10%	7 5%	7 7%	5 6%	7 4%	5 6%	8 8%	-	9 7%	2 6%	11 5%	12 6%	12 5%	12 6%	12 5%	12 5%	12 5%	12 5%	7 4%	12 7%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 117  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a virtual reality gaming headset / device**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	236	103*	129*	104*	89*	157	86*	91*	58*	133*	36**	225	212	215	199	217	231	228	230	176	168
Games where I compete against multiple people/teams (e.g. Fortnite)	18	12	7	15	4	13	8	9	2	14	2	18	18	16	16	18	18	18	18	15	18
Games that are controlled by movement (e.g. Wii Fit)	29	13	15	17	4	18	13	22	6	15	6	28	28	24	24	28	29	28	29	23	23
Games that take place in a persistent virtual world (e.g. World of Warcraft)	22	6	14	8	8	13	11	9	6	12	4	21	20	19	19	19	22	21	22	13	22
Other	2	2	-	-	2	2	2	2	-	2	-	2	1	1	2	1	2	2	2	2	2
None of these	89	40	44	39	33	57	34	28	21	51	14	83	73	80	71	79	84	87	86	65	47
NET: Single Player	63	30	30	28	19	42	22	27	14	41	6	61	58	59	54	61	63	59	59	63	43
NET: Multiplayer Competitive	35	23	17	22	14	26	12	13	5	23	6	34	35	33	32	34	35	35	35	24	35
NET: Multiplayer Collaborative/Creative	37	11	24	19	18	26	14	18	9	23	4	34	36	35	34	35	37	35	37	26	37
NET: Other	48	19	27	21	14	30	21	29	11	24	10	46	43	38	40	42	48	46	48	33	42
NET: Any Multiplayer	81	32	52	38	37	59	28	29	19	47	14	77	78	74	74	76	81	79	81	50	81

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 118  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	145	85	60	29	57	35	19	3	2	50	36	33	26	10	8	8	13	25	11	11	7	20	18	11	3
Weighted base	153	93*	60*	28**	67*	36**	19**	2**	1**	59*	38**	32**	25**	10**	12**	10**	12**	28**	9**	11**	7**	24**	16**	13**	2**
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	9	7	2	1	3	4	2	-	-	4	4	1	1	-	-	-	1	1	-	-	5	2	-	-	
	6%	7%	4%	2%	4%	10%	8%	-	-	7%	10%	2%	3%	-	-	-	2%	11%	-	-	21%	14%	-	-	
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	11	2	10	4	4	2	1	-	-	1	3	3	4	-	1	-	7	-	-	1	-	1	2	-	
	8%	2%	16% <sup>a</sup>	14%	6%	5%	7%	-	-	2%	8%	10%	15%	-	10%	-	24%	-	-	10%	-	4%	18%	-	
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	9	5	4	-	6	3	1	-	-	5	2	3	1	-	-	-	2	1	-	-	3	3	1	-	
	6%	5%	7%	-	9%	9%	3%	-	-	8%	5%	8%	3%	-	-	-	6%	11%	-	-	12%	18%	8%	-	
Games that accurately simulate a real-life experience (e.g. flying, management)	6	5	1	1	4	1	1	-	-	5	1	-	1	-	-	-	2	-	-	-	1	2	1	-	
	4%	5%	2%	3%	6%	2%	3%	-	-	8%	2%	-	2%	8%	-	-	6%	-	-	-	3%	13%	4%	-	
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21	11	10	5	8	3	5	-	-	7	3	6	5	2	2	1	5	2	2	1	-	3	1	-	
	14%	11%	17%	17%	12%	9%	25%	-	-	12%	8%	19%	20%	23%	10%	17%	9%	20%	24%	17%	19%	-	20%	6%	
Games where I compete against single opponents (e.g. Online Chess)	8	5	3	4	2	1	1	1	-	-	3	1	4	-	-	-	1	1	1	-	2	-	1	3	
	5%	6%	4%	15%	3%	2%	3%	31%	-	-	9%	3%	15%	-	-	-	4%	4%	10%	-	27%	-	6%	19%	

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 118  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Weighted base	153	93*	60*	28**	67*	36**	19**	2**	1**	59*	38**	32**	25**	10**	12**	10**	12**	28**	9**	11**	7**	24**	16**	13**	2**
Games where I am part of a team competing against another team (e.g. League of Legends)	9	7	2	1	5	3	-	-	-	3	2	2	1	-	-	1	2	1	-	-	-	4	1	-	-
Games where I compete against multiple people/teams (e.g. Fortnite)	15	12	3	2	4	4	3	1	-	5	6	1	3	2	3	-	-	1	3	-	3	3	-	-	-
Games that are controlled by movement (e.g. Wii Fit)	4	2	3	1	2	1	1	-	-	1	1	1	1	-	-	-	1	1	-	-	1	1	1	-	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	9	9	1	1	2	3	3	-	-	6	2	1	1	1	2	-	-	1	1	2	2	2	2	-	-
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	68	43	25	11	32	21	3	1	1	29	14	15	10	6	4	7	8	9	3	6	1	9	7	6	2
	45%	47%	42%	39%	48%	58%	14%	36%	100%	50%	38%	48%	38%	60%	37%	72%	65%	33%	36%	53%	21%	38%	41%	44%	100%
NET: Single Player	35	22	13	5	15	8	7	-	-	15	7	7	6	2	1	2	1	8	3	2	1	6	7	1	-
	23%	23%	22%	19%	22%	22%	36%	-	-	25%	19%	21%	25%	23%	10%	17%	9%	28%	36%	17%	19%	24%	46%	10%	-
NET: Multiplayer Competitive	29	22	7	7	11	6	4	1	-	8	11	3	6	2	3	1	3	2	2	3	2	6	4	3	-
	19%	24%	12%	25%	17%	16%	19%	64%	-	14%	30%	10%	25%	17%	28%	11%	21%	6%	19%	25%	27%	26%	23%	19%	-
NET: Multiplayer Collaborative/Creative	20	6	14	4	10	4	2	-	-	6	5	6	4	-	1	-	-	8	1	-	1	3	3	3	-
	13%	7%	23%a	14%	15%	12%	10%	-	-	10%	13%	18%	15%	-	10%	-	-	30%	11%	-	10%	12%	18%	26%	-
NET: Other	13	10	3	2	4	3	4	-	-	7	3	2	1	1	2	-	1	1	1	1	2	3	2	-	-
	9%	11%	6%	7%	6%	9%	21%	-	-	12%	8%	7%	5%	8%	15%	-	5%	5%	10%	5%	33%	12%	14%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 118

**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**

**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total (a)	Male (b)	Female (c)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	153	93*	60*	28**	67*	36**	19**	2**	1**	59*	38**	32**	25**	10**	12**	10**	12**	28**	9**	11**	7**	24**	16**	13**	2**
NET: Any Multiplayer	54 35%	33 35%	22 36%	12 44%	21 31%	12 33%	8 43%	1 64%	-	17 29%	18 47%	10 31%	10 40%	2 25%	6 53%	1 11%	3 21%	10 36%	4 40%	3 30%	4 60%	11 45%	4 27%	6 45%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 119  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	145	112	31	2	25	18	12	6	1	116	76	68	111	30	57	87	72	38	41	53	31	12	21	24	24	34	31
Weighted base	153	124*	28**	1**	29**	22**	13**	5**	1**	121*	76*	77*	116*	34**	59*	93*	76*	42**	44*	52*	34**	13**	21**	24**	22**	34**	38**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	9	9	-	-	1	-	1	-	-	8	3	6	5	4	1	8	8	6	3	5	6	-	1	-	-	2	5
	6%	7%	-	-	2%	-	5%	-	-	7%	4%	8%	4%	13%	2%	8%	10%	14%	6%	9%	18%	-	3%	-	-	6%	13%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	11	10	2	-	3	3	-	-	-	9	7	5	9	3	5	7	6	4	4	3	4	1	2	2	3	3	1
	8%	8%	7%	-	9%	12%	-	-	-	7%	9%	6%	8%	8%	8%	7%	8%	9%	9%	7%	12%	9%	9%	10%	15%	9%	2%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	9	9	1	-	2	2	-	-	-	7	4	5	6	2	1	8	7	3	4	6	3	1	1	-	3	1	3
	6%	7%	2%	-	6%	8%	-	-	-	6%	5%	7%	6%	7%	2%	9%	9%	7%	10%	11%	9%	5%	6%	-	14%	3%	7%
Games that accurately simulate a real-life experience (e.g. flying, management)	6	5	1	-	1	1	1	1	-	5	1	5	1	5	3	3	3	2	1	1	2	-	-	-	1	-	3
	4%	4%	2%	-	2%	3%	4%	10%	-	4%	1%	7%	1%	14%	5%	3%	4%	5%	2%	2%	7%	-	-	-	6%	-	7%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21	18	3	-	3	2	-	-	1	16	10	11	17	2	8	13	11	6	3	6	3	3	4	2	2	5	3
	14%	14%	11%	-	10%	11%	-	-	100%	13%	13%	15%	15%	5%	14%	14%	14%	13%	7%	12%	8%	24%	21%	8%	11%	14%	8%
Games where I compete against single opponents (e.g. Online Chess)	8	7	1	-	-	-	-	-	-	8	5	3	7	1	5	3	1	1	2	1	1	-	2	2	-	1	3
	5%	6%	2%	-	-	-	-	-	-	7%	6%	4%	6%	2%	9%p	3%p	1%	2%	4%	1%	2%	-	10%	8%	-	2%	9%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 119  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	153	124*	28**	1**	29**	22**	13**	5**	1**	121*	76*	77*	116*	34**	59*	93*	76*	42**	44*	52*	34**	13**	21**	24**	22**	34**	38**
Games where I am part of a team competing against another team (e.g. League of Legends)	9	9	-	-	2	-	2	2	-	6	2	6	7	2	-	9	7	4	4	6	4	-	2	-	*	1	5
Games where I compete against multiple people/teams (e.g. Fortnite)	15	14	1	-	3	3	1	1	-	12	6	9	10	5	4	11	11	3	7	11	3	-	3	3	2	3	6
Games that are controlled by movement (e.g. Wii Fit)	4	4	1	-	1	1	-	-	-	4	1	3	1	3	-	4	4	3	2	2	2	1	1	-	1	1	2
Games that take place in a persistent virtual world (e.g. World of Warcraft)	9	9	-	-	2	2	-	-	-	7	4	5	7	2	4	6	6	2	3	5	2	1	1	3	1	-	4
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	68	46	21	1	15	10	9	2	-	53	44	25	54	14	30	37	30	18	19	20	14	5	11	11	9	19	12
NET: Single Player	35	31	4	-	4	3	1	1	1	29	13	22	23	11	20	23	22	14	7	12	11	3	5	2	3	7	11
NET: Multiplayer Competitive	29	28	1	-	5	3	3	2	-	24	12	17	24	5	9	20	16	6	12	16	6	-	4	5	3	4	13
NET: Multiplayer Collaborative/Creative	20	18	3	-	4	4	-	-	-	15	10	10	15	5	6	15	12	6	8	8	6	2	3	2	7	4	3
NET: Other	13	13	1	-	2	2	-	-	-	10	5	8	8	4	4	9	9	4	6	6	3	2	1	3	1	1	6

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 119  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	153	124*	28**	1**	29**	22**	13**	5**	1**	121*	76*	77*	116*	34**	59*	93*	76*	42**	44*	52*	34**	13**	21**	24**	22**	34**	38**
NET: Any Multiplayer	54	51	4	-	11	9	3	2	-	42	22	32	43	10	19	36	29	12	20	24	12	3	6	10	10	9	17
	35%	41%	14%	-	38%	39%	24%	45%	-	35%	29%	42%	37%	29%	32%	38%	38%	29%	45%	47%p	36%	22%	27%	45%	46%	25%	46%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 120  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	145	7	3	8	4	4	7	6	4	6	25	1	5	1	2	32	8	6	2	11	3	-
Weighted base	153	7**	3**	11**	5**	3**	5**	10**	4**	5**	28**	1**	6**	1**	2**	32**	10**	7**	1**	11**	2**	-**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	9 6%	-	-	-	-	-	-	-	-	-	4%	-	1	-	5	2	-	-	-	-	-	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	11 8%	-	-	1	-	-	-	-	-	7	-	1	-	-	1	1	-	1	-	-	-	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	9 6%	-	-	-	-	-	-	-	-	4	-	1	-	-	3	2	-	-	-	-	-	-
Games that accurately simulate a real-life experience (e.g. flying, management)	6 4%	1	-	-	-	-	-	-	-	2	-	-	-	-	1	2	1	-	-	-	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21 14%	2	-	1	1	-	*	4	-	3	-	-	-	2	4	-	1	-	2	-	-	-
Games where I compete against single opponents (e.g. Online Chess)	8 5%	-	-	-	-	1	-	-	-	3	1	-	1	-	*	-	3	-	-	-	-	-
Games where I am part of a team competing against another team (e.g. League of Legends)	9 6%	-	-	2	-	*	-	-	1	-	-	-	1	-	4	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 120

**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	153	7**	3**	11**	5**	3**	5**	10**	4**	5**	28**	1**	6**	1**	2**	32**	10**	7**	1**	11**	2**	**
Games where I compete against multiple people/teams (e.g. Fortnite)	15 10%	-	2 58%	3 29%	-	-	-	-	-	1 14%	-	-	1 12%	-	-	3 9%	3 27%	-	-	3 25%	-	-
Games that are controlled by movement (e.g. Wii Fit)	4 3%	-	-	-	1 12%	-	-	-	-	-	1 5%	-	1 12%	-	-	2 6%	-	-	-	-	-	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	9 6%	1 11%	-	2 16%	-	-	-	-	-	-	1 3%	-	2 40%	-	-	2 6%	2 15%	-	-	1 5%	-	-
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	68 45%	5 67%	1 42%	2 20%	4 68%	2 65%	4 92%	7 63%	3 72%	2 33%	9 31%	1 100%	3 49%	1 100%	-	11 36%	4 40%	3 44%	* 30%	6 53%	2 100%	-
NET: Single Player	35 23%	2 33%	-	1 10%	1 21%	-	* 8%	4 37%	-	-	6 22%	-	1 23%	-	2 100%	10 31%	4 35%	1 20%	-	2 17%	-	-
NET: Multiplayer Competitive	29 19%	-	2 58%	5 44%	-	1 35%	-	-	1 28%	4 67%	1 4%	-	1 23%	-	-	6 20%	3 27%	3 36%	-	3 25%	-	-
NET: Multiplayer Collaborative/Creative	20 13%	-	-	1 11%	-	-	-	-	-	-	11 38%	-	1 12%	-	-	4 13%	3 29%	-	1 70%	-	-	-
NET: Other	13 9%	1 11%	-	2 16%	1 12%	-	-	-	-	-	2 8%	-	2 40%	-	-	4 11%	2 15%	-	-	1 5%	-	-
NET: Any Multiplayer	54 35%	1 11%	2 58%	8 70%	-	1 35%	-	-	1 28%	4 67%	13 45%	-	3 51%	-	-	12 38%	4 40%	3 36%	1 70%	3 30%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 121  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	145	58	52	50	29	44	53	51	53	58	39	50	48	46	106	86	88	60	55	41	43	43	32	34	40
Weighted base	153	67*	61*	57*	36**	50*	58*	58*	58*	64*	46*	56*	55*	52*	114*	99*	96*	68*	59*	50*	51*	52*	34**	38**	43*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	9	5	5	5	2	3	5	4	4	5	4	4	3	3	7	7	7	5	5	4	2	3	3	3	3
	6%	7%	8%	9%	5%	5%	9%	7%	7%	8%	9%	8%	6%	5%	6%	7%	8%	8%	9%	9%	5%	5%	9%	9%	8%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	11	5	5	5	3	3	4	3	2	4	3	5	5	5	8	10	9	7	6	5	6	5	5	5	5
	8%	7%	8%	8%	8%	6%	6%	5%	3%	6%	6%	8%	8%	9%	7%	10%	9%	11%	11%	10%	12%	9%	15%	13%	12%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	9	6	5	4	3	4	4	4	4	5	3	4	5	4	7	5	4	4	5	3	3	3	3	5	4
	6%	9%	8%	6%	8%	8%	7%	7%	7%	7%	6%	7%	9%	7%	6%	6%	4%	5%	8%	5%	7%	6%	8%	13%	9%
Games that accurately simulate a real-life experience (e.g. flying, management)	6	5	5	5	4	3	3	5	5	5	5	4	4	5	4	3	2	3	3	2	3	3	3	1	3
	4%	7%	7%	8%	11%	5%	5%	8%	9%	8%	11%	8%	8%	9%	3%	3%	2%	4%	6%	3%	7%	5%	10%	2%	6%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21	7	6	7	5	6	8	6	6	11	7	5	8	5	17	16	14	9	8	8	6	8	2	4	6
	14%	11%	10%	13%	13%	12%	14%	10%	10%	18%	14%	9%	14%	9%	15%	16%	15%	13%	13%	16%	11%	16%	6%	10%	14%
Games where I compete against single opponents (e.g. Online Chess)	8	3	4	3	*	*	1	1	3	2	3	4	3	2	6	4	6	2	2	1	1	2	1	1	2
	5%	4%	6%	5%	1%	1%	2%	1%	5%	3%	7%	6%	5%	3%	5%	4%	6%	4%	3%	1%	1%	5%	3%	2%	4%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 121  
**Q.4 Which of these types of video games do you play on your different devices?  
Using wearable technology like a smartwatch (such as an Apple Watch)  
Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	153	67*	61*	57*	36**	50*	58*	58*	58*	64*	46*	56*	55*	52*	114*	99*	96*	68*	59*	50*	51*	52*	34**	38**	43*
Games where I am part of a team competing against another team (e.g. League of Legends)	9 6%	8 12%	8 13%	6 10%	5 15%	7 14%	8 13%	7 12%	8 14%	9 13%	5 10%	5 9%	8 15%	8 15%	9 8%	7 7%	6 7%	7 10%u	5 9%u	3 6%	4 7%	1 2%	5 14%	3 9%	2 4%
Games where I compete against multiple people/teams (e.g. Fortnite)	15 10%	12 18%	12 19%	10 17%	7 19%	11 22%	11 18%	11 19%	12 20%	13 19%	11 24%	11 20%	9 17%	11 22%	12 10%	11 11%	12 12%	8 12%	7 12%	6 13%	6 12%	5 10%	6 18%	4 11%	4 10%
Games that are controlled by movement (e.g. Wii Fit)	4 3%	3 5%	2 4%	3 5%	1 2%	2 4%	3 5%	2 4%	2 4%	3 5%	2 5%	2 4%	2 4%	3 6%	3 3%	3 3%	3 3%	2 4%	3 5%	2 4%	2 5%	2 3%	2 7%	2 6%	3 7%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	9 6%	5 7%	2 4%	4 7%	-	2 4%	3 5%	3 4%	2 3%	5 7%h	2 4%	3 5%	2 4%	4 8%	6 6%	6 7%	5 5%	4 6%	5 8%	4 8%	6 13%np	4 8%	4 12%	5 13%	4 10%
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	68 45%	18 27%	17 29%j	16 29%j	7 20%	13 26%j	19 33%ij	17 30%j	16 28%j	15 23%	6 14%	12 22%j	16 30%j	13 25%j	46 41%	36 37%	40 42%	25 37%	20 34%	20 39%	19 37%	19 38%	9 25%	13 33%	15 35%
NET: Single Player	35 23%	16 24%	15 24%	16 28%	10 28%	11 22%	15 26%	14 24%	15 25%	21 32%egm	15 33%	14 25%	15 27%	12 23%	28 24%	25 26%	23 24%	17 25%	16 27%	14 28%	10 20%	12 24%	7 22%	7 18%	11 25%
NET: Multiplayer Competitive	29 19%	21 32%	22 36%	17 29%	13 35%	19 37%	18 31%	19 33%	22 38%	21 32%	19 40%	20 35%	18 33%	19 36%	24 21%	21 21%	22 22%	16 24%	12 21%	9 17%	9 17%	9 16%	10 29%	7 18%	6 15%
NET: Multiplayer Collaborative/Creative	20 13%	10 15%	9 14%	8 13%	6 17%	7 14%	7 11%	7 12%	6 10%	8 12%	6 13%	9 16%	9 16%	8 15%	15 13%	15 15%	12 12%	10 15%	11 18%	7 14%	9 17%	8 15%	7 21%	9 24%	8 19%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 121  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)
Weighted base	153	67*	61*	57*	36**	50*	58*	58*	64*	46*	56*	55*	52*	114*	99*	96*	68*	59*	50*	51*	52*	34**	38**	43*
NET: Other	13	7	4	6	1	4	5	4	7	4	5	4	6	9	9	7	6	7	5	8	6	6	7	6
	9%	11%	7%	11%	2%	7%	8%	7%	11%	9%	9%	7%	12%	8%	9%	8%	9%	12%	11%	16%np	12%	17%	17%	15%
NET: Any Multiplayer	54	35	32	27	19	27	26	29	30	32	31	28	29	44	40	37	30	27	19	23	20	20	20	17
	35%	52%	52%	47%	52%	55%	45%	49%	51%	50%	57%	55%	51%	39%	41%	39%	43%	45%	37%	44%	39%	58%	52%	41%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 122  
**Q.4 Which of these types of video games do you play on your different devices?**  
**Using wearable technology like a smartwatch (such as an Apple Watch)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)	
Unweighted base	145	67	86	76	71	90	52	53	32	86	23	137	135	136	135	136	142	145	144	100	114	
Weighted base	153	69*	94*	81*	71*	99*	50*	56*	30**	94*	26**	146	142	141	143	142	151	153	152	103*	121*	
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	9 6%	7 10%	3 3%	7 8%	3 4%	8 8%	2 3%	3 6%	3 10%	5 6%	- -	9 6%	9 6%	9 6%	8 6%	8 6%	9 6%	9 6%	9 6%	9 9%	9 7%	
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	11 8%	6 9%	6 7%	6 7%	6 9%	5 5%	6 12%	7 13%e	1 4%	6 6%	5 18%	10 7%	11 8%	9 7%	10 7%	10 7%	11 8%	11 8%	11 8%	5 5%	11 10% s	
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	9 6%	4 6%	7 7%	4 5%	6 8%	8 8%	4 9%	5 9%	1 2%	9 9%	- -	9 7%	9 7%	9 7%	9 7%	9 7%	9 6%	9 6%	9 6%	5 5%	9 8%	
Games that accurately simulate a real-life experience (e.g. flying, management)	6 4%	2 3%	5 5%	3 4%	3 5%	4 4%	2 5%	- -	- -	5 5%	1 3%	6 4%no	6 4%no	6 4%no	4 3%	4 3%	6 4%no	6 4%	6 4%	6 6%	4 3%	
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	21 14%	15 22%b	7 7%	13 16%	8 11%	11 11%	8 16%	9 15%	8 26%	11 11%	2 7%	21 14%	21 15%	19 14%	20 14%	21 15%	21 14%	21 14%	21 14%	21 20%t	14 11%	
Games where I compete against single opponents (e.g. Online Chess)	8 5%	1 1%	7 8%	2 3%	4 5%	2 2%	3 7%	3 5%	1 4%	4 5%	3 10%	8 5%mo	8 6%mo	5 4%	8 6%mo	5 4%	8 5%mo	8 5%	8 5%	8 5%	2 2%	8 7% s
Games where I am part of a team competing against another team (e.g. League of Legends)	9 6%	5 7%	6 7%	5 6%	5 7%	6 6%	* 1%	6 10%	* 2%	6 7%	1 4%	9 6%	9 6%	9 6%	8 6%	8 6%	9 6%	9 6%	9 6%	6 6%	9 7%	

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 122  
Q.4 Which of these types of video games do you play on your different devices?  
Using wearable technology like a smartwatch (such as an Apple Watch)  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	153	69*	94*	81*	71*	99*	50*	56*	30**	94*	26**	146	142	141	143	142	151	153	152	103*	121*
Games where I compete against multiple people/teams (e.g. Fortnite)	15	8	10	8	10	15	5	9	2	12	1	15	14	15	15	15	15	15	15	13	15
Games that are controlled by movement (e.g. Wii Fit)	4	3	2	2	1	3	3	4	-	4	1	4	4	4	4	4	4	4	4	3	2
Games that take place in a persistent virtual world (e.g. World of Warcraft)	9	6	6	3	8	9	2	3	2	5	3	9	9	9	9	9	9	9	9	5	9
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	68	27	44	37	31	44	19	17	12	43	12	62	57	63	62	64	66	68	67	46	47
	45%	39%	47%	46%	44%	44%g	38%	30%	39%	45%	48%	43%	40%	44%l	44%l	45%kl	44%l	45%	44%	44%	39%
NET: Single Player	35	23	14	23	13	22	12	12	10	21	2	35	35	33	32	33	35	35	35	35	26
	23%	34%b	15%	28%	19%	22%	24%	22%	35%	22%	7%	24%	25%n	24%	22%	23%	23%	23%	23%	34%t	21%
NET: Multiplayer Competitive	29	12	22	13	16	21	9	16	3	20	5	29	28	27	28	26	29	29	29	18	29
	19%	17%	24%	16%	23%	21%	17%	29%	11%	21%	18%	20%	20%	19%	20%o	18%	19%	19%	19%	18%	24%
NET: Multiplayer Collaborative/Creative	20	10	13	10	11	13	10	12	2	14	5	19	20	18	19	19	20	20	20	9	20
	13%	14%	14%	12%	16%	13%	21%	21%	6%	15%	18%	13%	14%	13%	13%	13%	13%	13%	13%	9%	17% <sup>s</sup>
NET: Other	13	8	8	5	8	11	6	7	2	8	3	13	13	13	13	13	13	13	13	8	11
	9%	11%	9%	6%	12%	11%	11%	12%	8%	8%	12%	9%	9%	9%	9%	9%	9%	9%	9%	7%	9%
NET: Any Multiplayer	54	22	39	24	31	38	18	26	7	34	12	53	54	50	52	49	54	54	54	28	54
	35%	32%	41%	30%	43%	39%	36%	47%	25%	36%	46%	36%	38% <sup>o</sup>	35%	37% <sup>o</sup>	35%	36%	35%	36%	27%	45% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 123  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	196	115	81	35	71	45	33	8	4	56	56	42	42	14	7	14	19	25	18	11	17	32	25	11	3
Weighted base	209	127*	82*	35**	82*	50*	31**	7**	5**	66*	59*	42*	42*	15**	11**	17**	17**	29**	17**	9**	19**	37**	23**	12**	2**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	12	10	2	1	3	8	1	-	-	5	3	-	4	2	-	-	1	-	1	1	-	6	1	1	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	9	5	4	1	4	4	-	-	-	1	1	3	3	2	1	-	-	1	-	-	3	1	-	1	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	11	8	3	-	4	6	1	-	-	7	1	1	2	4	-	-	-	2	-	1	3	1	1	1	-
Games that accurately simulate a real-life experience (e.g. flying, management)	10	6	4	2	4	2	2	-	-	2	4	1	4	2	2	-	-	1	-	-	1	2	2	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	33	17	16	6	11	8	6	-	3	11	4	4	15	4	-	2	6	9	2	2	4	3	1	1	-
Games where I compete against single opponents (e.g. Online Chess)	10	7	3	3	5	2	-	-	-	2	6	-	2	2	-	-	1	1	1	1	2	2	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 123  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	209	127*	82*	35**	82*	50*	31**	7**	5**	66*	59*	42*	42*	15**	11**	17**	17**	29**	17**	9**	19**	37**	23**	12**	2**
Games where I am part of a team competing against another team (e.g. League of Legends)	5	3	2	-	1	4	-	-	-	1	-	1	3	2	-	1	*	-	-	-	-	1	-	-	-
Games where I compete against multiple people/teams (e.g. Fortnite)	12	11	1	2	3	4	3	-	-	4	3	1	5	4	-	-	-	2	-	1	-	4	2	-	-
Games that are controlled by movement (e.g. Wii Fit)	9	5	4	1	7	1	-	-	-	6	1	2	-	-	2	-	1	-	-	-	-	5	*	-	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	8	6	2	2	1	2	3	-	-	3	2	1	2	-	2	-	-	2	-	2	3	1	-	-	-
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	119	75	44	19	46	29	16	7	2	34	37	28	19	9	4	13	11	15	11	4	12	16	14	9	1
	57%	59%	54%	55%	57%	58%	51%	100%	39%	52%	63%	68%	44%	63%	38%	80%	61%	50%	62%	44%	61%	44%	63%	71%	65%
NET: Single Player	51	28	22	9	18	13	9	-	3	18	10	4	18	4	2	2	6	11	3	3	2	11	5	1	-
	24%	22%	27%	25%	22%	26%	27%	-	61%	27%	17%	10%	43%kl	26%	19%	13%	37%	37%	16%	36%	8%	31%	23%	10%	-
NET: Multiplayer Competitive	23	17	6	5	9	6	3	-	-	7	9	2	5	4	-	1	1	3	1	2	2	7	2	-	-
	11%	13%	7%	13%	11%	12%	11%	-	-	11%	16%	4%	12%	28%	-	7%	6%	10%	5%	20%	10%	19%	8%	-	-
NET: Multiplayer Collaborative/Creative	17	11	6	1	8	7	1	-	-	8	2	4	3	4	1	-	-	1	2	-	3	3	1	2	-
	8%	9%	7%	2%	10%	15%	2%	-	-	12%	3%	10%	7%	28%	10%	-	-	3%	11%	-	17%	7%	3%	19%	-
NET: Other	17	11	6	3	9	2	3	-	-	8	2	4	2	-	4	-	1	-	2	-	2	7	1	-	1
	8%	9%	7%	8%	11%	5%	8%	-	-	13%	4%	9%	5%	-	33%	-	4%	-	12%	-	8%	19%	4%	-	35%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 123

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**

**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total (a)	Male (b)	Female (c)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	209	127*	82*	35**	82*	50*	31**	7**	5**	66*	59*	42*	42*	15**	11**	17**	17**	29**	17**	9**	19**	37**	23**	12**	2**
NET: Any Multiplayer	43 21%	29 23%	14 17%	7 21%	16 19%	13 27%	7 21%	-	-	15 22%	13 23%	7 17%	8 18%	4 28%	3 26%	1 7%	1 6%	4 13%	5 28%	2 20%	7 35%	11 30%	3 13%	2 19%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 124  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	196	156	34	6	37	25	17	12	2	154	104	91	157	35	89	105	87	54	49	57	47	20	27	34	34	48	41
Weighted base	209	172	31**	5**	39**	25**	15**	10**	2**	164	108*	100*	166	39**	94*	112*	94*	55*	54*	62*	47*	21**	26**	34**	34**	52*	49*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	12	11	1	-	1	1	1	1	-	10	5	7	8	4	1	11	11	8	2	10	8	-	1	1	3	2	4
	6%	6%	4%	-	4%	6%	9%	14%	-	6%	5%	7%	5%	10%	1%	10%nr	12%n	15%nr	4%	16%nr	17%nr	-	5%	2%	8%	4%	8%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	9	9	-	-	2	1	1	-	-	7	5	4	8	1	1	6	6	2	3	5	2	-	-	1	3	3	2
	4%	5%	-	-	5%	4%	6%	-	-	4%	5%	4%	5%	2%	1%	5%	6%	3%	5%	8%	4%	-	-	3%	9%	5%	4%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	11	10	1	-	2	2	-	-	-	9	4	8	8	2	2	9	9	3	5	8	3	1	-	4	4	1	2
	5%	6%	4%	-	6%	10%	-	-	-	5%	3%	8%	5%	5%	2%	8%	10%	5%	8%	13%n	6%	3%	-	12%	11%	2%	4%
Games that accurately simulate a real-life experience (e.g. flying, management)	10	9	1	-	1	1	-	-	-	9	5	5	6	4	5	5	5	2	1	3	2	-	1	-	2	-	4
	5%	5%	2%	-	2%	3%	-	-	-	6%	5%	5%	4%	9%	6%	4%	5%	3%	1%	5%	3%	-	5%	-	7%	-	9%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	33	25	7	1	8	5	2	3	-	24	20	14	32	-	14	20	18	14	5	5	11	5	7	1	8	10	5
	16%	15%	21%	23%	21%	18%	13%	32%	-	14%	18%	14%	19%	-	15%	17%rs	19%rs	26%rs	9%	9%	24%rs	24%	29%	3%	24%	20%	9%
Games where I compete against single opponents (e.g. Online Chess)	10	8	2	-	1	1	1	1	-	9	6	4	8	2	4	6	3	1	4	3	1	-	1	2	4	-	3
	5%	5%	5%	-	4%	6%	3%	5%	-	5%	6%	4%	5%	6%	4%	6%	4%	2%	8%	6%	2%	-	2%	6%	11%	-	6%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 124  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	209	172	31**	5**	39**	25**	15**	10**	2**	164	108*	100*	166	39**	94*	112*	94*	55*	54*	62*	47*	21**	26**	34**	34**	52*	49*
Games where I am part of a team competing against another team (e.g. League of Legends)	5	5	-	-	-	-	-	-	-	5	3	2	5	*	5	5	*	1	5	*	-	-	-	-	3	1	1
Games where I compete against multiple people/teams (e.g. Fortnite)	12	12	-	-	2	2	1	-	-	10	4	8	7	5	11	9	3	6	8	3	-	-	2	6	3	1	
Games that are controlled by movement (e.g. Wii Fit)	9	8	1	-	2	2	2	-	-	7	1	8	6	3	6	4	3	4	4	3	-	2	-	-	1	6	
Games that take place in a persistent virtual world (e.g. World of Warcraft)	8	8	-	-	2	2	-	-	1	3	4	4	6	1	5	4	3	1	3	2	1	1	4	-	1	3	
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
None of these	119	94	21	4	18	10	8	5	2	99	69	50	96	23	60	58	49	26	28	36	21	14	13	18	33	26	
NET: Single Player	57%	54%	67%	77%	47%	41%	52%	49%	77%	60%	64%	50%	57%	60%	64%	51%	52%	48%	52%	58%	45%	69%	50%	63%	54%	64%	54%
NET: Single Player	51	41	9	1	10	7	3	5	-	38	25	26	41	7	20	31	29	24	8	13	21	5	10	2	9	12	13
NET: Single Player	24%	24%	27%	23%	27%	26%	22%	46%	-	23%	23%	26%	25%	19%	21%	27%	31%	44%	14%	22%	45%	24%	39%	6%	26%	24%	26%
NET: Multiplayer Competitive	23	21	2	-	4	3	1	1	-	19	10	13	15	8	5	18	13	5	12	11	5	-	1	4	8	4	5
NET: Multiplayer Collaborative/Creative	11%	12%	5%	-	10%	13%	7%	5%	-	12%	9%	13%	9%	20%	5%	16%	14%	8%	21%	18%	10%	-	2%	11%	23%	8%	10%
NET: Multiplayer Collaborative/Creative	17	16	1	-	4	3	1	-	-	13	6	11	13	3	3	12	12	5	7	10	5	1	-	5	4	3	4
NET: Multiplayer Collaborative/Creative	8%	9%	4%	-	11%	14%	6%	-	-	8%	6%	11%	8%	7%	3%	11%	13%	8%	14%	16%	10%	3%	-	15%	11%	6%	8%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 124  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	209	172	31**	5**	39**	25**	15**	10**	2**	164	108*	100*	166	39**	94*	112*	94*	55*	54*	62*	47*	21**	26**	34**	34**	52*	49*
NET: Other	17	16	1	-	4	4	2	-	1	9	5	11	13	3	7	9	6	4	6	6	4	1	2	4	-	1	8
	8%	9%	2%	-	11%	15%	14%	-	23%	6%	4%	11%	8%	8%	8%	8%	7%	7%	11%	9%	9%	4%	9%	11%	-	2%	17%y
NET: Any Multiplayer	43	40	3	-	9	7	2	1	1	31	17	25	31	11	12	29	23	9	19	19	9	2	1	10	9	8	11
	21%	23%	10%	-	22%	26%	13%	5%	23%	19%	16%	25%	18%	27%	13%	26%q	24%q	16%	35%nq	30%n	19%	8%	2%	31%	28%	16%	22%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 125

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	196	7	7	6	8	7	6	13	5	11	27	8	7	1	4	46	10	6	2	8	3	4
Weighted base	209	7**	8**	9**	8**	6**	5**	17**	4**	10**	31**	9**	9**	1**	3**	49*	11**	6**	3**	7**	2**	4**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	12 6%	-	2 30%	-	-	1 11%	-	-	-	-	3%	-	1 7%	-	-	6 12%	-	1 9%	-	1 11%	-	-
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	9 4%	-	2 30%	1 13%	-	-	-	-	-	1 9%	1 3%	2 20%	-	-	-	1 2%	-	-	1 34%	-	-	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	11 5%	-	4 52%	-	-	-	-	-	-	-	2 6%	-	-	-	-	4 8%	-	1 21%	-	-	-	-
Games that accurately simulate a real-life experience (e.g. flying, management)	10 5%	-	2 30%	2 23%	-	-	-	-	-	-	1 4%	-	-	-	-	2 5%	2 18%	-	-	-	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	33 16%	-	4 48%	-	3 44%	1 19%	1 24%	4 20%	1 17%	-	8 26%	* 4%	-	-	2 53%	8 16%	-	-	-	2 24%	-	-
Games where I compete against single opponents (e.g. Online Chess)	10 5%	-	2 30%	-	-	1 11%	-	-	-	3 27%	1 5%	-	-	-	-	2 5%	-	-	-	-	-	1 14%
Games where I am part of a team competing against another team (e.g. League of Legends)	5 2%	-	2 30%	-	-	* 7%	-	-	1 28%	-	-	-	-	-	-	1 2%	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 125

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	209	7**	8**	9**	8**	6**	5**	17**	4**	10**	31**	9**	9**	1**	3**	49*	11**	6**	3**	7**	2**	4**
Games where I compete against multiple people/teams (e.g. Fortnite)	12	-	4	-	-	-	-	-	-	-	2	-	-	-	-	4	1	-	-	1	-	-
	6%	-	52%	-	-	-	-	-	-	-	5%	-	-	-	-	9%	10%	-	-	17%	-	-
Games that are controlled by movement (e.g. Wii Fit)	9	-	-	-	-	1	-	2	-	-	-	-	-	-	-	6	-	-	-	-	1	-
	4%	-	-	-	-	11%	-	12%	-	-	-	-	-	-	-	12%	-	-	-	-	35%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	8	-	-	2	-	-	-	-	-	-	-	-	4	-	-	3	-	-	-	-	-	-
	4%	-	-	19%	-	-	-	-	-	-	-	-	40%	-	-	6%	-	-	-	-	-	-
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	119	7	2	4	4	4	4	12	2	7	16	7	5	1	1	21	8	4	2	3	1	3
	57%	100%	30%	46%	56%	63%	76%	68%	54%	64%	51%	77%	52%	100%	47%	44%	72%	70%	66%	47%	65%	86%
NET: Single Player	51	-	4	2	3	2	1	4	1	-	11	*	1	-	2	16	2	1	-	3	-	-
	24%	-	48%	23%	44%	29%	24%	20%	17%	-	34%	4%	7%	-	53%	33%	18%	9%	-	35%	-	-
NET: Multiplayer Competitive	23	-	4	-	-	1	-	-	1	3	3	-	-	-	-	8	1	-	-	1	-	1
	11%	-	52%	-	-	18%	-	-	28%	27%	10%	-	-	-	-	16%	10%	-	-	17%	-	14%
NET: Multiplayer Collaborative/Creative	17	-	4	1	-	-	-	-	-	1	3	2	-	-	-	4	-	1	1	-	-	-
	8%	-	52%	13%	-	-	-	-	-	9%	9%	20%	-	-	-	8%	-	21%	34%	-	-	-
NET: Other	17	-	-	2	-	1	-	2	-	-	-	-	4	-	-	8	-	-	-	-	1	-
	8%	-	-	19%	-	11%	-	12%	-	-	-	-	40%	-	-	16%	-	-	-	-	35%	-
NET: Any Multiplayer	43	-	4	3	-	1	-	-	1	4	6	2	4	-	-	14	1	1	1	1	-	1
	21%	-	52%	31%	-	18%	-	-	28%	36%	18%	20%	40%	-	-	28%	10%	21%	34%	17%	-	14%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 126  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	196	62	50	50	32	49	56	58	58	70	41	55	53	44	142	102	111	60	67	50	43	40	28	27	38
Weighted base	209	70*	58*	56*	37**	56*	62*	67*	65*	77*	46*	62*	61*	48*	155	118*	122*	72*	74*	59*	49*	49*	30**	32**	40*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	12 6%	8 12%	7 13%	5 9%	4 10%	7 13%	7 12%	7 10%	7 10%	7 10%	5 11%	5 8%	8 13%	7 15%	11 7%	11 9%	11 9%	8 11%	5 7%	3 6%	2 5%	2 4%	2 8%	3 9%	3 9%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	9 4%	4 5%	3 5%	3 5%	1 3%	3 5%	2 3%	3 4%	4 6%	4 5%	1 3%	2 3%	2 3%	-	8 5%	8 7%	7 6%	4 5%	3 5%	1 1%	2 4%	2 4%	2 7%	2 6%	1 2%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	11 5%	6 9%	6 10%	6 10%	4 10%	6 10%	5 8%	6 10%	6 10%	6 7%	6 12%	6 10%	5 8%	6 12%	10 6%	10 8%	9 7%	7 9%	7 10%	5 9%	6 13%	7 15%	6 19%	7 23%	7 16%
Games that accurately simulate a real-life experience (e.g. flying, management)	10 5%	8 11%	8 13%	6 10%	6 15%	6 11%	8 12%	8 12%	8 12%	8 10%	8 17%	8 13%	4 7%	6 13%	8 5%	8 7%	8 7%	6 8%	4 5%	4 6%	4 7%	4 7%	4 12%	4 11%	4 9%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	33 16%	4 6%	3 5%	4 6%	2 4%	6 10%	6 10%	9 13%	4 7%	9 12%	4 9%	10 17%	6 9%	4 9%	28 18%	21 18%	18 15%	7 10%	15 20%	9 15%	4 9%	6 12%	-	3 9%	4 9%
Games where I compete against single opponents (e.g. Online Chess)	10 5%	6 8%	7 11%	5 8%	2 5%	2 3%	2 3%	4 6%	6 9%	4 5%	5 10%	7 11%	6 9%	3 6%	7 4%	6 5%	7 5%	5 7%	3 4%	2 3%	3 6%	4 8%	3 10%	1 3%	3 8%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 126  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	209	70*	58*	56*	37**	56*	62*	67*	65*	77*	46*	62*	61*	48*	155	118*	122*	72*	74*	59*	49*	49*	30**	32**	40*
Games where I am part of a team competing against another team (e.g. League of Legends)	5 2%	3 4%	3 5%	3 5%	2 4%	3 5%	3 4%	3 4%	3 4%	3 3%	2 5%	3 4%	2 4%	3 6%	5 3%	5 4%	5 4%	2 3%	2 3%	2 4%	2 5%	1 2%	1 4%	1 3%	1 3%
Games where I compete against multiple people/teams (e.g. Fortnite)	12 6%	10 14%	8 13%	9 15%	6 15%	8 14%	9 14%	8 12%	9 13%	9 11%	9 19%	9 14%	9 14%	9 18%	12 8%	12 10%	12 10%	6 8%	8 11%	6 11%	4 9%	4 9%	4 14%	3 10%	4 11%
Games that are controlled by movement (e.g. Wii Fit)	9 4%	6 9%	7 12%	4 7%	5 14%	6 11%	4 7%	6 9%	7 11%	5 7%	2 5%	4 7%	7 12%	5 10%	6 4%	5 4%	8 7%	6 9%	3 4%	3 5%	2 4%	3 6%	3 10%	1 3%	4 10%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	8 4%	3 5%	1 1%	2 4%	-	1 3%	2 3%	1 2%	2 3%	4 5%	1 2%	2 4%	2 4%	4 8%	6 4%	5 4%	4 3%	5 6%	3 5%	3 5%	6 11%	3 nop	3 11%	3 8%	3 7%
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	119 57%	25 35%	18 31%	20 35%	13 36%	19 35%	26 42%	24 35%	22 34%	31 40%	12 27%	15 24%	23 37%	14 29%	85 55%	58 49%	65 53%	29 41%	31 42%	27 47%	20 41%	20 40%	11 35%	12 37%	16 38%
NET: Single Player	51 24%	20 29%	18 31%	14 26%	11 29%	19 34%	22 35%	23 35%	19 29%	24 32%	17 38%	23 38%	18 29%	18 37%	42 27%	35 30%	32 26%	21 29%	24 33%	16 27%	21 41%	12 24%	6 20%	9 29%	11 26%
NET: Multiplayer Competitive	23 11%	18 25%	17 30%	16 28%	9 24%	12 22%	13 21%	14 21%	17 26%	15 19%	15 34%	18 29%	17 27%	14 29%	19 13%	17 15%	18 15%	14 19%	13 18%	10 18%	10 20%	10 20%	8 28%	5 16%	9 22%
NET: Multiplayer Collaborative/Creative	17 8%	9 13%	9 15%	9 15%	5 13%	9 15%	7 10%	9 14%	9 14%	9 12%	7 15%	8 14%	7 11%	6 12%	15 9%	15 12%	12 10%	10 13%	10 14%	5 9%	8 16%	9 18%	7 22%	9 27%	7 16%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 126  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	209	70*	58*	56*	37**	56*	62*	67*	65*	77*	46*	62*	61*	48*	155	118*	122*	72*	74*	59*	49*	49*	30**	32**	40*
NET: Other	17	9	7	6	5	8	6	8	9	8	3	6	9	8	11	10	12	11	6	6	7	6	4	7	
	8%	13%	13%	11%	14%	14%	10%	12%	13%	10%	7%	10%	14%	17% <sup>ej</sup>	7%	8%	9%	15% <sup>nor</sup>	7%	10%	14%	12%	18%	12%	17% <sup>enr</sup>
NET: Any Multiplayer	43	28	23	24	12	19	19	22	26	25	20	26	23	21	34	32	29	25	24	17	20	18	16	14	15
	21%	39%	40%	42% <sup>f</sup>	33%	35%	30%	33%	39%	33%	44% <sup>f</sup>	42%	37%	43% <sup>f</sup>	22%	27%	24%	34% <sup>np</sup>	33% <sup>an</sup>	29%	41% <sup>nop</sup>	37% <sup>np</sup>	52%	42%	38% <sup>np</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 127  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a smart speaker (audio game)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	196	83	112	95	81	114	66	69	48	116	26	189	185	187	166	191	193	193	189	142	145
Weighted base	209	85*	123*	105*	85*	129*	69*	71*	51*	122*	27**	200	195	199	179	203	205	206	201	150	156
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	12 6%	4 5%	8 7%	10 9%	4 4%	11 9%	5 8%	8 12%	2 5%	10 8%	- -	12 6%	12 6%	12 6%	12 7%	12 6%	12 6%	12 6%	12 6%	12 8%	12 8%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	9 4%	4 5%	7 6%	4 3%	5 6%	7 5%	5 8%	5 7%	2 5%	3 2%	2 7%	9 4%	9 5%	8 4%	7 4%	9 4%	9 4%	9 4%	9 4%	7 5%	9 6%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	11 5%	2 2%	11 9%	4 4%	8 9%	11 9%	5 7%	6 9%	6 12%	5 4%	- -	11 6%	11 6%	11 6%	11 6%	11 6%	11 5%	11 5%	11 6%	9 6%	11 7%
Games that accurately simulate a real-life experience (e.g. flying, management)	10 5%	4 4%	6 5%	6 6%	4 4%	9 7%	3 4%	6 9%	4 8%	5 4%	1 5%	10 5%	10 5%	10 5%	10 6%	10 5%	10 5%	10 5%	10 5%	10 7%	10 6%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	33 16%	13 16%	19 15%	18 17%	11 13%	14 11%	14 20%	13 19%	12 24%	15 12%	3 11%	33 16%	31 16%	32 16%	30 17%	33 16%	33 16%	32 16%	33 16%	33 22%	22 14%
Games where I compete against single opponents (e.g. Online Chess)	10 5%	2 2%	8 7%	3 3%	7 9%	8 6%	4 6%	6 8%	3 6%	6 5%	1 4%	10 5%	10 5%	10 5%	9 5%	10 5%	10 5%	10 5%	10 5%	5 3%	10 6%
Games where I am part of a team competing against another team (e.g. League of Legends)	5 2%	2 2%	4 3%	2 1%	3 4%	3 3%	3 4%	3 5%	3 5%	1 1%	1 4%	5 3%	5 3%	5 3%	5 3%	5 2%	5 2%	5 2%	5 2%	2 2%	5 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 127  
Q.4 Which of these types of video games do you play on your different devices?  
On a smart speaker (audio game)  
Base: All gamers

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	209	85*	123*	105*	85*	129*	69*	71*	51*	122*	27**	200	195	199	179	203	205	206	201	150	156
Games where I compete against multiple people/teams (e.g. Fortnite)	12 6%	6 7%	8 6%	6 6%	8 10%	12 10%	5 8%	4 6%	6 11%	7 6%	-	12 6%	12 6%	11 6%	12 7%	12 6%	12 6%	12 6%	12 6%	8 5%	12 8%
Games that are controlled by movement (e.g. Wii Fit)	9 4%	5 6%	5 4%	9 8%	2 2%	9 7%	2 3%	5 7%	1 2%	8 6%	-	9 4%lm	7 4%	7 3%	9 5%lm	9 4%lm	9 4%lm	9 4%	9 4%	6 4%	6 4%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	8 4%	3 4%	4 3%	5 5%	4 5%	6 5%	2 3%	1 1%	3 7%	3 3%	2 7%	8 4%l	6 3%	8 4%l	8 5%	8 4%l	8 4%l	8 4%	8 4%	4 3%	8 5%
Other	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
None of these	119 57%	45 53%	70 57%	50 48%	49 57%	68 53%	41 60%	37 52%	26 51%	72 59%	17 61%	112 56%	111 57% <sup>n</sup>	115 57% <sup>n</sup>	95 53%	113 56%	115 56%	117 57%	112 55%	83 56%	80 51%
NET: Single Player	51 24%	21 25%	29 23%	34 32% <sup>d</sup>	14 17%	29 23%	18 26%	24 33%	14 28%	30 24%	4 16%	50 25%	48 25%	49 25%	47 26%	50 25%	51 25%	50 24%	50 25%	51 34% <sup>t</sup>	40 25%
NET: Multiplayer Competitive	23 11%	9 11%	15 12%	11 10%	15 17%	19 15%	8 11%	9 12%	7 13%	14 11%	2 8%	22 11%	23 12%	22 11%	22 12%	23 11%	23 11%	23 11%	23 11%	10 7%	23 15% <sup>s</sup>
NET: Multiplayer Collaborative/Creative	17 8%	5 6%	14 12%	8 8%	10 12%	15 12%	8 12%	9 13%	6 12%	7 6%	2 7%	17 8%	17 9%	16 8%	15 8%	17 8%	17 8%	17 8%	17 8%	13 9%	17 11%
NET: Other	17 8%	7 8%	8 7%	13 12%	5 6%	14 11%	4 6%	6 8%	5 9%	10 8%	2 7%	17 8% <sup>l</sup>	13 6%	15 7%	17 9% <sup>lm</sup>	17 8% <sup>l</sup>	17 8% <sup>l</sup>	17 8%	17 8%	9 6%	14 9%
NET: Any Multiplayer	43 21%	18 21%	28 23%	23 22%	25 29%	35 27%	14 20%	14 20%	12 24%	23 19%	6 22%	42 21%	41 21%	41 21%	41 23%	43 21%	43 21%	43 21%	43 21%	22 15%	43 27% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 128  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	252	146	106	38	87	68	51	6	2	78	71	62	41	22	13	10	22	32	20	12	20	38	38	18	7
Weighted base	275	159	116*	40**	100*	75*	54*	5**	1**	93*	78*	60*	44*	23**	18**	12**	22**	38**	20**	10**	20**	46*	37*	24**	6**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	64	41	23	5	23	26	8	2	-	18	20	14	12	11	3	1	5	6	5	2	7	12	8	3	1
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	26	19	7	3	11	11	2	-	-	6	8	6	6	3	2	2	2	3	-	1	1	8	3	1	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	28	13	14	9	7	8	3	-	-	9	5	5	9	4	2	-	*	6	1	1	2	5	6	1	-
Games that accurately simulate a real-life experience (e.g. flying, management)	15	11	4	2	7	3	2	-	-	5	2	5	3	3	-	-	1	2	2	1	2	1	4	-	-
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	40	21	19	5	15	10	10	-	-	13	5	13	8	7	-	1	7	7	4	3	2	3	6	2	-
Games where I compete against single opponents (e.g. Online Chess)	19	17	2	3	5	7	4	-	-	6	5	4	5	2	1	-	5	4	-	1	-	1	4	2	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 128  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scot-land	North East	North West	York-shire & Humb-erside	West Mid-lands	East Mid-lands	Wales	East-ern	London	South East	South West	North-ern Ire-land
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	275	159	116*	40**	100*	75*	54*	5**	1**	93*	78*	60*	44*	23**	18**	12**	22**	38**	20**	10**	20**	46*	37*	24**	6**
Games where I am part of a team competing against another team (e.g League of Legends)	14	11	3	1	6	6	1	-	-	7	2	2	3	3	-	1	1	-	*	1	1	3	3	2	-
Games where I compete against multiple people/teams (e.g. Fortnite)	23	15	7	4	6	7	7	-	-	7	7	5	4	3	-	-	1	4	1	1	2	7	2	2	-
Games that are controlled by movement (e.g. Wii Fit)	13	6	7	2	7	3	1	-	-	7	-	4	2	-	2	-	1	1	2	-	-	4	*	1	1
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35	20	15	5	14	9	6	1	-	15	11	6	3	2	3	-	4	5	4	1	3	6	6	-	-
Other	3	-	3	-	1	-	2	-	-	-	1	-	2	-	-	1	-	-	2	-	-	-	-	-	-
None of these	100	63	38	18	34	24	21	2	1	36	30	16	18	4	6	7	7	10	6	7	5	17	14	13	4
	37%	39%	33%	46%	34%	31%	38%	51%	100%	39%	39%	27%	40%	19%	33%	58%	34%	26%	30%	63%	24%	38%	38%	55%	68%
NET: Single Player	98	55	43	9	36	33	18	2	-	30	23	28	17	13	3	2	11	15	9	4	9	14	14	3	1
	36%	35%	37%	23%	36%	44%	33%	49%	-	32%	30%	46%	39%	58%	20%	16%	49%	39%	47%	37%	45%	30%	38%	14%	12%
NET: Multiplayer Competitive	47	35	12	7	15	14	11	-	-	19	12	10	6	4	1	1	6	8	1	1	3	10	6	6	-
	17%	22%b	11%	18%	15%	19%	21%	-	-	20%	15%	17%	15%	17%	7%	9%	27%	21%	7%	8%	14%	23%	15%	25%	-
NET: Multiplayer Collaborative/Creative	47	26	21	12	16	13	5	-	-	14	11	11	11	5	4	2	2	9	1	1	2	12	6	2	-
	17%	17%	18%	31%	16%	17%	10%	-	-	15%	15%	18%	25%	22%	21%	17%	11%	23%	5%	13%	12%	25%	17%	10%	-
NET: Other	50	25	25	7	22	12	9	1	-	21	12	9	7	2	5	1	5	7	8	1	3	9	6	1	1
	18%	15%	22%	18%	22%	16%	16%	16%	-	22%	16%	16%	16%	11%	28%	8%	25%	18%	40%	8%	17%	19%	17%	4%	20%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 128

Q.4 Which of these types of video games do you play on your different devices?

On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)

Base: All gamers

	Gender		Age							Social Grade				Region											
	Total (a)	Male (b)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	275	159	116*	40**	100*	75*	54*	5**	1**	93*	78*	60*	44*	23**	18**	12**	22**	38**	20**	10**	20**	46*	37*	24**	6**
NET: Any Multiplayer	107	67	40	19	38	29	20	1	-	39	31	22	15	8	8	3	9	18	6	1	7	23	14	8	-
	39%	42%	35%	48%	38%	38%	38%	16%	-	42%	40%	37%	34%	37%	45%	26%	42%	49%	31%	13%	38%	50%	38%	34%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 129  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	252	204	43	5	52	43	20	9	2	195	123	128	206	42	127	124	105	61	55	72	52	21	34	41	40	58	65
Weighted base	275	229	42*	4**	58*	46*	22**	9**	2**	212	136*	138	222	49*	139	135*	115*	68*	60*	80*	57*	24**	34**	42*	40*	65*	79*
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	64 23%	54 24%	9 22%	-	11 19%	9 21%	7 32%	3 33%	-	50 24%	23 17%	41 29% <sub>j</sub>	53 24%	10 21%	33 24%	30 22%	28 24%	12 18%	14 23%	25 31% <sub>o</sub>	10 18%	2 10%	3 10%	14 32% <sub>y</sub>	7 18%	9 13%	27 34% <sub>y</sub>
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	26 9%	25 11%	1 3%	-	7 12%	5 11%	3 12%	1 9%	-	19 9%	12 9%	14 10%	20 9%	6 12%	8 6%	18 13%	18 16% <sub>n</sub>	8 12%	5 9%	16 20% <sub>nor</sub>	7 11%	2 8%	1 4%	4 9%	5 13%	7 11%	6 7%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	28 10%	20 9%	8 19%	-	3 5%	3 7%	1 4%	1 9%	-	24 11%	15 11%	12 9%	15 7%	13 26% <sub>l</sub>	13 9%	15 11% <sub>t</sub>	13 12% <sub>t</sub>	4 6% <sub>t</sub>	4 6%	13 16% <sub>qtr</sub>	2 3%	3 14%	1 2%	5 12%	7 18%	3 5%	8 10%
Games that accurately simulate a real-life experience (e.g. flying, management)	15 5%	14 6%	1 3%	-	2 3%	2 4%	2 9%	1 9%	-	13 6%	8 6%	7 5%	11 5%	4 7%	5 4%	10 7%	10 8%	4 6%	3 5%	7 9%	4 7%	-	3 8%	1 3%	3 8%	1 2%	5 7%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	40 15%	32 14%	8 18%	1 24%	13 22%	7 16%	7 33%	2 26%	-	26 12%	21 15%	20 14%	35 16%	4 7%	20 15%	20 15%	17 15%	9 13% <sub>t</sub>	10 17%	10 13%	4 8%	7 29%	10 31%	4 9%	6 14%	8 13%	8 10%
Games where I compete against single opponents (e.g. Online Chess)	19 7%	16 7%	3 7%	-	8 14% <sub>ei</sub>	4 9%	6 28%	3 28%	1 23%	11 5%	9 7%	10 8%	18 8%	1 2%	5 4%	14 10%	13 12% <sub>n</sub>	9 13% <sub>n</sub>	4 7%	8 11%	7 12%	3 13%	1 2%	3 6%	5 13% <sub>y</sub>	1 1%	7 9%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 129  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	275	229	42*	4**	58*	46*	22**	9**	2**	212	136*	138	222	49*	139	135*	115*	68*	60*	80*	57*	24**	34**	42*	40*	65*	79*
Games where I am part of a team competing against another team (e.g. League of Legends)	14	13	1	-	3	1	1	1	2	11	9	5	12	2	3	11	11	-	4	11	-	-	-	1	3	2	7
	5%	6%	3%	-	5%e	2%	4%	9%	77%	5%	6%	4%	6%	3%	2%	8%nq	10%nqt	-	7%	14%noqt	-	-	-	3%	8%	3%	8%
Games where I compete against multiple people/teams (e.g. Fortnite)	23	19	4	-	2	2	2	2	-	21	11	11	14	8	7	16	13	6	5	10	5	1	2	1	3	9	6
	8%	8%	10%	-	4%	5%	7%	17%	-	10%	8%	8%	6%	17%l	5%	12%	11%	9%	8%	13%	8%	5%	5%	2%	8%	13%	7%
Games that are controlled by movement (e.g. Wii Fit)	13	9	5	-	5	5	2	-	-	8	5	8	9	4	7	6	3	3	4	3	3	-	5	-	1	2	4
	5%	4%	11%	-	8%	10%	9%	-	-	4%	4%	6%	4%	8%	5%	5%p	3%	5%	7%	4%	6%	-	14%	-	2%	3%	5%
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35	34	1	-	8	6	5	3	-	26	16	18	32	2	16	19	16	6	12	14	5	5	4	9	1	6	13
	13%	15%	3%	-	14%	14%	21%	29%	-	12%	12%	13%	14%	4%	11%	14%	14%	9%	20%	18%	8%	19%	12%	22%x	2%	9%	17%x
Other	3	3	-	-	-	-	-	-	-	3	-	3	3	-	3	-	-	-	-	-	-	-	-	-	-	1	-
	1%	1%	-	-	-	-	-	-	-	1%	-	2%	1%	-	2%	-	-	-	-	-	-	-	-	-	-	2%	-
None of these	100	79	18	3	20	17	5	2	-	81	64	36	81	18	59	41	35	29	17	22	25	9	13	14	18	30	24
	37%	35%	43%	76%	34%	37%	25%	21%	-	38%	47%k	26%	37%	36%	42%	30%	31%	43%ops	29%	27%	44%ops	38%	40%	32%	46%	46%	30%
NET: Single Player	98	82	15	1	20	14	12	5	-	75	39	59	80	16	50	48	43	24	22	31	16	9	14	15	10	18	34
	36%	36%	36%	24%	34%	32%	54%	51%	-	35%	29%	43%j	36%	33%	36%	36%	38%	35%	37%	39%	29%	39%	41%	36%	26%	28%	42%
NET: Multiplayer Competitive	47	39	8	-	12	6	7	3	2	35	22	25	36	11	12	35	31	15	13	24	12	4	2	3	7	11	19
	17%	17%	18%	-	20%e	13%	32%	36%	100%	17%	16%	18%	16%	23%	9%	26%n	27%n	21%n	22%n	29%n	20%	17%	7%	7%	17%	17%	24%
NET: Multiplayer Collaborative/Creative	47	37	9	-	9	7	3	1	-	37	23	24	30	17	20	27	25	12	9	23	8	5	1	8	9	9	13
	17%	16%	22%	-	16%	16%	12%	9%	-	18%	17%	17%	14%	34%l	14%	20%	22%	17%	15%	29%opr	13%	22%	4%	18%	23%	15%	17%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 129  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	275	229	42*	4**	58*	46*	22**	9**	2**	212	136*	138	222	49*	139	135*	115*	68*	60*	80*	57*	24**	34**	42*	40*	65*	79*
NET: Other	50	44	6	-	13	11	7	3	-	36	21	28	44	5	26	24	18	8	15	16	7	5	9	9	2	9	16
	18%	19%	14%	-	22%	24%	31%	29%	-	17%	15%	20%	20%	10%	19%	18%	16%	12%	25%	20%	12%	19%	25%	22% <sub>x</sub>	4%	14%	20% <sub>x</sub>
NET: Any Multiplayer	107	93	15	-	24	16	11	5	2	82	50	57	83	23	41	66	59	27	26	48	22	11	6	18	14	22	39
	39%	40%	35%	-	42%	36%	49%	57%	100%	39%	37%	41%	37%	48%	29%	49% <sub>n</sub>	52% <sub>nq</sub>	40%	43%	60% <sub>nopq</sub>	38%	46%	19%	42%	35%	34%	49%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
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**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 130

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	252	8	13	14	10	4	12	13	3	11	30	6	11	4	5	60	12	8	7	10	7	4
Weighted base	275	7**	15**	18**	10**	3**	11**	17**	2**	12**	35**	5**	11**	4**	5**	66*	15**	10**	9**	9**	6**	4**
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	64 23%	2 31%	7 49%	3 19%	2 22%	2 52%	1 12%	3 14%	1 24%	5 39%	6 17%	1 11%	5 47%	-	2 41%	15 23%	3 21%	3 27%	-	1 16%	1 12%	1 26%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	26 9%	-	3 23%	2 9%	2 19%	-	-	2 12%	1 24%	-	3 9%	-	1 11%	1 18%	1 24%	9 13%	-	-	1 11%	1 9%	-	-
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	28 10%	1 16%	3 19%	2 12%	* 4%	-	-	-	-	1 8%	6 16%	1 12%	1 11%	-	1 24%	7 10%	3 22%	1 14%	-	1 9%	-	-
Games that accurately simulate a real-life experience (e.g. flying, management)	15 5%	1 11%	2 16%	-	1 6%	-	* 4%	-	-	-	2 5%	-	-	-	1 24%	6 9%	-	-	-	1 9%	-	1 32%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	40 15%	1 19%	5 37%	2 9%	4 40%	-	1 7%	3 19%	1 29%	1 9%	4 12%	2 33%	-	1 18%	2 43%	6 9%	2 11%	2 18%	1 8%	2 22%	-	1 32%
Games where I compete against single opponents (e.g. Online Chess)	19 7%	-	2 16%	1 7%	2 19%	1 33%	2 16%	* 2%	-	-	4 12%	-	-	-	1 24%	2 3%	1 6%	2 18%	-	1 9%	-	-
Games where I am part of a team competing against another team (e.g. League of Legends)	14 5%	1 11%	2 16%	-	-	1 20%	* 4%	-	1 47%	-	-	1 12%	-	-	1 24%	3 4%	2 11%	-	2 20%	1 9%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
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**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 130

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	275	7**	15**	18**	10**	3**	11**	17**	2**	12**	35**	5**	11**	4**	5**	66*	15**	10**	9**	9**	6**	4**
Games where I compete against multiple people/teams (e.g. Fortnite)	23 8%	-	3 21%	-	1 11%	-	-	-	-	1 9%	4 10%	-	-	-	1 24%	9 13%	-	-	2 24%	1 9%	-	1 28%
Games that are controlled by movement (e.g. Wii Fit)	13 5%	-	-	-	-	1 20%	2 23%	2 12%	-	-	1 4%	-	-	-	-	4 7%	-	1 10%	-	-	1 20%	-
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 13%	1 11%	2 12%	3 16%	3 27%	1 34%	* 4%	-	-	4 31%	6 18%	-	2 14%	-	1 24%	9 14%	2 11%	-	-	1 9%	-	1 32%
Other	3 1%	-	-	-	-	-	1 6%	-	-	2 17%	-	-	-	-	-	-	-	-	-	-	-	-
None of these	100 37%	2 34%	2 14%	7 37%	3 34%	-	6 53%	7 43%	-	2 20%	9 26%	3 56%	4 34%	4 82%	2 40%	24 36%	6 41%	5 50%	3 37%	7 71%	4 68%	1 14%
NET: Single Player	98 36%	4 50%	9 58%	5 28%	6 62%	2 52%	2 16%	6 34%	1 53%	6 48%	12 34%	2 44%	5 47%	1 18%	3 60%	22 33%	5 31%	3 27%	1 8%	3 29%	1 12%	2 58%
NET: Multiplayer Competitive	47 17%	1 11%	3 21%	1 7%	3 30%	1 33%	2 20%	* 2%	1 47%	1 9%	8 22%	1 12%	-	-	1 24%	14 20%	2 17%	2 18%	4 44%	1 9%	-	1 28%
NET: Multiplayer Collaborative/Creative	47 17%	1 16%	4 26%	4 21%	2 22%	-	-	2 12%	1 24%	1 8%	9 25%	1 12%	1 11%	1 18%	1 24%	14 20%	3 22%	1 14%	1 11%	1 9%	-	-
NET: Other	50 18%	1 11%	2 12%	3 16%	3 27%	2 54%	3 27%	3 18%	-	6 48%	8 22%	-	2 14%	-	1 24%	12 18%	2 11%	1 10%	-	1 9%	1 20%	1 32%
NET: Any Multiplayer	107 39%	2 27%	6 44%	8 44%	5 50%	2 67%	2 20%	2 14%	2 71%	6 47%	19 54%	1 12%	3 25%	1 18%	1 24%	31 46%	6 38%	3 31%	5 55%	1 9%	-	2 60%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
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## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 131  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	252	66	62	54	35	50	63	61	70	76	42	56	64	48	166	121	143	79	89	64	57	57	38	41	56
Weighted base	275	75*	70*	59*	41**	58*	69*	71*	76*	84*	49*	64*	72*	55*	185	143	162	94*	102*	76*	68*	69*	44*	48*	60*
Games where I work alone to follow a story or beat levels/challenges (e.g. Jedi: Fallen Order)	64	12	13	12	5	10	15	8	12	15	7	9	14	7	40	24	35	19	25	14	9	13	6	5	10
	23%	16%	18%g	20%g	13%	18%	22%gm	11%	15%	18%g	15%	13%	19%g	13%	22%o	17%	22%	21%	24%tw	19%	14%	18%	13%	11%	16%
Games where I work with other people to follow a story or beat levels/challenges (e.g. Borderlands)	26	7	7	5	4	5	7	8	9	10	2	4	7	7	17	16	16	7	8	8	6	3	4	3	5
	9%	9%	10%	8%	10%	9%	10%	11%j	12%j	12%j	4%	7%	10%	13%j	9%	11%	10%	7%	8	8	8%	5%	9%	7%	9%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	28	14	15	12	9	13	13	13	16	15	14	13	13	13	21	19	17	11	11	7	8	8	6	6	8
	10%	19%	22%	21%	23%	22%	19%	18%	20%	18%	29%gl	21%	17%	24%	11%	13%	10%	11%	10%	10%	11%	11%	13%	12%	13%
Games that accurately simulate a real-life experience (e.g. flying, management)	15	5	5	5	3	3	3	5	5	5	4	4	3	4	14	12	10	5	8	4	6	6	4	4	6
	5%	7%	7%	9%	8%	4%	5%	7%	7%	6%	9%	6%	5%	8%	8%	8%	6%	5%	8%	5%	8%	8%	10%	8%	9%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	40	8	7	6	6	6	8	6	7	12	7	9	8	7	31	26	27	12	15	13	11	11	7	9	9
	15%	11%	9%	11%	14%	10%	12%	9%	10%	14%	15%	13%	12%	13%	17%	18%	16%	12%	14%	17%	16%	16%	16%	19%	15%
Games where I compete against single opponents (e.g. Online Chess)	19	5	5	6	4	4	4	5	5	5	4	5	4	4	11	10	8	2	3	5	2	2	2	1	3
	7%	6%	7%	9%	9%	7%	6%	7%	6%	6%	8%	8%	6%	8%	6%q	7%qr	5%	2%	3%	7%qr	3%	3%	4%	2%	5%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
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## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 131

**Q.4 Which of these types of video games do you play on your different devices?  
On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)  
Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	275	75*	70*	59*	41**	58*	69*	71*	76*	84*	49*	64*	72*	55*	185	143	162	94*	102*	76*	68*	69*	44*	48*	60*
Games where I am part of a team competing against another team (e.g. League of Legends)	14 5%	4 6%	4 6%	4 7%	3 6%	4 6%	4 6%	4 6%	5 7%	5 6%	4 9%	4 6%	5 7%	5 8%	12 6%	9 7%	10 6%	4 4%	5 5%	4 5%	5 7%	3 4%	3 8%	2 4%	3 6%
Games where I compete against multiple people/teams (e.g. Fortnite)	23 8%	13 18%	13 19%	11 19%	7 18%	9 15%	13 19%	11 16%	13 17%	12 14%	11 23%	12 19%	12 17%	10 18%	19 11%	18 12%	17 11%	11 12%	10 10%	9 12%	7 11%	8 12%	6 14%	5 11%	8 13%
Games that are controlled by movement (e.g. Wii Fit)	13 5%	7 9%	7 10%	5 8%	5 13%	6 11%	5 7%	6 9%	7 9%	7 8%	3 6%	5 8%	8 11%	5 9%	7 4%	6 4%	8 5%	8 8%nt	5 5%	4 5%	1 2%	5 8%t	3 7%	2 4%	6 9%nt
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35 13%	10 14%	8 11%	10 17%gi	4 9%	8 13%	9 13%	7 9%	8 11%	8 10%	8 16%	10 16%	7 10%	6 11%	23 12%	19 13%	19 12%	10 11%	12 12%	11 14%	14 21%pq	14 20%pq	8 19%	10 22%q	8 14%
Other	3 1%	1 1%	1 1%	-	-	2 3%	1 1%	-	-	1 1%	-	-	1 1%	-	3 2%	-	3 2%	-	-	-	-	2 3%	-	-	-
None of these	100 37%	18 24%	16 22%	11 18%	6 15%	15 25%j	20 28%cj	23 32%bcjk	20 26%j	21 25%j	7 14%	12 19%	23 32%cj	13 23%	67 36%	50 35%	64 39%	31 33%	35 34%	25 32%	23 34%	20 29%	13 28%	17 35%	17 28%
NET: Single Player	98 36%	19 25%	18 26%	17 29%g	11 26%	14 24%	20 29%g	14 19%	18 23%	26 30%g	14 28%	16 25%	20 28%g	14 25%	68 37%	48 33%	58 36%	31 33%	41 41%	27 36%	20 29%	24 35%	13 30%	13 28%	20 33%
NET: Multiplayer Competitive	47 17%	20 27%	20 29%	19 32%	11 27%	14 25%	19 28%	18 26%	21 27%	20 24%	17 35%i	19 29%	19 27%	16 29%	35 19%	30 21%	30 19%	16 17%	17 17%	16 20%	14 20%	13 19%	11 24%	8 17%	13 22%
NET: Multiplayer Collaborative/Creative	47 17%	19 25%	21 30%	16 27%	13 31%	17 30%	19 27%	20 27%	23 30%	24 28%	15 31%	17 26%	18 25%	19 35%	32 17%	30 21%	28 17%	16 17%	16 16%	13 17%	11 17%	10 14%	8 19%	8 16%	10 17%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
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## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 131  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	275	75*	70*	59*	41**	58*	69*	71*	76*	84*	49*	64*	72*	55*	185	143	162	94*	102*	76*	68*	69*	44*	48*	60*
NET: Other	50 18%	17 23%	14 20%	14 23%	9 22%	15 26%g	14 20%	12 17%	14 19%	15 17%	9 19%	14 22%	15 21%	10 18%	32 17%	24 16%	29 18%	17 18%	16 16%	15 20%	14 21%	20 29%nopqr	10 23%	11 23%	13 21%
NET: Any Multiplayer	107 39%	42 57%	41 59%	37 62%l	24 60%	33 57%	38 55%	38 54%	45 58%	44 52%	33 67%gil	39 61%	36 49%	34 61%l	72 39%	64 45%np	61 38%	38 40%	37 37%	33 43%	33 48%	30 43%	22 50%	21 44%	26 43%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 132  
**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	252	96	151	95	121	156	97	107	64	144	35	231	229	220	196	228	251	241	252	183	184
Weighted base	275	102*	170	106*	131*	173	106*	118*	68*	156	38**	251	253	239	213	245	273	265	275	196	205
Games where I work alone to follow a story or beat levels/ challenges (e.g. Jedi: Fallen Order)	64 23%	18 18%	41 24%	23 22%	28 22%	52 30%	29 27%	36 30%	16 23%	37 24%	7 19%	55 22%	56 22%	60 25%	44 kino 21%	54 22%	64 23%	59 22%	64 23%	64 33%	52 t 25%
Games where I work with other people to follow a story or beat levels/ challenges (e.g. Borderlands)	26 9%	6 6%	21 12%	11 10%	16 12%	21 12%	12 12%	16 13%	6 9%	17 11%	3 8%	24 10%	24 9%	25 10%	25 12%	24 10%	26 10%	25 10%	26 9%	20 10%	26 13%
Games where I can create things, alone or with other people (e.g. Roblox, Minecraft)	28 10%	12 12%	16 9%	16 15%	11 8%	23 14%	8 8%	17 14%	9 13%	18 11%	1 3%	28 11%	28 11%	25 11%	25 12%	24 10%	28 10%	28 11%	28 10%	20 10%	28 14%
Games that accurately simulate a real-life experience (e.g. flying, management)	15 5%	5 5%	9 6%	6 6%	9 6%	12 7%	9 9%	8 7%	5 8%	7 4%	3 7%	14 6%	15 6%	14 6%	12 6%	13 5%	15 5%	15 6%	15 5%	15 8%	10 5%
Games that involve completing puzzles or quizzes (e.g. Candy Crush)	40 15%	15 15%	26 15%	15 15%	22 16%	23 14%	15 15%	20 17%	14 21%	21 13%	5 14%	40 16%	38 15%	33 14%	30 14%	37 15%	40 15%	39 15%	40 15%	40 21%	35 17%
Games where I compete against single opponents (e.g. Online Chess)	19 7%	5 5%	13 8%	7 7%	12 9%	13 8%	13 12%	9 8%	7 10%	8 5%	4 9%	19 8%	19 8%	18 8%	15 7%	19 8%	19 7%	19 7%	19 7%	17 9%	19 9%
Games where I am part of a team competing against another team (e.g. League of Legends)	14 5%	7 7%	9 5%	5 4%	10 8%	12 7%	7 6%	8 7%	3 5%	8 5%	2 6%	14 6%	14 6%	13 6%	11 5%	14 6%	14 5%	14 5%	14 5%	10 5%	14 7%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 132

**Q.4 Which of these types of video games do you play on your different devices?**  
**On a modern retro console (such as NES / SNES Classic Mini Edition, Playstation Classic)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	275	102*	170	106*	131*	173	106*	118*	68*	156	38**	251	253	239	213	245	273	265	275	196	205
Games where I compete against multiple people/teams (e.g. Fortnite)	23	11	12	12	9	18	10	8	9	11	3	23	22	21	21	21	23	23	23	17	23
Games that are controlled by movement (e.g. Wii Fit)	13	8	5	10	4	10	3	7	1	10	-	12	11	10	11	13	13	13	13	8	6
Games that take place in a persistent virtual world (e.g. World of Warcraft)	35	11	26	14	21	24	15	14	12	17	7	30	33	31	26	33	35	33	35	24	35
Other	3	2	1	2	1	3	2	3	1	-	-	3	3	3	1	3	3	3	3	3	1
None of these	100	36	62	35	42	50	40	35	25	56	14	89	90	85	82	88	99	96	100	61	56
NET: Single Player	37%	35%	36%	33%	32%	29%	38%	30%	36%	36%	36%	35%	36%	35%	38%	36%	36%	36%	37%	31%	27%
NET: Multiplayer Competitive	36%	33%	36%	36%	36%	40%	39%	42%	37%	37%	30%	36%	35%	37%	32%	34%	36%	35%	36%	50%	38%
NET: Multiplayer Collaborative/Creative	47	21	28	19	26	33	22	16	12	25	9	47	46	43	38	45	47	47	47	35	47
NET: Other	17%	21%	17%	18%	20%	19%	21%	14%	18%	16%	23%	19%	18%	18%	19%	17%	17%	18%	17%	18%	23%
NET: Any Multiplayer	47	15	32	24	22	39	17	28	11	32	4	45	44	44	44	41	47	46	47	33	47
	17%	15%	19%	23%	17%	22%	16%	23%	16%	20%	11%	18%	18%	18%	21%	17%	17%	17%	17%	17%	23%
	50	21	31	25	26	36	19	23	13	25	7	44	46	43	36	48	50	48	50	35	41
	18%	21%	18%	23%	20%	21%	18%	20%	19%	16%	18%	18%	18%	18%	17%	19%	18%	18%	18%	18%	20%
	107	37	74	45	59	78	44	46	27	61	18	101	103	98	88	98	107	106	107	72	107
	39%	36%	43%	43%	45%	45%	41%	39%	39%	39%	48%	40%	41%	41%	41%	40%	39%	40%	39%	37%	52%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 133

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Summary****Base: All gamers**

	Activities				NET: Play online
	Playing on your own or against the computer or games console	Playing with someone else in the same room as you	Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)	Playing online with one or more other people you have not met in person who are playing from somewhere else	
Unweighted base	1374	1374	1374	1374	1374
Weighted base	1391	1391	1391	1391	1391
Several times a day	174 13%	35 2%	57 4%	95 7%	250 18%
Once a day	170 12%	53 4%	63 5%	72 5%	179 13%
Several times a week	255 18%	115 8%	111 8%	120 9%	260 19%
Once a week	83 6%	50 4%	47 3%	43 3%	83 6%
Several times a month	141 10%	126 9%	74 5%	76 5%	136 10%
Once a month	71 5%	57 4%	37 3%	36 3%	61 4%
Less often	202 15%	292 21%	197 14%	184 13%	201 14%
Never	260 19%	643 46%	780 56%	731 53%	194 14%
Don't know	36 3%	20 1%	25 2%	32 2%	27 2%
NET: At least daily	343 25%	87 6%	121 9%	167 12%	429 31%
NET: At least weekly	681 49%	253 18%	279 20%	331 24%	771 55%

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 133

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Summary****Base: All gamers**

	Activities				NET: Play online
	Playing on your own or against the computer or games console	Playing with someone else in the same room as you	Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)	Playing online with one or more other people you have not met in person who are playing from somewhere else	
Weighted base	1391	1391	1391	1391	1391
NET: At least monthly	893 64%	435 31%	389 28%	443 32%	968 70%
NET: Ever	1095 79%	728 52%	587 42%	628 45%	1170 84%

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 134

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?  
Playing on your own or against the computer or games console  
Base: All gamers**

	Gender			Age						Social Grade						Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)	
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39	
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*	
Several times a day	174 13%	93 13%	81 12%	15 7%	34 11%	46 16% <sup>d</sup>	27 10%	23 15% <sup>d</sup>	30 17% <sup>d</sup>	44 12%	30 8%	38 13% <sup>k</sup>	62 19% <sup>ijkl</sup>	15 13%	7 14%	17 11%	16 14%	11 8%	19 17%	8 12%	25 20% <sup>rvx</sup>	20 10%	20 11%	11 10%	5 13%	
Once a day	170 12%	95 13%	75 11%	20 10%	44 14%	27 9%	40 16% <sup>f</sup>	16 10%	22 13%	54 14%	50 13%	32 11%	33 10%	11 10%	6 13%	22 15%	9 7%	18 14%	9 9%	12 17%	11 8%	29 14%	17 10%	24 21% <sup>qnqsuwy</sup>	1 4%	
Several times a week	255 18%	151 21% <sup>b</sup>	104 15%	42 21% <sup>h</sup>	68 22% <sup>h</sup>	63 22% <sup>h</sup>	39 15% <sup>h</sup>	12 8%	30 17% <sup>h</sup>	77 20% <sup>m</sup>	86 22% <sup>m</sup>	50 17%	42 13%	24 21% <sup>p</sup>	11 22% <sup>p</sup>	12 8%	26 22% <sup>p</sup>	30 23% <sup>pu</sup>	22 20% <sup>p</sup>	11 16%	16 12%	40 20% <sup>p</sup>	38 22% <sup>pu</sup>	19 16%	7 19%	
Once a week	83 6%	44 6%	39 6%	15 7%	28 9% <sup>fi</sup>	12 4%	14 5%	9 6%	5 3%	23 6%	28 7%	16 5%	17 5%	5 4%	5 9%	9 6%	4 4%	8 6%	5 4%	4 6%	11 9%	13 7%	12 7%	6 5%	1 3%	
Several times a month	141 10%	80 11%	61 9%	25 12%	36 11%	29 10%	27 11%	12 8%	11 6%	43 11%	36 9%	29 10%	33 10%	15 13%	6 12%	18 12%	10 8%	18 14%	7 6%	12 10%	18 9%	17 9%	17 10%	10 8%	5 13%	
Once a month	71 5%	37 5%	33 5%	10 5%	20 6%	15 5%	13 5%	6 4%	6 3%	23 6%	22 6%	14 5%	10 3%	5 5%	2 3%	5 3%	3 3%	4 3%	5 4%	5 8%	5 4%	17 9%	10 6%	7 6%	1 2%	
Less often	202 15%	99 14%	104 15%	34 17%	45 14%	43 15%	37 14%	26 17%	18 10%	48 13%	62 16%	41 14%	52 16%	19 16% <sup>w</sup>	6 13%	21 14%	16 14%	26 20% <sup>w</sup>	16 14%	8 12%	26 21% <sup>vw</sup>	24 12%	13 8%	23 19% <sup>w</sup>	5 14%	
Never	260 19%	97 14%	163 24% <sup>a</sup>	37 18% <sup>e</sup>	29 9%	43 15%	51 20% <sup>e</sup>	51 33% <sup>defg</sup>	47 27% <sup>defg</sup>	63 17%	74 19%	65 22%	58 18%	21 18%	4 9%	39 27% <sup>oru</sup>	28 24% <sup>oru</sup>	13 10%	25 23% <sup>ru</sup>	11 17%	15 12%	34 17%	40 23% <sup>ru</sup>	17 15%	12 33% <sup>oruvx</sup>	
Don't know	36 3%	15 2%	21 3%	7 3%	10 3%	7 2%	6 2%	1 *	5 3%	4 1%	8 2%	10 4% <sup>j</sup>	14 4% <sup>j</sup>	1 1%	1 2%	6 4%	4 4%	2 1%	3 2%	1 2%	5 4%	7 3%	6 3%	* *	- -	
NET: At least daily	343 25%	188 26%	156 23%	35 17%	77 25%	73 25% <sup>d</sup>	67 26% <sup>d</sup>	39 25%	52 30% <sup>d</sup>	98 26%	81 20%	70 24%	95 30% <sup>k</sup>	26 23%	14 28%	39 26%	25 21%	29 22%	29 26%	20 30%	35 28%	49 24%	37 21%	36 30%	6 17%	

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 134

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?  
 Playing on your own or against the computer or games console  
 Base: All gamers**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	681	382	299	92	174	148	119	60	87	197	194	136	153	55	29	59	55	68	56	34	62	102	87	60	14
	49%	54%b	44%	45%	55%dh	52%h	47%	38%	50%h	52%	49%	46%	48%	48%	59%p	40%	47%	52%	51%	52%	50%	50%	50%	51%	38%
NET: At least monthly	893	499	393	128	231	192	160	78	104	264	253	180	196	75	37	82	68	90	67	47	79	138	115	77	19
	64%	70%b	58%	62%h	73%dgh	67%h	63%h	50%	60%	69%lm	64%	61%	61%	65%	76%p	55%	58%	69%p	61%	70%	63%	68%p	66%	65%	54%
NET: Ever	1095	598	497	162	275	235	197	104	122	312	315	221	248	94	43	103	84	116	83	54	105	162	128	99	24
	79%	84%b	73%	78%h	88%dgh	82%hi	77%h	67%	70%	82%l	79%	75%	78%	81%p	89%pqw	69%	72%	89%pqs	75%	82%	84%pqw	80%	74%	85%pqw	67%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 135

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?  
Playing on your own or against the computer or games console  
Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - mental (e)	Yes - phys- ical (f)	Yes - dis- ability (g)	Yes - other (h)	No (i)	Up to second- ary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	174 13%	96 11%	47 16%a	31 16%a	66 19%i	33 18%i	37 18%i	14 15%	3 19%	102 10%	108 14%	65 11%	162 13%	12 8%	110 12%	62 13%	53 14%	30 13%	28 16%	36 16%	23 13%	13 13%	31 16%	33 14%	34 14%	38 11%	31 11%
Once a day	170 12%	114 13%	33 11%	23 12%	41 12%	18 10%	30 14%	13 14%	1 5%	122 12%	84 11%	85 14%	149 12%	16 11%	110 12%	58 12%	46 12%	26 11%	22 12%	28 13%	20 11%	10 10%	20 13%	29 13%	31 13%	35 11%	41 14%
Several times a week	255 18%	176 19%	49 17%	30 16%	61 18%	34 19%	38 18%	14 15%	4 31%	189 19%	137 18%	117 19%	220 18%	30 20%	154 17%	95 20%	79 21%	45 19%	38 22%	51 23%	37 21%	15 15%	32 16%	41 18%	33 14%	58 18%	62 21%
Once a week	83 6%	64 7%c	13 4%	6 3%	21 6%	13 7%	11 5%	7 8%	-	58 6%	39 5%	44 7%	66 5%	14 10%	49 5%	34 7%	29 8% <sub>s</sub>	21 9%	11 6%	11 5%	16 9%	10 10%	12 6%	15 6%	12 5%	17 5%	21 7%
Several times a month	141 10%	105 12%	23 8%	13 7%	32 9%g	17 9%	22 11%g	4 4%	2 15%	107 11%	69 9%	69 11%	124 10%	16 11%	85 9%	56 12%	46 12%	29 12%	20 11%	30 14%	22 12%	14 14%	17 9%	18 8%	23 10%	45 14%w	30 10%
Once a month	71 5%	54 6%	10 3%	7 4%	12 3%	6 3%	7 3%	2 2%	-	57 6%	46 6%	25 4%	61 5%	9 6%	52 6%p	18 4%p	11 3%	6 2%	9 5%	7 3%	5 3%	1 1%	7 3%	11 5%	7 3%	22 7%	17 6%
Less often	202 15%	126 14%	56 19%ac	21 11%	47 14%	31 17%f	23 11%	13 14%	2 12%	149 15%	118 15%	85 14%	175 14%	27 18%	141 15%	59 13%	45 13%	32 13%	23 13%	24 11%	27 15%	12 12%	36 18%	31 13%	35 15%	46 14%	42 14%
Never	260 19%	151 17%	54 19%	55 29%ab	61 18%	25 14%	39 19%	22 24%e	2 18%	195 19%	146 19%	113 19%	239 19% <sub>m</sub>	17 11%	192 21% <sub>opr</sub>	68 15%	57 15%	36 15% <sub>t</sub>	20 12%	27 12%	21 12%	18 18%	38 19%	48 21%	57 24% <sub>z</sub>	58 18%	44 15%
Don't know	36 3%	23 3%	8 3%	5 3%	5 1%	2 1%	4 2%	3 4%	-	30 3%	24 3%	9 1%	29 2%	8 5%	19 2%	17 4%	17 4% <sub>n</sub>	12 5% <sub>n</sub>	3 2%	9 4%	7 4%	8 4%	6 3%	5 2%	5 2%	8 2%	6 2%
NET: At least daily	343 25%	211 23%	80 27%	53 28%	107 31%i	51 28%	68 32%i	28 30%	3 24%	223 22%	192 25%	150 25%	311 25%	28 19%	220 24%	120 26%	98 26%	56 24%	49 28%	64 29%	42 24%	23 23%	52 26%	62 27%	65 27%	73 22%	73 25%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 135  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing on your own or against the computer or games console**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	681 49%	451 50%	141 48%	89 47%	189 55% <sup>i</sup>	99 55%	116 55% <sup>i</sup>	49 53%	8 55%	470 47%	368 48%	311 51%	597 49%	73 49%	423 46%	249 53% <sup>n</sup>	207 54% <sup>n</sup>	122 52%	98 57% <sup>n</sup>	126 57% <sup>n</sup>	95 54%	48 48%	96 48%	118 51%	110 46%	149 45%	156 53%
NET: At least monthly	893 64%	609 67% <sup>bc</sup>	174 60%	109 57%	233 67%	121 68%	145 69% <sup>g</sup>	55 59%	10 71%	635 63%	482 63%	405 66%	782 64%	98 66%	561 61%	323 69% <sup>n</sup>	263 69% <sup>n</sup>	157 66%	127 73% <sup>n</sup>	163 73% <sup>n</sup>	122 69%	63 62%	120 60%	147 64%	140 59%	216 66%	203 69% <sup>x</sup>
NET: Ever	1095 79%	735 81% <sup>c</sup>	229 79% <sup>c</sup>	131 69%	279 81% <sup>g</sup>	152 85% <sup>g</sup>	168 80%	67 72%	11 82%	784 78%	600 78%	490 80%	957 78%	125 84%	702 77%	382 82%	309 81%	189 80%	150 86% <sup>nu</sup>	187 84%	148 85% <sup>nqu</sup>	74 74%	156 78%	178 77%	175 74%	262 80%	246 83% <sup>x</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 136

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	174 13%	6 10%	7 14%	8 17%	6 10%	5 21%	6 13%	15 12%	5 12%	11 18%	9 8%	14 29% opqs	9 18%	2 9%	2 8%	37 11%	3 7%	4 7%	7 17%	5 9%	5 13%	9 17%
Once a day	170 12%	7 11%	4 7%	8 16%	3 5%	2 9%	3 7%	16 14%	9 20% dk	7 11%	16 14%	2 4%	3 7%	4 13%	4 20%	39 12%	2 5%	11 21% dkpv	9 21% dkp	7 14%	1 4%	12 24% bdfklpov
Several times a week	255 18%	9 16%	13 26% g	9 18% g	17 30% fgw	6 27%	6 11%	8 6%	8 19% g	14 22% g	29 25% gw	7 15%	8 17%	4 13%	4 20%	59 18% g	15 32% fgow	8 16%	9 22% g	8 15%	7 19% g	5 11%
Once a week	83 6%	1 3%	6 11%	3 6%	2 3%	1 5%	2 4%	10 8%	1 3%	4 6%	7 6%	5 10%	4 9%	1 4%	2 8%	22 7%	5 10%	1 2%	1 3%	2 4%	1 3%	3 5%
Several times a month	141 10%	8 13% p	7 13% p	6 13% p	4 6%	1 5%	7 14% p	13 11% p	4 10%	4 7%	17 14% p	4 8%	4 9%	3 11%	-	36 11% p	-	6 12% p	3 8%	7 13% p	5 13% p	2 4%
Once a month	71 5%	5 9% jw	-	2 5%	1 1%	1 6%	1 2%	5 4%	2 5%	2 3%	2 2%	4 8%	2 8%	2 20%	4 6%	22 8%	4 8%	4 8%	-	5 11% bjrw	1 2%	-
Less often	202 15%	10 17%	9 17%	8 17%	8 14%	2 7%	11 22%	18 15%	6 13%	7 10%	23 20%	8 17%	6 13%	2 6%	-	46 14%	8 17%	8 15%	8 19%	7 14%	5 14%	5 9%
Never	260 19%	11 19%	6 12%	3 6%	17 30% cjk	5 20%	10 20%	32 26% cjk	8 18%	14 22% c	12 10%	5 11%	9 17%	10 36%	5 24%	57 17%	8 17%	10 19%	4 10%	8 17%	12 33% bcjk	14 27% c
Don't know	36 3%	1 2%	-	1 2%	1 -	-	4 7% j	4 4%	1 2%	1 1%	1 1%	2 3%	1 2%	-	-	16 5%	2 3%	-	* 1%	1 2%	-	2 4%
NET: At least daily	343 25%	12 21%	11 21%	15 33% dp	8 15%	7 30%	10 20%	31 26%	14 32% p	18 28%	25 22%	15 33% dp	12 25%	6 21%	6 29%	77 23%	6 12%	15 29%	16 38% dp	12 23%	6 17%	21 41% abdfjopv
NET: At least weekly	681 49%	23 40%	30 57%	27 57%	27 47%	15 62%	17 35%	49 40%	24 53%	36 56% f	62 53%	27 57% f	25 51%	11 38%	12 56%	159 47%	26 54%	24 46%	26 63% fg	21 42%	14 38%	29 57% f

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 136

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	893	36	36	35	31	18	25	67	30	41	81	33	33	16	16	217	29	35	29	33	19	31
	64%	63%	70%	75%fg	55%	73%	51%	55%	67%	66%	69%fg	69%	68%	58%	76%	65%	62%	66%	70%	66%	54%	61%
NET: Ever	1095	46	45	43	39	19	35	85	36	48	104	40	39	18	16	262	38	43	37	41	24	35
	79%	80%	88%dgvw	92%dfgv	69%	80%	73%	70%	80%	76%	89%dfgi	86%	80%	64%	76%	78%	79%	81%	89%dgvw	81%	67%	70%
											ovw											

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 137

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?  
 Playing on your own or against the computer or games console  
 Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	174 13%	20 12%	21 13%	22 13%	10 10%	27 17% <sup>d</sup>	25 13%	23 13%	23 11%	34 13%	15 13%	19 14%	26 12%	17 16%	114 14%	64 15% <sup>v</sup>	90 14%	38 14% <sup>v</sup>	49 14% <sup>v</sup>	27 13%	25 16% <sup>v</sup>	20 12%	5 6%	11 13% <sup>v</sup>	23 19% <sup>uv</sup>
Once a day	170 12%	45 28%	44 28% <sup>ceil</sup>	33 20%	28 29% <sup>ceil</sup>	30 19%	41 22% <sup>l</sup>	44 26% <sup>il</sup>	51 24% <sup>il</sup>	47 18%	35 30% <sup>ceil</sup>	32 23%	33 16%	26 26% <sup>l</sup>	103 13%	66 15% <sup>p</sup>	78 12%	49 19% <sup>np</sup>	52 15%	40 19% <sup>np</sup>	40 26% <sup>nopr</sup>	40 23% <sup>nopr</sup>	28 37% <sup>nopr</sup>	33 38% <sup>nopr</sup>	26 22% <sup>np</sup>
Several times a week	255 18%	41 26%	31 20%	39 23%	16 17%	34 21%	39 21%	36 21%	44 20%	55 21%	19 16%	29 21%	42 20%	25 24%	156 19%	82 19%	137 22% <sup>n</sup>	45 17%	66 19%	45 22%	28 18%	40 23%	15 20%	13 15%	28 23%
Once a week	83 6%	15 10%	14 9% <sup>de</sup>	11 6%	3 3%	5 3%	12 6%	14 8% <sup>e</sup>	17 8% <sup>e</sup>	15 6%	10 9% <sup>e</sup>	14 10% <sup>de</sup>	16 8% <sup>e</sup>	11 10% <sup>de</sup>	51 6%	25 6%	45 7%	18 7%	24 7%	13 6%	11 7%	10 6%	7 10%	4 5%	6 5%
Several times a month	141 10%	10 6%	11 7%	13 8%	10 10%	18 11%	15 8%	13 8%	26 12%	30 11%	12 10%	19 14% <sup>bcg</sup>	23 11%	9 9%	98 12%	56 13%	68 11%	36 14%	51 15% <sup>p</sup>	25 12%	15 10%	22 13%	7 10%	9 10%	16 14%
Once a month	71 5%	3 2%	4 2%	3 2%	2 2%	2 1%	3 2%	4 2%	7 3%	9 3%	3 3%	4 3%	6 3%	2 2%	38 5%	21 5%	36 6%	13 5%	15 4%	16 8% <sup>rx</sup>	7 5%	9 5%	2 2%	3 3%	3 3%
Less often	202 15%	11 7%	13 8%	21 13%	11 12%	15 9%	17 9%	19 11% <sup>m</sup>	24 11%	31 12% <sup>m</sup>	8 7%	10 7%	28 14% <sup>jk</sup>	5 5%	110 14% <sup>otuw</sup>	46 11%	82 13% <sup>tuw</sup>	27 10%	39 11%	20 9%	11 7%	13 8%	6 7%	4 4%	12 10%
Never	260 19%	13 8%	14 9%	20 12% <sup>m</sup>	16 17% <sup>sgkm</sup>	30 19% <sup>bcghjkm</sup>	28 15% <sup>bgkm</sup>	14 8%	24 11%	41 16% <sup>bgkm</sup>	13 11% <sup>m</sup>	8 6%	28 14% <sup>gkm</sup>	4 4%	130 16% <sup>suwx</sup>	58 14% <sup>x</sup>	90 14% <sup>sux</sup>	31 12% <sup>x</sup>	44 13% <sup>sx</sup>	18 9% <sup>x</sup>	17 11% <sup>x</sup>	15 9% <sup>x</sup>	6 8% <sup>x</sup>	6 7% <sup>x</sup>	3 2%
Don't know	36 3%	-	4 3% <sup>i</sup>	5 3% <sup>i</sup>	1 1%	1 1%	5 3% <sup>i</sup>	4 2%	1 1%	2 1%	3 2%	2 1%	5 2% <sup>i</sup>	3 3%	16 2%	10 2%	11 2%	5 2%	4 1%	4 2%	2 1%	2 1%	-	4 4% <sup>u</sup>	2 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 137

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	343	64	65	55	38	58	66	66	75	81	50	51	58	43	217	130	168	86	101	67	64	60	32	44	49
	25%	41%	41% <sup>cil</sup>	33%	39% <sup>l</sup>	35%	36% <sup>l</sup>	39% <sup>il</sup>	34%	31%	43% <sup>il</sup>	37%	28%	42% <sup>il</sup>	27%	30% <sup>np</sup>	26%	33% <sup>np</sup>	30%	32%	41% <sup>nopqr</sup>	35% <sup>np</sup>	43% <sup>nopr</sup>	51% <sup>nopqr</sup>	41% <sup>nopr</sup>
NET: At least weekly	681	121	111	105	57	97	117	115	136	151	79	94	116	78	424	237	351	149	191	125	103	109	55	62	83
	49%	77%	71% <sup>deil</sup>	63%	59%	60%	63%	68% <sup>eil</sup>	63%	57%	67% <sup>il</sup>	68% <sup>il</sup>	57%	77% <sup>cdefh</sup>	52%	55%	55% <sup>n</sup>	57%	56%	60% <sup>n</sup>	66% <sup>nopqr</sup>	65% <sup>nopr</sup>	73% <sup>nopqr</sup>	72% <sup>nopqr</sup>	70% <sup>nopqr</sup>
NET: At least monthly	893	134	126	121	68	117	135	132	169	190	94	118	145	90	560	314	454	198	257	166	126	140	64	73	103
	64%	85%	80% <sup>cil</sup>	72%	71%	72%	73%	78% <sup>l</sup>	78% <sup>l</sup>	72%	80% <sup>l</sup>	85% <sup>cdefg</sup>	71% <sup>hil</sup>	88% <sup>cdefg</sup>	69% <sup>hil</sup>	73% <sup>n</sup>	71%	76% <sup>n</sup>	75% <sup>n</sup>	80% <sup>nopr</sup>	81% <sup>np</sup>	82% <sup>nopqr</sup>	85% <sup>nopr</sup>	85% <sup>nopqr</sup>	86% <sup>nopqr</sup>
NET: Ever	1095	144	139	142	79	131	153	152	193	222	102	128	172	95	671	360	537	225	296	185	137	153	70	77	115
	79%	92%	88% <sup>e</sup>	85%	82%	81%	82%	90% <sup>defi</sup>	89% <sup>ef</sup>	84%	87%	93% <sup>cdefi</sup>	84% <sup>jl</sup>	93% <sup>cefil</sup>	82%	84%	84%	86%	86% <sup>n</sup>	89% <sup>nopr</sup>	88%	90% <sup>nopr</sup>	92% <sup>n</sup>	89%	96% <sup>nopqrstuv</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 138

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	174 13%	41 9%	92 15%a	51 12%	81 19%c	61 14%	47 15%	51 16%	40 11%	98 13%	22 14%	159 12%	153 12%	130 12%	98 13%	153 12%	160 12%	163 13%	149 13%	147 14%	109 17%e
Once a day	170 12%	67 14%	78 13%	54 13%	52 12%	67 15%	37 12%	46 14%	43 11%	93 12%	28 18%h	160 13%	159 13%	133 13%	106 14%	151 12%	161 12%	153 12%	143 13%	121 12%	93 14%e
Several times a week	255 18%	78 16%	127 21%	78 18%	93 22%	117 27%g	71 22%	63 20%	56 15%	152 20%h	31 20%	237 19%	226 18%	198 19%	157 20%	238 19%	248 19%	223 18%	229 21%q	208 20%	154 24%e
Once a week	83 6%	27 6%	42 7%	26 6%	26 6%	33 7%	26 8%	20 6%	32 8%i	37 5%	10 7%	72 6%	67 5%	71 7%klo	57 7%klo	70 6%	79 6%	76 6%	73 7%	55 5%	46 7%e
Several times a month	141 10%	52 11%	61 10%	47 11%	48 11%	44 11%	36 14%	36 9%	85 11%	16 10%	131 10%	134 11%	105 10%	78 10%	127 10%	132 10%	123 10%	118 11%	107 11%	76 10%	12%e
Once a month	71 5%	33 7%	25 4%	24 6%d	11 3%	27 6%	27 8%	21 7%	14 4%	41 5%	3 2%	65 5%	66 5%	52 5%	45 6%	63 5%	63 5%	65 5%	62 6%	57 6%	39 6%
Less often	202 15%	87 18%b	75 12%	67 16%cd	40 10%	54 12%	45 14%	49 15%	56 14%	104 14%	23 15%	181 14%	181 15%	158 15%	109 14%	176 14%	196 15%k	175 14%	172 15%	143 14%	75 12%
Never	260 19%	84 18%	93 15%	64 15%	62 15%	25 6%	17 5%	25 8%	93 24%ij	124 17%	19 12%	242 19%lmp	219 18%n	186 18%n	116 15%	235 19%lmp	236 18%n	221 18%r	143 13%	178 17%t	47 7%
Don't know	36 3%	8 2%	15 2%	15 3%	8 2%	6 1%	6 2%	8 2%	14 4%	15 2%	8 1%	31 2%	29 2%	27 3%	15 2%	33 2%	33 3%o	31 3%	22 2%	27 3%t	5 1%
NET: At least daily	343 25%	108 23%	170 28%	105 25%	133 32%c	128 29%	84 26%	97 30%	83 22%	191 25%	50 33%h	319 25%	312 25%	263 25%	203 26%	303 24%	321 25%	315 26%	293 26%	268 26%	202 31%e
NET: At least weekly	681 49%	213 45%	339 56%a	208 49%	251 60%c	277 63%g	181 57%	180 56%	172 45%	380 51%	91 59%h	628 49%	605 49%	532 50%	417 54%klmo	612 49%	648 50%	615 50%	594 53%q	531 51%	402 62%e

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 138

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing on your own or against the computer or games console**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	893 64%	298 62%	425 70%a	280 66%	310 74%c	352 81%g	251 79%	237 74%	222 58%	506 68%h	110 71%h	823 64%	805 65%	689 65%	540 69%k	801 65%	843 64%	803 65%	775 70%q	696 67%	518 80%t
NET: Ever	1095 79%	385 81%	501 82%	347 81%	351 83%	406 93%	296 93%	286 90%	277 72%	611 81%h	133 86%h	1004 79%	986 80%k	846 80%	649 83%k	977 79%	1039 79%	977 79%	946 85%q	838 80%	593 92%t

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 139

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?  
Playing with someone else in the same room as you  
Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	35 2%	17 2%	17 3%	4 2%	18 6% fghi	5 2%	4 1%	2 1%	2 1%	10 3%	6 2%	10 4%	8 3%	1 1%	5 9% npqt	2 1%	*	4 3%	3 2%	-	4 4%	5 2%	7 4%	4 3%	-
Once a day	53 4%	36 5% b	17 2%	14 7% hi	15 5% i	11 4% i	9 4% i	3 2%	*	16 4%	15 4%	8 3%	14 5%	2 2%	5 9%	11 7%	2 2%	3 3%	3 2%	4 5%	3 2%	10 5%	5 3%	5 4%	1 2%
Several times a week	115 8%	59 8%	56 8%	27 13% ghi	42 13% ghi	26 9% hi	15 6% i	4 3%	1 *	42 11% m	31 8%	26 9%	16 5%	8 7%	4 9%	9 6%	4 3%	13 10%	7 6%	11 16% pqu	4 3%	27 13% pqu	17 10%	11 9%	1 2%
Once a week	50 4%	29 4%	21 3%	10 5%	14 4%	12 4%	8 3%	2 2%	4 2%	14 4%	20 5% m	10 3%	6 2%	3 2%	3 6% p	-	2 2%	7 5% p	3 2%	3 4% p	7 6% p	11 5% p	4 2%	7 6% p	1 4% p
Several times a month	126 9%	76 11% b	50 7%	19 9% hi	40 13% hi	32 11% hi	25 10% hi	4 2%	5 3%	44 12% k	27 7%	29 10%	25 8%	15 13% pw	4 7%	8 5%	7 6%	20 15% pqsw	7 6%	7 10%	14 11%	18 9%	9 5%	13 11%	5 13%
Once a month	57 4%	26 4%	31 5%	16 8% ghi	16 5% i	15 5% i	5 2%	3 2%	2 1%	14 4%	19 5%	13 4%	12 4%	5 4%	1 1%	8 5%	4 3%	6 5%	4 3%	1 2%	5 4%	7 4%	11 6%	6 5%	-
Less often	292 21%	168 24% b	124 18%	54 26% i	72 23% i	70 24% i	50 20% i	30 19% i	16 9%	76 20%	108 27% jlm	46 16%	63 20%	33 29% w	9 19%	31 21%	27 23%	31 24%	24 22%	12 18%	30 24%	38 19%	29 16%	23 19%	6 16%
Never	643 46%	289 41%	354 52% a	55 27%	90 29%	110 39% de	136 53% def	109 69% def	144 83% def	161 43%	166 42%	150 51% k	166 52% jk	47 41%	18 37%	79 53% rv	68 58% nor uvx	46 35%	58 52% r	29 44%	55 44%	82 40%	89 51% r	49 42%	23 64% norvx
Don't know	20 1%	9 1%	11 2%	7 3% hi	8 3% i	3 1%	2 1%	-	-	3 1%	5 1%	5 2%	8 3%	*	1 2%	2 1%	2 2%	-	3 2%	1 2%	2 1%	6 3%	3 2%	* *	-
NET: At least daily	87 6%	54 8%	34 5%	18 9% hi	33 10% ghi	17 6% i	13 5% i	5 3%	2 1%	26 7%	21 5%	18 6%	23 7%	3 3%	9 19% nqrs	13 8%	3 2%	8 6%	5 5%	4 5%	7 6%	15 7%	12 7%	8 7%	1 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 139

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing with someone else in the same room as you**

**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	253 18%	142 20%	111 16%	55 27%ghi	88 28%fghi	55 19%hi	36 14%hi	11 7%	7 4%	82 22%jm	72 18%	54 18%	45 14%	14 12%	16 34%npqsuy	21 14%	8 7%	28 21%q	15 14%	17 25%nqy	19 15%	53 26%npq	33 19%q	26 22%q	3 7%
NET: At least monthly	435 31%	244 34%b	191 28%	90 44%ghi	144 46%fghi	102 36%ghi	67 26%hi	18 12%	14 8%	140 37%jm	118 30%	95 32%	82 26%	35 30%q	20 42%pqs	37 25%	19 17%	53 41%pqs	26 23%	25 37%q	37 30%q	78 38%pqs	53 31%q	45 38%pqs	7 21%
NET: Ever	728 52%	412 58%b	315 46%	145 70%ghi	217 69%ghi	172 60%ghi	117 46%hi	48 31%i	30 17%	215 57%lm	226 57%lm	142 48%	145 45%	68 59%qy	29 61%q	68 46%	46 40%	84 65%pqs	50 45%	36 54%	68 54%q	116 57%qy	82 47%	67 58%qy	13 36%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 140  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing with someone else in the same room as you**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondar y school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	35 2%	26 3%	8 3%	1 1%	8 2%	6 3%	6 3%	1 1%	-	26 3%	22 3%	12 2%	31 3%	4 3%	14 2%	19 4%n	14 4%n	10 4%nu	10 6%n	9 4%n	10 6%n	1 1%	6 3%	6 2%	6 3%	8 2%	5 2%
Once a day	53 4%	40 4%c	12 4%c	* *	6 2%	3 2%	3 1%	2 2%	1 4%	44 4%d	20 3%	32 5%j	37 3%	12 8%l	31 3%	22 5%	20 5%q	7 3%	10 6%	17 7%noqu	7 4%	2 2%	9 4%	6 3%	7 3%	10 3%	17 6%
Several times a week	115 8%	92 10%c	22 8%c	1 *	23 7%f	21 12%dfg	8 4%	3 3%	-	92 9%f	65 8%	50 8%	96 8%	19 13%	44 5%	67 14%nqu	55 14%nqu	25 11%n	32 18%nqu	39 17%nqu	24 14%nq	6 6%	14 7%	19 8%	16 7%	16 5%	38 13%xy
Once a week	50 4%	41 5%	6 2%	3 2%	20 6%i	6 4%	14 7%j	5 6%	2 14%	26 3%	26 3%	23 4%	41 3%	6 4%	29 3%	20 4%	19 5%	12 5%	5 3%	11 5%	8 5%	4 4%	5 3%	6 3%	8 3%	10 3%	19 6%
Several times a month	126 9%	95 11%c	24 8%c	6 3%	36 10%g	24 13%g	20 9%	4 5%	-	89 9%	76 10%	50 8%	103 8%	22 15%l	63 7%	61 13%n	55 14%n	33 14%n	19 11%	38 17%n	24 14%n	14 14%n	15 7%	19 8%	18 8%	36 11%	30 10%
Once a month	57 4%	41 5%c	14 5%c	2 1%	8 2%	7 4%	3 1%	1 1%	-	48 5%f	29 4%	26 4%	48 4%	8 5%	36 4%	21 4%q	16 4%q	6 4%	7 4%	13 6%q	5 3%	2 2%	8 4%	6 3%	10 4%	17 5%	12 4%
Less often	292 21%	205 23%c	71 24%c	16 8%	55 16%f	41 23%dfg	26 12%	13 13%	1 11%	222 22%df	154 20%	138 23%	252 21%	36 24%	194 21%	96 20%	73 19%	50 21%	37 21%	38 17%	36 20%	24 24%	34 17%	42 18%	46 19%	62 19%	87 29%vwxy
Never	643 46%	354 39%	128 44%	161 85%ab	189 55%ei	70 39%	130 61%dei	65 69%dei	10 72%	444 44%	367 48%	272 44%	602 49%m	37 25%	491 54%opqr	152 32%st	122 32%st	88 37%pst	50 29%	53 24%	57 33%st	45 45%oprs	107 53%z	123 53%z	123 52%z	165 50%z	84 28%
Don't know	20 1%	14 2%	6 2%	-	1 *	1 1%	1 *	* *	-	19 2%	11 1%	9 1%	15 1%	5 3%	11 1%	9 2%	9 2%	6 2%	3 2%	5 2%	4 2%	2 2%	3 2%	4 2%	2 1%	3 1%	4 1%
NET: At least daily	87 6%	66 7%c	20 7%c	1 1%	13 4%	9 5%	9 4%	2 2%	1 4%	70 7%	42 5%	44 7%	68 6%	16 11%l	45 5%	40 9%nu	33 9%nu	18 7%u	20 12%nu	26 12%nu	18 10%nqu	3 3%	15 7%	11 5%	13 6%	18 5%	22 8%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 140

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?  
Playing with someone else in the same room as you  
Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to second- ary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	253 18%	199 22% <sup>c</sup>	48 17% <sup>c</sup>	5 3%	56 16%	36 20%	32 15%	11 11%	2 18%	188 19%	133 17%	117 19%	205 17%	41 27% <sup>l</sup>	118 13%	128 27% <sup>nqu</sup>	108 28% <sup>nqu</sup>	54 23% <sup>nu</sup>	57 33% <sup>nqu</sup>	76 34% <sup>nopq</sup>	50 28% <sup>nqu</sup>	14 14%	34 17%	36 16%	37 16%	43 13%	80 27% <sup>vwxy</sup>
NET: At least monthly	435 31%	336 37% <sup>bc</sup>	86 30% <sup>c</sup>	13 7%	100 29% <sup>g</sup>	66 37% <sup>dfg</sup>	55 26% <sup>g</sup>	16 17%	2 18%	325 32% <sup>g</sup>	238 31%	193 31%	356 29%	71 47% <sup>l</sup>	217 24%	210 45% <sup>nqu</sup>	179 47% <sup>nqu</sup>	93 39% <sup>nu</sup>	83 48% <sup>nu</sup>	127 57% <sup>nopq</sup>	79 45% <sup>nqu</sup>	29 29%	57 28%	62 27%	66 28%	97 30%	121 41% <sup>vwxy</sup>
NET: Ever	728 52%	541 60% <sup>c</sup>	157 54% <sup>c</sup>	29 15%	155 45% <sup>fg</sup>	108 60% <sup>dfg</sup>	81 38%	28 30%	4 28%	547 54% <sup>dfg</sup>	392 51%	331 54%	608 50%	107 71% <sup>l</sup>	411 45%	306 66% <sup>nqu</sup>	252 66% <sup>nqu</sup>	143 60% <sup>n</sup>	120 69% <sup>nu</sup>	165 74% <sup>nopq</sup>	114 65% <sup>nqu</sup>	53 53%	90 45%	104 45%	112 47%	159 49%	208 70% <sup>vwxy</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 141

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?  
 Playing with someone else in the same room as you  
 Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	35 2%	-	1 2%	3 5%	* 1%	-	-	4 3%	-	2 3%	4 4%	3 6%	1 1%	-	2 7%	7 2%	2 5%	3 6%	1 2%	-	-	2 4%
Once a day	53 4%	2 4%	-	6 13% bdfjk ow	-	1 3%	-	7 6%	4 9% d	2 3%	4 4%	* 1%	2 3%	-	1 4%	13 4%	1 2%	3 6%	1 3%	3 6%	1 2%	1 1%
Several times a week	115 8%	3 5%	5 10%	5 11% w	2 4%	* 2%	2 3%	5 4%	7 16% gkw	6 10% w	11 10% w	1 2%	4 8%	3 9%	2 10%	34 10% w	8 17% gkw	3 6%	5 13% w	6 13% w	1 2%	* 1%
Once a week	50 4%	3 5%	-	3 6%	2 4%	-	2 3%	1 1%	1 2%	4 6% g	5 4%	2 4%	1 3%	*	-	15 4%	1 2%	2 4%	4 8% g	2 4%	1 4%	2 5%
Several times a month	126 9%	8 13% w	10 18% cdgkw	2 4%	3 4%	1 2%	5 10%	8 6%	2 5%	4 7%	19 17% cdgkw	1 3%	7 13%	1 3%	*	32 9%	4 8%	5 10%	3 8%	6 12%	5 13%	1 2%
Once a month	57 4%	3 5%	2 4%	1 1%	3 6%	-	1 3%	8 6%	2 5%	3 5%	4 3%	1 2%	1 2%	1 4%	5 22%	14 4%	2 3%	4 7%	2 5%	1 2%	-	1 1%
Less often	292 21%	16 27% w	18 34% irsw	9 19%	14 25%	6 25%	12 24%	25 20%	11 24%	8 13%	31 26% iw	12 26%	10 20%	3 12%	4 20%	68 20%	12 26%	11 20%	5 13%	7 13%	6 16%	5 10%
Never	643 46%	23 40%	16 31%	18 38%	31 56% bjp	17 69%	25 52% j	62 51% bj	18 39%	33 52% bj	38 33%	27 57% bjp	24 49%	20 71%	7 35%	141 42%	16 34%	22 41%	20 47%	25 49%	23 64% abcj op	38 75% abcghijlopqrs
Don't know	20 1%	* 1%	-	1 2%	1 1%	-	2 4%	2 1%	-	1 1%	-	-	-	-	-	10 3%	2 3%	-	* 1%	1 2%	-	-
NET: At least daily	87 6%	2 4%	1 2%	9 19% abdfi ov	* 1%	1 3%	-	11 9%	4 9%	4 6%	9 7%	3 6%	2 5%	-	2 12%	21 6%	3 7%	6 12% df	2 5%	3 6%	1 2%	3 6%
NET: At least weekly	253 18%	8 14%	6 12%	17 36% abdfg klow	5 8%	1 5%	3 7%	17 14%	12 26% dfv	14 22% f	25 21% f	6 13%	8 15%	3 11%	5 22%	70 21% df	12 26% df	11 21%	11 27% dfv	11 22%	3 7%	6 11%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 141

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?  
 Playing with someone else in the same room as you  
 Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	435 31%	19 33%w	18 34%w	19 41%dkw	10 18%	2 7%	10 20%	32 27%	16 36%w	21 34%w	48 41%dfgkvw	8 17%	15 31%	5 17%	10 45%	115 34%dkw	18 37%w	20 39%dkw	16 39%dkw	18 36%w	7 21%	7 15%
NET: Ever	728 52%	34 59%w	35 69%dfgikvw	28 60%w	24 43%	8 31%	21 44%	57 47%w	27 61%w	29 46%w	79 67%dfgikvw	20 43%	25 51%w	8 29%	14 65%	183 55%w	30 63%vw	31 59%w	22 52%w	24 49%w	13 36%	13 25%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 142

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing with someone else in the same room as you**

**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	35 2%	15 9%	14 9%	12 7%	6 7%	13 8%	10 5%	12 7%	14 6%	12 5%	8 6%	9 7%	15 7%	8 8%	26 3%	24 6%nr	13 4%	10 5%	10 3%	6 3%	10 6%n	11 7%nr	4 5%	6 7%	10 9%nr
Once a day	53 4%	24 15%	21 13%l	21 13%l	12 12%	14 9%	23 12%l	24 14%l	24 11%	25 9%	20 17%eil	21 15%el	14 7%	16 16%el	45 6%	39 9%np	36 6%	25 10%np	24 7%	24 11%npr	18 12%np	17 10%np	19 24%nopqr	15 18%nopqr	16 13%np
Several times a week	115 8%	33 21%	26 16%	21 12%	18 19%l	22 14%	27 15%	29 17%	38 18%l	36 14%	19 16%	19 14%	24 12%	26 26%bcefg ijkl	92 11%	61 14%n	75 12%	37 14%	46 13%	32 15%	24 15%	25 15%	14 18%	20 24%nopqr	18 15%
Once a week	50 4%	12 8%	9 6%	7 4%	4 4%	6 4%	7 4%	10 6%	9 4%	14 5%	5 4%	10 7%	9 5%	4 4%	32 4%	17 4%	26 4%	10 4%	17 5%	11 5%	3 2%	4 2%	3 4%	2 2%	5 4%
Several times a month	126 9%	19 12%	17 11%	13 8%	9 10%	15 9%	18 10%	21 12%	24 11%	31 12%	15 13%	21 15%c	23 11%	16 16%c	79 10%	46 11%	65 10%	37 14%n	43 12%	25 12%	21 14%	23 13%	10 13%	12 13%	17 14%
Once a month	57 4%	9 6%	8 5%	9 5%	7 7%	6 4%	7 4%	10 6%	11 5%	18 7%	5 4%	9 7%	11 6%	7 7%	37 4%	16 4%	27 4%	8 3%	13 4%	10 5%	4 2%	6 3%	1 2%	2 2%	3 3%
Less often	292 21%	16 10%	23 14%	26 16%dkm	8 8%	20 12%	35 19%dejk	24 14%k	33 15%	41 16%km	13 11%	11 8%	36 17%dkm	9 8%	161 20%tw	79 18%w	144 23%notvw	50 19%w	84 24%noqst	35 17%w	20 13%	32 19%w	9 11%	6 6%	20 17%w
Never	643 46%	30 19%	40 26%lm	56 33%bgn	31 32%gm	65 40%bfgjkm	57 31%gm	39 23%lm	63 29%lm	87 33%gm	30 26%lm	34 25%lm	67 33%gm	13 12%	330 40%opqrs uvw	139 32%x	229 36%qrvwx	77 29%	101 30%	62 30%	55 35%vw	50 29%	17 23%	20 23%	28 24%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 142

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing with someone else in the same room as you**

**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Don't know	20 1%	-	1 1%	2 1%	1 1%	1 1%	2 1%	1 1%	1 1%	-	3 3% <i>i</i>	3 2% <i>i</i>	6 3% <i>i</i>	3 3% <i>i</i>	14 2%	8 2%	10 2%	6 2%	4 1%	4 2%	2 1%	2 1%	-	4 4% <i>ru</i>	2 1%
NET: At least daily	87 6%	38 24%	34 22% <i>il</i>	33 20%	18 19%	27 17%	33 18%	36 21% <i>il</i>	38 17%	37 14%	28 23% <i>il</i>	31 22% <i>il</i>	29 14%	24 24% <i>il</i>	71 9%	63 15% <i>npr</i>	61 10%	38 14% <i>npr</i>	35 10%	29 14% <i>npr</i>	28 18% <i>npr</i>	28 17% <i>npr</i>	22 30% <i>nopqrstu</i>	25 25% <i>nopqrstu</i>	26 22% <i>nopqrstu</i>
NET: At least weekly	253 18%	84 53%	69 44% <i>eil</i>	61 36%	40 41% <i>il</i>	55 34%	67 36%	75 44% <i>efil</i>	85 39% <i>il</i>	88 33%	51 44% <i>il</i>	59 43% <i>il</i>	62 31%	55 54% <i>cefhijkl</i>	195 24%	141 33% <i>np</i>	162 25%	85 32% <i>np</i>	98 29% <i>n</i>	72 35% <i>npr</i>	55 35% <i>np</i>	57 34% <i>np</i>	39 51% <i>nopqrstu</i>	44 50% <i>nopqrstu</i>	49 41% <i>nprqrstu</i>
NET: At least monthly	435 31%	112 71%	93 60% <i>cefil</i>	83 49%	56 58% <i>cel</i>	76 47%	93 50%	105 62% <i>cefil</i>	120 55% <i>il</i>	137 52%	71 61% <i>cefil</i>	89 65% <i>cefhijkl</i>	97 47%	78 76% <i>bcdefghijkl</i>	311 38%	202 47% <i>np</i>	254 40%	129 49% <i>np</i>	154 45% <i>n</i>	107 52% <i>npr</i>	80 51% <i>np</i>	86 51% <i>np</i>	50 66% <i>nopqrstu</i>	57 66% <i>nopqrstu</i>	69 58% <i>noprstu</i>
NET: Ever	728 52%	128 81%	116 74% <i>cel</i>	109 65%	64 66%	96 59%	127 69% <i>e</i>	129 76% <i>cddefil</i>	153 70% <i>ee</i>	178 67% <i>ee</i>	84 72% <i>ee</i>	101 73% <i>ee</i>	132 65%	86 84% <i>bcdefghijkl</i>	473 58%	281 66% <i>n</i>	398 62% <i>n</i>	179 68% <i>np</i>	238 69% <i>np</i>	142 69% <i>n</i>	99 64%	118 70% <i>n</i>	58 77% <i>nopt</i>	63 73% <i>n</i>	90 75% <i>nopt</i>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 143

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing with someone else in the same room as you**  
**Base: All gamers**

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	35 2%	12 2%	22 4%	16 4%	17 4%	27 6%	12 4%	19 6%	5 1%	21 3%	5 4%	34 3%l	28 2%	27 3%	28 4%klmop	33 3%	34 3%	34 3%	32 3%	24 2%	29 4%
Once a day	53 4%	29 6%	26 4%	22 5%	20 5%	34 8%f	11 3%	16 5%	12 3%	25 3%	14 9%hi	50 4%	49 4%	45 4%	44 6%klmop	47 4%	51 4%	51 4%	49 4%	30 3%	38 6%
Several times a week	115 8%	48 10%	59 10%	42 10%	46 11%	72 16%	50 16%	45 14%	26 7%	71 9%	13 9%	111 9%	104 8%	110 10%	86 11%klop	108 9%	110 8%	102 8%	111 10%q	78 7%	90 14%
Once a week	50 4%	19 4%	25 4%	18 4%	26 6%	24 6%	20 6%	19 6%	16 4%	27 4%	3 2%	41 3%	43 3%	43 4%	31 4%	42 3%	49 4%	48 4%	48 4%	35 3%	41 6%
Several times a month	126 9%	44 9%	70 11%	39 9%	53 13%	60 14%	47 15%	49 15%	21 5%	77 10%	20 13%h	120 9%	118 10%	111 10%	90 12%klop	110 9%	121 9%	122 10%	117 11%	92 9%	83 13%
Once a month	57 4%	21 4%	29 5%	15 3%	17 4%	25 6%	28 9%	24 8%	21 5%	26 3%	6 4%	53 4%	53 4%	49 5%	44 6%klp	55 4%	53 4%	54 4%	54 5%	46 4%	42 6%
Less often	292 21%	114 24%	128 21%	88 21%	64 15%	111 25%	82 26%	82 26%	72 19%	163 22%	30 20%	268 21%	261 21%	246 23%kl	188 24%kl	270 22%	287 22%	262 21%	269 24%q	228 22%	155 24%
Never	643 46%	187 39%	241 40%	180 42%	171 41%	82 19%	62 20%	62 20%	205 53%ij	332 44%	60 39%	584 46%mp	564 46%mn	414 39%n	259 33%	560 45%mn	584 45%mn	538 44%r	416 37%	496 48%t	163 25%
Don't know	20 1%	5 1%	8 1%	7 2%	6 1%	4 1%	7 2%	3 1%	7 2%	8 1%	2 1%	16 1%	14 1%	15 1%	11 1%	13 1%	19 1%o	18 1%	15 1%	14 1%t	3 1%
NET: At least daily	87 6%	40 8%	48 8%	38 9%	37 9%	60 14%f	23 7%	34 11%	18 5%	46 6%	20 13%hi	84 7%	77 6%	73 7%	72 9%klmop	80 6%	85 7%	85 7%	80 7%	54 5%	67 10%
NET: At least weekly	253 18%	107 22%	132 22%	98 23%	109 26%	156 36%f	93 29%	99 31%	59 15%	144 19%	36 24%h	235 18%	223 18%	225 21%klop	189 24%kimo	230 19%	245 19%	235 19%	239 22%q	166 16%	198 31%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 143  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing with someone else in the same room as you**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	435 31%	172 36%	231 38%	151 36%	179 43%	241 55%	167 52%	172 54%	101 26%	246 33%h	62 40%h	408 32%	394 32%	385 36%klop	323 41%klmo	396 32%	419 32%	411 33%	411 37%q	304 29%	323 50% s
NET: Ever	728 52%	286 60%	359 59%	240 56%	243 58%	351 80%	250 78%	253 79%	173 45%	409 55%h	92 60%h	677 53%	655 53%	631 60%klop	511 65%klmo	666 54%	706 54%	673 55%	680 61%q	532 51%	479 74% s

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 144  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	57 4%	32 5%	25 4%	10 5%	24 8%gh	10 3%	5 2%	3 2%	3 3%	6 5%	15 4%	9 3%	16 5%	8 7%p	5 10%px	2 1%	7 6%	6 5%	5 5%	3 4%	4 3%	8 4%	2 5%	2 2%	-
Once a day	63 5%	39 5%	25 4%	18 9%ghi	19 6%h	13 5%h	8 3%	1 1%	4 2%	24 6%	15 4%	13 4%	11 4%	1 1%	8 17%npqs tuvwx	8 6%x	2 1%	12 9%nqx	4 4%	2 3%	5 4%x	13 7%x	6 4%	-	1 2%
Several times a week	111 8%	67 9%	44 6%	22 10%i	43 14%fghi	22 8%i	13 5%	8 5%	5 3%	43 11%k	25 6%	21 7%	22 7%	7 6%	2 4%	10 7%	10 9%	15 11%su	4 4%	5 4%	24 12%su	16 9%	12 11%	2 7%	
Once a week	47 3%	28 4%	19 3%	9 5%h	17 5%h	7 2%	8 3%	1 *	4 2%	8 2%	19 5%	7 2%	12 4%	2 1%	1 2%	2 1%	6 2%	2 4%	4 6%p	6 5%	11 5%	6 4%	4 4%	-	
Several times a month	74 5%	48 7%b	26 4%	12 6%i	22 7%hi	23 8%hi	14 5%i	3 2%	-	18 5%	25 6%	20 7%	10 3%	3 2%	3 6%	7 4%	4 4%	8 6%	6 5%	5 8%	7 6%	9 5%	12 7%	7 6%	3 9%
Once a month	37 3%	24 3%	13 2%	9 4%i	9 3%i	9 3%i	8 3%i	2 1%	-	22 6%klm	5 1%	6 2%	4 1%	5 4%	1 1%	2 2%	5 3%	2 2%	-	2 1%	5 3%	7 4%	7 4%	-	
Less often	197 14%	106 15%	92 13%	50 24%egh i	43 14%i	57 20%ghi	31 12%i	12 7%	5 3%	48 13%	65 17%	36 12%	48 15%	26 22%p	9 18%	14 10%	14 12%	20 15%	14 13%	10 15%	21 16%	26 13%	23 13%	17 15%	3 8%
Never	780 56%	353 50%	427 63%a	70 34%	130 41%	135 47%d	167 66%def g	128 82%def g	150 86%def g	194 51%	220 55%	180 61%j	187 59%	63 54%	20 42%	100 68%orv w	72 62%orv	60 46%	70 64%orv	37 56%	74 59%r	99 48%	91 52%	67 57%	26 74%orvw
Don't know	25 2%	13 2%	11 2%	7 3%gh	8 3%	8 3%	1 *	-	1 *	4 1%	8 2%	4 1%	9 3%	1 1%	-	3 2%	3 3%	-	3 2%	1 2%	2 1%	8 4%r	4 2%	* *	-
NET: At least daily	121 9%	71 10%	50 7%	28 14%ghi	43 14%ghi	23 8%h	13 5%	4 3%	10 6%	42 11%	29 7%	22 7%	27 9%	9 8%cx	13 27%npqs tuvwx	10 7%	8 7%	18 14%x	9 8%x	5 8%	9 7%	22 11%cx	15 8%cx	2 2%	1 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 144

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	279 20%	166 23% <sup>b</sup>	113 17%	59 29% <sup>d</sup> i	102 33% <sup>fgh</sup> i	52 18% <sup>hi</sup>	34 13%	13 8%	19 11%	93 25% <sup>l</sup>	74 19%	50 17%	61 19%	18 16%	16 33% <sup>o</sup> uxy	22 15%	21 18%	39 30% <sup>npq</sup> suxy	15 14%	13 19%	20 16%	56 28% <sup>nps</sup> uxy	37 21%	18 16%	3 9%
NET: At least monthly	389 28%	238 34% <sup>b</sup>	151 22%	79 38% <sup>gh</sup> i	134 43% <sup>fgh</sup> i	84 30% <sup>hi</sup>	56 22% <sup>hi</sup>	17 11%	19 11%	133 35% <sup>klm</sup>	104 26%	76 26%	75 24%	26 22%	20 40% <sup>npq</sup> suy	31 21%	27 23%	51 39% <sup>npq</sup> suy	23 21%	18 27%	28 23%	71 35% <sup>npq</sup> su	56 32% <sup>p</sup>	32 27%	6 18%
NET: Ever	587 42%	344 48% <sup>b</sup>	243 36%	129 63% <sup>fgh</sup> i	177 56% <sup>ghi</sup> i	142 50% <sup>ghi</sup>	87 34% <sup>hi</sup>	29 18%	23 13%	181 48% <sup>lm</sup>	169 43%	113 38%	123 39%	51 44% <sup>p</sup>	28 58% <sup>pqs</sup> uy	45 31%	41 36%	70 54% <sup>pqs</sup> uy	37 34%	28 42%	49 39%	97 48% <sup>psy</sup>	79 46% <sup>p</sup>	49 42%	9 26%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 145

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	57 4%	42 5%	10 3%	6 3%	13 4%	6 4%	9 4%	5 5%	1 10%	43 4%	33 4%	24 4%	47 4%	11 7%	30 3%	26 6%	19 5%	11 5%	10 6%	15 7% <sub>n</sub>	8 5%	3 3%	8 4%	12 5%	9 4%	19 6%	7 2%
Once a day	63 5%	49 5% <sub>c</sub>	13 4% <sub>c</sub>	1 1%	11 3% <sub>f</sub>	10 6% <sub>dfg</sub>	4 2%	1 1%	1 4%	52 5%	31 4%	33 5%	51 4%	12 8% <sub>l</sub>	32 4%	30 6% <sub>n</sub>	26 7% <sub>n</sub>	15 6%	13 8% <sub>n</sub>	17 8% <sub>n</sub>	13 8% <sub>n</sub>	4 4%	8 4%	5 2%	11 5%	12 4%	21 7% <sub>w</sub>
Several times a week	111 8%	87 10% <sub>c</sub>	19 7%	5 3%	19 5% <sub>f</sub>	11 6%	7 3%	5 5%	2 14%	88 9% <sub>f</sub>	58 7%	53 9%	83 7%	26 18% <sub>l</sub>	53 6%	54 12% <sub>n</sub>	42 11% <sub>n</sub>	21 9%	27 15% <sub>n</sub>	29 13% <sub>n</sub>	17 10%	8 8%	12 6%	14 6%	17 7%	18 5%	43 15% <sub>vwxy</sub>
Once a week	47 3%	36 4%	7 2%	4 2%	14 4% <sub>g</sub>	7 4%	8 4%	* 3%	- 3%	31 3%	29 4%	16 3%	40 3%	4 3%	28 3%	19 4%	14 4%	12 5%	6 4%	7 3%	9 5%	5 5%	9 4%	6 2%	12 5%	8 2%	9 3%
Several times a month	74 5%	64 7% <sub>bc</sub>	10 3% <sub>c</sub>	- -	12 4%	9 5%	7 3%	3 3%	- -	61 6%	41 5%	33 5%	62 5%	12 8%	33 4%	41 9% <sub>n</sub>	33 9% <sub>n</sub>	20 8% <sub>n</sub>	14 8% <sub>n</sub>	23 10% <sub>n</sub>	15 8% <sub>n</sub>	12 8% <sub>n</sub>	7 4%	12 5%	10 4%	15 4%	22 8%
Once a month	37 3%	28 3% <sub>c</sub>	9 3% <sub>c</sub>	- -	9 3%	6 4%	6 3%	3 3%	1 4%	26 3%	19 2%	18 3%	33 3%	3 2%	27 3%	10 2%	10 3%	6 2%	3 2%	9 4% <sub>o</sub>	5 3%	2 2%	4 2%	7 3%	2 1%	7 2%	13 5% <sub>x</sub>
Less often	197 14%	143 16% <sub>c</sub>	51 17% <sub>c</sub>	4 2%	46 13% <sub>f</sub>	34 19% <sub>df</sub>	21 10%	14 14%	3 19%	144 14%	102 13%	95 16%	170 14%	24 16%	129 14%	66 14%	56 15%	38 16%	23 13%	27 12%	29 17%	16 16%	27 13%	30 13%	25 11%	51 16%	46 16%
Never	780 56%	443 49%	168 58% <sub>a</sub>	169 89% <sub>ab</sub>	219 63% <sub>ei</sub>	94 52%	147 70% <sub>dei</sub>	62 66% <sub>ei</sub>	7 50%	544 54%	446 58%	329 54%	721 59% <sub>m</sub>	53 35%	567 62% <sub>opqr</sub>	211 45%	175 46% <sub>s</sub>	111 47%	72 41%	91 41%	75 43%	49 49%	121 60% <sub>z</sub>	138 60% <sub>z</sub>	150 63% <sub>z</sub>	195 60% <sub>z</sub>	131 44%
Don't know	25 2%	17 2%	7 2%	1 *	2 1%	2 1%	1 1%	1 1%	- -	22 2%	13 2%	12 2%	19 2%	4 3%	14 2%	10 2%	9 2%	5 2%	6 3%	6 3%	3 2%	2 2%	4 2%	7 3%	1 *	3 1%	3 1%
NET: At least daily	121 9%	91 10% <sub>c</sub>	22 8%	7 4%	24 7%	16 9%	12 6%	6 6%	2 14%	94 9%	64 8%	57 9%	97 8%	23 15% <sub>l</sub>	62 7%	56 12% <sub>n</sub>	45 12% <sub>n</sub>	26 11%	23 14% <sub>n</sub>	32 14% <sub>n</sub>	22 12% <sub>n</sub>	7 7%	17 8%	18 8%	20 8%	31 9%	28 9%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 145

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to second- ary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	279 20%	214 24%bc	48 16%c	17 9%	57 17%f	35 19%	28 13%	11 12%	4 27%	213 21%fg	150 19%	126 21%	220 18%	53 36%l	143 16%	129 28%n	101 26%n	59 25%n	56 33%nu	68 31%n	48 28%n	20 20%	37 19%	37 16%	49 20%	57 17%	80 27%wy
NET: At least monthly	389 28%	306 34%bc	66 23%c	17 9%	79 23%	50 28%df	41 19%	17 18%	4 31%	300 30%dfg	210 27%	177 29%	314 26%	68 45%l	203 22%	180 38%n	143 37%n	84 35%n	73 42%n	100 45%nopq	69 39%n	33 33%n	48 24%	56 24%	61 26%	78 24%	115 39%vwxy
NET: Ever	587 42%	449 49%bc	117 40%c	20 11%	124 36%f	84 47%dfg	63 30%	30 33%	7 50%	444 44%df	311 40%	272 44%	484 40%	92 62%l	332 36%	246 53%n	199 52%n	122 51%n	96 55%n	127 57%n	98 56%n	49 49%n	75 37%	87 38%	86 36%	130 40%	162 55%vwxy

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 146

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Total	City																					
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58	
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*	
Several times a day	57 4%	3 5%	5 9%gqw	6 12%goqw	5 9%gqw	-	2 4%	1 1%	1 3%	4 7%g	5 5%	2 4%	4 9%gw	1 4%	2 10%	10 3%	3 6%	-	1 2%	2 4%	-	-	
Once a day	63 5%	1 2%	-	6 13%bdiqr	-	1 3%	3 5%	7 5%	4 8%	1 1%	13 11%bdiqr	2 4%	3 5%	-	-	19 6%	1 3%	-	-	2 5%	1 2%	-	
Several times a week	111 8%	6 10%	1 1%	3 7%	3 6%	3 14%	2 4%	7 6%	3 7%	4 6%	13 11%	1 2%	4 9%	1 3%	-	34 10%	7 15%b	6 12%	4 8%	3 7%	2 7%	3 5%	
Once a week	47 3%	* 1%	1 2%	1 3%	1 2%	1 5%	* 1%	1 1%	6 12%afgsw	2 3%	5 4%	2 4%	2 5%	-	-	20 6%g	1 2%	1 2%	1 2%	* 1%	-	-	
Several times a month	74 5%	1 1%	1 3%	3 6%	2 3%	2 10%	* 1%	7 5%	2 5%	4 6%	9 7%	-	3 9%	3 9%	3 14%	19 6%	2 3%	2 3%	4 9%	3 6%	3 9%	* 1%	
Once a month	37 3%	4 6%	1 3%	1 1%	-	-	3 5%	4 4%	-	-	3 2%	1 1%	3 6%	2 7%	2 7%	8 2%	1 3%	6 10%dhijo	-	-	-	-	
Less often	197 14%	11 19%	14 27%gilio	7 15%	9 17%	2 10%	8 16%	10 8%	7 16%	5 8%	18 15%	7 15%	4 8%	1 3%	5 23%	46 14%	11 24%gi	8 14%	6 14%	7 14%	3 8%	8 16%	
Never	780 56%	31 54%	27 53%	20 42%	34 61%	14 58%	29 60%	82 68%cijo	22 49%	42 67%cjop	51 44%	32 68%cjop	24 49%	21 73%	10 46%	167 50%	19 41%	31 59%	26 63%	31 61%	26 74%chjlop	39 77%abchjlop	
Don't know	25 2%	* 1%	1 2%	-	1 2%	-	2 4%	3 2%	-	1 1%	-	-	2 3%	* 2%	-	12 3%	2 3%	-	-	* 1%	1 2%	-	-
NET: At least daily	121 9%	4 8%	5 9%qw	12 26%adgik	5 9%qw	1 3%	5 10%qw	7 6%	5 11%qw	5 8%qw	19 16%goqrw	4 8%w	7 14%qw	1 4%	2 10%	29 9%qw	4 9%	-	1 2%	4 9%qw	1 2%	-	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 146

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least weekly	279 20%	11 18%	6 13%	17 35% bfgi kqrvw	9 17%	5 22%	7 15%	15 13%	14 30% gvw	11 17%	37 31% bfgk qrww	7 15%	14 27% gw	2 6%	2 10%	84 25% gvw	12 26% w	7 13%	5 13%	8 16%	3 9%	3 6%
NET: At least monthly	389 28%	15 26% w	9 18%	20 43% bdfig kvw	11 20%	8 32%	10 21%	26 22% w	16 35% w	15 24% w	48 41% bdfig ikrsvw	8 16%	20 40% bdgk w	6 23%	7 31%	111 33% gkw	15 32% w	14 27% w	9 22%	11 22% w	6 18%	3 7%
NET: Ever	587 42%	26 45% w	23 45% w	27 58% gikv w	21 37%	10 42%	18 37%	36 30%	23 51% gvw	20 32%	66 56% dfgi krsvw	15 32%	24 48% w	7 26%	11 54%	157 47% givw	27 56% gikv w	22 41%	15 36%	18 36%	9 26%	12 23%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 147

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	57 4%	21 13%	20 13%	19 11%	11 12%	18 11%	17 9%	17 10%	22 10%	21 8%	18 16% <sup>i</sup>	17 12%	20 10%	13 12%	43 5%	38 9% <sup>np</sup>	33 5%	25 10% <sup>np</sup>	21 6%	16 8%	14 9%	17 10% <sup>np</sup>	9 12% <sup>np</sup>	8 9%	14 12% <sup>np</sup>
Once a day	63 5%	25 16%	22 14%	19 11%	13 13%	19 12%	21 11%	26 15% <sup>l</sup>	27 13%	28 11%	14 12%	21 15%	19 9%	21 20% <sup>ce</sup>	49 6%	40 9% <sup>n</sup>	47 7% <sup>n</sup>	31 12% <sup>npr</sup>	23 7%	20 9%	21 13% <sup>npr</sup>	21 13% <sup>npr</sup>	15 20% <sup>nopqr</sup>	15 17% <sup>nopr</sup>	17 14% <sup>npr</sup>
Several times a week	111 8%	27 17%	19 12%	20 12%	14 14% <sup>ee</sup>	14 9%	28 15% <sup>ei</sup>	24 14%	29 13%	26 10%	18 15%	21 15%	21 10%	19 18% <sup>eil</sup>	77 9%	56 13% <sup>n</sup>	67 11%	27 10%	47 14% <sup>n</sup>	28 14%	18 11%	17 10%	16 22% <sup>nopqt</sup>	15 17% <sup>nu</sup>	18 15% <sup>n</sup>
Once a week	47 3%	9 6%	13 8% <sup>ce</sup>	6 4%	4 4%	4 2%	6 3%	12 7% <sup>ce</sup>	8 4%	9 3%	5 4%	4 3%	4 2%	7 7% <sup>l</sup>	26 3%	13 3%	25 4%	10 4%	12 4%	10 5%	5 3%	4 2%	-	3 3%	2 1%
Several times a month	74 5%	18 12%	14 9%	11 7%	8 8%	13 8%	13 7%	17 10%	16 7%	20 8%	13 11%	15 11%	17 8%	11 11%	52 6%	33 8%	38 6%	22 9%	27 8%	13 6%	13 9%	15 9%	8 11%	12 14% <sup>nops</sup>	11 10%
Once a month	37 3%	8 5%	6 4%	4 2%	2 2%	3 2%	6 3%	3 2%	8 4%	13 5% <sup>g</sup>	3 3%	4 3%	8 4%	3 3%	24 3%	16 4%	21 3%	11 4%	11 3%	12 6% <sup>nr</sup>	9 6%	6 4%	3 4%	4 5%	5 4%
Less often	197 14%	18 12%	18 11%	21 12%	10 10%	16 10%	29 15% <sup>e</sup>	18 11%	32 15%	34 13%	11 10%	20 15%	31 15%	11 11%	121 15% <sup>w</sup>	63 15% <sup>w</sup>	119 19% <sup>notw</sup>	41 16% <sup>w</sup>	66 19% <sup>notw</sup>	37 18% <sup>w</sup>	18 11% <sup>w</sup>	31 18% <sup>tw</sup>	7 10%	4 4%	19 16% <sup>w</sup>
Never	780 56%	30 19%	44 28% <sup>m</sup>	65 39% <sup>bgjkm</sup>	33 34% <sup>m</sup>	74 46% <sup>bd</sup>	64 35% <sup>km</sup>	51 30% <sup>m</sup>	72 33% <sup>km</sup>	113 43% <sup>bfghjkm</sup>	34 29% <sup>m</sup>	33 24% <sup>m</sup>	81 40% <sup>bgjkm</sup>	14 14%	410 50% <sup>opqrs</sup>	161 38% <sup>vx</sup>	277 43% <sup>oqsuvwx</sup>	90 34% <sup>vx</sup>	132 38% <sup>svwx</sup>	68 33%	56 36% <sup>vx</sup>	56 33% <sup>vx</sup>	17 22%	23 27%	30 25%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 147

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Don't know	25 2%	-	1 1%	2 1%	1 1%	1 1%	2 1%	1 1%	1 1%	-	2 2%	2 1%	3 2%	3 3% <i>i</i>	14 2%	8 2%	10 2%	5 2%	4 1%	4 2%	3 2%	2 1%	-	4 4% <i>u</i>	2 2%
NET: At least daily	121 9%	46 29%	42 27% <i>i</i>	38 23%	24 25%	37 23%	38 20%	43 25% <i>i</i>	50 23%	50 19%	32 27% <i>i</i>	38 27% <i>il</i>	39 19%	33 32% <i>cfh</i>	92 11%	78 18% <i>npr</i>	80 13%	56 21% <i>npr</i>	44 13%	35 17% <i>npr</i>	35 22% <i>npr</i>	38 23% <i>npr</i>	24 32% <i>nopqr</i>	22 26% <i>npr</i>	31 26% <i>nopr</i>
NET: At least weekly	279 20%	82 52%	74 47% <i>ceil</i>	64 38%	42 44% <i>eil</i>	56 34%	72 39% <i>il</i>	79 47% <i>cefil</i>	87 40% <i>il</i>	84 32%	55 47% <i>eil</i>	63 46% <i>eil</i>	65 32%	59 58% <i>bcdefghijkl</i>	195 24%	147 34% <i>np</i>	172 27% <i>n</i>	92 35% <i>np</i>	103 30% <i>n</i>	73 35% <i>np</i>	57 37% <i>np</i>	59 35% <i>np</i>	40 53% <i>nopqr</i>	40 46% <i>nopqr</i>	51 43% <i>npr</i>
NET: At least monthly	389 28%	109 69%	94 60% <i>cefhil</i>	79 47%	52 54% <i>ce</i>	72 44%	91 49%	99 59% <i>cefhil</i>	112 51%	117 44%	70 60% <i>cefil</i>	82 60% <i>cefil</i>	90 44%	74 72% <i>bcdefghijkl</i>	271 33%	196 46% <i>np</i>	231 36% <i>n</i>	126 48% <i>npr</i>	141 41% <i>n</i>	98 47% <i>npr</i>	80 51% <i>npr</i>	81 48% <i>np</i>	52 68% <i>nopqr</i>	56 65% <i>nopqr</i>	68 57% <i>nopr</i>
NET: Ever	587 42%	127 81%	112 71% <i>ceil</i>	100 60%	62 64% <i>e</i>	87 54%	120 65% <i>ei</i>	117 69% <i>ceil</i>	144 66% <i>ei</i>	151 57%	82 70% <i>ceil</i>	103 75% <i>cefil</i>	120 59%	85 83% <i>bcdefghijl</i>	393 48%	259 61% <i>np</i>	350 55% <i>n</i>	167 64% <i>np</i>	207 60% <i>np</i>	135 65% <i>np</i>	97 62% <i>n</i>	111 66% <i>np</i>	59 78% <i>nopqr</i>	60 69% <i>np</i>	87 73% <i>nopqr</i>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 148

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	57 4%	15 3%	39 6%a	20 5%	29 7%	28 6%	14 4%	20 6%	14 4%	30 4%	7 4%	53 4%	49 4%	51 5%	41 5%l	53 4%	55 4%	57 5%	51 5%	47 5%	47 7% s
Once a day	63 5%	36 8%	28 5%	32 8%	24 6%	46 11%	21 7%	23 7%	10 3%	36 5%	14 9%h	61 5%	59 5%	56 5%	56 7%klmop	62 5%	62 5%	62 5%	60 5%	44 4%	51 8% s
Several times a week	111 8%	38 8%	70 12%	39 9%	40 9%	63 14%	45 14%	41 13%	21 6%	65 9%	21 14%h	107 8%	105 9%	98 9%op	87 11%klmop	99 8%	106 8%	105 9%	103 9%	75 7%	95 15% s
Once a week	47 3%	22 5%	17 3%	21 5%	11 3%	20 5%	11 4%	10 3%	18 5%	23 3%	4 3%	42 3%	41 3%	40 4%	29 4%	41 3%	46 3%	42 3%	37 3%	32 3%	30 5% s
Several times a month	74 5%	30 6%	39 6%	23 5%	31 7%	45 10%g	26 8%	17 5%	18 5%	42 6%	9 6%	70 5%	68 6%	67 6%op	52 7%op	66 5%	69 6%	70 6%	68 6%	49 5%	54 8% s
Once a month	37 3%	16 3%	19 3%	7 2%	16 4%	18 4%	20 6%	13 4%	3 1%	25 3%h	5 3%	31 2%	35 3%k	35 3%k	28 4%kp	36 3%k	35 3%	35 3%	35 3%	26 2%	34 5% s
Less often	197 14%	85 18%	90 15%	63 15%	58 14%	77 18%	67 21%	57 18%	41 11%	112 15%	28 18%h	171 13%	176 14%	171 16%klo	135 17%klp	174 14%	197 15%ko	187 15%	187 17%q	152 15%	130 20% s
Never	780 56%	227 47%	297 49%	215 50%	205 49%	132 30%	105 33%	131 41%ef	250 65%ij	407 54%j	65 42%	722 57%lmnp	681 55%mn	527 50%n	340 44%	689 56%mn	715 55%mn	649 53%r	548 49%	601 58%t	198 31%
Don't know	25 2%	9 2%	9 2%	5 1%	8 2%	8 2%	10 3%	7 2%	10 2%	9 1%	1 1%	20 2%	19 2%	15 1%	12 2%	18 1%	23 2%o	22 2%	22 2%	16 2%	7 1%
NET: At least daily	121 9%	51 11%	68 11%	53 12%	53 13%	74 17%f	35 11%	43 13%	25 6%	66 9%	21 14%h	114 9%	109 9%	107 10%lp	97 12%klmop	114 9%	118 9%	118 10%	111 10%	92 9%	98 15% s
NET: At least weekly	279 20%	110 23%	155 25%	113 27%	104 25%	157 36%fg	91 29%	93 29%	64 17%	154 21%	46 30%hi	263 21%	255 21%	245 23%klp	213 27%klmo	254 21%	269 21%	265 22%	251 23%	199 19%	223 35% s

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 148

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more people you have met in person, who is playing from somewhere else (such as a friend who is playing from their house)**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	389 28%	157 33%	213 35%	143 34%	150 36%	220 50%fg	137 43%	123 39%	85 22%	221 30%h	60 39%hi	364 29%	358 29%	346 33%klop	294 38%klmo	357 29%	373 29%	371 30%	354 32%	274 26%	311 48% s
NET: Ever	587 42%	241 51%	303 50%	206 48%	208 49%	297 68%g	204 64%g	180 57%	125 33%	333 44%h	88 57%hi	535 42%	534 43%k	517 49%klop	429 55%klmo	531 43%	570 44%k	558 45%	542 49%q	426 41%	440 68% s

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 149

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North-east Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	95 7%	57 8%	38 6%	10 5%	24 8%	26 9%	12 5%	10 6%	13 8%	29 8%	26 7%	13 5%	27 8%	11 10%	8 16%rsx	9 6%	8 6%	7 5%	5 4%	3 4%	12 9%	15 7%	13 7%	5 4%	2 5%
Once a day	72 5%	47 7%b	26 4%	15 7%hi	29 9%fghi	12 4%	10 4%	2 1%	3 2%	27 7%	19 5%	12 4%	14 4%	3 3%	8 16%npqr suvwx	4 3%	6 5%	7 5%	5 4%	8 11%np	6 5%	13 6%	7 4%	4 3%	1 4%
Several times a week	120 9%	72 10%	49 7%	24 12%hi	36 12%hi	29 10%hi	19 8%	4 3%	7 4%	35 9%	35 9%	28 10%	23 7%	9 8%	2 4%	13 9%	19 16%ost uxy	15 12%ey	7 6%	3 4%	8 7%	23 11%	16 9%	6 5%	-
Once a week	43 3%	31 4%b	12 2%	9 4%h	18 6%fhi	5 2%	10 4%h	-	2 1%	9 3%	16 4%	6 2%	12 4%	1 1%	* 1%	3 2%	1 1%	5 4%	1 1%	4 6%	6 5%	8 4%	6 4%	7 6%	* 1%
Several times a month	76 5%	43 6%	33 5%	21 10%ghi	24 7%hi	17 6%hi	9 4%hi	4 3%	1 *	22 6%	18 4%	17 6%	19 6%	4 4%	5 9%	4 3%	4 4%	12 9%puw	10 9%puw	3 5%	3 3%	12 6%	5 3%	11 9%puw	3 8%
Once a month	36 3%	17 2%	19 3%	13 6%fhi	12 4%f	1 *	6 2%	2 1%	2 1%	12 3%	5 1%	8 3%	11 4%	4 3%	1 1%	2 2%	1 1%	3 3%	-	2 3%	1 1%	11 5% s	10 6% qsu	2 2%	-
Less often	184 13%	103 15%	81 12%	31 15%i	52 17%hi	55 19%ghi	29 12%i	12 8%	6 3%	47 12%	61 15%	33 11%	44 14%	24 21%psv	6 11%	14 9%	14 12%	19 15%	11 10%	10 16%	16 13%	22 11%	23 13%	22 19%	2 6%
Never	731 53%	326 46%	405 60%a	76 37%	112 36%	131 46%e	153 60%def g	119 76%def g	140 80%def g	188 50%	209 53%	172 58% j	161 51%	58 50%	20 41%	98 66%noq rtvwx	60 52%	60 46%	69 62%orv	33 49%	68 55%	92 45%	88 51%	58 50%	28 77%noqrtuvwx
Don't know	32 2%	14 2%	18 3%	8 4%i	8 2%	7 3%	5 2%	3 2%	1 *	9 2%	8 2%	7 2%	8 2%	1 1%	-	2 1%	3 3%	2 2%	3 3%	1 2%	3 3%	8 4%	5 3%	3 2%	-
NET: At least daily	167 12%	104 15%b	63 9%	25 12%	53 17%ghi	38 13%	23 9%	12 8%	16 9%	56 15% j	45 11%	25 8%	41 13%	14 12%	16 32%npqr suvwx	14 9%	14 12%	14 10%	9 8%	11 16%	18 14%	28 14%	20 12%	8 7%	3 8%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 149  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**Playing online with one or more other people you have not met in person who are playing from somewhere else**  
**Base: All gamers**

	Gender			Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	331 24%	207 29%b	124 18%	58 28%hi	107 34%fgh	73 25%hi	52 20%h	16 10%	25 14%	100 26%	96 24%	59 20%	76 24%	24 21%	18 37%psx	29 20%	34 29%sy	34 26%	17 15%	18 26%	32 26%	59 29%sy	42 24%	21 18%	3 9%
NET: At least monthly	443 32%	267 38%b	177 26%	92 44%fgh	142 45%fgh	91 32%hi	67 26%hi	23 14%	28 16%	135 35%	119 30%	84 28%	106 33%	32 28%	23 47%nps	35 24%	39 33%	49 38%psy	27 24%	22 34%	37 29%	81 40%psy	57 33%	34 29%	6 17%
NET: Ever	628 45%	370 52%b	258 38%	122 59%ghi	195 62%fgh	146 51%ghi	97 38%hi	35 22%	33 19%	182 48%l	179 45%	117 39%	150 47%	57 49%psy	28 59%psy	49 33%	52 45%y	68 52%psy	38 35%	33 49%py	53 43%y	104 51%psy	81 46%py	56 48%py	8 23%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 150

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to second- ary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	95 7%	63 7%	17 6%	16 8%	26 8%	13 7%	20 9%	4 4%	3 23%	69 7%	45 6%	50 8%	80 7%	15 10%	57 6%	36 8%	30 8%	17 7%	14 8%	21 10%	13 7%	6 6%	14 7%	12 5%	14 6%	25 8%	25 9%
Once a day	72 5%	55 6%	15 5%	3 2%	12 3%	9 5%	5 2%	4 4%	-	60 6%	39 5%	33 5%	61 5%	10 7%	36 4%	36 8%	30 8%	12 5%	17 10%	26 12%	10 nopqt	2 6%	10 5%	14 6%	19 8%	14 4%	13 4%
Several times a week	120 9%	91 10%	22 8%	7 4%	25 7%	16 9%	10 5%	5 5%	1 5%	88 9%	61 8%	59 10%	102 8%	16 10%	70 8%	50 11%	41 11%	25 11%	21 12%	23 10%	20 11%	11 11%	10 5%	22 9%	12 5%	27 8%	34 11%
Once a week	43 3%	35 4%	8 3%	-	13 4%	5 3%	7 3%	1 3%	-	30 3%	22 3%	20 3%	38 3%	3 2%	31 3%	12 3%	8 2%	6 3%	6 3%	3 1%	6 4%	4 4%	9 5%	4 2%	5 2%	7 2%	15 5%
Several times a month	76 5%	63 7%	13 4%	1 *	21 6%	19 11%	9 dfi	6 6%	1 5%	53 5%	46 6%	30 5%	65 5%	11 7%	37 4%	35 7%	29 8%	22 9%	9 5%	19 8%	18 10%	11 11%	8 4%	17 7%	17 4%	13 4%	19 6%
Once a month	36 3%	18 2%	17 6%	2 1%	10 3%	7 4%	4 2%	2 3%	-	27 3%	23 3%	13 2%	27 2%	9 6%	25 3%	12 2%	11 3%	9 4%	3 2%	4 2%	7 4%	4 4%	7 4%	2 1%	5 2%	6 2%	13 4%
Less often	184 13%	134 15%	45 15%	5 3%	39 11%	25 14%	23 11%	14 15%	4 28%	137 14%	96 12%	88 14%	153 12%	27 18%	113 12%	71 15%	57 15%	37 16%	31 18%	29 13%	29 16%	15 15%	20 10%	25 11%	29 12%	46 14%	47 16%
Never	731 53%	428 47%	148 51%	155 81%	196 57%	86 48%	130 61%	57 dei	5 61%	517 39%	418 54%	307 50%	672 55%	52 35%	530 38%	198 42%	165 43%	104 44%	66 38%	87 39%	69 39%	45 45%	116 58%	129 56%	135 57%	181 55%	124 42%
Don't know	32 2%	24 3%	6 2%	2 1%	3 1%	1 1%	2 1%	1 1%	-	29 3%	19 2%	13 2%	26 2%	6 4%	16 2%	16 3%	14 4%	6 2%	9 5%	10 5%	4 2%	2 2%	5 2%	7 3%	-	9 3%	7 2%
NET: At least daily	167 12%	117 13%	32 11%	19 10%	38 11%	21 12%	25 12%	8 9%	3 23%	129 13%	84 11%	83 14%	141 12%	25 17%	93 10%	73 16%	60 16%	29 12%	31 18%	48 21%	23 nopq	8 13%	24 8%	26 11%	33 14%	39 12%	38 13%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 150

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Working status				Disability						Educational level		Ethnicity		Kids in household						Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to second- ary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	331 24%	243 27% <sup>c</sup>	62 21% <sup>c</sup>	26 14%	76 22%	42 23%	42 20%	14 15%	4 28%	246 24%	167 22%	162 26%	281 23%	44 29%	193 21%	136 29% <sup>n</sup>	108 28% <sup>n</sup>	60 25%	57 33% <sup>n</sup>	74 33% <sup>npq</sup>	49 28%	23 23%	44 22%	51 22%	50 21%	73 22%	87 29%
NET: At least monthly	443 32%	323 36% <sup>c</sup>	91 31% <sup>c</sup>	29 15%	107 31% <sup>f</sup>	68 38% <sup>dfg</sup>	56 26%	22 23%	5 33%	326 32%	237 31%	204 33%	374 31%	64 43% <sup>l</sup>	255 28%	182 39% <sup>n</sup>	148 39% <sup>n</sup>	91 38% <sup>n</sup>	69 40% <sup>n</sup>	97 43% <sup>np</sup>	74 42% <sup>n</sup>	38 38%	59 30%	70 30%	73 31%	92 28%	118 40% <sup>vwxy</sup>
NET: Ever	628 45%	458 50% <sup>c</sup>	137 47% <sup>c</sup>	34 18%	146 42% <sup>f</sup>	92 52% <sup>dfg</sup>	79 38%	35 38%	9 61%	463 46% <sup>f</sup>	333 43%	292 48%	527 43%	91 61% <sup>l</sup>	368 40%	253 54% <sup>n</sup>	204 53% <sup>n</sup>	128 54% <sup>n</sup>	99 57% <sup>n</sup>	126 57% <sup>n</sup>	103 58% <sup>nq</sup>	53 53% <sup>n</sup>	80 40%	95 41%	101 43%	138 42%	165 56% <sup>vwxy</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 151

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?  
 Playing online with one or more other people you have not met in person who are playing from somewhere else  
 Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	95 7%	5 9%q	6 11%iq	6 12%iq	4 7%	2 6%	3 6%	7 6%	5 11%q	1 1%	8 7%	5 11%iq	6 12%iq	2 7%	1 5%	25 7%	3 6%	-	4 9%	2 3%	2 5%	1 2%
Once a day	72 5%	1 2%	2 3%	10 22%abdfg jkloprvw	1 2%	2 7%	2 4%	1 1%	3 8%	6 10%gw	7 6%	3 6%	* 1%	2 5%	1 4%	19 6%	* 1%	4 7%	-	6 13%glprw	1 4%	-
Several times a week	120 9%	4 7%	4 8%	2 4%	11 19%cgko qsv	3 13%	6 11%	9 8%	5 11%	6 10%	16 13%v	2 4%	6 12%	* 2%	1 4%	30 9%	5 12%	2 4%	3 6%	2 3%	-	4 9%
Once a week	43 3%	1 2%	-	* 1%	1 2%	-	* 1%	2 2%	5 10%bgi	1 1%	5 4%	1 1%	2 3%	1 3%	-	16 5%	3 5%	4 8%	2 4%	* 1%	* 1%	* 1%
Several times a month	76 5%	3 5%	1 2%	5 10%w	1 1%	4 15%	2 3%	5 4%	2 2%	6 10%w	10 8%w	1 2%	6 13%dw	-	-	17 5%	1 2%	3 5%	6 14%dw	3 6%	3 8%	-
Once a month	36 3%	4 6%	-	1 1%	-	-	1 1%	3 3%	-	-	2 2%	1 2%	-	1 2%	4 20%	16 5%	-	2 3%	-	2 3%	-	-
Less often	184 13%	10 18%i	13 25%giov	5 11%	10 18%i	-	8 17%i	13 10%	4 10%	2 4%	16 14%i	4 9%	5 10%	2 6%	2 10%	43 13%i	14 30%cg jklovw	10 19%i	6 15%i	8 17%i	2 6%	6 12%
Never	731 53%	29 50%	25 48%	18 39%	27 47%	14 58%	26 54%	79 65%cdjop	22 49%	39 61%cjo	51 44%	30 65%cjop	24 49%	21 75%	12 56%	154 46%	20 41%	27 51%	20 49%	26 52%	28 77%abcd fhjlopq rs	39 77%abcd fhjlopq rs
Don't know	32 2%	* 1%	1 2%	-	2 3%	-	2 4%	2 1%	-	2 3%	2 2%	-	-	-	-	16 5%	2 3%	2 3%	1 3%	1 2%	-	-
NET: At least daily	167 12%	7 11%	8 15%w	16 34%adfgi jlopqrw	5 9%	3 13%	5 9%	8 7%	8 18%w	7 11%	15 13%w	8 17%w	6 13%w	4 13%	2 10%	43 13%w	3 7%	4 7%	4 9%	8 16%w	3 8%	1 2%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 151

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least weekly	331	12	12	18	17	6	10	19	18	14	35	10	14	5	3	89	11	10	8	10	3	6
	24%	20%	23%	39%g	30%vw	27%	21%	16%	39%g	22%	30%g	22%	29%w	17%	13%	26%g	24%	19%	19%	20%	9%	11%
NET: At least monthly	443	18	13	23	18	10	13	28	18	21	47	12	20	5	7	122	12	15	14	15	6	6
	32%	32%w	25%	50%bfgk	31%w	42%	26%	23%	41%g	33%w	41%g	26%	42%g	19%	34%	36%g	26%	28%	33%w	29%w	17%	11%
				50%bfgk	31%w	42%	26%	23%	41%g	33%w	41%g	26%	42%g	19%	34%	36%g	26%	28%	33%w	29%w	17%	11%
NET: Ever	628	29	26	28	28	10	21	40	23	23	64	17	25	7	9	165	26	24	20	23	8	12
	45%	49%vw	50%vw	61%gikv	50%vw	42%	43%	33%	51%vw	36%	54%gikv	35%	51%vw	25%	44%	49%g	55%g	46%vw	48%vw	46%vw	23%	23%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 152

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	95 7%	18 12%	17 11%	23 14%h	10 11%	18 11%	17 9%	15 9%	17 8%	24 9%	13 11%	14 10%	18 9%	13 13%	67 8%	42 10%	51 8%	24 9%	25 7%	23 11%r	20 13%pr	17 10%	9 12%	7 9%	18 15%npnr
Once a day	72 5%	32 20%	30 19%i	24 15%	20 21%il	26 16%	26 14%	27 16%	31 14%	29 11%	24 21%il	26 19%il	26 13%	22 22%il	57 7%	46 11%np	48 7%	35 14%np	36 10%np	28 13%np	23 15%np	26 15%np	20 26%nopqr	21 24%nopqr	22 19%nopqr
Several times a week	120 9%	28 18%	23 15%	19 12%	12 13%	19 12%	27 15%	31 19%cel	30 14%	35 13%	19 17%	23 17%	26 13%	17 16%	77 9%	49 11%	67 10%	27 10%	34 10%	20 10%	20 13%	20 12%	11 14%	14 16%	21 17%npqrs
Once a week	43 3%	11 7%	11 7%l	7 4%	6 6%l	7 4%l	8 4%l	15 9%cefnhikl	9 4%l	11 4%l	5 5%	6 4%	3 1%	7 7%l	25 3%	15 3%	20 3%	10 4%	9 3%	10 5%r	3 2%	5 3%	1 2%	5 6%t	4 3%
Several times a month	76 5%	12 8%	8 5%	11 6%	3 3%	6 4%	17 9%dej	12 7%	16 8%	24 9%dej	5 4%	12 9%j	15 7%	15 15%bcdeghj	48 6%	24 6%	43 7%	21 8%	27 8%st	9 4%	15 10%st	9 6%	6 8%	8 9%	7 6%
Once a month	36 3%	5 3%	6 4%	4 3%	5 5%e	1 *	4 2%	7 4%	11 5%e	11 4%e	4 4%e	6 5%e	9 4%e	4 4%	21 3%	15 3%	17 3%	9 3%	9 3%	5 2%	8 5%	8 5%	4 5%	1 1%	6 5%
Less often	184 13%	17 10%	14 9%	12 7%	9 10%	11 7%	23 13%cem	19 12%cm	29 13%cem	31 12%em	11 9%	16 11%cm	26 13%cem	5 5%	109 13%	62 15%w	101 16%nw	41 16%w	56 16%w	34 16%w	17 11%	27 16%w	8 11%	5 6%	14 12%
Never	731 53%	33 21%	44 28%lm	65 39%bgjkm	29 31%mjkm	74 45%bdfghjkm	62 33%gkm	41 24%lm	70 32%gm	99 38%bgjkm	33 28%lm	33 24%lm	77 37%bgkm	15 15%	393 48%opqrs	165 39%qtvwx	275 43%oqstuvwx	86 33%vwx	138 40%qtvwx	73 35%vwx	48 30%	55 32%vwx	17 22%	21 24%	26 22%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 152

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Don't know	32	2	3	2	1	1	2	1	5	1	3	2	6	4	18	10	16	8	9	6	2	2	-	4	2
	2%	2%	2%	1%	1%	1%	1%	1%	2%	*	2% <sub>i</sub>	1%	3% <sub>fi</sub>	4% <sub>fi</sub>	2%	3%	3%	3%	3%	3%	2%	1%	-	5% <sub>u</sub>	2%
NET: At least daily	167	50	47	47	30	44	44	42	48	53	37	40	44	36	124	88	99	59	61	51	44	42	29	28	40
	12%	32%	30% <sub>hil</sub>	28% <sub>i</sub>	31% <sub>hil</sub>	27% <sub>i</sub>	23%	25%	22%	20%	32% <sub>hil</sub>	29% <sub>i</sub>	21%	35% <sub>fghil</sub>	15%	21% <sub>np</sub>	15%	23% <sub>np</sub>	18%	24% <sub>npr</sub>	28% <sub>nopr</sub>	25% <sub>npr</sub>	38% <sub>nopqr</sub>	32% <sub>nopqr</sub>	34% <sub>nopqrsu</sub>
NET: At least weekly	331	89	81	74	49	70	78	89	86	99	62	69	72	59	226	151	185	97	104	81	66	68	41	47	64
	24%	56%	52% <sub>fhil</sub>	44%	50% <sub>hil</sub>	43%	42%	53% <sub>cefhi</sub>	40%	37%	53% <sub>fhil</sub>	50% <sub>hil</sub>	35%	58% <sub>cefhi</sub>	28%	35% <sub>np</sub>	29%	37% <sub>npr</sub>	30%	39% <sub>npr</sub>	43% <sub>npr</sub>	40% <sub>npr</sub>	54% <sub>nopqr</sub>	54% <sub>nopqr</sub>	54% <sub>nopqrstu</sub>
NET: At least monthly	443	106	96	89	56	77	99	108	113	134	71	87	96	78	296	190	245	127	140	94	89	85	51	56	77
	32%	67%	61% <sub>ehil</sub>	53%	58% <sub>eil</sub>	47%	53%	64% <sub>cefhi</sub>	52%	51%	61% <sub>eil</sub>	63% <sub>ehil</sub>	47%	77% <sub>abcdef</sub>	36%	44% <sub>np</sub>	38%	49% <sub>npr</sub>	41%	45% <sub>np</sub>	57% <sub>nopqr</sub>	50% <sub>npr</sub>	67% <sub>nopqr</sub>	65% <sub>nopqr</sub>	64% <sub>nopqrsu</sub>
NET: Ever	628	123	111	100	66	88	122	127	142	164	82	103	122	83	405	252	346	168	197	128	106	112	59	61	91
	45%	78%	70% <sub>ceil</sub>	60%	68% <sub>ee</sub>	54%	66% <sub>ee</sub>	75% <sub>cefhi</sub>	65% <sub>ee</sub>	62% <sub>ee</sub>	70% <sub>eil</sub>	74% <sub>cehil</sub>	60%	81% <sub>bcdef</sub>	50%	59% <sub>np</sub>	54% <sub>np</sub>	64% <sub>npr</sub>	57% <sub>np</sub>	62% <sub>np</sub>	68% <sub>nopr</sub>	66% <sub>npr</sub>	78% <sub>nopqr</sub>	71% <sub>nopr</sub>	76% <sub>nopqrsu</sub>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 153

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	95 7%	35 7%	47 8%	32 8%	39 9%	40 9%	24 8%	24 8%	21 5%	51 7%	15 10%	83 6%	86 7%	79 7%	55 7%	84 7%	88 7%	89 7%	82 7%	69 7%	77 12% <sup>s</sup>
Once a day	72 5%	28 6%	47 8%	25 6%	33 8%	44 10%	21 7%	23 7%	11 3%	40 5%	19 12% <sup>hi</sup>	67 5%	68 6%	62 6%	57 7% <sup>klmop</sup>	67 5%	70 5%	71 6%	69 6%	42 4%	60 9% <sup>s</sup>
Several times a week	120 9%	43 9%	69 11%	44 10%	43 10%	66 15%	41 13%	36 11%	24 6%	72 10%	17 11%	116 9%	110 9%	104 10%	88 11% <sup>klmop</sup>	113 9%	119 9%	110 9%	109 10%	95 9%	99 15% <sup>s</sup>
Once a week	43 3%	17 4%	22 4%	14 3%	16 4%	23 5%	18 6%	12 4%	18 5% <sup>i</sup>	16 2%	8 5%	42 3%	38 3%	40 4%	30 4%	38 3%	42 3%	40 3%	39 4%	27 3%	33 5% <sup>s</sup>
Several times a month	76 5%	30 6%	39 6%	29 7%	29 7%	38 9%	37 12%	25 8%	16 4%	46 6%	8 5%	69 5%	65 5%	69 6% <sup>klp</sup>	58 7% <sup>klp</sup>	72 6%	74 6%	71 6%	72 6%	54 5%	60 9% <sup>s</sup>
Once a month	36 3%	11 2%	23 4%	11 3%	10 2%	13 3%	13 4%	8 3%	11 3%	17 2%	3 2%	31 2%	33 3%	29 3%	28 4% <sup>ko</sup>	32 3%	35 3%	36 3%	33 3%	29 3%	29 5% <sup>s</sup>
Less often	184 13%	76 16%	83 14%	50 12%	54 13%	76 17%	55 17%	60 19%	43 11%	104 14%	21 14%	165 13%	170 14% <sup>k</sup>	157 15% <sup>ko</sup>	124 16% <sup>klo</sup>	166 13%	183 14% <sup>k</sup>	173 14%	170 15%	139 13%	108 17% <sup>s</sup>
Never	731 53%	227 48%	268 44%	210 49%	189 45%	132 30%	101 32%	125 39% <sup>ef</sup>	230 60% <sup>ij</sup>	389 52% <sup>j</sup>	58 38%	679 53% <sup>lmno</sup>	636 52% <sup>mn</sup>	494 47% <sup>n</sup>	324 42%	645 52% <sup>mn</sup>	670 51% <sup>mn</sup>	611 50% <sup>r</sup>	517 47%	566 54% <sup>t</sup>	166 26%
Don't know	32 2%	11 2%	11 2%	10 2%	9 2%	5 1%	9 3%	6 2%	9 2%	15 2%	4 3%	25 2%	26 2%	25 2% <sup>o</sup>	17 2%	23 2%	27 2%	28 2%	20 2%	22 2%	12 2%
NET: At least daily	167 12%	63 13%	94 15%	58 14%	72 17%	84 19%	45 14%	47 15%	32 8%	90 12%	34 22% <sup>ghi</sup>	150 12%	154 13%	141 13% <sup>kp</sup>	112 14% <sup>kop</sup>	151 12%	158 12%	160 13%	150 14%	111 11%	138 21% <sup>s</sup>
NET: At least weekly	331 24%	123 26%	185 30%	117 27%	130 31%	173 40% <sup>fg</sup>	104 33%	95 30%	75 19%	178 24%	59 38% <sup>hi</sup>	308 24%	303 25%	285 27% <sup>klp</sup>	230 30% <sup>klmo</sup>	302 24%	319 24%	310 25%	298 27%	233 22%	270 42% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 153

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**Playing online with one or more other people you have not met in person who are playing from somewhere else**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	443 32%	164 34%	246 40%	156 37%	168 40%	224 51%g	154 48%g	127 40%	102 27%	241 32%	71 46%hi	408 32%	401 33%	383 36%klop	316 41%klmop	405 33%	428 33%	417 34%	403 36%q	316 30%	359 56%st
NET: Ever	628 45%	240 50%	329 54%	206 48%	223 53%	300 69%g	209 65%	187 59%	145 38%	345 46%h	92 60%hi	573 45%	571 46%k	540 51%klop	440 56%klmop	571 46%k	611 47%k	590 48%	573 52%q	455 44%	467 72%st

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
 Overlap formulae used.

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 154  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**NET: Play online**  
**Base: All gamers**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	250 18%	139 20%	111 16%	26 13%	63 20%	59 21% <sup>d</sup>	37 14%	28 18%	36 21% <sup>d</sup>	69 18%	56 14%	50 17%	74 23% <sup>k</sup>	24 21%	16 33% <sup>prv</sup>	24 16%	22 19%	20 15%	22 20%	11 17%	31 25% <sup>x</sup>	32 16%	27 16%	15 13%	6 15%
Once a day	179 13%	97 14%	82 12%	32 16% <sup>f</sup>	39 12%	25 9%	43 17% <sup>fh</sup>	15 9%	25 14%	54 14%	48 12%	35 12%	42 13%	8 7%	9 18%	23 15%	10 9%	21 16% <sup>u</sup>	11 10%	12 18% <sup>nu</sup>	9 7%	26 13%	19 11%	28 24% <sup>nqsu</sup>	2 6% <sup>vw</sup>
Several times a week	260 19%	149 21% <sup>b</sup>	111 16%	49 24% <sup>gh</sup>	66 21% <sup>h</sup>	63 22% <sup>h</sup>	39 15%	15 10%	28 16%	77 20%	81 20%	51 17%	51 16%	21 18%	5 11%	19 13%	25 22%	26 20%	21 19%	14 21%	17 14%	47 23% <sup>p</sup>	40 23% <sup>p</sup>	18 15%	7 19%
Once a week	83 6%	39 6%	43 6%	12 6%	26 8%	12 4%	19 7%	8 5%	7 4%	18 5%	29 7%	17 6%	19 6%	5 4%	3 7%	4 2%	2 2%	9 7%	6 5%	3 5%	14 11% <sup>pq</sup>	15 7%	14 8% <sup>pq</sup>	6 5%	1 3%
Several times a month	136 10%	75 11%	61 9%	22 11%	33 10%	34 12%	24 10%	11 7%	12 7%	44 12%	35 9%	30 10%	27 8%	16 14%	4 8%	15 10%	10 8%	18 14%	8 7%	6 10%	10 8%	18 9%	16 9%	10 9%	5 13%
Once a month	61 4%	32 5%	29 4%	11 5%	15 5%	13 5%	11 4%	5 3%	6 3%	20 5%	20 5%	10 3%	11 3%	4 4%	2 5%	6 4%	2 2%	2 1%	4 3%	4 6%	5 4%	15 7% <sup>r</sup>	11 6%	7 6%	-
Less often	201 14%	94 13%	108 16%	29 14%	44 14%	40 14%	44 17% <sup>i</sup>	28 18% <sup>i</sup>	16 9%	49 13%	62 15%	43 15%	48 16%	18 16%	5 9%	21 14%	19 17%	25 19% <sup>vw</sup>	14 13%	7 10%	30 24% <sup>stv</sup>	20 10%	16 9%	20 17%	7 18%
Never	194 14%	75 11%	119 17% <sup>a</sup>	20 10%	23 7%	32 11%	36 14% <sup>ee</sup>	43 27% <sup>def</sup>	40 23% <sup>def</sup>	46 12%	60 15%	48 16%	41 13%	19 16% <sup>ru</sup>	4 7%	32 22% <sup>ru</sup>	20 18% <sup>ru</sup>	9 7%	22 20% <sup>ru</sup>	7 11%	7 6%	27 13% <sup>u</sup>	26 15% <sup>ru</sup>	13 11%	9 26% <sup>orux</sup>
Don't know	27 2%	10 1%	17 3%	5 2%	7 2%	6 2%	3 1%	2 2%	4 2%	3 1%	5 1%	11 4% <sup>jk</sup>	7 2%	1 1%	1 2%	5 3%	5 4% <sup>r</sup>	-	3 2%	1 2%	2 2%	4 2%	4 2%	* *	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 154  
**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**  
**NET: Play online**  
**Base: All gamers**

	Gender			Age							Social Grade					Region									
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least daily	429 31%	235 33%	193 28%	58 28%	102 32%	84 30%	80 31%	43 27%	61 35%	123 32%	104 26%	85 29%	116 36%k	32 28%	24 50%npq rsuvwy	47 31%	32 27%	41 31%	33 30%	23 35%	40 32%	58 29%	47 27%	44 37%	8 21%
NET: At least weekly	771 55%	424 60%b	348 51%	119 58%h	193 61%h	160 56%h	137 54%h	66 42%	96 55%h	218 57%	214 54%	154 52%	186 58%	58 50%	33 68%py	69 47%	60 51%	77 59%	60 54%	41 61%	71 57%	120 59%	101 58%	67 58%	15 43%
NET: At least monthly	968 70%	531 75%b	437 64%	152 74%h	240 76%ghi	207 73%h	172 68%h	83 53%	114 65%h	282 74%l	270 68%	194 65%	223 70%	78 68%	39 81%pqy	90 60%	71 61%	97 74%pqy	72 65%	51 77%pqy	86 69%	152 75%pqy	127 73%pq	84 72%	20 55%
NET: Ever	1170 84%	625 88%b	545 80%	181 88%hi	285 91%hi	247 87%hi	216 85%hi	111 71%	130 75%	331 87%l	332 84%	237 80%	271 85%	96 83%	44 91%p	111 75%	91 78%	122 93%npq svwy	86 78%	58 88%	116 93%npq swy	173 85%p	144 83%	104 89%pqy	27 74%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 155

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**  
**How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	250 18%	151 17%	63 21%	37 19%	80 23% <sup>i</sup>	42 23% <sup>i</sup>	47 22%	19 21%	4 32%	162 16%	142 18%	106 17%	223 18%	27 18%	151 17%	97 21%	79 21%	48 20%	44 25% <sup>n</sup>	52 23% <sup>n</sup>	35 20%	19 19%	42 21%	44 19%	43 18%	57 18%	53 18%
Once a day	179 13%	115 13%	39 13%	25 13%	44 13%	20 11%	30 14%	12 13%	1 5%	128 13%	91 12%	87 14%	160 13%	14 10%	123 14%	54 12%	44 11%	23 10%	19 11%	28 13%	16 9%	10 10%	25 12%	28 12%	36 15%	34 10%	42 14%
Several times a week	260 19%	180 20%	51 17%	29 15%	63 18%	38 21%	35 17%	13 14%	4 27%	192 19%	140 18%	119 19%	222 18%	34 23%	159 17%	95 20%	80 21%	43 18%	41 24%	55 25% <sup>n</sup>	35 20%	17 17%	28 14%	45 20%	35 15%	52 16%	70 24% <sup>vx</sup>
Once a week	83 6%	64 7%	12 4%	7 4%	22 6%	12 7%	13 6%	7 8%	-	57 6%	45 6%	36 6%	71 6%	10 7%	47 5%	36 8% <sup>rs</sup>	32 8% <sup>nrs</sup>	27 11% <sup>nopr</sup>	7 4%	10 4%	20 11% <sup>nor</sup>	13 13% <sup>nor</sup>	13 6%	20 5%	16 8%	14 5%	14 5%
Several times a month	136 10%	101 11%	21 7%	14 7%	32 9% <sup>g</sup>	17 10% <sup>g</sup>	22 10% <sup>g</sup>	2 2%	1 5%	102 10% <sup>g</sup>	75 10%	60 10%	119 10%	16 11%	83 9%	53 11%	43 11%	28 12%	17 10%	27 12%	21 12%	14 14%	21 10%	16 7%	17 7%	46 14% <sup>wx</sup>	28 10%
Once a month	61 4%	42 5%	12 4%	6 3%	9 3%	2 1%	7 3%	2 2%	-	51 5% <sup>e</sup>	35 5%	26 4%	52 4%	8 5%	47 5% <sup>pqt</sup>	14 3% <sup>pqt</sup>	8 2%	2 1%	8 5% <sup>q</sup>	5 2%	2 1%	1 1%	4 2%	10 4%	8 3%	21 6% <sup>v</sup>	14 5%
Less often	201 14%	129 14%	53 18% <sup>c</sup>	20 10%	45 13%	31 17% <sup>f</sup>	24 11%	13 14%	2 12%	149 15%	117 15%	85 14%	174 14%	26 17%	136 15% <sup>s</sup>	63 13% <sup>s</sup>	48 12% <sup>s</sup>	37 15% <sup>s</sup>	22 13%	20 9%	28 16% <sup>s</sup>	15 15%	33 17%	30 13%	32 14%	47 14%	46 15%
Never	194 14%	112 12%	35 12%	48 25% <sup>ab</sup>	47 14% <sup>e</sup>	14 8%	32 15% <sup>e</sup>	22 24% <sup>defi</sup>	2 18%	144 14% <sup>e</sup>	109 14%	85 14%	182 15% <sup>m</sup>	10 7%	150 16% <sup>opqrs</sup>	44 9%	38 10%	24 10%	12 7%	19 8%	9 9%	30 9%	41 15%	45 18% <sup>z</sup>	46 19% <sup>z</sup>	26 14%	26 9%
Don't know	27 2%	16 2%	6 2%	5 3%	3 1%	2 1%	2 1%	2 2%	-	24 2%	16 2%	9 1%	22 2%	5 3%	16 2%	11 2%	11 3%	5 2%	3 2%	7 3%	3 2%	3 3%	5 2%	5 2%	1 *	8 2%	2 1%
NET: At least daily	429 31%	265 29%	101 35%	62 32%	124 36% <sup>i</sup>	62 35%	77 36% <sup>i</sup>	32 34%	5 38%	290 29%	233 30%	194 32%	383 31%	41 27%	274 30%	151 32%	123 32%	70 30%	63 36%	80 36%	51 29%	28 28%	67 34%	72 31%	79 33%	91 28%	96 32%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 155

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	771	509	164	98	209	113	126	52	9	539	418	349	676	85	481	283	236	140	111	145	106	58	109	130	134	160	180
	55%	56%	56%	51%	61%i	63%i	59%	56%	65%	53%	54%	57%	55%	57%	53%	60%n	62%n	59%	64%n	65%n	61%	58%	54%	56%	57%	49%	61%y
NET: At least monthly	968	653	198	118	250	133	154	56	10	693	528	434	847	109	611	350	286	171	136	177	129	73	133	155	159	227	222
	70%	72% <sup>c</sup>	68%	62%	72% <sup>g</sup>	74% <sup>g</sup>	73% <sup>g</sup>	60%	71%	69%	69%	71%	69%	73%	67%	75% <sup>n</sup>	75% <sup>n</sup>	72%	78% <sup>n</sup>	80% <sup>nopq</sup>	73%	73%	66%	67%	67%	69%	75%
NET: Ever	1170	781	251	138	295	163	178	69	11	841	645	519	1020	134	747	412	334	208	158	197	157	88	166	185	191	274	268
	84%	86% <sup>c</sup>	86% <sup>c</sup>	72%	85% <sup>g</sup>	91% <sup>dfgi</sup>	84% <sup>g</sup>	74%	82%	83% <sup>g</sup>	84%	85%	83%	90%	82%	88% <sup>n</sup>	87% <sup>n</sup>	88%	91% <sup>n</sup>	89% <sup>n</sup>	89% <sup>n</sup>	88%	83%	80%	81%	84%	90% <sup>vwxy</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 156

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	250 18%	12 21%	10 20%	15 31%joq	10 17%	5 21%	8 16%	21 17%	8 17%	14 21%	17 15%	15 31%joqs	12 25%	3 12%	3 15%	55 16%	7 14%	5 9%	9 21%	7 13%	6 15%	10 19%
Once a day	179 13%	3 6%	4 7%	10 21%adklp	3 5%	3 11%	4 9%	17 14%	10 22%adklp	7 11%	19 16%	3 6%	2 4%	5 17%	4 18%	39 12%	2 4%	15 29%abdfgiklopv	9 21%adlp	8 16%	2 6%	12 24%abdklopv
Several times a week	260 19%	8 14%	12 23%g	5 11%	17 30%cfgw	7 28%	5 10%	11 9%	11 24%g	14 22%g	25 21%g	7 15%	12 24%g	4 14%	3 15%	65 20%g	17 35%acfgkoqw	7 13%	8 20%	10 20%	7 19%	5 11%
Once a week	83 6%	3 5%	4 7%	2 3%	1 1%	1 5%	1 2%	4 3%	1 2%	5 7%	9 7%	5 10%	5 10%	1 3%	2 8%	29 9%	5 10%	1 2%	1 3%	2 4%	1 3%	3 6%
Several times a month	136 10%	8 13%	8 15%p	4 8%	3 5%	2 8%	7 14%	15 12%	2 5%	4 7%	15 13%	4 8%	5 10%	3 11%	- 10%	33 10%	1 2%	6 11%	4 9%	6 13%	5 13%	2 5%
Once a month	61 4%	4 7%	-	2 5%	-	1 3%	1 2%	3 2%	3 7%	2 4%	2 2%	2 4%	3 5%	1 5%	4 20%	2 6%	2 4%	6 11%bdgijw	1 2%	4 8%cd	-	-
Less often	201 14%	10 17%	8 16%	6 13%	9 16%	3 12%	12 25%hilw	21 17%	3 7%	5 8%	23 20%il	10 21%	4 8%	2 9%	2 8%	47 14%	7 15%	6 11%	6 15%	6 12%	7 18%	4 8%
Never	194 14%	9 16%	6 12%	2 5%	13 23%cjko	3 12%	7 14%	26 21%cjko	6 13%	12 19%cj	8 6%	3 5%	6 12%	8 29%	3 16%	38 11%	6 12%	7 13%	3 8%	6 12%	9 26%cjko	13 26%cjkor
Don't know	27 2%	1 2%	-	1 2%	2 3%	-	4 7%j	4 4%	1 2%	1 1%	-	-	1 2%	-	-	9 3%	2 3%	-	* 1%	1 2%	-	1 2%
NET: At least daily	429 31%	15 26%	14 27%	24 52%abdfglopv	13 22%	8 33%	12 25%	38 31%	18 39%	21 33%	36 31%	17 37%	14 29%	8 29%	7 33%	94 28%	9 18%	20 38%	17 42%p	15 29%	8 21%	22 42%dp
NET: At least weekly	771	26 55%	30 45%	31 67%fg	30 53%	16 66%	18 37%	53 44%	29 65%fg	39 62%fg	70 60%fg	29 62%f	31 62%f	13 46%	12 56%	188 56%fg	30 64%fg	28 53%	27 65%fg	27 53%	15 43%	30 60%f

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 156

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.  
 How often do you play games online in the following ways?**

NET: Play online

Base: All gamers

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	968	38	37	38	33	18	26	70	35	46	87	35	38	18	16	241	33	40	31	37	20	33
	70%	66%	72%	80% <sup>d</sup>	58%	77%	53%	58%	78% <sup>f</sup>	72%	74% <sup>g</sup>	74%	78% <sup>h</sup>	62%	76%	72% <sup>i</sup>	69%	76% <sup>f</sup>	76%	74%	55%	64%
NET: Ever	1170	48	45	44	42	21	38	91	38	50	110	44	42	20	18	288	40	46	38	43	27	37
	84%	83%	88%	93% <sup>d</sup>	74%	88%	78%	75%	85%	80%	94% <sup>a</sup>	95% <sup>d</sup>	86%	71%	84%	86% <sup>d</sup>	84%	87%	91% <sup>w</sup>	86%	74%	72%
											iw	vw										

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 157

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Total	Opinion Influencer Activities											Opinion Influencer Network												
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	250 18%	42 27%	41 26%	43 26%	23 24%	43 26%	44 23%	46 27%	51 23%	61 23%	32 27%	37 27%	44 21%	34 33% f/hil	164 20%	99 23% p	125 20%	65 25% p	71 21%	51 25%	43 28% np	45 26% p	17 22%	22 25%	44 37% nopqrsuvw
Once a day	179 13%	41 26%	41 26% cil	31 18%	26 27% eil	32 19%	42 23% il	40 24% il	46 21%	44 17%	32 28% cil	32 23% l	32 16%	23 22%	112 14%	64 15%	87 14%	45 17%	51 15%	36 18%	32 20% np	34 20% np	26 34% nopqr stux	29 34% nopqr stux	22 19%
Several times a week	260 19%	31 19%	23 14%	29 17%	13 14%	26 16%	32 17%	28 16%	32 15%	50 19%	15 13%	21 15%	36 17%	18 17%	156 19%	81 19%	133 21% sqw	42 16%	66 19%	41 20%	24 15%	31 18%	10 14%	10 11%	19 16%
Once a week	83 6%	11 7%	12 8% dei	10 6%	2 2%	4 2%	11 6% e	12 7% de	15 7% e	11 4%	5 5%	10 8% e	13 7% e	8 8% de	49 6%	23 5%	42 7%	12 5%	22 7%	10 5%	11 7%	8 5%	6 8%	4 5%	4 4%
Several times a month	136 10%	6 4%	8 5%	10 6%	7 7%	15 9%	11 6%	9 5%	21 10% bg	30 11% bcfg	9 8%	13 10%	20 10% g	7 6%	92 11%	50 12%	62 10%	38 14% ptv	48 14% ptv	23 11%	10 7%	18 11%	4 5%	6 7%	13 10%
Once a month	61 4%	4 2%	6 4%	4 2%	5 5% ef	2 1%	3 2%	5 3%	10 5% ef	8 3%	3 3%	4 3%	8 4% e	2 2%	32 4%	16 4%	27 4%	6 2%	11 3%	10 5% q	6 4%	7 4%	2 2%	3 3%	2 2%
Less often	201 14%	12 7%	15 10%	20 12%	7 7%	17 10%	20 11%	17 10%	24 11%	32 12% m	9 7%	10 7%	26 13% m	6 6%	103 13% uw	47 11% w	85 13% tuw	25 10%	43 13% uw	19 9%	12 7%	12 7%	7 9% w	3 4%	10 9%
Never	194 14%	12 7%	10 6%	18 11% m	12 13% gkm	23 14% bghkm	21 11% bgm	11 6% m	15 7%	28 10% m	9 8%	8 6%	22 11% m	2 2%	96 12% rsx	42 10% x	67 11% sx	23 9% x	26 8% x	13 6%	16 10% x	13 7% x	4 6%	6 7% x	3 2%
Don't know	27 2%	-	2 1%	3 2%	1 1%	1 1%	2 1%	1 1%	2 1%	2 1%	3 2%	2 1%	4 2% i	3 3%	13 2%	7 2%	8 1%	5 2%	5 1%	5 2%	2 1%	2 1%	-	4 4% u	2 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 157

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs.**

**How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	429 31%	83 53%	83 53% <sup>il</sup>	74 44%	49 51% <sup>il</sup>	75 46% <sup>il</sup>	85 46% <sup>il</sup>	86 51% <sup>il</sup>	97 45% <sup>il</sup>	105 40%	64 55% <sup>cil</sup>	69 50% <sup>il</sup>	75 37%	57 56% <sup>scil</sup>	276 34%	163 38% <sup>np</sup>	212 33%	110 42% <sup>npr</sup>	122 36%	87 42% <sup>npr</sup>	75 48% <sup>nopr</sup>	78 46% <sup>nopr</sup>	42 56% <sup>nopqr</sup>	51 59% <sup>nopqr</sup>	66 55% <sup>nopqrstu</sup>
NET: At least weekly	771 55%	124 79%	117 75% <sup>ehil</sup>	113 68%	64 67%	105 64%	128 69% <sup>il</sup>	126 74% <sup>ehil</sup>	145 67%	165 62%	85 72% <sup>il</sup>	101 73% <sup>il</sup>	125 61%	83 81% <sup>cdefh</sup>	481 59%	266 62%	388 61%	165 63%	210 61%	138 67% <sup>n</sup>	109 70% <sup>npr</sup>	118 69% <sup>npr</sup>	59 77% <sup>nopqr</sup>	65 75% <sup>nopqr</sup>	89 75% <sup>nopqr</sup>
NET: At least monthly	968 70%	134 85%	131 83% <sup>cel</sup>	126 76%	76 79%	122 75%	143 77%	140 83% <sup>cel</sup>	176 81% <sup>il</sup>	203 77%	97 83%	118 86% <sup>cefil</sup>	152 74%	91 89% <sup>cdefh</sup>	604 74%	332 78% <sup>n</sup>	477 75%	208 80% <sup>n</sup>	269 78%	171 82% <sup>np</sup>	126 81%	143 85% <sup>nop</sup>	64 85% <sup>n</sup>	74 86% <sup>np</sup>	104 87% <sup>nopqr</sup>
NET: Ever	1170 84%	146 93%	146 93% <sup>cfil</sup>	146 88%	83 86%	139 85%	163 88%	157 93% <sup>cdefil</sup>	200 92% <sup>el</sup>	235 89%	106 90%	128 93% <sup>lel</sup>	178 87%	97 95% <sup>cefil</sup>	708 87%	379 89%	562 88%	233 89%	312 91% <sup>n</sup>	190 92% <sup>n</sup>	138 88%	155 92%	71 94%	77 89%	115 96% <sup>nopqtuw</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 158

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	250 18%	72 15%	135 22%a	75 18%	112 27%c	97 22%	64 20%	74 23%	52 14%	145 19%h	33 21%h	227 18%	218 18%	193 18%	150 19%	219 18%	232 18%	236 19%	214 19%	197 19%	168 26% <sup>s</sup>
Once a day	179 13%	72 15%	80 13%	54 13%	52 12%	68 16%	42 13%	41 13%	49 13%	93 12%	31 20%hi	166 13%	164 13%	133 13%	106 14%	159 13%	170 13%	162 13%	151 14%	125 12%	98 15% <sup>s</sup>
Several times a week	260 19%	78 16%	128 21%	78 18%	89 21%	116 27%g	78 24%g	57 18%	59 15%	149 20%	36 23%	242 19%	227 18%	205 19%	156 20%	233 19%	248 19%	223 18%	226 20%q	207 20%	157 24% <sup>s</sup>
Once a week	83 6%	32 7%	37 6%	33 8%	21 5%	26 6%	25 8%	22 7%	33 9% <sup>i</sup>	35 5%	10 7%	73 6%	67 5%	69 6% <sup>l</sup>	50 6%	71 6%	80 6% <sup>l</sup>	79 6%	66 6%	60 6%	41 6%
Several times a month	136 10%	56 12%	50 8%	43 10%	40 10%	46 10%	40 12%	38 12%	31 8%	84 11%	11 7%	125 10%	130 11%	104 10%	81 10%	123 10%	128 10%	118 10%	115 10%	104 10%	70 11%
Once a month	61 4%	21 4%	23 4%	21 5%	11 3%	21 5%	19 6%	16 5%	17 4%	32 4%	3 2%	56 4%	58 5%	47 4%	39 5%	56 4%	57 4%	54 4%	51 5%	50 5%	31 5%
Less often	201 14%	88 18% <sup>b</sup>	72 12%	66 15% <sup>d</sup>	35 8%	49 11%	38 12%	50 16% <sup>e</sup>	60 16%	108 14%	15 10%	182 14%	182 15%	159 15%	109 14%	181 15%	196 15%	172 14%	171 15% <sup>q</sup>	144 14% <sup>t</sup>	61 9%
Never	194 14%	58 12%	72 12%	46 11%	53 13%	12 3%	10 3%	16 5%	72 19% <sup>ij</sup>	91 9%	14 1%	183 14% <sup>mnp</sup>	166 13% <sup>n</sup>	133 13% <sup>n</sup>	81 10%	176 14% <sup>mnp</sup>	175 13% <sup>n</sup>	165 13% <sup>r</sup>	100 9%	138 13% <sup>t</sup>	18 3%
Don't know	27 2%	2 *	12 2% <sup>a</sup>	9 2%	8 2%	2 *	5 1%	4 1%	10 3%	12 2%	1 *	23 2%	21 2%	18 2%	9 1%	20 2%	23 2%	21 2%	17 2%	19 2% <sup>t</sup>	2 *
NET: At least daily	429 31%	143 30%	215 35%	130 31%	164 39% <sup>c</sup>	165 38%	105 33%	116 36%	102 26%	238 32%	64 42% <sup>hi</sup>	393 31%	383 31%	325 31%	255 33%	378 31%	402 31%	398 32%	365 33%	321 31%	266 41% <sup>s</sup>
NET: At least weekly	771 55%	252 53%	379 62% <sup>a</sup>	242 57%	274 65% <sup>c</sup>	308 70% <sup>g</sup>	208 65%	194 61%	194 51%	422 56%	110 71% <sup>hi</sup>	708 55%	676 55%	599 57%	462 59% <sup>kimo</sup>	683 55%	730 56%	700 57%	657 59% <sup>q</sup>	588 56%	464 72% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 158

**Q.5 Many games can now be played online, either through games consoles, or through other devices such as desktop computers, mobile phones and smart TVs. How often do you play games online in the following ways?**

**NET: Play online**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645	
NET: At least monthly	968 70%	330 69%	453 74%	306 72%	325 77%	374 86%g	267 84%	242 63%	538 72%h	124 81%hi	889 70%	864 70%	749 71%	581 74%klmno	862 70%	915 70%	872 71%	823 74%q	742 71%	565 88%st	
NET: Ever	1170 84%	418 87%	525 86%	372 87%	360 86%	423 97%g	305 96%	299 94%	302 79%	646 86%h	139 91%h	1071 84%	1047 85%k	908 86%ko	690 88%klmo	1043 84%	1111 85%k	1043 85%	994 89%q	885 85%	625 97%st

**Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 159  
**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**  
**Base: All who do not play online**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	187	72	115	17	18	32	36	41	43	39	54	52	42	18	3	30	20	8	22	9	10	24	24	12	7
Weighted base	194	75*	119*	20**	23**	32**	36**	43*	40*	46*	60*	48*	41*	19**	4**	32**	20**	9**	22**	7**	7**	27**	26**	13**	9**
Not interested in doing this	136 70%	54 71%	82 69%	16 79%	16 72%	16 51%	26 74%	31 71%	30 74%	33 72%	41 68%	38 80%	24 58%	13 71%	1 34%	15 45%	20 97%	5 56%	16 74%	4 63%	5 72%	20 75%	18 68%	11 84%	8 84%
I don't have time to play online games	32 17%	15 21%	17 14%	4 20%	6 27%	5 14%	5 13%	9 20%	4 10%	7 15%	5 9%	14 29%	6 15%	4 23%	-	10 30%	4 21%	2 19%	2 8%	-	1 21%	2 6%	3 13%	1 8%	3 34%
I don't have the right devices to do this	21 11%	8 10%	13 11%	-	5 23%	5 15%	2 5%	4 10%	5 12%	3 7%	9 15%	2 4%	7 17%	3 19%	-	8 25%	1 4%	1 11%	-	1 12%	-	1 4%	6 21%	-	-
The games I play don't have online features	17 9%	7 9%	10 8%	1 7%	4 20%	2 5%	2 6%	1 2%	6 15%	3 7%	5 9%	7 15%	1 2%	1 5%	-	5 14%	2 8%	1 6%	3 12%	1 21%	*	2 8%	2 6%	1 6%	-
Concerned about security / being hacked / passwords stolen	16 8%	4 6%	11 9%	-	1 3%	-	4 12%	3 6%	8 20%	7 14%	4 7%	2 5%	2 6%	1 8%	-	2 6%	1 4%	1 14%	3 12%	1 12%	1 16%	2 6%	3 10%	-	1 15%
Concerned about communicating with strangers	15 8%	3 4%	12 10%	-	4 16%	1 2%	2 5%	3 6%	6 16%	5 10%	5 8%	3 6%	3 8%	1 4%	1 27%	1 3%	1 6%	2 21%	2 9%	-	-	2 6%	4 14%	-	2 23%
It's too expensive	14 7%	5 7%	9 8%	3 14%	3 14%	2 5%	2 7%	1 3%	3 7%	3 7%	3 5%	4 8%	4 10%	3 14%	-	5 16%	1 3%	-	-	1 12%	-	-	4 16%	-	1 9%
I don't have other people who would play video games with me	10 5%	3 4%	7 6%	1 6%	2 9%	2 6%	-	2 5%	2 6%	2 4%	3 5%	3 7%	2 4%	-	3 9%	1 3%	-	1 6%	1 7%	-	1 3%	3 11%	1 8%	-	
My internet connection is not fast / reliable enough	7 3%	5 7%	1 1%	2 11%	1 5%	2 5%	-	-	2 4%	4 9%	-	3 5%	-	1 6%	-	2 7%	-	-	-	2 27%	-	-	1 5%	-	-
Concerned about seeing offensive or upsetting images / videos/speech	5 3%	2 2%	3 3%	-	-	1 2%	1 3%	1 2%	3 7%	1 3%	1 2%	1 2%	2 5%	1 5%	1 27%	-	-	-	-	-	-	1 3%	2 8%	-	1 7%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 159

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	194	75*	119*	20**	23**	32**	36**	43*	40*	46*	60*	48*	41*	19**	4**	32**	20**	9**	22**	7**	7**	27**	26**	13**	9**
I don't have internet access	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Other (Please specify)	3	1	2	-	-	-	1	3	-	1	1	1	-	1	1	-	1	-	-	-	-	-	-	-	-
	2%	2%	2%	-	-	-	2%	6%	-	1%	2%	3%	-	40%	2%	-	13%	-	-	-	-	-	-	-	-
None of these	7	2	5	-	-	2	2	-	3	-	4	1	3	1	2	-	-	-	-	-	-	2	1	1	-
	4%	3%	4%	-	-	8%	5%	-	7%	-	7%	2%	6%	4%	7%	-	-	-	-	-	-	9%	3%	8%	-
NET: Online harms	24	6	18	-	4	1	6	4	10	7	7	5	6	2	1	3	1	2	3	1	1	3	5	-	2
	12%	8%	15%	-	16%	2%	17%	9%	25%	14%	11%	11%	14%	12%	27%	9%	6%	21%	12%	12%	16%	12%	19%	-	23%
NET: Access	33	14	20	3	6	7	4	6	7	8	10	6	9	5	-	13	1	1	-	3	-	1	8	-	1
	17%	18%	16%	14%	28%	22%	12%	13%	18%	18%	17%	12%	22%	25%	-	41%	7%	11%	-	47%	-	4%	30%	-	9%
NET: Social/Personal	157	60	96	19	19	22	29	36	31	38	46	43	30	14	1	21	20	6	20	4	7	21	21	12	9
	81%	80%	81%	93%	86%	69%	82%	84%	77%	83%	76%	90%	73%	78%	34%	66%	97%	75%	88%	63%	94%	78%	82%	92%	100%
NET: Other	20	8	12	1	4	2	3	4	6	3	6	8	2	1	1	5	2	2	3	1	*	2	2	1	-
	10%	11%	10%	7%	20%	5%	8%	8%	15%	7%	11%	17%	6%	5%	40%	17%	8%	19%	12%	21%	6%	8%	6%	6%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 160  
Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?  
Base: All who do not play online

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	187	97	41	49	51	17	34	24	3	133	107	79	174	11	142	45	39	23	12	21	15	10	34	43	42	43	19
Weighted base	194	112*	35*	48*	47*	14**	32**	22**	2**	144	109*	85*	182	10**	150	44*	38**	24**	12**	19**	16**	9**	30**	41*	45*	46*	26**
Not interested in doing this	136 70%	76 68%	22 63%	38 79%	37 78%	10 68%	26 81%	16 70%	2 100%	98 68%	74 68%	62 73%	128 70%	6 61%	108 72%	28 63%	26 68%	19 79%	6 46%	12 62%	12 74%	7 76%	19 64%	25 61%	37 82%	33 71%	19 72%
I don't have time to play online games	32 17%	22 20%	6 18%	4 8%	7 14%	2 13%	6 19%	4 16%	-	26 18%	15 14%	17 20%	30 17%	2 22%	23 15%	9 21%	6 17%	1 3%	5 43%	6 30%	-	1 9%	4 13%	4 9%	6 13%	9 20%	7 25%
I don't have the right devices to do this	21 11%	12 11%	3 7%	6 13%	7 14%	-	6 19%	3 15%	-	13 9%	12 11%	9 10%	19 10%	2 23%	17 11%	4 10%	4 12%	3 11%	2 17%	2 11%	1 6%	2 16%	3 11%	9 23% <sup>x</sup>	1 2%	5 11%	2 9%
The games I play don't have online features	17 9%	6 6%	4 13%	6 13%	3 5%	1 9%	1 4%	1 4%	-	14 10%	11 10%	6 7%	16 9%	1 10%	11 8%	5 12%	5 12%	-	4 34%	5 24%	-	-	* 2%	5 12%	3 8%	5 11%	3 10%
Concerned about security / being hacked / passwords stolen	16 8%	5 4%	3 8%	8 17% <sup>a</sup>	4 9%	1 5%	3 9%	3 13%	1 26%	11 8%	11 10%	4 5%	13 7%	1 15%	13 9%	2 5%	1 4%	1 3%	1 6%	1 3%	-	1 9%	3 11%	2 5%	6 13%	4 10%	-
Concerned about communicating with strangers	15 8%	5 5%	4 12%	6 12%	2 4%	-	1 2%	1 6%	-	13 9%	11 10%	4 5%	14 8%	1 7%	11 7%	4 10%	4 9%	1 3%	3 24%	3 15%	-	1 8%	1 4%	2 6%	4 10%	6 13%	1 4%
It's too expensive	14 7%	8 7%	3 8%	3 6%	2 3%	1 5%	1 3%	2 7%	1 26%	12 9%	8 7%	6 7%	12 7%	2 21%	12 8%	2 4%	2 4%	1 3%	-	1 4%	-	1 9%	4 14%	5 12%	1 2%	1 1%	3 13%
I don't have other people who would play video games with me	10 5%	4 4%	4 11%	2 4%	3 7%	1 4%	1 4%	1 6%	-	5 4%	5 5%	5 6%	9 5%	1 7%	7 5%	3 7%	2 6%	1 4%	1 6%	1 7%	1 6%	-	2 6%	2 5%	5 11%	1 3%	-
My internet connection is not fast / reliable enough	7 3%	5 4%	-	2 4%	* 1%	-	* 1%	* 2%	-	6 4%	1 1%	5 6%	7 4%	-	5 3%	2 4%	2 4%	-	-	2 8%	-	-	1 5%	* 1%	-	2 3%	3 13%
Concerned about seeing offensive or upsetting images /videos/speech	5 3%	1 1%	1 4%	3 6%	1 1%	-	-	1 3%	-	5 3%	4 4%	1 2%	5 2%	1 8%	5 3%	1 2%	1 2%	-	-	1 4%	-	-	3 9%	1 2%	1 2%	1 2%	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 160

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Working status			Disability				Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	194	112*	35*	48*	47*	14**	32**	22**	2**	144	109*	85*	182	10**	150	44*	38**	24**	12**	19**	16**	9**	30**	41*	45*	46*	26**
I don't have internet access	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Other (Please specify)	3	1	2	-	1	1	-	1	-	3	2	1	3	-	3	1	1	1	-	-	1	1	-	1	-	2	-
	2%	1%	5%	-	2%	6%	-	4%	-	2%	2%	1%	2%	-	2%	2%	3%	-	-	5%	9%	-	3%	-	5%	-	
None of these	7	6	1	1	1	-	-	1	-	6	6	1	7	1	5	2	1	1	1	-	1	1	2	1	3	-	
	4%	5%	2%	2%	2%	-	-	5%	-	4%	6%	1%	4%	7%	3%	6%	4%	6%	9%	-	9%	7%	4%	6%	2%	6%	
NET: Online harms	24	8	7	9	5	1	3	3	1	19	18	6	21	2	18	6	5	2	3	3	-	2	5	3	8	7	1
	12%	7%	20%a	19%a	10%	5%	11%	13%	26%	13%	16%	7%	12%	23%	12%	13%	13%	7%	24%	18%	-	17%	16%	8%	17%	16%	
NET: Access	33	19	5	9	8	1	7	4	1	24	17	16	30	3	26	7	7	3	2	4	1	2	7	12	2	7	6
	17%	17%	16%	18%	16%	5%	22%	19%	26%	17%	15%	19%	17%	31%	18%	15%	18%	11%	17%	23%	6%	16%	23%	30%ax	4%	15%	
NET: Social/Personal	157	89	29	39	41	12	29	18	2	114	83	74	148	8	123	33	30	20	8	14	13	24	30	41	35	20	
	81%	80%	83%	82%	88%	86%	91%	81%	100%	79%	76%	87%	81%	76%	82%	76%	78%	83%	66%	76%	80%	76%	81%	73%	91%	77%	
NET: Other	20	8	6	6	3	2	1	2	-	17	13	7	19	1	14	6	5	1	4	5	1	1	*	6	3	7	3
	10%	7%	18%	13%	7%	14%	4%	7%	-	12%	12%	9%	10%	10%	9%	14%	14%	3%	34%	24%	5%	9%	2%	15%	8%	16%	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 161

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	187	8	6	2	13	2	6	24	6	12	8	4	7	8	3	34	5	6	4	6	7	16
Weighted base	194	9**	6**	2**	13**	3**	7**	26**	6**	12**	8**	3**	6**	8**	3**	38**	6**	7**	3**	6**	9**	13**
Not interested in doing this	136 70%	7 79%	5 73%	1 56%	13 96%	3 100%	7 100%	9 34%	5 86%	9 77%	4 50%	2 82%	3 49%	5 67%	3 78%	30 79%	3 49%	6 85%	2 72%	3 55%	8 84%	8 60%
I don't have time to play online games	32 17%	-	3 41%	-	2 15%	-	2 26%	7 26%	3 50%	-	2 22%	-	2 32%	2 18%	-	3 8%	-	-	1 30%	-	3 34%	4 33%
I don't have the right devices to do this	21 11%	-	3 45%	-	1 7%	-	-	7 25%	2 26%	-	1 13%	-	-	1 16%	-	2 6%	3 51%	-	-	1 15%	-	1 5%
The games I play don't have online features	17 9%	-	1 14%	-	2 12%	-	-	5 18%	* 6%	2 18%	1 7%	* 18%	* 8%	2 19%	-	2 6%	-	-	1 23%	1 18%	-	-
Concerned about security / being hacked / passwords stolen	16 8%	-	1 14%	-	1 6%	-	-	2 7%	-	2 16%	-	1 21%	1 11%	3 33%	-	2 4%	-	-	-	1 15%	1 15%	2 18%
Concerned about communicating with strangers	15 8%	-	-	1 44%	1 10%	-	-	1 4%	-	1 10%	1 8%	-	1 11%	4 44%	-	2 4%	-	-	-	-	2 23%	2 14%
It's too expensive	14 7%	1 12%	1 13%	-	1 4%	-	-	2 8%	3 57%	-	-	-	-	3 33%	-	1 3%	-	-	-	-	1 9%	1 9%
I don't have other people who would play video games with me	10 5%	-	-	-	1 5%	-	-	3 11%	-	1 5%	-	-	1 11%	1 16%	-	1 2%	1 19%	-	1 28%	-	-	1 8%
My internet connection is not fast / reliable enough	7 3%	1 12%	-	-	-	-	-	-	3 42%	-	-	-	-	1 17%	-	-	-	-	-	2 26%	-	-
Concerned about seeing offensive or upsetting images /videos/speech	5 3%	-	1 14%	1 44%	-	-	-	-	-	-	-	-	-	2 24%	-	1 2%	-	-	-	-	1 7%	-
I don't have internet access	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 161

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	City																						
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Weighted base	194	9**	6**	2**	13**	3**	7**	26**	6**	12**	8**	3**	6**	8**	3**	38**	6**	7**	3**	6**	9**	13**	
Other (Please specify)	3 2%	-	-	-	-	-	-	1 3%	-	-	1 15%	-	-	-	-	-	-	-	-	-	-	1 11%	
None of these	7 4%	1 8%	-	-	-	-	-	2 9%	-	-	-	-	-	1 22%	2 6%	-	1 15%	-	-	-	-	-	
NET: Online harms	24 12%	-	1 14%	1 44%	1 10%	-	-	3 12%	-	2 16%	1 8%	1 21%	1 11%	5 61%	-	3 8%	-	-	-	-	1 15%	2 23%	3 23%
NET: Access	33 17%	1 12%	3 45%	-	1 11%	-	-	9 33%	5 83%	-	1 13%	-	-	3 42%	-	2 6%	3 51%	-	-	-	2 41%	1 9%	1 9%
NET: Social/Personal	157 81%	7 79%	5 73%	1 56%	13 96%	3 100%	7 100%	15 58%	6 100%	10 82%	5 72%	2 82%	5 92%	6 74%	3 78%	33 85%	4 68%	6 85%	3 100%	3 55%	9 100%	11 85%	
NET: Other	20 10%	-	1 14%	-	2 12%	-	-	5 21%	* 6%	2 18%	2 22%	* 18%	* 8%	2 19%	-	2 6%	-	-	1 23%	1 18%	-	1 11%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 162

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	187	11	7	17	12	22	22	10	15	26	8	21	1	88	34	60	20	22	12	14	14	5	7	3	
Weighted base	194	12*	10**	18**	12**	23**	21**	11**	15**	28**	9**	8**	22**	96*	42**	67*	23**	26**	13**	16**	13**	4**	6**	3**	
Not interested in doing this	136 70%	9 73%	5 57%	12 66%	8 69%	13 58%	10 48%	6 52%	9 60%	20 72%	7 80%	14 79%	-	68 71%	29 68%	49 73%	18 78%	22 84%	10 83%	12 75%	10 82%	4 90%	4 65%	2 83%	
I don't have time to play online games	32 17%	* 4%	1 8%	1 7%	2 16%	7 31%	5 23%	3 24%	4 27%	5 19%	2 24%	-	6 29%	-	9 10%	4 9%	6 9%	1 6%	3 12%	1 8%	2 12%	1 10%	* 10%	* 8%	* 17%
I don't have the right devices to do this	21 11%	-	-	2 12%	-	-	2 9%	-	-	2 7%	1 11%	-	1 4%	-	11 12%	3 8%	6 8%	1 3%	1 4%	-	1 9%	-	-	-	-
The games I play don't have online features	17 9%	* 3%	1 9%	2 11%	3 21%	4 17%	3 14%	1 12%	2 16%	3 9%	-	3 11%	-	7 7%	3 7%	6 10%	4 15%	3 11%	1 9%	* 2%	1 9%	-	* 7%	-	
Concerned about security / being hacked / passwords stolen	16 8%	1 5%	1 9%	1 8%	1 5%	2 8%	1 6%	1 6%	1 9%	3 11%	1 7%	1 20%	-	5 6%	2 4%	3 4%	-	3 11%	1 4%	-	1 9%	-	-	-	
Concerned about communicating with strangers	15 8%	-	-	1 4%	1 8%	2 7%	1 5%	1 10%	2 16%	2 6%	1 12%	-	2 11%	-	9 10%	4 10%	4 6%	2 7%	1 5%	-	-	1 9%	-	-	
It's too expensive	14 7%	1 9%	1 7%	1 7%	1 8%	2 8%	2 8%	1 6%	-	2 6%	1 7%	1 8%	* 2%	-	7 7%	2 4%	5 8%	2 9%	-	-	* 2%	* 3%	-	* 7%	
I don't have other people who would play video games with me	10 5%	-	1 7%	1 4%	-	1 6%	2 10%	1 12%	2 13%	2 7%	-	-	1 6%	-	2 3%	1 1%	2 3%	-	-	-	-	-	-	-	
My internet connection is not fast / reliable enough	7 3%	2 16%	-	2 9%	* 3%	2 8%	2 9%	2 14%	-	2 7%	-	-	2 9%	2 100%	2 2%	2 5%	2 3%	2 8%	-	-	2 12%	* 3%	-	2 34%	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 162

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	194	12*	10**	18**	12**	23**	21**	11**	15**	28**	9**	8**	22**	2**	96*	42**	67*	23**	26**	13**	16**	13**	4**	6**	3**
Concerned about seeing offensive or upsetting images /videos/speech	5 3%	-	2 18%	-	1 8%	1 4%	1 5%	1 7%	2 16%	1 3%	-	1 12%	2 7%	-	3 3%	2 5%	2 2%	-	-	-	-	-	-	-	-
I don't have internet access	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Other (Please specify)	3 2%	-	-	-	-	-	-	-	-	-	1 12%	1 14%	-	-	3 3%	-	1 2%	-	-	-	-	-	-	-	-
None of these	7 4%	1 10%	2 18%	1 6%	1 10%	2 10%	2 11%	-	-	2 8%	-	1 10%	2 9%	-	5 6%	4 9%	4 5%	-	-	-	-	1 8%	-	-	-
NET: Online harms	24 12%	1 5%	2 18%	1 8%	2 13%	3 12%	2 11%	3 23%	4 25%	4 15%	2 19%	2 20%	3 13%	-	12 12%	5 12%	5 8%	2 7%	3 11%	1 4%	-	1 9%	-	-	-
NET: Access	33 17%	3 22%	1 7%	5 28%	1 8%	3 14%	5 25%	2 20%	-	5 18%	2 18%	1 8%	3 13%	2 100%	17 18%	5 12%	10 15%	4 15%	1 4%	-	3 21%	-	-	2 34%	-
NET: Social/Personal	157 81%	9 77%	7 72%	13 72%	9 73%	17 71%	14 66%	8 76%	13 86%	22 79%	8 88%	6 79%	17 76%	-	75 79%	33 79%	55 81%	20 83%	23 88%	11 91%	13 82%	12 92%	4 100%	4 73%	3 100%
NET: Other	20 10%	* 3%	1 9%	2 11%	3 21%	4 17%	3 14%	1 12%	2 16%	3 9%	1 12%	2 26%	3 11%	-	10 10%	3 7%	8 11%	4 15%	3 11%	1 9%	* 2%	1 9%	-	* 7%	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 163

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	187	53	68	39	53	13	9	18	65	92	15	174	159	123	76	166	165	155	100	131	18
Weighted base	194	58*	72*	46*	53*	12**	10**	16**	72*	91*	14**	183	166	133*	81*	176	175	165	100*	138	18**
Not interested in doing this	136	41	45	33	35	9	8	14	56	57	9	129	117	85	57	125	122	113	70	93	14
	70%	71%	63%	73%	66%	72%	85%	83%	77%	63%	62%	71% <sub>m</sub>	70%	64%	71%	71% <sub>m</sub>	70% <sub>m</sub>	69%	70%	68%	77%
I don't have time to play online games	32	9	9	12	5	1	-	3	17	13	1	32	31	23	12	28	29	29	17	22	1
	17%	16%	13%	26%	10%	7%	-	20%	24%	15%	4%	17%	18%	17%	15%	16%	17%	17%	17%	16%	7%
I don't have the right devices to do this	21	6	5	5	4	-	-	1	8	11	1	20	19	15	4	21	18	17	13	16	1
	11%	11%	7%	11%	7%	-	-	5%	11%	12%	6%	11% <sub>n</sub>	11% <sub>n</sub>	11% <sub>n</sub>	5%	12% <sub>n</sub>	11% <sub>n</sub>	10%	13%	11%	6%
The games I play don't have online features	17	3	8	3	6	1	3	3	5	11	1	14	12	12	8	13	14	13	11	13	4
	9%	5%	11%	7%	11%	7%	31%	21%	6%	12%	8%	7%	8%	9%	10%	7%	8%	8%	10%	10%	22%
Concerned about security / being hacked / passwords stolen	16	3	5	3	7	-	1	2	7	5	1	14	13	5	5	12	13	10	10	11	3
	8%	5%	7%	6%	14%	-	9%	15%	9%	6%	6%	8% <sub>m</sub>	8% <sub>m</sub>	4%	6%	7% <sub>m</sub>	8% <sub>m</sub>	6%	10%	8%	16%
Concerned about communicating with strangers	15	1	9	2	9	1	2	2	4	7	-	13	11	9	7	13	14	12	9	10	4
	8%	3%	13%	4%	16%	5%	17%	12%	5%	8%	-	7%	6%	7%	9%	7%	8%	7%	9%	7%	20%
It's too expensive	14	2	8	4	5	2	-	*	6	7	1	12	11	11	6	14	13	13	5	12	1
	7%	4%	11%	8%	10%	16%	-	2%	8%	8%	5%	7%	7%	9%	8%	8%	7%	8%	5%	8%	4%
I don't have other people who would play video games with me	10	5	3	1	3	-	-	1	3	6	-	9	7	9	4	8	9	9	5	8	2
	5%	9%	4%	2%	6%	-	-	6%	5%	7%	-	5%	4%	7%	5%	4%	5%	5%	5%	6%	10%
My internet connection is not fast / reliable enough	7	2	3	2	3	1	-	*	4	3	-	7	6	3	4	7	6	6	3	6	-
	3%	3%	4%	5%	5%	10%	-	2%	5%	3%	-	4%	3%	2%	5%	4%	4%	4%	3%	5%	-
Concerned about seeing offensive or upsetting images /videos/speech	5	1	2	1	1	-	1	1	4	2	-	5	5	4	3	5	5	4	3	4	1
	3%	1%	3%	2%	3%	-	9%	4%	5%	2%	-	3%	3%	3%	3%	3%	3%	2%	3%	3%	5%
I don't have internet access	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 163

**Q.6 You said that you do not play video games online. Which, if any, of the following statements reflect your reason/s why?**

**Base: All who do not play online**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	194	58*	72*	46*	53*	12**	10**	16**	72*	91*	14**	183	166	133*	81*	176	175	165	100*	138	18**
Other (Please specify)	3 2%	-	3 5%	-	1 2%	1 7%	-	-	-	1 1%	2 16%	3 2%	3 2%	3 3%	2 2%	3 2%	3 2%	3 2%	1 1%	2 1%	-
None of these	7 4%	2 3%	3 4%	2 4%	2 3%	-	-	-	1 2%	5 5%	1 8%	7 4%	5 3%	7 5%	1 1%	7 4%	6 4%	6 4%	3 3%	4 3%	-
NET: Online harms	24 12%	4 7%	11 15%	4 10%	11 21%	1 5%	2 26%	3 19%	10 14%	9 10%	1 6%	21 12%	19 11%	12 9%	9 12%	20 11%	22 12%	18 11%	15 15%	17 13%	4 25%
NET: Access	33 17%	9 15%	11 16%	9 19%	9 17%	2 16%	-	1 8%	12 17%	17 19%	2 12%	31 17%	29 17%	24 18%	11 14%	33 19%	29 17%	29 18%	17 17%	26 19%	2 10%
NET: Social/Personal	157 81%	51 88%	53 73%	38 84%	40 75%	9 72%	8 85%	15 93%	63 87%	70 77%	9 62%	148 81%	136 82%	104 78%	67 83%	142 81%	141 81%	132 80%	82 82%	109 79%	15 83%
NET: Other	20 10%	3 5%	11 15%	3 7%	6 12%	2 14%	3 31%	3 21%	5 6%	12 13%	3 24%	17 9%	16 10%	16 12%	10 12%	16 9%	17 10%	17 10%	11 11%	15 11%	4 22%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 164  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
 Base: All gamers

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Watched gameplay videos on a video sharing service (e.g. YouTube)	274	169	105	77	87	58	41	3	8	83	85	45	62	26	9	25	21	29	13	12	21	49	45	24	1
	20%	24%b	15%	38%efg	28%ghi	21%hi	16%hi	2%	4%	22%j	21%	15%	19%	22%y	19%	17%	18%y	22%y	12%	18%	16%	24%sy	26%sy	21%y	3%
Played a game on a social media platform (e.g. Snappgames or Facebook Games)	214	87	128	41	45	36	51	22	19	61	49	42	63	19	14	19	16	27	17	10	13	32	27	15	5
	15%	12%	19%a	20%i	14%	13%	20%fi	14%	11%	16%	12%	14%	20%k	16%	28%pux	13%	14%	21%u	15%	15%	11%	16%	16%	13%	14%
Talk/Chat with people I know in an online game	156	92	64	42	52	32	19	6	6	55	42	23	36	20	5	12	10	18	6	12	13	27	20	12	2
	11%	13%	9%	20%fgh	16%ghi	11%hi	7%	4%	3%	14%l	11%	8%	11%	18%ps	10%	8%	9%	14%r	5%	18%ps	10%	13%r	11%	10%	6%
Talk/Chat with people I don't know in an online game	125	70	55	25	42	28	17	7	6	41	35	18	31	18	6	9	11	12	5	6	10	22	17	7	1
	9%	10%	8%	12%hi	13%ghi	10%i	7%	5%	3%	11%l	9%	6%	10%	15%ps	13%	6%	10%	9%	5%	10%	8%	11%	10%	6%	4%
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	119	70	49	34	39	29	13	1	3	45	34	21	19	14	6	7	7	16	8	5	5	26	15	8	2
	9%	10%	7%	17%ghi	13%ghi	10%hi	5%h	*	2%	12%m	8%	7%	6%	12%u	12%	5%	6%	12%pu	7%	8%	4%	13%pu	9%	7%	6%
Watched gameplay videos on a dedicated game streaming service (e.g. Twitch)	100	71	29	33	34	14	16	1	2	35	29	13	25	16	4	12	7	10	6	4	4	15	16	5	2
	7%	10%b	4%	16%fgh	11%fhi	5%hi	6%hi	*	1%	9%l	7%	4%	8%	14%rux	8%	8%	6%	7%	5%	7%	3%	7%	9%u	4%	5%
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	76	43	33	22	23	16	9	2	4	26	18	14	18	6	2	4	3	19	2	4	4	13	8	9	-
	5%	6%	5%	11%ghi	7%hi	6%h	3%	1%	2%	7%	4%	5%	6%	6%	5%	3%	2%	14%npqs	2%	6%	3%	7%	5%	8%	-
Posted gaming related content on social media	61	31	30	13	21	16	6	2	3	23	15	10	13	10	4	1	4	6	7	3	4	8	10	4	1
	4%	4%	4%	6%hi	7%ghi	6%h	2%	1%	2%	6%	4%	4%	4%	8%p	8%p	1%	3%	5%	6%p	4%	4%	4%	6%p	3%	4%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 164  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	58 4%	31 4%	27 4%	16 8%ghi	19 6%hi	13 5%i	8 3%	1 1%	1 1%	21 6%	17 4%	9 3%	11 3%	2 2%	8 17%npqs uvwx	6 4%	4 3%	9 7%ux	6 5% x	6 9%ux	1 1%	8 4%	7 4% x	- -	1 4%
Streamed / recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	51 4%	35 5%b	16 2%	7 4%hi	31 10%dfgh i	8 3%hi	4 2%	-	-	24 6%lm	13 3%	7 2%	6 2%	4 4%	3 7%	5 3%	3 2%	6 4%	2 2%	5 7%	2 2%	12 6%	8 4%	2 1%	1 2%
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	40 3%	25 4%	15 2%	13 6%ghi	13 4%i	8 3%	3 1%	2 1%	1 *	16 4%	8 2%	6 2%	10 3%	6 5%	3 6%	3 2%	1 1%	8 6%w	2 2%	2 3%	1 1%	8 4%	2 1%	3 2%	1 2%
None of these	808 58%	398 56%	410 60%	87 42%	147 47%	152 54% d	158 62% de	125 80% def g	139 80% def g	199 53%	235 59%	192 65% j	182 57%	62 54%	20 42%	94 63% o	72 62% o	66 51%	73 66% or	38 57%	78 62% o	111 54%	99 57%	71 61%	24 66%
NET: Watched game videos	304 22%	190 27% b	114 17%	85 41% efg hi	97 31% fgh i	64 22% hi	47 18% hi	3 2%	8 4%	97 26% l	94 24% l	47 16%	66 21%	27 24%	12 25%	29 19%	21 18%	31 24%	15 13%	15 23%	21 17%	54 27% sy	50 29% suy	25 21%	3 9%
NET: Watched/streamed gaming videos	329 24%	204 29% b	125 18%	90 43% fgh i	114 36% fgh i	66 23% hi	49 19% hi	3 2%	8 4%	110 29% lm	100 25% l	51 17%	68 21%	30 26% s	14 29% s	30 21%	23 20%	34 26% s	15 14%	20 30% sy	21 17%	61 30% suy	51 29% suy	25 21%	4 11%
NET: Create	88 6%	47 7%	41 6%	22 11% ghi	30 9% ghi	23 8% ghi	8 3%	3 2%	3 2%	34 9% l	20 5%	14 5%	20 6%	12 10% p	7 14% pqu	4 3%	4 4%	11 9%	7 6%	4 6%	5 4%	14 7%	12 7%	6 5%	2 6%
NET: Created/streamed game play or related content	124 9%	71 10%	53 8%	25 12% ghi	55 18% fghi	26 9% hi	11 4%	3 2%	3 2%	51 14% klm	29 7%	20 7%	24 7%	14 12% u	9 18% pqux	9 6%	6 5%	14 11%	8 7%	9 13% u	6 4%	22 11%	16 9%	8 7%	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 164  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: Chat	220 16%	124 17%	96 14%	53 26% i	71 23% fgh	46 16% ghi	30 12% i	10 6%	10 6%	74 19% l	60 15%	31 11%	55 17% l	25 21% s	8 16%	18 12%	17 15%	23 18%	11 10%	14 21%	16 13%	40 19%	26 15%	18 16%	3 7%
NET: Social feature	163 12%	94 13%	70 10%	46 22% i	52 16% fgh	40 14% ghi	17 7% h	2 2%	6 3%	56 15%	45 11%	31 11%	31 10%	18 15% p	7 14% p	7 5%	10 8%	30 23% pq	11 10% s	8 12%	9 7%	29 14% p	17 10%	16 14% p	2 6% w

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 165  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Watched gameplay videos on a video sharing service (e.g. YouTube)	274 20%	191 21% <sub>c</sub>	76 26% <sub>c</sub>	8 4%	66 19% <sub>f</sub>	52 29% <sub>dfg</sub>	30 14%	16 17%	2 18%	203 20%	139 18%	131 21%	225 18%	45 30% <sub>l</sub>	178 20%	94 20%	77 20%	53 22%	40 23%	49 22%	42 24%	19 19%	27 13%	36 16%	39 16%	66 20%	78 26% <sub>vwxx</sub>
Played a game on a social media platform (e.g. Snappgames or Facebook Games)	214 15%	152 17% <sub>c</sub>	43 15%	20 10%	66 19% <sub>i</sub>	38 21% <sub>i</sub>	46 22% <sub>i</sub>	18 20%	1 5%	142 14%	124 16%	89 14%	180 15%	31 21%	120 13%	91 19% <sub>n</sub>	77 20% <sub>n</sub>	50 21% <sub>n</sub>	31 18%	52 23% <sub>n</sub>	32 18%	23 23% <sub>n</sub>	34 17%	46 20% <sub>y</sub>	38 16%	39 12%	47 16%
Talk/Chat with people I know in an online game	156 11%	110 12% <sub>c</sub>	39 14% <sub>c</sub>	6 3%	39 11% <sub>f</sub>	30 17% <sub>dfg</sub>	10 5%	6 7%	1 9%	114 11% <sub>f</sub>	78 10%	76 12%	127 10%	27 18% <sub>l</sub>	90 10%	63 13%	51 13%	30 13%	24 14%	29 13%	24 14%	11 11%	23 12%	28 12%	27 12%	27 8%	40 13%
Talk/Chat with people I don't know in an online game	125 9%	94 10% <sub>c</sub>	25 8% <sub>c</sub>	7 3%	29 8% <sub>f</sub>	22 12% <sub>df</sub>	12 6%	8 8%	1 5%	93 9%	67 9%	55 9%	107 9%	16 11%	68 7%	55 12% <sub>n</sub>	48 12% <sub>n</sub>	25 11%	21 12%	32 14% <sub>n</sub>	20 11%	10 10%	17 8%	20 9%	18 8%	37 11%	25 8%
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	119 9%	98 11% <sub>bc</sub>	19 6% <sub>c</sub>	3 1%	28 8% <sub>f</sub>	20 11% <sub>fg</sub>	10 5%	3 4%	-	88 9%	53 7%	64 10% <sub>j</sub>	91 7%	24 16% <sub>l</sub>	61 7%	58 12% <sub>n</sub>	49 13% <sub>n</sub>	37 16% <sub>n</sub>	22 13% <sub>n</sub>	32 14% <sub>n</sub>	29 16% <sub>n</sub>	12 12%	13 6%	16 7%	20 9%	23 7%	36 12%
Watched gameplay videos on a dedicated game streaming service (e.g. Twitch)	100 7%	72 8% <sub>c</sub>	27 9% <sub>c</sub>	1 1%	22 6% <sub>f</sub>	18 10% <sub>df</sub>	9 4%	3 4%	-	77 8%	46 6%	52 9%	80 7%	18 12% <sub>l</sub>	67 7%	33 7%	27 7%	15 6%	15 9%	14 6%	12 7%	5 5%	11 6%	16 7%	16 7%	18 5%	27 9%
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	76 5%	59 6% <sub>c</sub>	13 4%	4 2%	22 6% <sub>f</sub>	18 10% <sub>dfi</sub>	8 4%	4 4%	1 4%	53 5%	41 5%	34 6%	63 5%	12 8%	39 4%	35 8% <sub>n</sub>	28 7% <sub>n</sub>	21 9% <sub>n</sub>	16 9% <sub>n</sub>	18 8% <sub>n</sub>	16 9% <sub>n</sub>	5 5%	8 4%	11 5%	12 5%	16 5%	26 9% <sub>v</sub>
Posted gaming related content on social media	61 4%	47 5% <sub>c</sub>	12 4%	2 1%	12 3%	7 4%	9 4%	4 4%	1 4%	46 5%	29 4%	31 5%	52 4%	9 6%	35 4%	26 6%	21 5%	10 4%	13 7%	19 8% <sub>nop</sub>	9 5%	3 3%	10 5%	11 5%	12 5%	11 3%	17 6%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 165  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
 Base: All gamers

	Working status				Disability						Educational level		Ethnicity		Kids in household						Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	58 4%	50 6%bc	7 2%	1 1%	9 3%	6 3%	6 3%	1 1%	-	45 4%	32 4%	25 4%	48 4%	8 5%	26 3%	32 7% <sub>n</sub>	27 7% <sub>n</sub>	14 6% <sub>n</sub>	16 9% <sub>n</sub>	19 9% <sub>n</sub>	13 8% <sub>n</sub>	3 3%	6 3%	7 3%	12 5%	14 4%	16 5%
Streamed / recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	51 4%	45 5%bc	6 2%	-	14 4%	8 4%	9 4%	4 4%	1 4%	37 4%	19 2%	32 5% <sub>j</sub>	37 3%	13 8% <sub>l</sub>	18 2%	29 6% <sub>nqu</sub>	20 5% <sub>nqu</sub>	7 3%	21 12% <sub>nopqt</sub>	19 8% <sub>n</sub>	6 4%	1 1%	11 6%	6 3%	5 2%	10 3%	18 6% <sub>x</sub>
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	40 3%	30 3% <sub>c</sub>	9 3%	1 *	12 3%	10 6% <sub>d</sub>	7 3%	5 6%	-	28 3%	20 3%	20 3%	34 3%	6 4%	14 2%	26 6% <sub>n</sub>	23 6% <sub>n</sub>	13 5% <sub>n</sub>	12 7% <sub>n</sub>	21 9% <sub>n</sub>	9 5% <sub>n</sub>	3 3%	2 1%	9 4%	3 1%	8 2%	18 6% <sub>vxy</sub>
None of these	808 58%	493 54%	162 56%	153 80% <sub>ab</sub>	195 57% <sub>e</sub>	81 45%	126 60% <sub>e</sub>	56 60% <sub>e</sub>	10 68%	589 58% <sub>e</sub>	466 60%	339 55%	733 60% <sub>m</sub>	66 45%	572 63% <sub>opqr</sub>	233 50%	193 50%	116 49%	81 47%	106 48%	88 50%	49 48%	114 57%	134 58%	147 62% <sub>z</sub>	207 63% <sub>z</sub>	147 50%
NET: Watched game videos	304 22%	216 24% <sub>c</sub>	80 27% <sub>c</sub>	8 4%	71 21% <sub>f</sub>	57 32% <sub>dfgi</sub>	31 15%	16 17%	2 18%	228 23% <sub>f</sub>	150 19%	150 25% <sub>j</sub>	247 20%	53 36% <sub>l</sub>	192 21%	111 24%	90 23%	58 24%	51 29% <sub>n</sub>	58 26%	46 26%	20 20%	29 15%	42 18%	41 18%	70 21%	89 30% <sub>vwxy</sub>
NET: Watched/streamed gaming videos	329 24%	240 26% <sub>c</sub>	80 28% <sub>c</sub>	8 4%	79 23% <sub>f</sub>	61 34% <sub>dfgi</sub>	36 17%	18 19%	3 22%	245 24% <sub>f</sub>	158 21%	166 27% <sub>j</sub>	265 22%	59 40% <sub>l</sub>	197 22%	126 27% <sub>n</sub>	97 25%	61 26%	62 36% <sub>nopq</sub>	64 29% <sub>n</sub>	48 28%	21 21%	36 18%	45 20%	43 18%	75 23%	96 33% <sub>vwxy</sub>
NET: Create	88 6%	68 7% <sub>c</sub>	17 6% <sub>c</sub>	3 2%	22 6%	15 9%	14 7%	9 9%	1 4%	62 6%	45 6%	42 7%	76 6%	12 8%	40 4%	48 10% <sub>n</sub>	40 10% <sub>n</sub>	21 9% <sub>n</sub>	22 12% <sub>n</sub>	36 16% <sub>nopqt</sub>	16 9% <sub>n</sub>	7 7%	11 5%	18 8%	15 6%	15 5%	29 10% <sub>y</sub>
NET: Created/streamed game play or related content	124 9%	100 11% <sub>c</sub>	21 7% <sub>c</sub>	3 2%	34 10%	22 12%	23 11%	12 13%	1 8%	86 8%	57 7%	66 11%	102 8%	20 13%	54 6%	66 14% <sub>nqu</sub>	50 13% <sub>n</sub>	25 11% <sub>n</sub>	34 20% <sub>nopqt</sub>	45 20% <sub>nopqt</sub>	20 12% <sub>n</sub>	7 7%	19 10%	23 10%	17 7%	22 7%	40 13% <sub>xy</sub>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 165  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: Chat	220 16%	160 18% <sup>c</sup>	49 17% <sup>c</sup>	11 6%	55 16% <sup>f</sup>	42 23% <sup>dfgi</sup>	19 9%	12 13%	2 14%	158 16% <sup>f</sup>	114 15%	104 17%	180 15%	35 24% <sup>l</sup>	124 14%	93 20% <sup>n</sup>	77 20% <sup>n</sup>	46 20% <sup>n</sup>	33 19%	46 21% <sup>n</sup>	35 20% <sup>n</sup>	18 17%	31 16%	37 16%	33 14%	51 16%	52 18%
NET: Social feature	163 12%	132 15% <sup>bc</sup>	26 9% <sup>c</sup>	6 3%	44 13% <sup>fg</sup>	35 19% <sup>dfgi</sup>	16 8%	5 6%	1 4%	115 11%	77 10%	84 14%	132 11%	27 18% <sup>l</sup>	85 9%	76 16% <sup>n</sup>	61 16% <sup>n</sup>	46 19% <sup>np</sup>	33 19% <sup>n</sup>	38 17% <sup>n</sup>	35 20% <sup>n</sup>	15 15%	19 9%	23 10%	28 12%	34 10%	47 16%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 166

Q.7 Which, if any, of the following gaming activities have you done in the last month?

Base: All gamers

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Watched gameplay videos on a video sharing service (e.g. YouTube)	274 20%	14 24%v	11 21%v	11 25%v	9 15%	6 25%	8 17%	21 18%	7 16%	8 12%	26 23%v	5 10%	17 34% dgik rvw	7 26%	3 12%	75 22%vw	13 27%vw	14 26%vw	4 10%	10 19%v	1 3%	5 9%
Played a game on a social media platform (e.g. Snapgames or Facebook Games)	214 15%	8 14%	10 19%q	16 33% afgh ioqw	9 15%q	3 10%	5 10%	17 14%	4 8%	6 10%	25 21%q	8 16%q	8 17%q	1 3%	3 15%	53 16%q	13 27% hiq	2 3%	6 15%	9 18%q	5 14%	6 13%
Talk/Chat with people I know in an online game	156 11%	11 18% diw	10 19% dw	5 10%	2 4%	5 20%	5 11%	9 8%	7 15%	4 6%	18 16% dw	5 11%	5 10%	2 7%	3 13%	39 12%	7 15%	5 10%	3 7%	7 15%	2 6%	2 3%
Talk/Chat with people I don't know in an online game	125 9%	8 14% giq	10 19% giqw	6 13% giq	4 7%	6 27%	2 4%	4 4%	6 14% giq	* 1%	12 10% i	4 8%	6 12% iq	2 8%	3 14%	34 10% i	6 13% iq	1 1%	3 6%	4 7%	1 4%	2 4%
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	119 9%	6 11% g	10 19% gksw	5 10%	3 6%	* 2%	3 7%	3 2%	6 13% gk	4 7%	15 13% gk	1 1%	4 9%	2 7%	- -	38 11% gk	8 17% gks	3 5%	2 5%	1 3%	2 6%	2 4%
Watched gameplay videos on a dedicated game streaming service (e.g. Twitch)	100 7%	9 15% dow	7 14% dw	4 8%	1 2%	2 6%	4 9%	8 7%	5 11%	4 7%	10 8%	1 3%	4 8%	2 7%	1 4%	22 6%	6 13% d	3 5%	1 2%	4 8%	2 5%	1 2%
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	76 5%	3 5%	3 7%	2 5%	1 1%	- -	3 6%	4 4%	2 5%	- -	16 13% dgior vw	2 4%	4 7% i	1 3%	1 4%	21 6%	6 12% dirw	3 6%	- -	4 7% i	- -	* 1%
Posted gaming related content on social media	61 4%	6 10% g	4 7% g	4 8% g	2 4%	2 7%	1 1%	- -	2 5% g	4 6% g	5 5% g	1 2%	5 9% g	- -	- -	17 5% g	4 8% g	2 4% g	- -	1 1%	1 4% g	2 4% g

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 166  
Q.7 Which, if any, of the following gaming activities have you done in the last month?  
Base: All gamers

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	58 4%	1 1%	1 3%	6 13% agoqr w	3 5%	-	1 2%	4 4%	4 9% qw	2 3%	10 9% oqw	1 3%	3 7%	1 4%	1 5%	10 3%	2 3%	-	-	5 10% oqw	1 4%	-
Streamed / recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	51 4%	2 4%	2 3%	3 6%	-	1 5%	-	6 5%	3 7%	2 3%	5 4%	1 2%	3 6%	2 7%	2 7%	14 4%	2 4%	1 2%	-	2 4%	1 2%	-
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	40 3%	4 8% g	1 3%	4 8% g	* 1%	1 3%	-	-	3 7% g	2 3%	9 8% go	1 2%	-	-	-	9 3%	2 4% g	-	2 4%	1 3%	1 2%	-
None of these	808 58%	30 52%	26 51%	19 40%	35 63% c	14 59%	33 68% c j	75 62% c	26 59%	43 68% c j l	58 49%	28 61%	23 46%	20 70%	13 63%	185 55%	24 50%	35 67% c	30 73% c j l	29 58%	24 66% c	36 71% c j l o
NET: Watched game videos	304 22%	14 24%	13 24%	14 31% k v w	9 15%	6 25%	8 17%	24 20%	9 19%	10 15%	29 24% w	6 12%	17 34% d i k r v w	7 26%	3 12%	82 24% w	16 34% i k r v w	14 26% w	5 12%	13 26% w	3 9%	5 9%
NET: Watched/streamed gaming videos	329 24%	14 25%	14 28% w	16 34% d i k r v w	9 15%	6 25%	8 17%	27 23%	11 25%	10 16%	31 26% w	6 12%	18 37% d i k r v w	7 26%	4 17%	88 26% k w w	16 34% i k r v w	14 26% w	5 12%	15 30% k w	4 11%	5 9%
NET: Create	88 6%	8 14% f g k	4 7% g	8 16% f g k o s	2 4% g	2 7%	1 1%	-	5 11% g	4 7% g	12 10% g	1 2%	5 9% g	-	-	23 7% g	5 11% g	2 4% g	2 4%	1 3%	2 6% g	2 4% g
NET: Created/streamed game play or related content	124 9%	9 15% f k	6 11%	9 20% d f g k r w	2 4%	2 9%	1 1%	6 5%	8 18% d f g k w	5 8%	14 12% f	1 2%	6 13% f	2 7%	2 7%	33 10%	5 11%	3 6%	2 4%	4 7%	2 6%	2 4%
NET: Chat	220 16%	13 22% g i w	12 23% g i w	8 17%	6 10%	9 38%	5 11%	12 10%	11 24% g i w	4 6%	24 21% g i w	6 13%	11 22% i	2 8%	5 23%	56 17% i	10 21% i	6 11%	6 14%	9 17%	3 7%	4 7%
NET: Social feature	163 12%	8 13%	12 23% d g i k r w	6 13%	4 7%	* 2%	6 13%	6 5%	6 13%	4 7%	26 22% d g i k o r w	2 5%	8 16% g	2 7%	1 4%	45 13% g	11 22% g i k r w	5 10%	2 5%	5 9%	2 6%	2 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 167  
Q.7 Which, if any, of the following gaming activities have you done in the last month?  
Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Watched gameplay videos on a video sharing service (e.g. YouTube)	274 20%	39 24%	43 27% <sub>el</sub>	40 24%	19 19%	29 18%	50 27% <sub>el</sub>	41 24%	59 27% <sub>el</sub>	58 22%	27 23%	35 26%	38 18%	29 28% <sub>el</sub>	177 22%	115 27% <sub>n</sub>	158 25% <sub>n</sub>	77 29% <sub>nt</sub>	87 25%	53 25%	32 21%	39 23%	21 28%	19 22%	36 30% <sub>ntu</sub>
Played a game on a social media platform (e.g. Snappgames or Facebook Games)	214 15%	47 30%	41 26%	43 26%	29 30%	42 26%	51 27%	49 29%	51 23%	62 23%	37 31%	41 30%	50 24%	32 31%	144 18%	80 19%	105 16%	56 22% <sub>p</sub>	64 19%	34 16%	28 18%	33 20%	17 23%	20 23%	27 23%
Talk/Chat with people I know in an online game	156 11%	43 27%	37 24%	35 21%	21 22%	27 16%	40 21%	40 23%	48 22%	45 17%	25 21%	29 21%	40 20%	31 30% <sub>ce</sub>	116 14%	78 18% <sub>n</sub>	101 16%	46 18%	62 18%	40 19%	30 20%	40 23% <sub>np</sub>	19 25% <sub>np</sub>	21 24% <sub>n</sub>	32 27% <sub>nopqr</sub>
Talk/Chat with people I don't know in an online game	125 9%	34 21%	30 19%	27 16%	16 16%	30 18%	36 20%	32 19%	37 17%	39 15%	24 20%	29 21%	34 16%	28 28% <sub>cd</sub>	88 11%	62 14% <sub>n</sub>	77 12%	39 15% <sub>n</sub>	43 12%	28 13%	25 16% <sub>n</sub>	24 14%	12 16%	12 14%	23 20% <sub>npr</sub>
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	119 9%	32 20%	32 21% <sub>el</sub>	27 16%	17 18%	22 13%	33 18%	32 19% <sub>l</sub>	35 16%	40 15%	22 19%	25 18%	26 12%	31 31% <sub>bcdef</sub>	85 10%	59 14% <sub>n</sub>	76 12%	41 16% <sub>n</sub>	53 15% <sub>n</sub>	31 15%	23 15%	23 14%	13 17%	19 22% <sub>npu</sub>	19 16%
Watched gameplay videos on a dedicated game streaming service (e.g. Twitch)	100 7%	25 16%	21 13%	21 12%	12 12%	15 9%	21 11%	19 11%	30 14%	29 11%	14 12%	23 16% <sub>el</sub>	20 10%	13 13%	66 8%	42 10%	59 9%	28 11%	37 11%	21 10%	16 10%	20 12%	12 16% <sub>n</sub>	10 12%	20 17% <sub>nopqst</sub>
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	76 5%	14 9%	14 9%	16 9%	10 10%	11 7%	18 10%	16 9%	17 8%	20 8%	9 8%	12 9%	12 6%	13 13% <sub>l</sub>	56 7%	43 10% <sub>npu</sub>	47 7%	21 8%	27 8%	20 10% <sub>u</sub>	10 7%	8 5%	8 11% <sub>u</sub>	5 5%	10 8%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 167  
Q.7 Which, if any, of the following gaming activities have you done in the last month?  
Base: All gamers

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Posted gaming related content on social media	61 4%	18 11%	14 9%	15 9%	6 7%	12 7%	17 9%	13 7%	18 8%	25 9%	10 8%	12 9%	20 10%	13 13%	42 5%	28 7%	37 6%	22 8% <sub>n</sub>	25 7%	16 8%	11 7%	15 9% <sub>n</sub>	12 16% <sub>n</sub> opqrs tw	7 8%	17 14% <sub>n</sub> opqrstu
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	58 4%	25 16%	22 14% <sub>i</sub>	18 11%	10 10%	18 11%	18 10%	25 11%	22 8%	17 15% <sub>i</sub>	25 18% <sub>cefgi</sub>	19 10%	17 17% <sub>fil</sub>	45 6%	37 9% <sub>np</sub>	38 6%	26 10% <sub>np</sub>	26 8%	18 9%	13 9%	17 10% <sub>np</sub>	15 19% <sub>n</sub> opqr stu	14 16% <sub>n</sub> oprt	18 15% <sub>n</sub> opr	
Streamed / recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	51 4%	30 19%	24 15%	25 15%	22 22% <sub>efghi</sub>	21 13%	24 13%	22 13%	29 13%	29 11%	20 17%	21 15%	23 11%	23 22% <sub>efghil</sub>	43 5%	28 6%	38 6%	26 10% <sub>n</sub> op	25 7%	19 9% <sub>n</sub>	19 12% <sub>n</sub> op	22 13% <sub>n</sub> oprs s	14 19% <sub>n</sub> opqr stu	19 22% <sub>n</sub> opqr stu	18 15% <sub>n</sub> opqr
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	40 3%	15 9%	15 9%	12 7%	11 12%	13 8%	13 7%	12 7%	15 7%	17 7%	11 9%	12 9%	14 7%	10 10%	26 3%	17 4%	22 3%	13 5%	11 3%	6 3%	10 6% <sub>n</sub>	10 6%	7 9% <sub>n</sub> pr	7 8% <sub>n</sub> pr	10 8% <sub>n</sub> pr
None of these	808 58%	38 24%	50 32% <sub>m</sub>	62 37% <sub>m</sub>	29 30% <sub>m</sub>	68 42% <sub>b</sub> dm	66 36% <sub>m</sub>	59 35% <sub>m</sub>	78 36% <sub>m</sub>	111 42% <sub>b</sub> dm	41 35% <sub>m</sub>	47 34% <sub>m</sub>	90 44% <sub>b</sub> dfgh km	19 19%	443 54% <sub>o</sub> pqrs tuvwx	190 45% <sub>v</sub> wx	326 51% <sub>o</sub> qstu vw	102 39% <sub>v</sub> x	160 47% <sub>q</sub> svwx	83 40% <sub>v</sub> x	65 42% <sub>v</sub> wx	67 40% <sub>v</sub> x	21 27%	26 31%	34 28%
NET: Watched game videos	304 22%	51 32%	51 32% <sub>el</sub>	48 29%	27 28%	36 22%	58 31% <sub>el</sub>	50 30%	70 32% <sub>el</sub>	70 26%	36 31%	45 33% <sub>el</sub>	49 24%	37 36% <sub>eil</sub>	193 29% <sub>n</sub>	126 29% <sub>n</sub>	172 27% <sub>n</sub>	87 33% <sub>np</sub>	98 28% <sub>n</sub>	62 30% <sub>n</sub>	41 26%	46 27%	28 37% <sub>nt</sub>	24 28%	44 37% <sub>n</sub> ptu
NET: Watched/streamed gaming videos	329 24%	71 45%	65 41% <sub>eil</sub>	65 39% <sub>e</sub>	42 43% <sub>eil</sub>	49 30%	73 39% <sub>el</sub>	63 37%	89 41% <sub>eil</sub>	87 33%	48 41% <sub>el</sub>	57 42% <sub>el</sub>	63 31%	52 51% <sub>cefgi</sub>	215 26%	139 33% <sub>n</sub>	192 30% <sub>n</sub>	101 39% <sub>n</sub> op	113 33% <sub>n</sub>	75 36% <sub>n</sub>	49 31%	61 36% <sub>n</sub>	35 47% <sub>n</sub> oprt	36 41% <sub>n</sub> pt	54 45% <sub>n</sub> oprtu

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 167  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: Create	88 6%	28 18%	25 16%	22 13%	15 16%	22 13%	25 14%	22 13%	27 13%	34 13%	17 14%	20 14%	29 14%	21 20%ghi	57 7%	40 9%n	50 8%	30 11%np	30 9%	20 9%	18 12%n	21 12%np	15 20%nopqrst	13 15%np	21 18%nopqrs
NET: Created/streamed game play or related content	124 9%	52 33%	42 27%	42 25%	33 35%efghi	38 23%	45 24%	40 23%	51 23%	56 21%	32 27%	36 26%	44 22%	39 38%bcdefghijkl	89 11%	61 14%n	77 12%	50 19%nop	49 14%	37 18%np	30 19%np	38 22%noprst	24 32%nopqrst	27 32%nopqrst	34 28%nopqrst
NET: Chat	220 16%	61 39%	53 34%i	46 28%	28 29%	42 26%	59 32%	56 33%i	67 31%	67 25%	40 34%i	46 34%	57 28%	50 49%ghijkl	155 19%	104 24%np	131 21%	66 25%n	77 22%	50 24%	43 28%np	49 29%np	24 31%np	24 28%	40 33%noprs
NET: Social feature	163 12%	38 24%	38 24%l	37 22%l	22 23%	27 17%	43 23%el	40 24%el	42 19%	52 20%	27 23%l	32 23%l	31 15%	39 38%bcdefghijkl	117 14%	82 19%np	101 16%	50 19%	63 18%n	43 21%n	26 17%	25 15%	15 20%	19 22%	22 18%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 168  
Q.7 Which, if any, of the following gaming activities have you done in the last month?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Watched gameplay videos on a video sharing service (e.g. YouTube)	274 20%	98 21%	140 23%	91 21%	89 21%	157 36%g	101 32%	86 27%	66 17%	148 20%	42 27%h	240 19%	242 20%	255 24%klop	212 27%klmo	243 20%	274 21%klo	250 20%	263 24%q	220 21%	216 34% <sup>s</sup>
Played a game on a social media platform (e.g. Snapgames or Facebook Games)	214 15%	78 16%	111 18%	68 16%	88 21%	88 20%	58 18%	62 20%	52 14%	121 16%	28 18%	199 16%	191 15%	177 17%p	121 16%	193 16%	199 15%	199 16%	189 17%	183 18%	135 21% <sup>s</sup>
Talk/Chat with people I know in an online game	156 11%	67 14%	85 14%	59 14%	52 12%	96 22%	68 21%	63 20%	39 10%	82 11%	26 17%	147 11%	140 11%	138 13%klop	115 15%klop	142 11%	147 11%	151 12%	151 14%	121 12%	135 21% <sup>s</sup>
Talk/Chat with people I don't know in an online game	125 9%	49 10%	68 11%	56 13%	42 10%	65 15%	50 16%	48 15%	23 6%	75 10%h	19 12%h	111 9%	116 9%k	108 10%k	87 11%klp	118 10%k	123 9%k	121 10%	116 10%	100 10%	107 17% <sup>s</sup>
Used the social features of a game-related network (e.g. PlayStation Network, Steam, discord)	119 9%	51 11%	65 11%	46 11%	40 10%	94 21%f	36 11%	54 17%f	28 7%	70 9%	16 10%	113 9%	112 9%	110 10%klop	107 14%klmop	114 9%	119 9%	114 9%	116 10%q	99 9%	103 16% <sup>s</sup>
Watched gameplay videos on a dedicated game streaming service (e.g. Twitch)	100 7%	42 9%	57 9%	32 7%	37 9%	64 15%	47 15%	38 12%	20 5%	54 7%	22 14%hi	95 7%	90 7%	93 9%klp	80 10%klop	97 8%	100 8%	94 8%	100 9%q	77 7%	86 13% <sup>s</sup>
Joined/formed/been an active part of a social group in a game (e.g. a clan, a guild, a team)	76 5%	30 6%	43 7%	28 7%	32 8%	43 10%	31 10%	29 9%	10 3%	42 6%h	21 13%hi	69 5%	67 5%	66 6%o	59 8%klmop	62 5%	72 6%	74 6%	70 6%	62 6%	61 9% <sup>s</sup>
Posted gaming related content on social media	61 4%	24 5%	31 5%	25 6%	29 7%	35 8%	23 7%	20 6%	11 3%	35 5%	14 9%hi	58 5%	55 4%	56 5%l	48 6%klop	59 5%	61 5%	60 5%	57 5%	47 4%	48 7% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 168  
Q.7 Which, if any, of the following gaming activities have you done in the last month?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Spent money to support a game streamer (e.g. made a donation, bought merchandise, subscribed to their channel)	58 4%	29 6%	32 5%	25 6%	32 8%	42 10% <sup>f</sup>	15 5%	22 7%	10 3%	37 5%	10 6%	55 4%	53 4%	52 5%	53 7% <sup>k</sup>	57 5%	57 4%	57 5%	56 5%	41 4%	49 8% <sup>s</sup>
Streamed / recorded footage of myself playing games to a video streaming service (e.g. Twitch, YouTube)	51 4%	28 6%	24 4%	21 5%	23 5%	39 9% <sup>g</sup>	17 5%	17 5%	12 3%	33 4%	5 3%	47 4%	46 4%	45 4%	45 6% <sup>k</sup>	48 4%	51 4%	45 4%	50 4% <sup>q</sup>	27 3%	45 7% <sup>s</sup>
Posted gaming related content on forums (e.g. GameFAQs, Gamespot, Reddit)	40 3%	18 4%	24 4%	14 3%	18 4%	30 7%	19 6%	17 5%	5 1%	30 4% <sup>h</sup>	4 3%	36 3%	35 3%	38 4% <sup>kl</sup>	32 4% <sup>k</sup>	37 3%	40 3%	38 3%	37 3%	33 3%	36 6% <sup>s</sup>
None of these	808 58%	258 54%	319 52%	228 54%	206 49%	155 35%	135 42%	156 49% <sup>e</sup>	243 63% <sup>j</sup>	424 57%	73 48%	748 59% <sup>mno</sup>	716 58% <sup>mn</sup>	557 53% <sup>n</sup>	380 49%	708 57% <sup>mn</sup>	745 57% <sup>mn</sup>	691 56% <sup>r</sup>	581 52%	596 57% <sup>t</sup>	244 38%
NET: Watched game videos	304 22%	114 24%	158 26%	101 24%	103 25%	178 41% <sup>g</sup>	114 36%	98 31%	74 19%	161 22%	49 32% <sup>hi</sup>	269 21%	271 22%	281 27% <sup>klop</sup>	236 30% <sup>kimo</sup>	273 22% <sup>k</sup>	304 23% <sup>klo</sup>	278 23%	292 26% <sup>q</sup>	239 23%	238 37% <sup>s</sup>
NET: Watched/streamed gaming videos	329 24%	126 26%	169 28%	110 26%	112 27%	196 45% <sup>g</sup>	122 38%	106 33%	80 21%	180 24%	49 32% <sup>h</sup>	293 23%	293 24%	302 28% <sup>klop</sup>	259 33% <sup>kimo</sup>	296 24% <sup>k</sup>	329 25% <sup>klo</sup>	298 24%	317 29% <sup>q</sup>	250 24%	258 40% <sup>s</sup>
NET: Create	88 6%	35 7%	49 8%	35 8%	40 10%	55 12%	33 10%	33 10%	15 4%	56 7% <sup>h</sup>	16 10% <sup>h</sup>	83 6%	80 6%	82 8% <sup>klop</sup>	71 9% <sup>klop</sup>	83 7%	88 7%	86 7%	81 7%	70 7%	72 11% <sup>s</sup>
NET: Created/streamed game play or related content	124 9%	53 11%	65 11%	48 11%	55 13%	79 18% <sup>f</sup>	41 13%	43 14%	27 7%	77 10%	18 12%	116 9%	111 9%	113 11% <sup>klop</sup>	102 13% <sup>kimop</sup>	116 9%	124 9%	116 9%	115 10%	84 8%	103 16% <sup>s</sup>
NET: Chat	220 16%	90 19%	119 20%	88 21%	75 18%	123 28%	89 28%	82 26%	51 13%	125 17%	34 22% <sup>h</sup>	201 16%	200 16%	193 18% <sup>klop</sup>	160 20% <sup>kimo</sup>	201 16%	210 16%	212 17%	208 19%	175 17%	185 29% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 168  
**Q.7 Which, if any, of the following gaming activities have you done in the last month?**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Social feature	163	67	90	63	57	111	56	63	32	98	27	152	149	148	137	147	160	158	156	132	135
	12%	14%	15%	15%	14%	25%fg	18%	20%	8%	13%h	17%h	12%	12%	14%klp	18%klmo	12%	12%	13%	14%	13%	21%sp

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 169

Q.8 To what extent do you agree or disagree with the following statements?

**Summary****Base: All who use chat/social features**

	Activities	
	I talk to my friends via online games and game-related social platforms more than by other forms of online communication	When chatting with other people in online games I talk about a range of different topics, not just (video) games
Unweighted base	259	259
Weighted base	268	268
NET: Agree	88 33%	142 53%
Strongly agree (+2)	43 16%	69 26%
Slightly agree (+1)	44 17%	73 27%
Neither agree nor disagree (0)	52 20%	52 19%
Slightly disagree (-1)	48 18%	41 15%
Strongly disagree (-2)	71 27%	15 6%
NET: Disagree	119 44%	56 21%
Don't know	9 3%	18 7%
Mean	-0.23	0.56
Standard deviation	1.44	1.23
Standard error	0.09	0.08

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 170

**Q.8 To what extent do you agree or disagree with the following statements?**

**I talk to my friends via online games and game-related social platforms (e.g. PlayStation Network, Steam) more than by other forms of online communication (such as WhatsApp, Skype or email)**

**Base: All who use chat/social features**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	259	148	111	61	77	57	37	15	12	75	72	54	58	28	9	21	23	30	18	15	20	43	28	17	7
Weighted base	268	150	118*	64*	86*	60*	35*	11**	12**	87*	73*	45*	62*	31**	10**	22**	22**	32**	17**	14**	17**	48*	28**	22**	5**
NET: Agree	88 33%	50 33%	38 32%	21 33%	23 26%	29 48%e	13 36%	2 20%	1 6%	28 32%	24 33%	14 30%	22 36%	12 40%	2 16%	8 36%	8 37%	9 28%	3 18%	3 21%	5 29%	24 50%	9 31%	5 23%	* 9%
Strongly agree (+2)	43 16%	26 18%	17 14%	9 15%	13 15%	14 23%	6 16%	1 7%	1 6%	10 11%	12 16%	8 18%	14 22%	7 23%	* 4%	2 7%	2 10%	5 14%	2 12%	2 17%	3 18%	11 23%	6 22%	3 13%	- -
Slightly agree (+1)	44 17%	24 16%	21 18%	12 18%	9 11%	15 25%e	7 20%	1 13%	- -	18 21%	12 17%	5 12%	9 14%	5 17%	1 11%	6 29%	6 27%	4 13%	1 6%	1 4%	2 11%	13 27%	3 9%	2 10%	* 9%
Neither agree nor disagree (0)	52 20%	37 25%cb	15 13%	11 17%	12 13%	13 21%	15 43%def	2 17%	- -	17 20%	10 13%	13 28%	13 20%	3 10%	5 46%	4 17%	5 21%	6 19%	3 17%	3 23%	3 20%	9 18%	8 28%	2 10%	1 29%
Slightly disagree (-1)	48 18%	23 15%	25 21%	10 16%	22 25%	8 13%	4 12%	- -	4 36%	17 20%	15 21%	7 15%	9 15%	3 10%	- -	4 18%	2 10%	7 23%	4 21%	6 41%	6 37%	5 10%	5 19%	3 15%	2 47%
Strongly disagree (-2)	71 27%	35 23%	36 31%	20 31%g	26 30%g	10 16%	3 7%	7 63%	7 58%	21 24%	21 29%	10 22%	18 29%	10 34%	4 38%	6 29%	5 24%	10 30%	6 34%	2 15%	2 14%	8 17%	6 23%	10 46%	1 15%
NET: Disagree	119 44%	58 39%	61 52%	30 46%g	47 55%fg	17 29%	7 20%	11 63%	11 94%	38 44%	36 50%	17 37%	27 44%	14 44%	4 38%	10 46%	8 35%	17 53%	9 55%	8 56%	9 51%	13 27%	12 42%	13 61%	3 62%
Don't know	9 3%	5 3%	4 3%	2 4%	5 5%	1 2%	* 1%	- -	- -	4 4%	3 4%	2 5%	- -	2 6%	- -	- -	2 7%	- -	2 10%	- -	- -	2 4%	- -	1 6%	- -
Mean	-0.23	-0.11	-0.37	-0.31	-0.46	0.26e	0.26e	-0.99	-1.41	-0.26	-0.32	-0.12	-0.15	-0.16	-0.55	-0.31	-0.13	-0.41	-0.65	-0.33	-0.19	0.31	-0.12	-0.75	-0.68
Standard deviation	1.44	1.42	1.47	1.47	1.45	1.39	1.12	1.48	1.01	1.36	1.49	1.42	1.53	1.67	1.29	1.38	1.40	1.43	1.42	1.33	1.36	1.42	1.46	1.52	0.95
Standard error	0.09	0.12	0.14	0.19	0.17	0.19	0.19	0.38	0.29	0.16	0.18	0.20	0.20	0.33	0.43	0.30	0.31	0.26	0.34	0.34	0.30	0.22	0.28	0.38	0.36

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 171

**Q.8 To what extent do you agree or disagree with the following statements?**  
**I talk to my friends via online games and game-related social platforms (e.g. PlayStation Network, Steam) more than by other forms of online communication (such as WhatsApp, Skype or email)**  
**Base: All who use chat/social features**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	259	187	59	13	65	44	26	14	3	187	137	120	215	37	146	111	90	59	43	55	47	21	43	42	44	59	53
Weighted base	268	200	56*	12**	66*	47*	24**	13**	2**	195	136	129	221	40*	148	117*	96*	64*	43*	55*	48*	24**	38*	42*	41*	61*	66*
NET: Agree	88	69	18	1	22	17	5	4	1	64	46	41	66	20	39	49	43	28	18	28	23	8	11	15	20	25	
	33%	35%	32%	5%	33%	36%	21%	31%	29%	33%	34%	32%	30%	50%l	26%	42%n	45%n	44%n	43%	51%n	48%n	33%	28%	26%	37%	32%	38%
Strongly agree (+2)	43	35	8	1	9	7	2	1	-	34	26	17	32	11	16	28	26	14	11	20	10	6	6	6	6	9	14
	16%	18%	14%	5%	13%	15%	8%	10%	-	17%	19%	13%	15%	28%	11%	24%n	27%n	23%n	26%n	36%nop	21%	25%	16%	13%	15%	14%	22%
Slightly agree (+1)	44	35	10	-	13	10	3	3	1	30	19	24	34	9	23	21	17	14	7	8	13	2	5	5	9	11	11
	17%	17%	18%	-	19%	22%	13%	21%	29%	15%	14%	19%	15%	22%	16%	18%	18%	21%	17%	14%	27%	8%	13%	13%	21%	18%	16%
Neither agree nor disagree (0)	52	43	10	-	11	6	9	4	-	40	22	31	43	8	28	24	22	14	6	14	8	7	7	10	6	12	12
	20%	21%	17%	-	17%	14%	37%	30%	-	21%	16%	24%	20%	21%	19%	21%	23%	21%	14%	25%	17%	30%	19%	24%	15%	20%	18%
Slightly disagree (-1)	48	34	10	4	8	4	3	-	1	40	31	17	44	3	25	21	14	10	9	8	8	4	9	5	13	9	8
	18%	17%	18%	34%	12%	9%	13%	-	71%	20%	23%	13%	20%	8%	17%	18%	15%	15%	21%	14%	17%	15%	23%	13%	33%z	15%	13%
Strongly disagree (-2)	71	48	16	7	23	18	7	5	-	44	35	35	60	7	52	18	13	9	7	5	7	2	9	16	6	18	18
	27%	24%	28%	60%	35%	37%	29%	40%	-	23%	25%	27%	27%	19%	35%opqrs	15%	13%	14%	16%	9%	14%	10%	25%	38%x	15%	29%	27%
NET: Disagree	119	81	26	11	31	22	10	5	1	84	66	52	104	11	78	39	27	19	16	12	15	6	18	21	19	27	26
	44%	41%	47%	95%	47%	46%	42%	40%	71%	43%	48%	40%	47% <sup>m</sup>	27%	52% <sup>opqrs</sup>	33% <sup>ps</sup>	28%	29%	37%	23%	31%	24%	48%	51%	48%	44%	40%
Don't know	9	6	2	-	2	2	-	-	-	7	3	5	8	1	3	5	4	4	2	1	2	3	2	-	-	3	3
	3%	3%	4%	-	3%	4%	-	-	-	3%	2%	4%	3%	2%	2%	4%	4%	6%	5%	1%	4%	12%	5%	-	-	4%	4%
Mean	-0.23	-0.13	-0.31	-1.44	-0.37	-0.34	-0.42	-0.38	-0.43	-0.16	-0.21	-0.23	-0.31	0.33l	-0.52	0.18n	0.32n	0.24n	0.16n	0.56no	0.24n	0.28	-0.30	-0.49	-0.10	-0.29	-0.08
Standard deviation	1.44	1.43	1.44	0.99	1.49	1.56	1.29	1.49	-	1.42	1.48	1.40	1.42	1.47	1.40	1.41	1.39	1.39	1.49	1.35	1.39	1.36	1.42	1.45	1.33	1.46	1.54
Standard error	0.09	0.11	0.19	0.27	0.19	0.24	0.25	0.40	-	0.11	0.13	0.13	0.10	0.25	0.12	0.14	0.15	0.19	0.23	0.18	0.21	0.31	0.22	0.22	0.20	0.19	0.22

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 172

**Q.8 To what extent do you agree or disagree with the following statements?**

**I talk to my friends via online games and game-related social platforms (e.g. PlayStation Network, Steam) more than by other forms of online communication (such as WhatsApp, Skype or email)**

**Base: All who use chat/social features**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	259	13	16	9	8	9	10	12	11	8	30	7	10	3	4	65	10	7	4	11	7	5
Weighted base	268	15**	17**	9**	8**	9**	8**	13**	11**	7**	31**	6**	11**	2**	5**	68*	12**	7**	6**	9**	5**	5**
NET: Agree	88 33%	9 58%	3 20%	2 26%	1 10%	4 44%	3 42%	3 22%	5 47%	1 15%	10 33%	1 23%	4 36%	- -	2 39%	27 40%	4 33%	2 34%	2 29%	2 20%	* 9%	* 7%
Strongly agree (+2)	43 16%	4 27%	3 17%	* 5%	1 10%	1 8%	1 9%	- -	3 25%	* 5%	6 19%	- -	3 29%	- -	1 23%	13 19%	4 29%	2 26%	- -	1 13%	- -	* 7%
Slightly agree (+1)	44 17%	5 30%	1 3%	2 21%	- -	3 35%	3 34%	3 22%	3 22%	1 10%	4 13%	1 23%	1 7%	- -	1 16%	14 21%	1 4%	1 8%	2 29%	1 7%	* 9%	- -
Neither agree nor disagree (0)	52 20%	2 13%	1 7%	5 52%	2 23%	3 31%	1 7%	4 28%	1 12%	2 34%	5 17%	1 23%	2 22%	1 50%	- -	14 20%	2 16%	1 19%	1 17%	2 20%	1 29%	- -
Slightly disagree (-1)	48 18%	1 9%	2 11%	- -	2 19%	1 8%	1 18%	2 13%	5 41%	4 51%	6 19%	3 44%	2 21%	- -	11 16%	1 7%	- -	- -	- -	3 36%	2 47%	3 52%
Strongly disagree (-2)	71 27%	2 12%	10 60%	2 22%	3 40%	2 18%	2 21%	5 38%	- -	- -	10 31%	1 10%	2 22%	1 50%	3 61%	13 19%	4 33%	3 47%	3 55%	2 24%	1 15%	2 42%
NET: Disagree	119 44%	3 21%	12 71%	2 22%	5 59%	2 25%	3 39%	7 50%	5 41%	4 51%	16 50%	3 54%	5 43%	1 50%	3 61%	24 35%	5 40%	3 47%	3 55%	6 60%	3 62%	5 93%
Don't know	9 3%	1 9%	* 3%	- -	1 7%	- -	1 12%	- -	- -	- -	- -	- -	- -	- -	- -	4 6%	1 11%	- -	- -	- -	- -	- -
Mean	-0.23	0.58	-0.98	-0.13	-0.85	0.09	-0.11	-0.66	0.31	-0.30	-0.28	-0.41	*	-1.01	-0.60	0.06	-0.12	-0.35	-0.81	-0.51	-0.68	-1.21
Standard deviation	1.44	1.40	1.58	1.20	1.39	1.28	1.50	1.24	1.29	0.92	1.52	1.04	1.59	1.33	1.98	1.42	1.78	1.84	1.49	1.36	0.95	1.11
Standard error	0.09	0.40	0.41	0.40	0.53	0.43	0.50	0.36	0.39	0.33	0.28	0.39	0.50	0.77	0.99	0.18	0.59	0.69	0.74	0.41	0.36	0.49

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 173

**Q.8 To what extent do you agree or disagree with the following statements?**

**I talk to my friends via online games and game-related social platforms (e.g. PlayStation Network, Steam) more than by other forms of online communication (such as WhatsApp, Skype or email)**

**Base: All who use chat/social features**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	259	58	55	49	24	41	57	53	69	72	36	45	55	45	179	111	147	70	88	55	45	51	25	27	50
Weighted base	268	66*	60*	54*	30**	46*	63*	62*	76*	76*	44*	51*	61*	54*	189	127*	163	81*	97*	62*	50*	56*	27**	31**	46*
NET: Agree	88	25	22	19	13	19	24	22	27	29	16	18	23	18	64	51	52	28	30	19	19	16	10	10	14
	33%	38%	36%	35%	42%	41%	38%	35%	36%	38%	37%	34%	37%	34%	34%	40%	32%	35%	31%	30%	38%	28%	37%	31%	30%
Strongly agree (+2)	43	11	9	9	3	8	10	8	11	15	5	6	11	12	29	24	27	12	13	8	9	7	5	4	6
	16%	16%	15%	16%	11%	18%	16%	12%	14%	20%	12%	12%	19%	22%	16%	19%	16%	15%	13%	18%	18%	12%	18%	13%	14%
Slightly agree (+1)	44	14	13	10	9	11	14	14	16	14	11	11	11	7	35	27	25	16	17	11	11	9	5	6	8
	17%	22%	21%	19%	31%	23%	22%	22%	21%	18%	25%	22%	18%	12%	18%	21%	15%	20%	18%	17%	21%	16%	19%	18%	16%
Neither agree nor disagree (0)	52	17	14	11	8	13	14	13	15	15	11	14	17	12	37	24	30	14	19	14	9	11	6	7	9
	20%	25%	23%	21%	28%	28%	22%	21%	20%	20%	26%	27%	27%	23%	19%	19%	19%	18%	19%	22%	17%	20%	23%	21%	18%
Slightly disagree (-1)	48	14	14	10	4	8	9	12	18	13	9	8	10	13	36	21	33	15	18	12	8	11	5	8	9
	18%	21%	23%	19%	13%	17%	14%	19%	23%	17%	21%	15%	17%	24%	19%	17%	20%	18%	18%	19%	16%	20%	17%	24%	19%
Strongly disagree (-2)	71	9	9	13	5	5	15	14	14	19	7	12	10	10	45	25	42	21	26	13	11	15	6	4	13
	27%	14%	15%	24%	17%	11%	23%	18%	25%	16%	24%	16%	19%	24%	20%	26%	26%	27%	21%	22%	28%	22%	14%	29%	
NET: Disagree	119	23	23	23	9	13	24	26	31	32	16	20	23	23	81	47	75	35	44	25	19	26	11	12	22
	44%	35%	38%	43%	30%	28%	37%	42%	41%	42%	37%	38%	33%	43%	43%	37%	46%	44%	45%	41%	38%	47%	39%	38%	48%
Don't know	9	1	2	*	-	1	1	3	-	-	-	1	-	7	4	6	3	5	4	3	3	3	-	3	2
	3%	2%	3%	1%	3%	2%	2%	3%	-	-	-	2%	-	4%	3%	4%	4%	4%	5%	7%	6%	5%	-	9%	4%
Mean	-0.23	0.05	-0.03	-0.16	0.07	0.20	-0.06	-0.18	-0.09	-0.09	-0.03	-0.16	0.06	-0.06	-0.18	0.03	-0.25	-0.20	-0.30	-0.20	-0.05	-0.37	-0.06	-0.08	-0.33
Standard deviation	1.44	1.30	1.31	1.42	1.27	1.26	1.41	1.37	1.35	1.48	1.27	1.35	1.42	1.42	1.42	1.42	1.44	1.44	1.41	1.37	1.46	1.39	1.43	1.31	1.44
Standard error	0.09	0.17	0.18	0.20	0.26	0.20	0.19	0.19	0.16	0.17	0.21	0.20	0.18	0.21	0.11	0.14	0.12	0.17	0.15	0.19	0.22	0.20	0.29	0.26	0.21

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 174

**Q.8 To what extent do you agree or disagree with the following statements?**

**I talk to my friends via online games and game-related social platforms (e.g. PlayStation Network, Steam) more than by other forms of online communication (such as WhatsApp, Skype or email)**

**Base: All who use chat/social features**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	259	103	140	94	92	150	90	90	60	144	42	234	234	224	192	241	250	246	245	206	216
Weighted base	268	110*	143	104*	92*	158	98*	101*	60*	153	41*	244	241	236	202	246	258	257	254	212	221
NET: Agree	88 33%	43 39%	45 31%	32 31%	34 37%	61 39%	29 30%	41 41%	27 44%	48 32%	9 23%	81 33%	83 34%	84 36%	75 37%	82 34%	87 34%	85 33%	85 33%	71 34%	77 35%
Strongly agree (+2)	43 16%	16 15%	27 19%	12 11%	22 24% <sup>c</sup>	33 21%	15 15%	24 24%	14 22%	24 15%	5 13%	41 17%	40 17%	40 17%	38 19% <sup>o</sup>	38 15%	43 17%	41 16%	42 17%	35 16%	39 18%
Slightly agree (+1)	44 17%	27 24% <sup>b</sup>	18 13%	21 20%	12 13%	28 18%	14 15%	18 18%	13 21%	25 16%	4 10%	41 17%	43 18%	44 18%	37 18%	44 18%	44 17%	44 17%	42 17%	37 17%	38 17%
Neither agree nor disagree (0)	52 20%	20 18%	30 21%	22 21%	16 18%	34 21%	23 24%	20 20%	5 9%	39 25% <sup>h</sup>	6 16%	49 20%	48 20%	46 19%	35 17%	46 19%	50 20%	49 19%	52 21%	39 18%	45 20%
Slightly disagree (-1)	48 18%	17 15%	25 18%	20 19%	18 20%	27 17%	18 18%	16 16%	10 17%	29 19%	7 17%	44 18%	44 18%	39 16%	38 19%	47 19% <sup>mp</sup>	43 17%	46 18%	44 17%	32 15%	37 17%
Strongly disagree (-2)	71 27%	28 26%	37 26%	26 26%	22 24%	32 20%	27 28% <sup>g</sup>	16 16%	17 27%	34 22%	17 41% <sup>i</sup>	63 26%	59 25%	59 25%	49 24%	61 25%	68 27%	68 27%	65 25%	65 31% <sup>t</sup>	56 25%
NET: Disagree	119 44%	45 41%	62 43%	47 45%	40 44%	59 37%	45 46% <sup>g</sup>	32 32%	27 45%	63 41%	24 58%	107 44%	103 43%	98 42%	86 43%	108 44%	112 43%	114 44%	109 43%	97 46%	93 42%
Don't know	9 3%	2 2%	6 4%	3 3%	1 1%	4 2%	1 1%	6 6%	2 3%	3 2%	1 3%	7 3%	7 3%	9 4%	6 3%	9 3%	9 3%	9 3%	9 3%	5 2%	6 3%
Mean	-0.23	-0.13	-0.20	-0.29	-0.06	0.02	-0.29	0.17 <sup>f</sup>	-0.06	-0.17	-0.65	-0.20	-0.17	-0.15	-0.11	-0.21	-0.20	-0.23	-0.19	-0.27	-0.16
Standard deviation	1.44	1.43	1.47	1.36	1.52	1.44	1.41	1.43	1.58	1.37	1.46	1.44	1.43	1.45	1.47	1.42	1.45	1.44	1.44	1.48	1.45
Standard error	0.09	0.14	0.13	0.14	0.16	0.12	0.15	0.16	0.21	0.12	0.23	0.10	0.10	0.10	0.11	0.09	0.09	0.09	0.09	0.10	0.10

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 175

**Q.8 To what extent do you agree or disagree with the following statements?**  
**When chatting with other people in online games I talk about a range of different topics, not just (video) games**

Base: All who use chat/social features

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	259	148	111	61	77	57	37	15	12	75	72	54	58	28	9	21	23	30	18	15	20	43	28	17	7
Weighted base	268	150	118*	64*	86*	60*	35*	11**	12**	87*	73*	45*	62*	31**	10**	22**	22**	32**	17**	14**	17**	48*	28**	22**	5**
NET: Agree	142	90	51	33	39	41	19	6	5	45	38	29	29	22	2	11	16	15	5	8	10	28	16	7	2
	53%	60%b	44%	51%	45%	69%e	53%	55%	40%	52%	53%	63%	47%	71%	23%	52%	70%	49%	28%	55%	61%	58%	58%	31%	38%
Strongly agree (+2)	69	44	25	15	21	19	8	4	2	23	20	15	11	10	*	7	8	5	1	4	7	14	10	4	1
	26%	29%	21%	23%	25%	32%	23%	37%	16%	27%	28%	32%	17%	31%	4%	33%	36%	14%	4%	29%	40%	28%	35%	17%	13%
Slightly agree (+1)	73	47	26	18	17	22	10	2	3	22	18	14	19	12	2	4	8	11	4	4	4	14	6	3	1
	27%	31%	22%	28%	20%	37%	30%	18%	24%	25%	25%	31%	30%	40%	18%	19%	35%	35%	23%	26%	21%	30%	23%	14%	25%
Neither agree nor disagree (0)	52	27	25	13	21	7	6	3	2	19	15	5	13	3	1	3	4	9	2	3	2	9	6	8	1
	19%	18%	22%	20%	24%	12%	17%	27%	22%	22%	21%	10%	21%	10%	11%	15%	19%	28%	13%	23%	13%	18%	23%	36%	15%
Slightly disagree (-1)	41	21	20	8	14	5	8	1	3	10	11	6	14	2	2	3	1	4	3	3	4	4	5	7	2
	15%	14%	17%	13%	16%	9%	23%	12%	28%	12%	15%	12%	22%	5%	18%	16%	4%	13%	16%	22%	26%	8%	18%	33%	47%
Strongly disagree (-2)	15	5	11	4	5	4	1	1	1	6	4	5	1	1	5	3	-	1	2	-	-	3	*	-	-
	6%	3%	9%	6%	6%	7%	2%	6%	10%	7%	5%	12% <sup>m</sup>	1%	3%	48%	12%	-	4%	13%	-	-	7%	1%	-	-
NET: Disagree	56	26	30	12	19	9	9	2	4	16	15	11	14	2	7	6	1	5	5	3	4	7	5	7	2
	21%	17%	26%	19%	22%	16%	25%	18%	38%	19%	21%	24%	23%	8%	66%	28%	4%	17%	29%	22%	26%	15%	19%	33%	47%
Don't know	18	7	11	6	8	2	1	-	-	6	4	1	6	3	-	1	2	2	5	-	-	5	-	-	-
	7%	5%	9%	10%	9%	3%	4%	-	-	7%	6%	3%	9%	11%	-	5%	7%	6%	30%	-	-	10%	-	-	-
Mean	0.56	0.73 <sup>b</sup>	0.33	0.54	0.46	0.80	0.51	0.68	0.08	0.58	0.62	0.44	1.03	-0.87	0.47	1.10	0.45	-0.14	0.62	0.75	0.72	0.72	0.15	0.04	
Standard deviation	1.23	1.15	1.29	1.22	1.24	1.20	1.19	1.30	1.31	1.24	1.23	1.38	1.09	1.00	1.37	1.46	0.88	1.06	1.29	1.16	1.27	1.22	1.18	1.08	1.25
Standard error	0.08	0.10	0.13	0.16	0.15	0.16	0.20	0.34	0.38	0.15	0.15	0.19	0.15	0.20	0.46	0.33	0.19	0.20	0.33	0.30	0.28	0.19	0.22	0.26	0.47

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 176

**Q.8 To what extent do you agree or disagree with the following statements?**  
**When chatting with other people in online games I talk about a range of different topics, not just (video) games**

**Base: All who use chat/social features**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	259	187	59	13	65	44	26	14	3	187	137	120	215	37	146	111	90	59	43	55	47	21	43	42	44	59	53
Weighted base	268	200	56*	12**	66*	47*	24**	13**	2**	195	136	129	221	40*	148	117*	96*	64*	43*	55*	48*	24**	38*	42*	41*	61*	66*
NET: Agree	142 53%	104 52%	33 58%	5 44%	31 48%	22 47%	13 52%	6 44%	1 63%	107 55%	76 56%	65 50%	117 53%	22 55%	78 53%	62 53%	50 52%	30 47%	25 58%	31 57%	28 58%q	7 30%	16 41%	21 49%	27 67%v	32 52%	34 52%
Strongly agree (+2)	69 26%	49 25%	18 32%	2 15%	13 20%	9 20%	5 21%	4 33%	1 29%	54 28%	38 28%	30 23%	56 25%	12 29%	37 25%	30 26%	25 26%	12 18%	15 35%	17 31%	11 23%	1 3%	9 23%	8 20%	14 34%	15 24%	16 24%
Slightly agree (+1)	73 27%	55 27%	15 27%	3 29%	18 27%	13 28%	8 31%	1 11%	1 35%	53 27%	38 28%	35 27%	61 28%	10 26%	41 27%	32 28%	25 27%	18 28%	10 23%	14 26%	17 35%	6 27%	7 18%	12 29%	14 34%	17 28%	18 28%
Neither agree nor disagree (0)	52 19%	43 21%	7 12%	2 21%	17 25%	10 21%	8 32%	4 28%	1 37%	35 18%	22 17%	28 20%	45 13%	5 22%	32 22%	20 17%	12 18%	8 19%	10 18%	7 16%	6 26%	11 30%	11 27%	5 12%	8 14%	11 17%	
Slightly disagree (-1)	41 15%	29 14%	9 16%	3 26%	11 17%	10 20%	1 6%	2 14%	-	29 15%	20 15%	20 16%	35 16%	5 13%	19 13%	21 18%	18 19%	12 19%	5 13%	9 17%	6 13%	7 27%	6 15%	7 17%	6 16%	12 19%	8 13%
Strongly disagree (-2)	15 6%	12 6%	2 3%	1 9%	4 6%	3 6%	2 10%	2 14%	-	11 6%	9 7%	6 5%	12 6%	3 8%	11 7%	5 4%	4 4%	2 4%	3 7%	2 4%	2 5%	-	3 7%	1 3%	1 3%	5 8%	5 7%
NET: Disagree	56 21%	41 21%	11 19%	4 35%	15 23%	13 27%	4 16%	4 28%	-	40 21%	30 22%	26 20%	47 21%	9 22%	30 20%	25 22%	22 23%	14 23%	8 20%	12 21%	9 18%	7 27%	8 19%	8 18%	7 18%	17 27%	13 20%
Don't know	18 7%	12 6%	6 10%	-	2 4%	2 5%	-	-	-	13 7%	8 6%	10 8%	12 5%	4 10%	8 6%	9 8%	8 8%	8 12%	1 3%	2 4%	4 8%	4 17%	3 7%	2 5%	1 3%	4 7%	8 12%
Mean	0.56	0.53	0.76	0.15	0.40	0.36	0.48	0.35	0.92	0.60	0.58	0.53	0.55	0.61	0.53	0.58	0.55	0.44	0.68	0.66	0.63q	0.07	0.39	0.49	0.83	0.44	0.55
Standard deviation	1.23	1.22	1.23	1.29	1.20	1.23	1.20	1.47	-	1.24	1.27	1.19	1.22	1.34	1.24	1.21	1.22	1.18	1.29	1.23	1.17	0.92	1.25	1.11	1.16	1.31	1.26
Standard error	0.08	0.09	0.17	0.36	0.15	0.19	0.24	0.39	-	0.09	0.11	0.11	0.08	0.23	0.10	0.12	0.13	0.16	0.20	0.17	0.18	0.21	0.19	0.17	0.18	0.17	0.18

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 177

**Q.8 To what extent do you agree or disagree with the following statements?****When chatting with other people in online games I talk about a range of different topics, not just (video) games****Base: All who use chat/social features**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	259	13	16	9	8	9	10	12	11	8	30	7	10	3	4	65	10	7	4	11	7	5
Weighted base	268	15**	17**	9**	8**	9**	8**	13**	11**	7**	31**	6**	11**	2**	5**	68*	12**	7**	6**	9**	5**	5**
NET: Agree	142	13	9	3	5	7	5	4	8	3	15	4	7	2	2	37	3	5	-	6	2	1
	53%	82%	53%	34%	57%	79%	62%	31%	72%	42%	48%	75%	61%	100%	39%	54%	26%	69%	-	64%	38%	25%
Strongly agree (+2)	69	5	5	1	2	4	2	2	6	1	4	3	2	2	1	20	3	2	-	3	1	1
	26%	30%	28%	13%	27%	43%	30%	16%	49%	10%	13%	42%	20%	66%	23%	30%	26%	24%	-	30%	13%	25%
Slightly agree (+1)	73	8	4	2	2	3	2	2	3	2	11	2	5	1	17	-	3	-	3	1	1	-
	27%	52%	25%	20%	29%	36%	32%	15%	23%	32%	35%	33%	42%	34%	16%	24%	-	45%	-	35%	25%	-
Neither agree nor disagree (0)	52	1	2	1	3	2	-	3	3	2	9	-	-	-	14	6	1	4	1	1	1	-
	19%	9%	10%	12%	36%	21%	-	25%	22%	21%	28%	-	-	-	21%	52%	12%	63%	9%	15%	-	-
Slightly disagree (-1)	41	-	2	2	-	-	2	3	1	3	3	1	2	-	3	4	3	1	2	2	2	3
	15%	-	9%	20%	-	-	26%	26%	6%	37%	11%	25%	21%	-	61%	6%	22%	19%	37%	27%	47%	52%
Strongly disagree (-2)	15	-	3	3	-	-	-	1	-	-	2	-	-	-	5	-	-	-	-	-	-	1
	6%	-	16%	34%	-	-	-	11%	-	-	7%	-	-	-	7%	-	-	-	-	-	-	24%
NET: Disagree	56	-	4	5	-	-	2	5	1	3	6	1	2	-	3	9	3	1	2	2	2	4
	21%	-	25%	54%	-	-	26%	37%	6%	37%	18%	25%	21%	-	61%	13%	22%	19%	37%	27%	47%	75%
Don't know	18	1	2	-	1	-	1	1	-	-	2	-	2	-	8	-	-	-	-	-	-	-
	7%	9%	12%	-	7%	-	12%	8%	-	-	6%	-	17%	-	12%	-	-	-	-	-	-	-
Mean	0.56	1.24	0.47	-0.41	0.91	1.21	0.75	-0.02	1.15	0.14	0.38	0.92	0.72	1.66	0.01	0.72	0.29	0.75	-0.37	0.67	0.04	-0.50
Standard deviation	1.23	0.63	1.52	1.54	0.88	0.82	1.31	1.31	1.01	1.11	1.11	1.30	1.16	0.63	1.45	1.23	1.12	1.11	0.53	1.23	1.25	1.65
Standard error	0.08	0.18	0.39	0.51	0.33	0.27	0.44	0.40	0.30	0.39	0.21	0.49	0.39	0.36	0.73	0.16	0.35	0.42	0.27	0.37	0.47	0.74

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 178

**Q.8 To what extent do you agree or disagree with the following statements?**  
**When chatting with other people in online games I talk about a range of different topics, not just (video) games**

**Base: All who use chat/social features**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	259	58	55	49	24	41	57	53	69	72	36	45	55	45	179	111	147	70	88	55	45	51	25	27	50
Weighted base	268	66*	60*	54*	30**	46*	63*	62*	76*	76*	44*	51*	61*	54*	189	127*	163	81*	97*	62*	50*	56*	27**	31**	46*
NET: Agree	142	33	29	26	15	27	34	29	41	40	15	23	30	21	100	70	89	40	53	28	25	24	11	11	24
	53%	50%	47%	49%	49%	59%jm	54%jm	46%	54%jm	53%jm	34%	44%	49%	38%	53%	55%	54%	49%	54%	46%	50%	43%	41%	37%	53%
Strongly agree (+2)	69	20	16	14	10	16	24	15	26	22	6	8	18	11	51	39	48	25	25	14	14	16	6	19	
	26%	31%	26%	26%	33%	35%jkm	37%bcgjm	25%	34%jkm	30%jkl	15%	15%	29%jkl	21%	27%	31%	29%	31%	26%	23%	28%	29%	23%	20%	41%nrus
Slightly agree (+1)	73	13	13	12	5	11	11	13	15	18	8	15	12	9	50	30	41	15	27	14	11	7	5	5	6
	27%	20%	21%	22%	16%	25%	17%	21%	20%	23%	19%	29%	19%	17%	26%lux	24%lux	25%lux	19%	28%lux	23%	21%	13%	18%	17%	12%
Neither agree nor disagree (0)	52	15	14	10	11	10	11	15	17	15	14	15	12	15	36	25	27	18	19	18	9	11	7	10	8
	19%	22%	24%	19%	37%	21%	17%	25%	22%	19%	32%cfi	30%fi	19%	27%fi	19%	20%	16%	23%	20%	30%npr	18%	20%	27%	32%	18%
Slightly disagree (-1)	41	13	12	12	3	6	13	13	13	13	10	17	14	30	17	27	7	13	7	12	14	7	6	7	7
	15%	20%	20%	23%	9%	13%	21%	21%	17%	17%	23%	19%	28%lei	25%ei	16%	13%	17%q	9%	13%	11%	23%qs	25%oqrsx	25%	19%	15%
Strongly disagree (-2)	15	3	4	4	-	2	4	3	4	5	3	2	3	4	13	7	11	6	5	4	1	4	-	2	3
	6%	4%	7%	7%	-	5%	6%	5%	5%	7%	7%	4%	4%	7%	7%	6%	6%	7%	5%	6%	2%	7%	-	7%	6%
NET: Disagree	56	16	16	16	3	8	17	16	17	18	13	12	19	17	43	24	38	13	18	10	13	18	7	8	10
	21%	25%	26%	30%	9%	17%	27%	26%	22%	24%	30%	23%	32%ee	32%ee	23%	19%	23%	16%	18%	16%	25%	32%oqrsx	25%	26%	21%
Don't know	18	2	2	2	2	1	1	2	2	3	2	2	-	2	10	7	10	10	8	5	3	3	2	2	3
	7%	3%	3%	3%	6%	2%	2%	3%	2%	4%	4%	3%	-	3%	5%	6%	6%	13%nop	8%	8%	7%	6%	7%	6%	8%
Mean	0.56	0.53	0.42	0.40	0.77	0.74gkm	0.59m	0.41	0.62m	0.54m	0.12	0.33	0.42	0.21	0.53	0.65	0.58	0.66	0.62	0.50	0.54	0.36	0.42	0.25	0.72u
Standard deviation	1.23	1.26	1.28	1.31	1.05	1.22	1.36	1.23	1.26	1.29	1.17	1.10	1.29	1.24	1.26	1.25	1.28	1.27	1.19	1.17	1.24	1.36	1.15	1.22	1.36
Standard error	0.08	0.17	0.17	0.19	0.22	0.19	0.18	0.17	0.15	0.15	0.20	0.17	0.17	0.19	0.10	0.12	0.11	0.16	0.13	0.16	0.19	0.23	0.24	0.24	0.20

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 179

**Q.8 To what extent do you agree or disagree with the following statements?**  
**When chatting with other people in online games I talk about a range of different topics, not just (video) games**

**Base: All who use chat/social features**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	259	103	140	94	92	150	90	90	60	144	42	234	234	224	192	241	250	246	245	206	216
Weighted base	268	110*	143	104*	92*	158	98*	101*	60*	153	41*	244	241	236	202	246	258	257	254	212	221
NET: Agree	142 53%	59 53%	77 54%	57 55%	49 53%	82 52%	57 58%	57 57%	24 40%	83 54%	24 60%	129 53%	132 55%	132 56%	110 55%	133 54%	138 54%	134 52%	137 54%	111 52%	127 58%
Strongly agree (+2)	69 26%	27 25%	39 27%	26 25%	22 24%	47 30%	19 20%	28 27%	15 24%	37 24%	12 30%	62 26%	62 26%	63 27%	56 28%	65 26%	69 27%	66 26%	66 26%	53 25%	62 28%
Slightly agree (+1)	73 27%	31 29%	39 27%	31 30%	26 29%	35 22%	37 38%e	30 29%	10 16%	45 30%	12 30%	67 28%	70 29%	69 29%	54 27%	68 28%	70 27%	68 27%	71 28%	58 27%	65 30%
Neither agree nor disagree (0)	52 19%	28 26%	21 15%	27 26%	14 15%	36 23%	19 19%	17 17%	14 24%	32 21%	6 15%	46 19%	46 19%	44 19%	40 20%	45 18%	47 18%	49 19%	45 18%	42 20%	41 19%
Slightly disagree (-1)	41 15%	13 12%	24 16%	8 8%	22 24%c	21 13%	15 15%	12 12%	7 12%	24 16%	8 19%	39 16% <i>m</i>	36 15% <i>m</i>	29 12%	29 14%	39 16% <i>m</i>	40 15% <i>m</i>	41 16%	41 16%	30 14%	30 14%
Strongly disagree (-2)	15 6%	6 6%	9 6%	8 8%	4 5%	10 6%	4 4%	4 4%	5 8%	8 5%	3 7%	13 5%	12 5%	14 6%	10 5%	15 6% <i>l</i>	14 6%	15 6%	14 5%	13 6%	13 6%
NET: Disagree	56 21%	20 18%	32 22%	16 15%	26 28% <i>c</i>	31 20%	18 19%	17 17%	12 19%	32 21%	10 25%	52 21% <i>m</i>	48 20%	42 18%	39 19%	54 22% <i>lm</i>	54 21% <i>m</i>	56 22%	54 21%	43 20%	43 19%
Don't know	18 7%	3 3%	12 9%	4 4%	3 3%	10 6%	4 4%	9 9%	10 16% <i>ij</i>	7 4%	-	16 6%	16 6%	18 7% <i>o</i>	13 6%	13 5%	18 7% <i>o</i>	18 7%	18 7%	17 8% <i>t</i>	10 4%
Mean	0.56	0.56	0.58	0.59	0.46	0.60	0.57	0.70	0.45	0.54	0.58	0.55	0.59	0.63 <sub>o</sub>	0.62	0.55	0.58	0.53	0.57	0.56	0.63
Standard deviation	1.23	1.17	1.27	1.19	1.25	1.25	1.10	1.18	1.30	1.20	1.29	1.22	1.20	1.20	1.21	1.24	1.23	1.24	1.22	1.23	1.22
Standard error	0.08	0.12	0.11	0.12	0.13	0.10	0.12	0.13	0.18	0.10	0.20	0.08	0.08	0.08	0.09	0.08	0.08	0.08	0.08	0.09	0.08

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 180

**Q.9 In the last 12 months, have you received a voice or text message on a service that you use to play games, which you found inappropriate, offensive, or upsetting?**

**Base: All who have used chat in an online game**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	210	121	89	48	62	44	31	14	11	62	59	40	49	23	7	17	18	21	12	14	19	35	26	14	4
Weighted base	220	124*	96*	53*	71*	46*	30**	10**	10**	74*	60*	31*	55*	25**	8**	18**	17**	23**	11**	14**	16**	40**	26**	18**	3**
Yes, I have	46	29	17	15	23	6	1	-	-	21	9	4	12	7	2	2	*	4	3	2	2	11	6	6	-
	21%	23%	18%	29%	33% <sup>f</sup>	13%	2%	6%	-	28%	15%	13%	21%	28%	29%	12%	3%	18%	26%	13%	13%	29%	23%	31%	-
No, I haven't	154	87	67	35	39	33	28	9	10	46	44	25	38	16	6	14	15	14	6	12	12	28	18	10	3
	70%	71%	69%	66%	54%	72%	94%	94%	100%	63%	73%	81%	70%	64%	71%	76%	85%	62%	51%	87%	75%	71%	69%	56%	100%
Don't know	15	6	8	2	7	5	1	-	-	7	5	1	3	-	-	1	2	5	3	-	2	-	2	-	-
	7%	5%	8%	3%	9%	10%	5%	-	-	9%	8%	2%	5%	-	-	6%	12%	20%	23%	-	12%	-	8%	-	-
Prefer not to say	6	1	4	1	2	2	-	-	-	-	2	1	2	2	-	1	-	-	-	-	-	-	-	2	-
	3%	1%	5%	2%	3%	5%	-	-	-	-	4%	3%	4%	8%	-	6%	-	-	-	-	-	-	-	13%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 181

**Q.9 In the last 12 months, have you received a voice or text message on a service that you use to play games, which you found inappropriate, offensive, or upsetting?**

**Base: All who have used chat in an online game**

	Working status			Disability					Educational level			Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	210	148	50	12	53	38	19	13	3	151	112	96	174	31	122	86	72	42	32	45	33	16	35	36	34	49	41
Weighted base	220	160	49*	11**	55*	42**	19**	12**	2**	158	114*	104*	180	35**	124*	93*	77*	46*	33**	46*	35**	18**	31**	37**	33**	51*	52*
Yes, I have	46 21%	37 23%	9 19%	-	13 23%	11 26%	4 19%	2 15%	1 29%	30 19%	17 15%	27 26%	33 18%	13 37%	27 22%	19 20%	17 22%	7 16%	10 30%	17 37%opq	6 18%	1 7%	4 11%	8 23%	6 19%	13 25%	11 22%
No, I haven't	154 70%	109 68%	35 71%	11 100%	34 62%	24 58%	14 76%	10 77%	1 71%	116 73%	86 75%	67 65%	132 74%	18 52%	89 71%	64 69%	52 67%	33 70%	20 59%	27 59%	23 65%	16 93%	23 73%	24 65%	24 72%	38 75%	36 69%
Don't know	15 7%	13 8%	2 4%	-	4 6%	3 6%	1 5%	1 8%	-	11 7%	6 5%	9 9%	9 5%	4 11%	8 6%	6 6%	4 5%	2 4%	4 11%	2 4%	2 5%	-	3 9%	4 12%	* 1%	-	4 9%
Prefer not to say	6 3%	2 1%	3 6%	-	4 8%i	4 11%	-	-	-	1 1%	6 5%k	-	6 3%	-	1 1%	4 5%	4 6%	4 10%n	-	-	4 13%	-	2 7%	-	2 7%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 182

**Q.9 In the last 12 months, have you received a voice or text message on a service that you use to play games, which you found inappropriate, offensive, or upsetting?**

**Base: All who have used chat in an online game**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	210	11	12	7	6	9	7	10	10	4	22	7	9	3	4	53	8	6	4	10	4	4
Weighted base	220	13**	12**	8**	6**	9**	5**	12**	11**	4**	24**	6**	11**	2**	5**	56*	10**	6**	6**	9**	3**	4**
Yes, I have	46 21%	4 32%	3 24%	2 29%	-	* 5%	-	-	2 19%	-	5 21%	-	3 28%	-	2 35%	15 26%	2 21%	3 45%	3 55%	2 21%	-	-
No, I haven't	154 70%	7 52%	9 76%	6 71%	6 100%	7 72%	4 68%	9 81%	9 81%	4 100%	15 63%	6 100%	3 31%	2 100%	3 65%	40 71%	6 59%	3 55%	3 45%	7 79%	3 100%	4 100%
Don't know	15 7%	-	-	-	2 23%	2 32%	1 10%	-	-	4 17%	-	2 19%	-	-	1 3%	2 20%	-	-	-	-	-	-
Prefer not to say	6 3%	2 16%	-	-	-	-	1 9%	-	-	-	-	2 23%	-	-	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 183

**Q.9 In the last 12 months, have you received a voice or text message on a service that you use to play games, which you found inappropriate, offensive, or upsetting?**

**Base: All who have used chat in an online game**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	210	51	46	41	21	36	51	46	58	61	32	39	51	40	145	89	118	56	69	46	38	44	21	21	44
Weighted base	220	61*	53*	46*	28**	42*	59*	56*	67*	67*	40**	46*	57*	50*	155	104*	131*	66*	77*	50*	43*	49*	24**	24**	40*
Yes, I have	46	18	15	13	7	15	18	18	17	20	10	13	19	16	35	22	32	21	25	17	11	12	8	8	11
	21%	30%	28%	28%	24%	35%	30%	32%	25%	29%	24%	28%	33%	33%	22%	21%	24%	32%o	32%no	35%no	26%	25%	32%	31%	28%
No, I haven't	154	38	33	26	16	24	35	32	44	39	25	28	35	24	108	74	89	40	48	30	23	34	12	15	25
	70%	62%	62%	55%	57%	57%	60%	57%	65% <sub>m</sub>	59%	63%	60%	61%	49%	70% <sub>t</sub>	72% <sub>t</sub>	68% <sub>t</sub>	61%	63%	59%	53%	69% <sub>t</sub>	50%	63%	63%
Don't know	15	5	5	8	5	3	6	6	6	8	5	5	3	7	12	8	7	4	4	3	7	3	4	1	4
	7%	8%	10%	17% <sub>l</sub>	19%	8%	10%	11%	9%	12%	13%	11%	6%	13%	8% <sub>p</sub>	7%	5%	6%	5%	6%	16% <sub>pru</sub>	6%	18%	5%	9%
Prefer not to say	6	-	-	-	-	-	-	-	1	-	-	-	-	2	-	-	3	-	-	-	2	-	-	-	-
	3%	-	-	-	-	-	-	-	2%	-	-	-	-	5%	-	-	3%	-	-	-	6% <sub>no</sub>	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 184

**Q.9 In the last 12 months, have you received a voice or text message on a service that you use to play games, which you found inappropriate, offensive, or upsetting?**

**Base: All who have used chat in an online game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	210	81	116	77	74	115	79	72	51	114	35	191	191	179	150	195	201	200	198	167	178
Weighted base	220	90*	119*	88*	75*	123*	89*	82*	51*	125*	34**	201	200	193	160	201	210	212	208	175	185
Yes, I have	46 21%	22 24%	28 23%	17 19%	21 27%	29 23%	25 28%	18 21%	14 28%	24 19%	8 23%	45 22%	43 22%	43 23%	39 24%	46 23%	45 21%	46 22%	46 22%	38 22%	43 23%
No, I haven't	154 70%	62 68%	79 66%	63 71%	44 59%	88 71%	55 62%	60 72%	35 68%	86 69%	23 70%	138 68%	137 69%	129 67%	106 67%	137 68%	145 69%	147 69%	143 69%	126 72%	127 69%
Don't know	15 7%	4 4%	10 8%	7 8%	8 10%	7 5%	5 6%	3 4%	2 4%	10 8%	2 7%	13 7%	15 7%	15 8%	9 6%	13 6%	15 7%	15 7%	14 7%	9 5%	11 6%
Prefer not to say	6 3%	3 3%	2 2%	2 2%	2 3%	- -	3 4%	2 3%	- -	6 4%	- -	6 3%	4 2%	6 3%	6 3%	6 3%	6 3%	6 3%	6 3%	2 1%	3 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 185

**Q.10 Which, if any, of the following are your reasons for being part of a social group (such as a clan, guild or team) on a game?**

**Base: All who have joined/formed/been an active part of a social group in a game**

	Gender		Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)
Unweighted base	69	41	28	20	20	16	7	2	4	20	18	14	17	9	2	4	3	15	2	5	5	11	8	5
Weighted base	76*	43*	33**	22**	23**	16**	9**	2**	4**	26**	18**	14**	18**	6**	2**	4**	3**	19**	2**	4**	4**	13**	8**	9**
To socialise with other people	33 44%	23 53%	10 32%	12 53%	8 33%	5 34%	6 64%	1 70%	2 45%	8 29%	11 64%	7 48%	8 44%	3 50%	-	3 69%	1 50%	8 42%	2 100%	2 50%	2 54%	4 31%	4 48%	4 38%
To play with people who are skilled in the game	33 44%	18 42%	15 45%	8 37%	9 40%	6 34%	8 90%	* 30%	2 45%	9 35%	7 38%	7 50%	10 56%	4 65%	2 100%	2 41%	1 50%	6 32%	1 52%	1 13%	1 26%	7 53%	5 59%	3 29%
To learn skills and improve at the game	28 37%	13 29%	16 48%	9 40%	8 35%	4 24%	6 71%	* 30%	1 16%	8 32%	6 34%	3 24%	10 60%	2 29%	1 44%	* 12%	1 50%	3 16%	-	1 29%	* 8%	10 79%	5 59%	4 40%
To play with my friends	27 36%	19 43%	9 27%	8 36%	8 37%	5 29%	5 53%	-	2 45%	9 33%	9 52%	6 44%	3 18%	2 30%	1 56%	2 41%	1 26%	4 21%	2 100%	3 71%	1 26%	6 44%	4 48%	2 19%
To make new friends	21 28%	12 29%	9 26%	7 33%	6 25%	3 20%	3 33%	-	2 45%	5 17%	4 50%	4 28%	4 21%	3 41%	-	3 69%	1 26%	3 13%	1 52%	3 65%	1 26%	2 18%	4 48%	1 11%
To play with people that I know will behave appropriately	19 26%	15 35%	4 13%	1 6%	5 22%	5 33%	5 56%	-	3 76%	6 22%	4 24%	6 40%	4 22%	2 24%	-	2 41%	2 76%	5 24%	1 52%	-	-	6 44%	3 36%	-
Makes me feel less lonely	16 22%	10 23%	7 20%	8 37%	5 22%	1 4%	2 21%	-	1 16%	1 4%	5 29%	1 5%	10 55%	1 9%	-	2 40%	1 26%	3 14%	-	-	3 60%	2 18%	-	6 63%
To schedule my play sessions	15 20%	10 23%	5 16%	3 15%	9 40%	1 5%	1 10%	-	1 16%	3 12%	6 33%	3 23%	2 14%	-	-	2 43%	1 26%	3 14%	-	-	2 36%	3 25%	1 18%	3 37%
Other (Please specify)	3 4%	2 4%	1 5%	1 3%	2 7%	-	-	-	1 24%	2 8%	1 6%	-	-	1 15%	-	-	-	2 12%	-	-	-	-	-	-
None of these	5 7%	4 9%	1 3%	-	-	5 31%	-	-	-	3 10%	1 5%	-	2 9%	-	-	-	-	3 17%	-	-	1 22%	1 6%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 186

**Q.10 Which, if any, of the following are your reasons for being part of a social group (such as a clan, guild or team) on a game?**

**Base: All who have joined/formed/been an active part of a social group in a game**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	69	52	13	4	21	17	8	4	1	47	36	33	58	10	35	32	24	15	18	17	12	4	9	11	10	16	18
Weighted base	76*	59*	13**	4**	22**	18**	8**	4**	1**	53*	41**	34**	63*	12**	39**	35**	28**	21**	16**	18**	16**	5**	8**	11**	12**	16**	26**
To socialise with other people	33 44%	26 45%	5 42%	2 45%	6 28%	4 23%	4 46%	3 91%	1 100%	27 51%	19 45%	15 43%	28 44%	6 49%	15 38%	17 50%	15 53%	9 43%	10 60%	10 54%	7 43%	2 37%	4 47%	6 53%	3 29%	8 48%	12 46%
To play with people who are skilled in the game	33 44%	26 44%	5 42%	2 45%	12 56%	11 58%	6 74%	4 100%	-	21 39%	19 47%	14 39%	28 44%	5 44%	17 44%	16 45%	14 50%	7 36%	9 52%	11 59%	7 41%	1 15%	3 44%	4 42%	1 8%	11 71%	12 46%
To learn skills and improve at the game	28 37%	20 34%	8 60%	1 16%	11 52%	10 56%	5 54%	3 70%	1 100%	17 32%	19 45%	9 27%	22 35%	6 52%	13 34%	15 43%	13 47%	9 45%	4 27%	11 57%	7 43%	2 45%	2 20%	4 42%	4 35%	5 33%	13 48%
To play with my friends	27 36%	19 32%	7 53%	2 45%	5 24%	4 20%	3 31%	2 52%	-	22 42%	14 34%	13 39%	21 33%	6 54%	14 36%	12 35%	12 42%	6 30%	7 44%	8 43%	6 38%	-	2 24%	4 39%	1 5%	9 57%	11 40%
To make new friends	21 28%	15 25%	5 35%	2 45%	6 28%	4 21%	2 25%	2 52%	1 100%	15 28%	11 26%	10 30%	17 27%	4 32%	11 28%	10 29%	8 29%	3 15%	8 49%	6 35%	3 18%	-	2 23%	5 45%	2 14%	6 41%	5 19%
To play with people that I know will behave appropriately	19 26%	15 25%	2 12%	3 76%	6 29%	4 21%	6 67%	3 91%	-	13 25%	11 26%	9 25%	15 24%	4 37%	8 21%	11 32%	10 37%	5 26%	6 38%	8 43%	5 33%	-	4 48%	5 43%	-	5 30%	6 23%
Makes me feel less lonely	16 22%	11 19%	5 37%	1 16%	6 26%	5 29%	2 27%	2 57%	-	11 20%	13 31%	4 10%	13 21%	3 27%	7 19%	9 26%	8 29%	7 36%	2 12%	6 30%	5 31%	2 45%	-	3 31%	2 20%	2 13%	8 29%
To schedule my play sessions	15 20%	12 20%	2 16%	1 16%	7 32%	7 37%	1 18%	1 13%	-	8 15%	8 20%	7 20%	11 18%	4 31%	6 15%	9 25%	6 20%	4 21%	6 34%	2 13%	4 27%	-	1 7%	2 15%	4 34%	3 16%	5 21%
Other (Please specify)	3 4%	2 3%	1 5%	1 24%	-	-	-	-	-	3 5%	1 2%	2 6%	3 4%	-	3 7%	-	-	-	-	-	-	-	1 13%	-	-	2 10%	-
None of these	5 7%	5 8%	-	-	1 4%	1 5%	1 11%	-	-	4 8%	2 4%	3 10%	4 7%	1 7%	-	5 14%	3 12%	3 12%	2 15%	2 13%	3 15%	1 18%	-	2 15%	2 15%	-	2 6%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 187

**Q.10 Which, if any, of the following are your reasons for being part of a social group (such as a clan, guild or team) on a game?**

**Base: All who have joined/formed/been an active part of a social group in a game**

	City																				
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	None of these (w)
Unweighted base	69	4	5	2	1	-	3	3	3	-	13	2	2	1	1	18	4	2	-	4	1
Weighted base	76*	3**	3**	2**	1**	-**	3**	4**	2**	-**	16**	2**	4**	1**	1**	21**	6**	3**	-**	4**	***
To socialise with other people	33 44%	2 52%	2 48%	-	1 100%	-	2 59%	1 28%	2 73%	-	7 43%	1 44%	1 34%	1 100%	-	8 38%	3 54%	3 77%	-	2 57%	-
To play with people who are skilled in the game	33 44%	2 59%	2 71%	2 100%	1 100%	-	1 22%	-	1 49%	-	6 39%	1 44%	1 34%	1 100%	1 100%	9 44%	5 82%	-	-	-	*
To learn skills and improve at the game	28 37%	* 16%	1 40%	1 44%	1 100%	-	1 22%	-	* 22%	-	3 19%	-	-	-	-	15 70%	4 73%	-	-	1 33%	* 100%
To play with my friends	27 36%	-	2 57%	1 56%	-	-	2 59%	-	* 22%	-	4 25%	1 44%	1 34%	1 100%	1 100%	7 33%	3 54%	1 23%	-	3 82%	* 100%
To make new friends	21 28%	1 25%	2 55%	-	-	-	1 22%	-	2 73%	-	3 16%	1 44%	1 34%	-	5 22%	3 54%	-	-	-	3 75%	* 100%
To play with people that I know will behave appropriately	19 26%	* 16%	1 31%	-	-	-	2 63%	2 46%	* 22%	-	3 16%	-	1 34%	1 100%	-	7 33%	2 36%	-	-	-	-
Makes me feel less lonely	16 22%	-	1 17%	-	-	-	1 22%	-	2 73%	-	3 17%	-	2 66%	-	-	5 22%	1 18%	3 77%	-	-	* 100%
To schedule my play sessions	15 20%	-	-	-	-	-	1 22%	1 26%	* 22%	-	3 18%	-	2 66%	-	1 100%	5 24%	2 27%	-	-	-	-
Other (Please specify)	3 4%	-	1 29%	-	-	-	-	-	-	-	2 14%	-	-	-	-	-	-	-	-	-	-
None of these	5 7%	-	-	-	-	-	-	-	-	-	3 21%	1 56%	-	-	-	1 4%	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 188  
Q.10 Which, if any, of the following are your reasons for being part of a social group (such as a clan, guild or team) on a game?  
Base: All who have joined/formed/been an active part of a social group in a game

	Opinion Influencer Activities													Opinion Influencer Network											
	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)	
Unweighted base	69	14	13	16	7	10	17	14	16	19	8	12	12	11	52	38	42	17	25	18	10	8	8	4	12
Weighted base	76*	14*	14**	16**	10**	11**	18**	16**	17**	20**	9**	12**	12**	13**	56*	43**	47*	21**	27**	20**	10**	8**	8**	5**	10**
To socialise with other people	33 44%	7 51%	7 47%	11 67%	5 51%	4 38%	11 61%	9 56%	9 55%	12 60%	5 57%	8 67%	6 45%	5 36%	25 45%	19 43%	22 46%	7 34%	9 35%	8 38%	7 66%	5 61%	5 66%	4 76%	7 73%
To play with people who are skilled in the game	33 44%	8 56%	8 55%	8 48%	4 45%	5 41%	9 49%	7 43%	8 44%	8 40%	5 60%	7 61%	5 43%	5 40%	23 41%	17 41%	19 39%	9 46%	14 52%	10 52%	5 52%	6 69%	5 56%	3 59%	6 65%
To learn skills and improve at the game	28 37%	7 49%	6 46%	5 31%	4 38%	3 30%	8 43%	7 47%	9 53%	8 41%	3 37%	5 41%	5 41%	6 44%	21 38%	16 36%	19 41%	10 48%	12 46%	7 36%	5 47%	4 51%	3 42%	2 35%	5 48%
To play with my friends	27 36%	6 39%	6 42%	8 50%	4 40%	4 34%	9 48%	8 50%	9 55%	10 48%	4 43%	6 48%	5 41%	4 28%	20 36%	13 31%	19 41%	8 40%	11 42%	6 28%	6 26%	6 77%	6 71%	4 84%	7 76%
To make new friends	21 28%	5 35%	6 39%	7 45%	5 51%	3 27%	8 44%	6 37%	8 45%	8 37%	3 37%	5 42%	4 36%	3 23%	16 28%	11 26%	13 28%	6 28%	6 23%	5 26%	5 46%	3 37%	3 39%	2 51%	4 41%
To play with people that I know will behave appropriately	19 26%	4 31%	4 28%	6 36%	2 17%	2 16%	3 19%	4 26%	5 28%	7 36%	3 30%	3 27%	2 20%	3 19%	14 25%	9 20%	10 22%	5 27%	5 21%	5 27%	5 52%	4 44%	4 43%	3 59%	5 53%
Makes me feel less lonely	16 22%	1 8%	1 5%	1 4%	-	1 6%	1 7%	1 4%	2 10%	1 6%	-	2 15%	-	3 23%	8 14%	7 17%	10 22%	3 14%	2 6%	1 5%	3 28%	-	-	-	1 6%
To schedule my play sessions	15 20%	5 34%	5 32%	5 29%	3 28%	5 41%	5 25%	3 22%	5 31%	5 23%	4 42%	4 36%	5 42%	8 58%	11 20%	8 19%	11 24%	3 14%	4 16%	-	5 52%	2 25%	2 23%	1 24%	2 22%
Other (Please specify)	3 4%	-	-	-	-	1 9%	-	-	-	-	-	-	-	-	3 6%	3 7%	3 5%	2 8%	2 6%	2 8%	-	-	1 7%	-	1 10%
None of these	5 7%	-	-	-	-	-	-	-	-	-	-	-	-	-	2 4%	2 6%	2 3%	-	2 6%	2 8%	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 189

**Q.10 Which, if any, of the following are your reasons for being part of a social group (such as a clan, guild or team) on a game?**

**Base: All who have joined/formed/been an active part of a social group in a game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)	
Unweighted base	69	28	38	24	30	39	25	25	10	37	19	63	60	59	53	60	67	66	63	58	58	
Weighted base	76*	30**	43**	28**	32**	43**	31**	29**	10**	42**	21**	69*	67*	66*	59*	62*	72*	74*	70*	62*	61*	
To socialise with other people	33 44%	16 52%	17 39%	15 53%	13 39%	20 48%	17 53%	10 34%	4 37%	14 33%	14 70%	31 45%	31 46%	28 43%	29 49%	28 45%	33 46%	33 44%	30 43%	25 41%	29 48%	
To play with people who are skilled in the game	33 44%	15 48%	19 45%	14 50%	15 46%	22 52%	15 47%	13 45%	3 29%	21 51%	8 38%	29 42%	28 42%	30 45%	25 42%	28 44%	30 42%	32 43%	30 43%	30 43%	27 48%	27 44%
To learn skills and improve at the game	28 37%	8 27%	19 44%	10 37%	15 46%	22 51%	8 24%	17 57%	7 65%	15 36%	6 27%	25 36%	22 33%	26 40%	23 40%	20 33%	25 35%	26 36%	28 39%	28 46%	23 38%	23 38%
To play with my friends	27 36%	13 42%	15 36%	12 44%	10 30%	21 49%	12 39%	12 40%	4 39%	14 32%	9 44%	24 34%	24 36%	24 36%	25 42%	25 41%	27 38%	26 35%	26 37%	24 39%	26 43%	26 43%
To make new friends	21 28%	12 39%	11 25%	10 37%	10 31%	16 37%	10 31%	8 26%	4 36%	9 21%	7 32%	18 26%	17 25%	20 30%	19 32%	19 31%	19 29%	21 31%	21 28%	20 28%	17 28%	19 31%
To play with people that I know will behave appropriately	19 26%	8 25%	12 28%	9 33%	9 27%	12 27%	11 34%	8 28%	2 16%	15 35%	3 14%	19 28%	18 27%	18 27%	14 24%	19 31%	19 27%	19 25%	18 26%	19 31%	17 28%	17 28%
Makes me feel less lonely	16 22%	3 11%	11 26%	3 9%	9 26%	8 18%	7 22%	8 26%	3 27%	7 17%	5 26%	16 24%	16 24%	13 19%	14 24%	11 18%	16 22%	16 22%	15 21%	13 21%	11 17%	11 17%
To schedule my play sessions	15 20%	3 11%	10 23%	5 18%	9 29%	9 21%	6 20%	5 15%	- -	12 29%	3 12%	15 21%	14 21%	12 19%	13 23%	15 24%	15 21%	14 19%	13 19%	12 20%	11 18%	11 18%
Other (Please specify)	3 4%	3 8%	1 1%	1 3%	- -	- -	2 5%	- -	- -	2 4%	1 5%	3 5%	3 4%	3 4%	1 2%	3 4%	3 4%	3 4%	3 4%	2 3%	3 5%	3 5%
None of these	5 7%	3 11%	2 4%	2 9%	3 10%	1 2%	2 5%	2 5%	2 16%	3 8%	- -	5 7%	5 7%	3 5%	2 4%	5 8%	5 7%	5 7%	4 6%	3 4%	3 4%	3 5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 190

**Q.11 When you have been part of a gaming-network or gaming social group, in the last 12 months, have you witnessed conversations which were abusive, inappropriate, offensive, or upsetting?**  
**Base: All who have used social features**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (l)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	153	90	63	44	45	39	17	3	5	46	41	33	33	17	5	8	11	27	11	8	10	25	18	10	3
Weighted base	163	94*	70*	46*	52*	40*	17**	2**	6**	56*	45*	31**	31**	18**	7**	7**	10**	30**	11**	8**	9**	29**	17**	16**	2**
Yes, I have	57 35%	34 36%	24 34%	18 39%	16 32%	16 41%	5 31%	-	1 20%	20 35%	17 37%	12 38%	10 31%	6 33%	1 8%	3 49%	2 20%	12 39%	3 25%	6 74%	4 46%	10 36%	5 30%	5 32%	* 20%
No, I haven't	92 57%	52 56%	40 58%	27 59%	27 52%	20 49%	12 69%	2 100%	4 80%	31 56%	24 53%	17 55%	20 66%	12 67%	6 92%	4 51%	4 45%	18 61%	5 47%	2 26%	3 37%	18 62%	10 55%	8 53%	2 80%
Don't know	9 6%	6 6%	3 5%	1 2%	6 12%	2 6%	-	-	-	6 10%	2 5%	1 2%	1 3%	-	-	-	1 15%	-	3 27%	-	2 17%	1 2%	3 15%	-	-
Prefer not to say	4 3%	2 2%	2 3%	-	2 5%	2 5%	-	-	-	-	2 5%	2 6%	-	-	-	-	2 20%	-	-	-	-	-	-	2 15%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 191

**Q.11 When you have been part of a gaming-network or gaming social group, in the last 12 months, have you witnessed conversations which were abusive, inappropriate, offensive, or upsetting?**  
**Base: All who have used social features**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	153	119	29	5	43	32	17	6	1	105	74	77	122	25	79	72	56	40	33	37	33	12	21	22	30	33	36
Weighted base	163	132*	26**	6**	44*	35**	16**	5**	1**	115*	77*	84*	132*	27**	85*	76*	61*	46*	33**	38**	35**	15**	19**	23**	28**	34**	47*
Yes, I have	57	45	12	1	14	9	8	2	-	42	25	30	46	10	36	21	14	8	13	13	8	*	7	13	8	15	11
	35%	34%	45%	20%	31%	26%	49%	37%	-	37%	33%	36%	35%	36%	42% <sub>pq</sub>	28% <sub>q</sub>	23%	17%	40%	35%	22%	3%	37%	58%	27%	44%	23%
No, I haven't	92	74	14	4	25	23	6	3	-	65	49	44	74	15	45	47	39	32	16	21	25	11	10	18	16	33	
	57%	56%	55%	80%	57%	65%	40%	50%	-	56%	63%	52%	56%	55%	53%	62%	64%	70%	48%	56%	71%	59%	42%	64%	47%	70%	
Don't know	9	9	-	-	1	1	-	1	1	8	1	8	7	3	4	4	3	2	2	2	-	2	1	-	-	3	3
	6%	7%	-	-	3%	2%	-	13%	100%	7%	1%	10% <sub>j</sub>	5%	10%	5%	5%	5%	4%	7%	4%	-	12%	4%	-	-	9%	7%
Prefer not to say	4	4	-	-	4	2	2	-	-	-	2	2	4	-	-	4	4	4	2	2	2	-	-	2	-	-	
	3%	3%	-	-	10% <sub>i</sub>	7%	12%	-	-	-	3%	2%	3%	-	-	6%	7% <sub>n</sub>	9% <sub>n</sub>	6%	5%	7%	13%	-	-	8%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 192

**Q.11 When you have been part of a gaming-network or gaming social group, in the last 12 months, have you witnessed conversations which were abusive, inappropriate, offensive, or upsetting?**  
**Base: All who have used social features**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	153	7	11	5	4	1	7	5	6	5	25	3	7	2	1	41	8	4	1	5	3	2
Weighted base	163	8**	12**	6**	4**	***	6**	6**	6**	4**	26**	2**	8**	2**	1**	45*	11**	5**	2**	5**	2**	2**
Yes, I have	57 35%	4 56%	2 13%	1 9%	1 37%	* 100%	- -	4 68%	3 53%	1 26%	10 37%	1 26%	3 33%	1 60%	- -	16 37%	2 23%	2 40%	2 100%	3 67%	* 20%	- -
No, I haven't	92 57%	3 44%	10 87%	5 91%	- -	- -	4 68%	2 32%	3 47%	3 74%	16 63%	2 74%	1 17%	1 40%	1 100%	26 57%	6 58%	3 60%	- -	2 33%	2 80%	2 100%
Don't know	9 6%	- -	- -	- -	1 15%	- -	2 32%	- -	- -	- -	- -	- -	2 20%	- -	- -	3 7%	2 19%	- -	- -	- -	- -	- -
Prefer not to say	4 3%	- -	- -	- -	2 48%	- -	- -	- -	- -	- -	- -	- -	2 30%	- -	- -	- -	- -	- -	- -	- -	- -	- -

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 193

**Q.11 When you have been part of a gaming-network or gaming social group, in the last 12 months, have you witnessed conversations which were abusive, inappropriate, offensive, or upsetting?**  
 Base: All who have used social features

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	153	34	35	35	17	24	38	34	38	47	21	29	28	32	110	74	88	41	56	37	25	23	16	16	24
Weighted base	163	38*	38**	37**	22**	27**	43*	40**	42*	52*	27**	31**	39**	117*	82*	101*	50*	63*	43*	26**	25**	15**	19**	22**	
Yes, I have	57 35%	14 36%	13 34%	13 35%	9 41%	10 38%	15 36%	17 41%	17 40%	22 43%	11 42%	12 37%	15 40%	47 40%o	27 32%	36 36%	19 38%	25 39%	22 51%o	7 27%	10 40%	7 46%	8 43%	8 38%	
No, I haven't	92 57%	21 57%	22 58%	18 49%	11 49%	14 53%	21 50%	20 50%	23 54%	24 46%	14 50%	18 55%	16 45%	62 53%	49 60%o	56 55%o	28 56%o	35 56%o	16 38%	13 49%	7 53%	7 46%	9 48%	12 54%	
Don't know	9 6%	3 7%	3 9%	6 16%	2 9%	3 9%	6 14%	4 9%	3 6%	6 12%	2 8%	3 8%	3 8%	4 11%	6 6%	5 6%	5 5%	3 5%	3 5%	3 7%	4 15%	2 7%	1 7%	2 9%	2 8%
Prefer not to say	4 3%	-	-	-	-	-	-	-	-	-	-	-	-	2 6%	2 2%	2 2%	4 4%o	-	-	2 4%	2 9%	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 194

**Q.11 When you have been part of a gaming-network or gaming social group, in the last 12 months, have you witnessed conversations which were abusive, inappropriate, offensive, or upsetting?**  
**Base: All who have used social features**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	153	64	82	57	57	102	50	56	31	91	24	141	138	137	125	141	151	146	145	125	128
Weighted base	163	67*	90*	63*	57*	111*	56*	63*	32**	98*	27**	152	149	148	137*	147	160	158	156	132*	135
Yes, I have	57 35%	29 44%	26 29%	20 32%	22 38%	38 34%	29 51%e	28 44%	10 33%	38 39%	7 27%	53 35%	55 37%	53 36%	46 33%	53 36%	57 36%	55 35%	54 35%	43 33%	52 38%
No, I haven't	92 57%	33 49%	55 61%	37 59%	29 51%	64 58%	28 49%	33 53%	17 55%	52 53%	19 69%	86 57%	82 55%	82 55%	78 57%	81 56%	89 56%	89 56%	89 57%	78 59%	75 56%
Don't know	9 6%	5 7%	4 5%	5 9%	2 4%	7 6%	- -	2 4%	4 12%	4 4%	1 4%	8 5%	8 6%	9 6%	8 6%	9 6%	9 6%	9 6%	8 5%	6 5%	6 5%
Prefer not to say	4 3%	- -	4 5%	- -	4 7%	2 2%	- -	- -	- -	4 4%	- -	4 3%	4 3%	4 3%	4 3%	4 3%	4 3%	4 3%	4 3%	4 3%	2 1%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Table 195  
**Q.12 To what extent do you agree or disagree with the following statements?**  
**Summary**

**Base: All who have watched/streamed gaming videos**

	Statements	
	I watch game streams more than I watch other types of content	I prefer to watch other people playing video games than to play the video games myself
Unweighted base	314	314
Weighted base	329	329
NET: Agree	66 20%	69 21%
Strongly agree (+2)	18 5%	17 5%
Slightly agree (+1)	48 15%	52 16%
Neither agree nor disagree (0)	63 19%	56 17%
Slightly disagree (-1)	84 25%	72 22%
Strongly disagree (-2)	109 33%	129 39%
NET: Disagree	192 59%	200 61%
Don't know	8 2%	3 1%
Mean	-0.68	-0.74
Standard deviation	1.24	1.27
Standard error	0.07	0.07



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 196  
Q.12 To what extent do you agree or disagree with the following statements?  
I watch game streams more than I watch other types of content  
Base: All who have watched/streamed gaming videos

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	314	195	119	89	104	61	48	5	7	96	95	53	70	31	10	27	23	34	16	19	26	51	51	21	5
Weighted base	329	204	125*	90*	114*	66*	49*	3**	8**	110*	100*	51*	68*	30**	14**	30**	23**	34**	15**	20**	21**	61*	51*	25**	4**
NET: Agree	66 20%	44 22%	22 17%	20 23%	26 23%	13 20%	6 12%	* 16%	-	21 19%	22 22%	9 19%	13 19%	8 28%	2 16%	5 15%	7 30%	8 24%	3 17%	3 17%	2 10%	11 17%	13 25%	4 16%	-
Strongly agree (+2)	18 5%	15 7%	3 3%	5 5%	8 7%	2 3%	3 6%	-	-	6 5%	6 6%	2 5%	4 6%	2 7%	* 3%	3 9%	5 22%	1 4%	-	1 6%	-	1 2%	4 8%	-	-
Slightly agree (+1)	48 15%	30 15%	18 15%	16 17%	18 16%	11 17%	3 6%	* 16%	-	16 14%	17 17%	7 14%	9 13%	7 22%	2 12%	2 6%	2 8%	7 20%	3 17%	2 11%	2 10%	9 15%	9 18%	4 16%	-
Neither agree nor disagree (0)	63 19%	45 22%	17 14%	12 14%	21 18%	9 14%	19 39%def	1 45%	1 8%	24 21%	18 18%	7 14%	14 21%	5 16%	5 34%	5 16%	5 22%	9 26%	2 11%	2 9%	3 14%	12 20%	10 20%	5 20%	1 29%
Slightly disagree (-1)	84 25%	45 22%	39 31%	21 23%	34 30%	14 21%	12 25%	1 39%	3 34%	34 31%	19 19%	10 20%	21 31%	4 13%	2 15%	11 35%	3 14%	5 16%	7 42%	8 39%	7 31%	19 32%	12 23%	6 26%	-
Strongly disagree (-2)	109 33%	63 31%	46 37%	33 37%	34 30%	27 40%	12 24%	-	4 46%	31 28%	36 36%	22 43%	20 29%	13 42%	3 21%	9 31%	8 35%	12 34%	5 30%	6 31%	10 45%	16 26%	16 30%	10 38%	3 71%
NET: Disagree	192 59%	108 53%	85 68%a	54 60%	67 59%	40 61%	24 49%	1 39%	6 80%	65 59%	55 55%	32 63%	40 59%	17 56%	5 36%	20 66%	11 48%	17 50%	11 72%	14 71%	16 76%	35 58%	28 54%	16 64%	3 71%
Don't know	8 2%	7 3%	1 1%	3 3%	-	4 5%e	-	-	1 12%	-	5 5%j	2 4%	1 1%	-	2 15%	1 3%	-	-	-	1 3%	-	3 5%	1 1%	-	-
Mean	-0.68	-0.57	-0.85	-0.72	-0.59	-0.82	-0.54	-0.22	-1.43	-0.63	-0.66	-0.86	-0.64	-0.63	-0.45	-0.75	-0.30	-0.56	-0.85	-0.81	-1.11	-0.68	-0.52	-0.86	-1.43
Standard deviation	1.24	1.28	1.16	1.30	1.26	1.26	1.11	0.88	0.71	1.19	1.31	1.28	1.20	1.41	1.18	1.26	1.58	1.28	1.06	1.22	1.01	1.11	1.31	1.12	1.05
Standard error	0.07	0.09	0.11	0.14	0.12	0.17	0.16	0.39	0.29	0.12	0.14	0.18	0.14	0.25	0.39	0.25	0.33	0.22	0.27	0.29	0.20	0.16	0.19	0.24	0.47

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 197  
**Q.12 To what extent do you agree or disagree with the following statements?**  
**I watch game streams more than I watch other types of content**  
**Base: All who have watched/streamed gaming videos**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	314	221	86	7	79	61	35	19	3	228	154	155	254	54	189	121	94	58	59	62	47	20	39	45	47	69	84
Weighted base	329	240	80*	8**	79*	61*	36**	18**	3**	245	158	166	265	59*	197	126*	97*	61*	62*	64*	48*	21**	36**	45*	43*	75*	96*
NET: Agree	66 20%	50 21%	16 20%	-	14 18%	11 17%	7 20%	4 21%	2 81%	50 21%	32 20%	34 20%	51 19%	12 21%	39 20%	26 21%qt	21 22%qt	7 12%	15 24%	19 29%opqt	5 10%	2 5%	9 11%	8 24%	12 28%	16 22%	14 14%
Strongly agree (+2)	18 5%	15 6%	3 4%	-	2 3%	2 3%	* 1%	-	1 18%	15 6%	11 7%	7 4%	12 4%	6 9%	9 4%	6 7%	3 6%	6 6%	6 10%	4 7%	2 5%	1 6%	4 12%	1 3%	2 4%	6 8%	4 4%
Slightly agree (+1)	48 15%	35 15%	13 16%	-	12 15%	9 15%	7 19%	4 21%	2 63%	35 14%	20 13%	27 16%	39 15%	7 12%	31 16%	17 14%qt	15 16%qt	4 6%	9 14%	15 23%opqt	2 5%	1 5%	5 12%	6 13%	11 24%z	11 14%	9 10%
Neither agree nor disagree (0)	63 19%	55 23%b	7 9%	1 8%	17 22%	12 20%	9 25%	7 38%	-	45 18%	30 19%	32 19%	43 16%	19 31%l	32 16%	27 21%	20 20%	14 23%	12 20%	10 15%	11 22%	6 28%	4 12%	13 29%	9 20%	12 16%	19 20%
Slightly disagree (-1)	84 25%	61 25%	20 25%	3 33%	23 29%	21 34%	9 26%	2 12%	-	60 24%	42 26%	39 23%	70 26%	13 22%	43 22%	39 31%	29 29%	20 33%	19 31%	20 32%	16 33%	6 28%	14 38%	4 8%	14 31%w	16 21%	31 32%w
Strongly disagree (-2)	109 33%	71 29%	34 43%a	4 47%	23 29%	17 27%	10 27%	5 29%	1 19%	84 34%	49 31%	60 36%	95 36%	13 22%	79 40%ops	30 24%	24 25%	16 26%	16 25%	13 21%	13 27%	4 19%	9 24%	20 44%x	6 14%	31 41%x	30 31%
NET: Disagree	192 59%	132 55%	55 68%	6 80%	46 59%	37 61%	19 53%	7 41%	1 19%	144 59%	91 58%	99 59%	165 62%l	26 44%	122 62%	70 55%	53 54%	36 59%	35 56%	33 52%	29 60%	10 47%	23 62%	24 52%	20 46%	47 62%	61 63%
Don't know	8 2%	4 2%	2 3%	1 12%	1 2%	1 2%	1 2%	-	-	6 3%	6 4%	2 1%	5 2%	2 4%	4 2%	4 3%	4 4%	4 6%	-	2 3%	4 7%	3 14%	1 2%	1 2%	3 6%	-	2 2%
Mean	-0.68	-0.58	-0.89	-1.44	-0.68	-0.69	-0.61	-0.48	0.62	-0.68	-0.64	-0.72	-0.76	-0.37	-0.79	-0.53	-0.53	-0.72	-0.46	-0.39	-0.79	-0.58	-0.51	-0.78	-0.30z	-0.74	-0.78
Standard deviation	1.24	1.23	1.25	0.71	1.15	1.12	1.13	1.15	1.61	1.27	1.26	1.23	1.22	1.24	1.26	1.21	1.22	1.12	1.29	1.25	1.09	1.13	1.32	1.26	1.14	1.33	1.14
Standard error	0.07	0.08	0.14	0.29	0.13	0.15	0.19	0.26	0.93	0.08	0.10	0.10	0.08	0.17	0.09	0.11	0.13	0.15	0.17	0.16	0.16	0.27	0.21	0.19	0.17	0.16	0.13

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 198

Q.12 To what extent do you agree or disagree with the following statements?

I watch game streams more than I watch other types of content

Base: All who have watched/streamed gaming videos

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	314	15	15	12	10	5	9	21	10	10	32	7	17	7	4	81	16	13	3	15	5	7
Weighted base	329	14**	14**	16**	9**	6**	8**	27**	11**	10**	31**	6**	18**	7**	4**	88*	16**	14**	5**	15**	4**	5**
NET: Agree	66 20%	7 48%	2 11%	3 19%	2 27%	2 37%	3 36%	3 10%	2 15%	1 7%	8 25%	-	4 24%	1 16%	1 32%	17 20%	3 20%	-	4 81%	3 19%	-	*
Strongly agree (+2)	18 5%	1 10%	* 3%	1 8%	2 27%	2 29%	1 12%	2 7%	-	-	1 5%	-	1 4%	-	-	2 2%	3 17%	-	-	1 8%	-	-
Slightly agree (+1)	48 15%	5 38%	1 8%	2 11%	-	* 7%	2 24%	1 3%	2 15%	1 7%	6 20%	-	4 20%	1 16%	1 32%	16 18%	1 3%	-	4 81%	2 11%	-	*
Neither agree nor disagree (0)	63 19%	2 13%	3 19%	6 40%	* 4%	2 35%	1 10%	5 18%	-	2 16%	8 26%	1 21%	4 11%	* 6%	1 23%	14 16%	6 39%	3 23%	1 19%	2 12%	1 29%	-
Slightly disagree (-1)	84 25%	2 14%	2 14%	2 10%	1 7%	-	4 44%	10 37%	5 47%	2 21%	7 23%	1 11%	4 24%	4 51%	-	29 32%	1 7%	4 30%	-	5 31%	-	2 46%
Strongly disagree (-2)	109 33%	4 25%	8 56%	3 19%	5 61%	2 28%	1 11%	9 31%	4 38%	6 56%	8 26%	4 68%	5 30%	2 27%	2 45%	25 29%	5 30%	6 47%	-	5 34%	3 71%	2 46%
NET: Disagree	192 59%	6 39%	10 70%	5 29%	6 68%	2 28%	5 55%	19 69%	10 85%	8 77%	15 49%	4 79%	10 54%	6 78%	2 45%	54 61%	6 37%	11 77%	-	10 65%	3 71%	4 93%
Don't know	8 2%	-	-	2 13%	-	-	-	1 4%	-	-	-	-	-	-	-	3 4%	1 4%	-	-	1 4%	-	-
Mean	-0.68	-0.05	-1.11	-0.24	-0.75	0.11	-0.19	-0.86	-1.08	-1.25	-0.46	-1.47	-0.56	-0.89	-0.58	-0.71	-0.32	-1.24	0.81	-0.75	-1.43	-1.32
Standard deviation	1.24	1.43	1.21	1.23	1.86	1.68	1.33	1.16	1.03	1.02	1.22	0.91	1.24	1.05	1.58	1.14	1.45	0.83	0.44	1.33	1.05	0.91
Standard error	0.07	0.37	0.31	0.37	0.59	0.75	0.44	0.26	0.33	0.32	0.22	0.34	0.30	0.40	0.79	0.13	0.37	0.23	0.25	0.35	0.47	0.34

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 199  
Q.12 To what extent do you agree or disagree with the following statements?  
I watch game streams more than I watch other types of content  
Base: All who have watched/streamed gaming videos

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	314	59	58	61	36	44	65	52	79	80	44	51	59	44	201	126	175	87	104	67	43	54	33	30	55
Weighted base	329	71*	65*	65*	42**	49*	73*	63*	89*	87*	48*	57*	63*	52*	215	139	192	101*	113*	75*	49*	61*	35**	36**	54*
NET: Agree	66 20%	14 19%	15 23%	16 25%	7 17%	12 25%	15 21%	20 31% <sup>f</sup>	20 22%	24 28%	12 26%	14 24%	20 32% <sup>f</sup>	15 29%	48 22%	37 27%	42 22%	23 22%	27 24%	17 22%	12 24%	10 17%	11 30%	8 23%	11 21%
Strongly agree (+2)	18 5%	4 6%	5 7%	5 7%	2 4%	5 10%	4 6%	6 9%	7 8%	7 8%	4 9%	3 6%	5 9%	4 8%	12 6%	10 7%	11 6%	4 4%	5 5%	4 5%	4 9%	4 6%	4 11%	3 7%	5 9%
Slightly agree (+1)	48 15%	9 13%	10 16%	12 18%	5 12%	7 14%	11 15%	14 22%	13 14%	17 19%	8 17%	10 18%	14 23%	11 21%	36 17%	27 19%	31 16%	19 18%	22 20%	13 17%	7 15%	6 11%	7 19%	6 15%	6 12%
Neither agree nor disagree (0)	63 19%	21 30%	17 26%	15 23%	10 24%	12 24%	16 22%	15 23%	19 22%	18 20%	14 29%	19 33% <sup>il</sup>	12 19%	16 30% <sup>l</sup>	43 20%	34 24%	39 20%	25 25%	24 21%	12 16%	15 31% <sup>s</sup>	16 26%	13 37%	13 36%	11 21%
Slightly disagree (-1)	84 25%	25 36%	19 29%	18 27%	16 40%	15 31%	25 34%	21 33%	27 31%	25 29%	15 32%	15 27%	21 34%	15 29%	52 24%	30 22%	46 24%	24 24%	24 21%	22 30%	13 27%	19 31%	6 18%	8 23%	16 29%
Strongly disagree (-2)	109 33%	11 15%	14 21%	16 25% <sup>gm</sup>	8 19%	10 19%	17 23% <sup>gm</sup>	8 13%	20 23% <sup>g</sup>	20 23% <sup>gm</sup>	7 14%	10 17%	10 16%	6 12%	70 33% <sup>t</sup>	38 27%	63 33% <sup>t</sup>	30 29%	38 33% <sup>t</sup>	24 32%	9 18%	16 27%	5 15%	7 19%	15 28%
NET: Disagree	192 59%	36 51%	33 51%	34 52%	25 59%	25 51%	42 57% <sup>gkm</sup>	29 46%	47 53%	46 52%	22 45%	25 43%	31 50%	21 41%	122 57% <sup>o</sup>	68 49%	109 57% <sup>o</sup>	54 53%	62 55%	47 62% <sup>ot</sup>	22 45%	35 58%	12 34%	15 42%	31 58%
Don't know	8 2%	-	-	-	-	-	-	2 3%	-	-	-	-	-	-	2 1%	-	2 1%	-	-	-	-	-	-	-	-
Mean	-0.68	-0.41	-0.42	-0.44	-0.58	-0.35	-0.54	-0.19 <sup>th</sup>	-0.47	-0.39	-0.25	-0.30	-0.26 <sup>f</sup>	-0.16 <sup>f</sup>	-0.62	-0.42 <sup>np</sup>	-0.62	-0.56	-0.59	-0.67	-0.29	-0.62	-0.08	-0.31	-0.56
Standard deviation	1.24	1.08	1.20	1.24	1.08	1.25	1.17	1.19	1.23	1.27	1.16	1.13	1.23	1.14	1.26	1.27	1.26	1.21	1.26	1.23	1.19	1.17	1.21	1.17	1.27
Standard error	0.07	0.14	0.16	0.16	0.18	0.19	0.15	0.16	0.14	0.17	0.14	0.16	0.16	0.17	0.09	0.11	0.10	0.13	0.12	0.15	0.18	0.16	0.21	0.21	0.17

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 200  
Q.12 To what extent do you agree or disagree with the following statements?  
I watch game streams more than I watch other types of content  
Base: All who have watched/streamed gaming videos

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	314	122	157	99	110	183	110	96	77	168	49	278	275	284	242	282	314	286	303	246	245
Weighted base	329	126*	169	110*	112*	196	122*	106*	80*	180	49*	293	293	302	259	296	329	298	317	250	258
NET: Agree	66 20%	24 19%	40 24%	21 19%	26 24%	47 24%	26 21%	30 28%	13 16%	41 23%	11 22%	61 21%	59 20%	61 20%	60 23%mp	60 20%	66 20%	62 21%	64 20%	54 21%	58 22%
Strongly agree (+2)	18 5%	6 5%	13 8%	8 7%	8 7%	14 7%	9 8%	8 8%	3 3%	12 7%	3 6%	17 6%	14 5%	17 6%	16 7%	16 5%	18 5%	18 6%	17 5%	14 6%	16 6%
Slightly agree (+1)	48 15%	17 14%	27 16%	13 12%	18 16%	33 17%	17 14%	21 20%	10 13%	29 16%	8 16%	45 15%	45 15%	44 14%	43 16%	44 15%	48 15%	44 15%	47 15%	39 16%	41 16%
Neither agree nor disagree (0)	63 19%	27 22%	28 16%	29 27%	16 15%	39 20%	27 22%	21 20%	15 19%	36 20%	7 15%	58 20%	56 19%	59 19%	47 18%	58 20%	63 19%	54 18%	60 19%	43 17%	46 18%
Slightly disagree (-1)	84 25%	34 27%	44 26%	30 27%	28 25%	48 25%	26 21%	21 20%	27 34%	44 25%	11 23%	73 25%	77 26%	75 25%	68 26%	72 24%	84 25%	77 26%	81 26%	61 25%	65 25%
Strongly disagree (-2)	109 33%	39 31%	56 33%	29 26%	37 33%	58 30%	41 34%	34 32%	21 26%	56 31%	18 37%	94 32%	95 33%	100 33%	81 31%	100 34%	109 33%	99 33%	104 33%	88 35%	85 33%
NET: Disagree	192 59%	73 58%	99 59%	59 53%	66 59%	106 54%	67 55%	55 52%	48 60%	100 56%	29 60%	166 57%	172 59%	175 58%	149 58%	171 58%	192 59%	176 59%	185 58%	149 60%	150 58%
Don't know	8 2%	2 1%	2 1%	2 1%	4 3%	4 2%	2 2%	-	4 5%	3 2%	1 2%	7 2% <sub>n</sub>	5 2%	7 2% <sub>n</sub>	2 1%	6 2% <sub>n</sub>	8 2% <sub>n</sub>	6 2%	8 2%	4 1%	5 2%
Mean	-0.68	-0.66	-0.61	-0.55	-0.63	-0.54	-0.61	-0.48	-0.70	-0.58	-0.71	-0.64	-0.67	-0.67	-0.60	-0.67	-0.68	-0.67	-0.67	-0.69	-0.64
Standard deviation	1.24	1.21	1.30	1.21	1.32	1.28	1.30	1.34	1.12	1.27	1.30	1.25	1.23	1.25	1.27	1.25	1.24	1.25	1.24	1.27	1.27
Standard error	0.07	0.11	0.10	0.12	0.13	0.10	0.12	0.14	0.13	0.10	0.19	0.08	0.07	0.07	0.08	0.07	0.07	0.07	0.07	0.08	0.08

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 201

**Q.12 To what extent do you agree or disagree with the following statements?**  
**I prefer to watch other people playing video games than to play the video games myself**  
**Base: All who have watched/streamed gaming videos**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	314	195	119	89	104	61	48	5	7	96	95	53	70	31	10	27	23	34	16	19	26	51	51	21	5
Weighted base	329	204	125*	90*	114*	66*	49*	3**	8**	110*	100*	51*	68*	30**	14**	30**	23**	34**	15**	20**	21**	61*	51*	25**	4**
NET: Agree	69 21%	38 18%	32 25%	23 25%g	26 23%	13 20%	4 9%	-	3 43%	24 22%	18 18%	9 18%	18 27%	3 10%	3 21%	2 7%	3 15%	10 29%	3 22%	6 32%	3 12%	15 24%	15 29%	5 22%	1 17%
Strongly agree (+2)	17 5%	9 4%	8 6%	5 5%	4 4%	4 7%	1 2%	-	3 35%	4 3%	7 7%	1 3%	4 7%	1 3%	2 13%	1 3%	2 7%	1 4%	-	1 6%	-	4 7%	4 7%	1 3%	1 17%
Slightly agree (+1)	52 16%	29 14%	24 19%	18 20%	22 19%	9 13%	3 7%	-	1 8%	20 18%	10 10%	8 16%	14 20%	2 6%	1 8%	1 3%	2 8%	9 26%	3 22%	5 26%	3 12%	11 17%	11 22%	5 18%	-
Neither agree nor disagree (0)	56 17%	36 18%	20 16%	14 16%	23 20%	6 10%	11 23%	1 37%	-	27 24%k	9 9%	9 18%	12 17%	4 14%	5 37%	6 20%	2 10%	5 14%	3 21%	2 12%	2 8%	10 16%	11 22%	3 14%	1 29%
Slightly disagree (-1)	72 22%	47 23%	24 19%	23 26%	20 17%	11 16%	16 32%	-	2 32%	20 18%	30 30%	9 17%	12 18%	10 34%	3 23%	10 31%	8 35%	5 15%	4 27%	4 21%	5 21%	12 19%	9 18%	2 7%	-
Strongly disagree (-2)	129 39%	81 40%	48 38%	28 32%	44 39%	35 54%d	17 35%	2 63%	2 25%	39 36%	42 42%	24 47%	24 36%	12 41%	3 18%	13 41%	9 39%	14 42%	5 30%	6 32%	12 55%	23 38%	15 30%	14 57%	2 55%
NET: Disagree	200 61%	128 63%	72 58%	51 57%	64 56%	46 70%	33 68%	2 63%	4 57%	60 54%	72 72%jm	32 64%	36 54%	23 76%	6 42%	22 73%	17 75%	19 56%	9 57%	11 53%	16 76%	35 57%	25 49%	16 64%	2 55%
Don't know	3 1%	2 1%	1 1%	1 2%	1 1%	1 1%	-	-	-	-	1 1%	1 -	1 2%	-	-	-	-	-	-	1 3%	1 4%	1 2%	-	-	-
Mean	-0.74	-0.80	-0.65	-0.60	-0.69	-0.98	-0.91	-1.26	-0.03	-0.65	-0.90	-0.89	-0.57	-1.04	-0.27	-1.04	-0.92	-0.65	-0.66	-0.49	-1.23	-0.67	-0.43	-0.95	-0.76
Standard deviation	1.27	1.23	1.33	1.27	1.27	1.34	1.04	1.19	1.79	1.23	1.27	1.24	1.35	1.07	1.26	1.05	1.23	1.36	1.17	1.38	1.07	1.34	1.32	1.35	1.75
Standard error	0.07	0.09	0.12	0.14	0.13	0.17	0.15	0.53	0.68	0.13	0.13	0.17	0.16	0.19	0.40	0.20	0.26	0.23	0.29	0.33	0.21	0.19	0.19	0.30	0.78

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 202

**Q.12 To what extent do you agree or disagree with the following statements?  
 I prefer to watch other people playing video games than to play the video games myself**  
**Base: All who have watched/streamed gaming videos**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	314	221	86	7	79	61	35	19	3	228	154	155	254	54	189	121	94	58	59	62	47	20	39	45	47	69	84
Weighted base	329	240	80*	8**	79*	61*	36**	18**	3**	245	158	166	265	59*	197	126*	97*	61*	62*	64*	48*	21**	36**	45*	43*	75*	96*
NET: Agree	69 21%	50 21%	16 19%	3 43%	12 15%e	6 9%	6 17%	2 12%	1 18%	54 22%e	41 26%	28 17%	49 19%	17 29%	41 21%	26 20%	20 21%	12 20%	13 21%	17 26%	9 19%	5 22%	5 14%	8 18%	7 16%	23 31%	19 20%
Strongly agree (+2)	17 5%	10 4%	5 6%	3 34%	4 6%	2 3%	3 7%	-	-	13 5%	11 7%	6 4%	12 4%	5 9%	11 5%	6 5%	6 6%	4 7%	3 5%	6 9%	4 9%	-	2 5%	4 8%	4 9%	5 7%	3 3%
Slightly agree (+1)	52 16%	40 17%	11 14%	1 8%	7 9%	4 6%	4 10%	2 12%	1 18%	42 17%	30 19%	21 13%	38 14%	12 20%	31 15%	20 16%	14 14%	8 13%	10 16%	11 17%	5 10%	5 22%	3 9%	5 11%	3 7%	18 24% <sup>x</sup>	16 17%
Neither agree nor disagree (0)	56 17%	42 17%	14 18%	-	15 19%	12 20%	8 21%	4 21%	2 63%	41 17%	21 13%	34 21%	39 15%	17 29% <sup>l</sup>	36 18%	16 13%	12 12%	8 13%	10 16%	7 11%	6 12%	4 17%	8 22%	7 16%	8 19%	14 19%	11 11%
Slightly disagree (-1)	72 22%	55 23%	15 18%	2 21%	18 23%	14 23%	7 21%	3 14%	-	54 22%	37 23%	34 20%	63 24%	8 14%	39 20%	33 26%	25 26%	15 24%	17 27%	17 27%	11 24%	6 30%	10 27%	11 25%	14 34%	12 16%	19 20%
Strongly disagree (-2)	129 39%	92 38%	34 42%	3 37%	34 43%	28 46%	14 39%	9 53%	1 19%	94 38%	59 37%	69 41%	112 42% <sup>m</sup>	15 26%	79 40%	50 39%	38 39%	25 41%	22 36%	23 36%	20 42%	7 31%	13 36%	17 39%	14 32%	26 34%	46 47%
NET: Disagree	200 61%	147 61%	49 61%	4 57%	51 66%	43 70%	21 60%	12 67%	1 19%	148 60%	96 61%	103 62%	176 66% <sup>m</sup>	24 40%	118 60%	82 65%	64 66%	39 65%	39 63%	40 63%	32 66%	13 61%	23 62%	29 64%	29 66%	38 50%	65 67%
Don't know	3 1%	1 1%	1 2%	-	1 1%	1 1%	1 2%	-	-	2 1%	1 1%	2 1%	1 1%	1 2%	1 1%	1 1%	1 1%	1 2%	-	-	1 3%	-	1 2%	-	-	-	1 1%
Mean	-0.74	-0.75	-0.79	-0.18	-0.89e	-1.05	-0.75	-1.08	-0.19	-0.72	-0.66	-0.84	-0.86	-0.28 <sup>l</sup>	-0.74	-0.80	-0.79	-0.80	-0.72	-0.64	-0.83	-0.71	-0.80	-0.78	-0.74	-0.47 <sup>z</sup>	-0.93
Standard deviation	1.27	1.24	1.29	1.89	1.23	1.10	1.30	1.13	1.16	1.28	1.33	1.22	1.24	1.31	1.29	1.26	1.29	1.31	1.25	1.37	1.35	1.15	1.19	1.30	1.24	1.36	1.25
Standard error	0.07	0.08	0.14	0.71	0.14	0.14	0.22	0.26	0.67	0.09	0.11	0.10	0.08	0.18	0.09	0.12	0.13	0.18	0.16	0.17	0.20	0.26	0.19	0.20	0.18	0.16	0.14

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 203

Q.12 To what extent do you agree or disagree with the following statements?

I prefer to watch other people playing video games than to play the video games myself

Base: All who have watched/streamed gaming videos

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	314	15	15	12	10	5	9	21	10	10	32	7	17	7	4	81	16	13	3	15	5	7
Weighted base	329	14**	14**	16**	9**	6**	8**	27**	11**	10**	31**	6**	18**	7**	4**	88*	16**	14**	5**	15**	4**	5**
NET: Agree	69 21%	2 13%	1 7%	3 18%	-	1 19%	3 42%	2 8%	3 28%	1 10%	10 32%	-	2 11%	1 12%	1 32%	22 25%	8 50%	3 18%	2 43%	3 22%	1 17%	-
Strongly agree (+2)	17 5%	-	1 7%	2 11%	-	1 19%	1 6%	1 4%	-	-	1 4%	-	1 4%	-	-	4 5%	4 24%	-	-	1 8%	1 17%	-
Slightly agree (+1)	52 16%	2 13%	-	1 7%	-	-	3 36%	1 4%	3 28%	1 10%	9 28%	-	1 7%	1 12%	1 32%	18 20%	4 27%	3 18%	2 43%	2 14%	-	-
Neither agree nor disagree (0)	56 17%	2 12%	3 18%	3 20%	2 18%	-	1 17%	8 30%	-	2 18%	5 16%	1 21%	3 16%	*	-	15 17%	3 18%	2 12%	2 38%	2 16%	1 29%	1 26%
Slightly disagree (-1)	72 22%	6 42%	4 29%	7 41%	2 21%	2 35%	2 30%	7 25%	3 31%	3 25%	4 14%	-	3 19%	2 26%	1 26%	17 20%	2 14%	2 14%	-	3 23%	-	-
Strongly disagree (-2)	129 39%	5 33%	7 45%	3 21%	5 61%	3 46%	1 11%	10 38%	5 42%	5 47%	12 38%	4 63%	10 54%	4 55%	1 42%	32 37%	3 17%	8 57%	1 19%	5 35%	2 55%	4 74%
NET: Disagree	200 61%	11 75%	11 75%	10 62%	7 82%	5 81%	3 41%	17 62%	8 72%	7 72%	16 52%	4 63%	13 73%	6 81%	2 68%	50 56%	5 32%	10 70%	1 19%	9 58%	2 55%	4 74%
Don't know	3 1%	-	-	-	-	-	-	-	-	-	-	1 16%	-	-	-	1 2%	-	-	-	1 4%	-	-
Mean	-0.74	-0.96	-1.06	-0.53	-1.44	-0.90	-0.04	-0.88	-0.87	-1.10	-0.53	-1.50	-1.13	-1.24	-0.78	-0.64	0.25	-1.08	0.04	-0.66	-0.76	-1.49
Standard deviation	1.27	1.02	1.17	1.25	0.82	1.60	1.24	1.10	1.29	1.07	1.37	0.98	1.17	1.10	1.52	1.30	1.45	1.23	1.22	1.37	1.75	0.98
Standard error	0.07	0.26	0.30	0.36	0.26	0.71	0.41	0.24	0.41	0.34	0.24	0.40	0.28	0.42	0.76	0.15	0.36	0.34	0.70	0.37	0.78	0.37

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 204

**Q.12 To what extent do you agree or disagree with the following statements?**  
**I prefer to watch other people playing video games than to play the video games myself**  
**Base: All who have watched/streamed gaming videos**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	314	59	58	61	36	44	65	52	79	80	44	51	59	44	201	126	175	87	104	67	43	54	33	30	55
Weighted base	329	71*	65*	65*	42**	49*	73*	63*	89*	87*	48*	57*	63*	52*	215	139	192	101*	113*	75*	49*	61*	35**	36**	54*
NET: Agree	69 21%	17 24%	17 27%	17 26%	12 28%	14 29%	21 28%	23 37%h	18 21%	26 30%	15 31%	17 30%	16 26%	17 33%	51 24%	35 25%	46 24%	29 29%	22 20%	21 28%	12 24%	14 24%	10 28%	12 33%	9 17%
Strongly agree (+2)	17 5%	7 9%	7 10%	8 12%	3 7%	7 14%	9 12%	6 9%	6 7%	10 11%	5 11%	5 9%	6 9%	7 14%	11 5%	9 6%	11 6%	9 9%	7 6%	6 8%	4 8%	3 5%	4 10%	4 10%	5 9%
Slightly agree (+1)	52 16%	11 15%	11 17%	9 15%	9 22%	7 15%	12 16%	17 27%b	12 14%	17 19%	10 20%	12 21%	11 17%	10 19%	40 19%x	26 19%x	34 18%x	19 19%x	15 13%	16 21%x	8 16%	12 19%x	6 18%	8 22%	4 8%
Neither agree nor disagree (0)	56 17%	18 25%	13 20%	15 23%	6 16%	11 22%	12 17%	12 20%	18 20%	13 15%	8 16%	11 19%	11 18%	12 23%	36 17%	22 16%	30 15%	14 14%	18 16%	11 15%	10 21%	13 21%	10 28%	10 28%	12 23%
Slightly disagree (-1)	72 22%	17 25%	18 28%	15 24%	11 27%	11 22%	18 24%	14 21%	22 24%	21 24%	12 26%	17 30% <i>m</i>	19 30% <i>m</i>	9 18%	49 23%	35 26% <i>q</i>	44 23%	16 16%	26 23%	12 17%	11 23%	11 18%	9 25%	4 12%	11 20%
Strongly disagree (-2)	129 39%	18 26%	16 25%	17 27%	12 29%	13 27%	22 31%	14 23%	29 33% <i>gk</i>	27 31%	13 28%	12 21%	16 26%	14 26%	79 37%	47 34%	73 38%	42 41%	47 42%	30 40%	16 32%	22 37%	7 19%	10 28%	21 40%
NET: Disagree	200 61%	36 51%	34 53%	33 50%	23 56%	24 49%	40 55%	28 44%	51 57% <i>g</i>	48 55%	26 53%	29 50%	35 56%	23 44%	129 60%	82 59%	117 61%	58 57%	73 65%	43 57%	27 55%	34 55%	16 44%	14 40%	32 60%
Don't know	3 1%	-	-	-	-	-	-	-	1 2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	-0.74	-0.43	-0.41	-0.39	-0.50	-0.33	-0.45	-0.21h	-0.63	-0.45	-0.39	-0.31	-0.46	-0.23h	-0.68	-0.62	-0.69	-0.61	-0.80	-0.61	-0.56	-0.64	-0.25	-0.24	-0.74
Standard deviation	1.27	1.28	1.31	1.34	1.31	1.40	1.39	1.32	1.28	1.39	1.38	1.28	1.30	1.40	1.28	1.30	1.30	1.43	1.29	1.39	1.31	1.29	1.26	1.37	1.31
Standard error	0.07	0.17	0.17	0.17	0.22	0.21	0.17	0.18	0.14	0.16	0.21	0.18	0.17	0.21	0.09	0.12	0.10	0.15	0.13	0.17	0.20	0.18	0.22	0.25	0.18

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 205

**Q.12 To what extent do you agree or disagree with the following statements?  
I prefer to watch other people playing video games than to play the video games myself**  
Base: All who have watched/streamed gaming videos

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players		
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	314	122	157	99	110	183	110	96	77	168	49	278	275	284	242	282	314	286	303	246	245
Weighted base	329	126*	169	110*	112*	196	122*	106*	80*	180	49*	293	293	302	259	296	329	298	317	250	258
NET: Agree	69 21%	35 28%	31 18%	33 30% <sup>d</sup>	17 15%	45 23%	26 21%	29 27%	21 26%	35 19%	11 22%	66 23%	67 23%	63 21%	61 24% <sup>o</sup>	61 21%	69 21%	64 22%	67 21%	56 22%	56 22%
Strongly agree (+2)	17 5%	11 9% <sup>b</sup>	3 2%	10 9%	5 5%	11 6%	7 6%	8 7%	4 5%	11 6%	1 2%	16 6%	17 6%	16 5%	14 5%	16 5%	17 5%	15 5%	17 5%	16 6%	13 5%
Slightly agree (+1)	52 16%	24 19%	27 16%	23 21%	12 11%	34 17%	19 15%	21 20%	17 21%	24 14%	10 20%	50 17% <sup>o</sup>	50 17%	47 16%	48 18% <sup>mo</sup>	45 15%	52 16%	49 16%	50 16%	40 16%	43 17%
Neither agree nor disagree (0)	56 17%	19 15%	27 16%	25 22%	16 15%	36 18%	20 17%	14 13%	14 18%	27 15%	11 22%	50 17%	45 15%	48 16%	48 18% <sup>l</sup>	49 17%	56 17%	49 16%	53 17%	33 13%	39 15%
Slightly disagree (-1)	72 22%	27 21%	41 24%	16 15%	30 27% <sup>c</sup>	40 21%	28 23%	20 19%	18 22%	41 23%	9 18%	67 23%	65 22%	65 22%	52 20%	67 23%	72 22%	65 22%	71 22%	53 21%	59 23%
Strongly disagree (-2)	129 39%	44 35%	70 42%	36 32%	48 43%	72 37%	47 39%	42 40%	26 33%	74 41%	18 37%	107 37%	114 39%	122 41% <sup>k</sup>	97 38%	117 40% <sup>k</sup>	129 39% <sup>k</sup>	119 40%	124 39%	106 43%	104 40%
NET: Disagree	200 61%	71 56%	111 66%	52 47%	78 69% <sup>c</sup>	113 58%	75 62%	62 59%	44 55%	116 64%	27 55%	174 60%	179 61%	187 62% <sup>n</sup>	149 58%	184 62% <sup>kn</sup>	200 61%	184 62%	195 61%	160 64%	163 63%
Don't know	3 1%	1 1%	-	1 1%	1 1%	2 1%	1 1%	1 1%	1 1%	2 1%	-	2 1%	1 *	3 1% <sup>no</sup>	1 *	3 1% <sup>no</sup>	1 *	3 1% <sup>q</sup>	1 *	-	-
Mean	-0.74	-0.55	-0.88	-0.41 <sup>d</sup>	-0.92	-0.67	-0.74	-0.64	-0.57	-0.81	-0.68	-0.69 <sup>mo</sup>	-0.72	-0.77	-0.66 <sup>mo</sup>	-0.76	-0.74	-0.75	-0.75	-0.78	-0.77
Standard deviation	1.27	1.38	1.18	1.37	1.20	1.29	1.29	1.37	1.29	1.28	1.24	1.28	1.29	1.28	1.29	1.27	1.27	1.28	1.27	1.32	1.27
Standard error	0.07	0.13	0.09	0.14	0.12	0.10	0.12	0.14	0.15	0.10	0.18	0.08	0.08	0.08	0.08	0.08	0.07	0.08	0.07	0.08	0.08

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 206

**Q.13 In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**  
**Base: All who have watched/streamed gaming videos**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	314	195	119	89	104	61	48	5	7	96	95	53	70	31	10	27	23	34	16	19	26	51	51	21	5
Weighted base	329	204	125*	90*	114*	66*	49*	3**	8**	110*	100*	51*	68*	30**	14**	30**	23**	34**	15**	20**	21**	61*	51*	25**	4**
Yes, I have	40	23	17	9	20	11	-	-	-	14	15	5	5	6	4	3	3	3	1	1	2	10	3	5	-
	12%	11%	14%	10%g	18%g	16%g	-	-	-	13%	15%	11%	7%	19%	27%	9%	15%	8%	7%	6%	9%	17%	5%	18%	-
No, I haven't	271	171	100	75	87	52	48	2	8	91	82	41	57	23	10	26	17	28	14	19	18	48	46	20	3
	82%	84%	80%	83%	76%	78%	98%def	81%	100%	82%	82%	81%	85%	78%	73%	84%	76%	82%	89%	94%	84%	78%	90%	78%	83%
Don't know	18	10	7	6	6	4	1	1	-	5	3	4	5	1	-	2	2	4	1	-	1	3	3	1	1
	5%	5%	6%	6%	6%	6%	2%	19%	-	5%	3%	8%	8%	2%	-	7%	9%	10%	4%	-	7%	5%	5%	4%	17%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 207

**Q.13 In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**

**Base: All who have watched/streamed gaming videos**

	Working status			Disability					Educational level			Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	314	221	86	7	79	61	35	19	3	228	154	155	254	54	189	121	94	58	59	62	47	20	39	45	47	69	84
Weighted base	329	240	80*	8**	79*	61*	36**	18**	3**	245	158	166	265	59*	197	126*	97*	61*	62*	64*	48*	21**	36**	45*	43*	75*	96*
Yes, I have	40 12%	34 14%	6 8%	-	15 20% <sup>i</sup>	12 20%	6 17%	-	1 18%	25 10%	16 10%	24 15%	26 10%	14 23% <sup>l</sup>	13 6%	24 19% <sup>n</sup>	17 18% <sup>n</sup>	9 14%	15 25% <sup>n</sup>	14 22% <sup>n</sup>	6 13%	2 11%	4 12%	4 10%	6 14%	14 18%	9 9%
No, I haven't	271 82%	198 82%	65 81%	8 100%	59 76%	47 77%	27 74%	16 90%	2 82%	208 85%	135 85%	132 79%	229 86% <sup>m</sup>	39 66%	172 87% <sup>r</sup>	98 78%	77 79%	50 82%	45 72%	48 75%	40 82%	18 86%	31 85%	38 85%	36 83%	60 79%	84 87%
Don't know	18 5%	9 4%	9 11% <sup>a</sup>	-	4 5%	2 3%	3 8%	2 10%	-	13 5%	7 5%	10 6%	10 4%	7 11%	13 6%	4 3%	3 3%	2 4%	2 3%	2 5%	2 3%	1 3%	1 6%	3 3%	1 3%	2 3%	4 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 208

**Q.13 In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**  
**Base: All who have watched/streamed gaming videos**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	314	15	15	12	10	5	9	21	10	10	32	7	17	7	4	81	16	13	3	15	5	7
Weighted base	329	14**	14**	16**	9**	6**	8**	27**	11**	10**	31**	6**	18**	7**	4**	88*	16**	14**	5**	15**	4**	5**
Yes, I have	40 12%	2 12%	4 28%	2 11%	1 10%	2 35%	1 6%	4 16%	1 9%	1 11%	3 8%	-	2 13%	-	-	13 15%	3 18%	1 6%	-	1 4%	-	-
No, I haven't	271 82%	12 83%	10 72%	14 89%	7 75%	4 65%	6 77%	22 80%	9 82%	9 84%	25 82%	5 84%	15 84%	7 100%	4 100%	71 81%	11 70%	12 87%	5 100%	14 96%	3 83%	5 100%
Don't know	18 5%	1 5%	-	-	1 15%	-	1 17%	1 4%	1 9%	1 6%	3 9%	1 16%	1 3%	-	-	4 4%	2 12%	1 6%	-	-	1 17%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 209

**Q.13 In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**

**Base: All who have watched/streamed gaming videos**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	314	59	58	61	36	44	65	52	79	80	44	51	59	44	201	126	175	87	104	67	43	54	33	30	55
Weighted base	329	71*	65*	65*	42**	49*	73*	63*	89*	87*	48*	57*	63*	52*	215	139	192	101*	113*	75*	49*	61*	35**	36**	54*
Yes, I have	40 12%	18 26%	10 15%	16 25% <sup>b</sup>	8 19%	13 26%	16 22%	14 22%	19 22%	18 20%	10 21%	12 21%	13 21%	15 28% <sup>b</sup>	24 11%	15 11%	29 15% <sup>n</sup>	14 14%	17 15%	13 18%	14 29% <sup>n</sup>	12 20%	9 26%	6 17%	9 18%
No, I haven't	271 82%	49 69%	52 80% <sup>cem</sup>	45 70%	31 74%	33 67%	53 72%	47 74%	63 71%	65 75%	35 71%	42 72%	46 73%	34 65%	184 86% <sup>pt</sup>	120 86% <sup>t</sup>	156 81%	84 84% <sup>t</sup>	93 83% <sup>t</sup>	60 79%	34 70%	47 78%	25 71%	29 81%	42 79%
Don't know	18 5%	4 5%	3 4%	4 6%	3 7%	4 7%	4 6%	3 5%	6 7%	4 5%	4 8%	4 7%	4 6%	3 7%	7 3%	4 3%	6 3%	3 3%	2 2%	2 3%	1 1%	2 3%	1 4%	1 2%	2 4%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 210

**Q.13 In the last 12 months, have you come across any videos that you found inappropriate, offensive, or upsetting when watching gameplay videos and streams?**  
**Base: All who have watched/streamed gaming videos**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	314	122	157	99	110	183	110	96	77	168	49	278	275	284	242	282	314	286	303	246	245
Weighted base	329	126*	169	110*	112*	196	122*	106*	80*	180	49*	293	293	302	259	296	329	298	317	250	258
Yes, I have	40 12%	21 16%	18 11%	12 11%	16 15%	23 12%	14 11%	15 14%	8 10%	26 14%	4 8%	37 13%	35 12%	36 12%	32 13%	39 13%	40 12%	35 12%	39 12%	26 11%	32 12%
No, I haven't	271 82%	99 78%	142 84%	93 84%	91 81%	163 83%	106 86%	84 79%	68 86%	144 80%	42 86%	239 82%	243 83% <sub>o</sub>	251 83% <sub>o</sub>	212 82%	240 81%	271 82%	247 83%	262 83%	212 85%	215 83%
Don't know	18 5%	7 6%	8 5%	5 5%	5 4%	10 5%	3 2%	7 7%	3 4%	10 6%	3 6%	17 6%	15 5%	15 5%	14 5%	17 6%	18 5%	17 6%	16 5%	12 5%	12 5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 211  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
 Base: All gamers

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: Yes	437	228	209	85	132	110	66	26	19	123	124	81	109	42	17	32	29	43	33	28	38	70	50	43	13
	31%	32%	31%	41%ghi	42%ghi	39%ghi	26%hi	17%	11%	32%	31%	27%	34%	37%p	35%	22%	25%	33%	30%	41%pq	30%	34%p	29%	36%p	37%
Yes - Single player content (e.g. new levels, story or ways to play)	239	141	98	46	83	57	33	10	10	70	70	41	58	28	6	15	20	30	19	9	17	44	25	24	3
	17%	20%b	14%	22%ghi	26%ghi	20%ghi	13%hi	6%	6%	18%	18%	14%	18%	24%p	11%	10%	17%	23%p	17%	14%	14%	21%p	14%	21%p	9%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	184	78	106	23	53	47	35	13	12	53	53	35	42	17	12	10	14	12	16	13	17	29	24	11	8
	13%	11%	16%a	11%	17%hi	17%hi	14%i	8%	7%	14%	13%	12%	13%	15%	24%prx	7%	12%	10%	15%	20%p	14%	14%	14%	9%	22%p
Yes - Something that had an impact in online play (e.g. new weapons or powers)	98	68	30	22	36	26	10	2	2	31	26	18	23	13	5	4	7	7	6	8	21	13	7	-	-
	7%	10%b	4%	11%ghi	12%ghi	9%ghi	4%	1%	1%	8%	7%	6%	7%	11%p	10%	3%	6%	5%	7%	9%	7%	10%p	7%	6%	-
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	88	55	34	30	40	13	5	-	-	32	28	6	22	11	4	4	6	11	2	5	7	15	15	9	1
	6%	8%	5%	15%fgh	13%fghi	5%hi	2%	-	-	8%l	7%l	2%	7%l	9%l	7%	3%	5%	8%l	2%	8%	6%	7%	8%l	8%l	2%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	94	57	37	23	29	25	11	3	4	23	29	17	25	14	3	7	12	9	7	5	2	12	10	9	3
	7%	8%	5%	11%ghi	9%ghi	9%hi	4%	2%	2%	6%	7%	6%	8%	12%u	6%	5%	10%u	7%	6%	8%	2%	6%	6%	8%u	9%u
Yes - Something with unknown rewards (e.g. loot boxes)	51	33	18	13	15	13	3	4	3	14	11	9	17	7	2	6	4	4	3	2	4	5	10	4	-
	4%	5%	3%	6%gi	5%g	5%g	1%	2%	2%	4%	3%	3%	5%	6%	5%	4%	3%	3%	3%	3%	4%	3%	6%	3%	-
No	933	474	459	118	177	166	189	129	155	250	266	211	206	73	32	112	83	86	76	39	86	133	117	74	23
	67%	67%	67%	57%	56%	58%	74%def	82%def	89%def	66%	67%	71%	65%	63%	65%	75%t	72%	66%	69%	59%	69%	65%	67%	63%	63%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 211

**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**

**Base: All gamers**

	Gender		Age						Social Grade					Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scot- land (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Don't know	21 1%	7 1%	14 2%	4 2%g	6 2%	9 3%gi	-	1 1%	-	6 2%	7 2%	4 1%	4 1%	-	-	5 3%	4 3%	2 1%	2 2%	-	* *	1 *	7 4%v	1 1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 212

**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**

**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: Yes	437 31%	313 34% <sub>c</sub>	105 36% <sub>c</sub>	19 10%	123 36% <sub>f</sub>	79 44% <sub>d</sub>	62 29%	32 34%	7 51%	302 30%	224 29%	211 34%	372 30%	59 39% <sub>l</sub>	244 27%	188 40% <sub>o</sub>	150 39% <sub>o</sub>	85 36% <sub>o</sub>	85 49% <sub>o</sub>	105 47% <sub>o</sub>	71 41% <sub>o</sub>	22 22%	60 30%	61 26%	68 29%	103 32%	115 39% <sub>w</sub>
Yes - Single player content (e.g. new levels, story or ways to play)	239 17%	175 19% <sub>c</sub>	56 19% <sub>c</sub>	9 5%	74 21% <sub>f</sub>	53 29% <sub>d</sub>	36 17%	21 23%	4 32%	160 16%	129 17%	109 18%	198 16%	38 26% <sub>l</sub>	137 15%	101 22% <sub>o</sub>	84 22% <sub>o</sub>	49 20%	39 23% <sub>o</sub>	60 27% <sub>o</sub>	40 23% <sub>o</sub>	14 14%	34 17%	33 14%	38 16%	57 18%	60 20%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	184 13%	132 14% <sub>c</sub>	40 14% <sub>c</sub>	12 6%	48 14%	28 16%	29 14%	12 13%	2 14%	129 13%	96 12%	87 14%	163 13%	19 12%	101 11%	79 17% <sub>o</sub>	63 16% <sub>o</sub>	32 14% <sub>o</sub>	36 21% <sub>o</sub>	41 18% <sub>o</sub>	30 17% <sub>o</sub>	7 7%	21 10%	25 11%	35 15%	40 12%	54 18% <sub>v</sub>
Yes - Something that had an impact in online play (e.g. new weapons or powers)	98 7%	81 9% <sub>c</sub>	15 5% <sub>c</sub>	2 1%	17 5%	12 7%	8 4%	5 5%	1 10%	78 8% <sub>f</sub>	48 6%	50 8%	79 6%	20 13% <sub>l</sub>	46 5%	49 11% <sub>o</sub>	37 10% <sub>o</sub>	16 7%	30 17% <sub>o</sub>	31 14% <sub>o</sub>	14 8%	3 3%	8 4%	17 7%	15 6%	28 9%	26 9%
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	88 6%	60 7% <sub>c</sub>	27 9% <sub>c</sub>	1 *	20 6%	14 8%	12 6%	5 6%	2 14%	67 7%	44 6%	45 7%	76 6%	10 7%	52 6%	35 8% <sub>o</sub>	24 6%	12 5%	24 14% <sub>o</sub>	19 9%	11 6%	3 3%	6 3%	16 7%	15 6%	27 8% <sub>v</sub>	19 7%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	94 7%	73 8% <sub>c</sub>	19 6% <sub>c</sub>	3 1%	25 7% <sub>f</sub>	18 10% <sub>d</sub>	6 3%	6 6%	3 23%	69 7% <sub>f</sub>	53 7%	40 7%	79 6%	15 10%	51 6%	42 9% <sub>o</sub>	32 8% <sub>o</sub>	17 7% <sub>o</sub>	20 11% <sub>o</sub>	22 10% <sub>o</sub>	16 9% <sub>o</sub>	1 1%	11 5%	12 5%	26 11% <sub>v</sub>	19 6%	22 7%
Yes - Something with unknown rewards (e.g. loot boxes)	51 4%	33 4% <sub>c</sub>	18 6% <sub>c</sub>	1 *	11 3%	6 3%	7 3%	3 3%	1 5%	37 4%	28 4%	23 4%	46 4%	3 2%	33 4%	17 4%	14 4%	6 3%	10 6%	10 5%	5 3%	2 2%	4 2%	5 2%	15 6% <sub>w</sub>	12 4%	10 3%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 212  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
No	933 67%	579 64%	182 62%	171 90%ab	221 64%e	101 56%	148 70%de	61 65%	7 49%	692 69%e	536 70%k	391 64%	838 68%lm	87 58%	657 72%opqr	270 58%rs	224 59%st	147 62%rst	88 50%	114 51%	100 57%	76 76%opqr	137 68%	166 72%z	167 70%z	218 67%	180 61%
Don't know	21 1%	17 2%	4 1%	-	1 *	-	1 *	1 1%	-	16 2%	10 1%	11 2%	15 1%	4 3%	12 1%	9 2%	8 2%	6 3%	1 1%	4 2%	4 2%	2 2%	3 2%z	4 2%z	2 1%	5 2%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 213  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
Base: All gamers

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: Yes	437 31%	23 39%gw	19 37%w	15 33%w	12 21%	8 34%	12 25%	25 21%	14 32%	21 33%w	42 36%gw	15 32%	18 36%w	6 21%	3 14%	106 32%w	24 52%dfgo	17 33%w	15 37%w	20 40%dgw	13 37%w	7 15%
Yes - Single player content (e.g. new levels, story or ways to play)	239 17%	12 22%	13 25%gh	7 15%	8 14%	6 27%	7 14%	14 11%	3 7%	11 17%	28 24%gh	7 16%	8 17%	1 5%	3 14%	64 19%	10 21%	10 19%	10 25%h	7 14%	3 9%	6 12%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	184 13%	9 15%	10 20%	8 17%	5 8%	4 18%	6 13%	10 8%	5 11%	9 15%	12 10%	10 20%gw	7 15%	3 11%	-	44 13%	15 31%dghjo	3 7%	4 10%	9 18%	8 22%gw	3 5%
Yes - Something that had an impact in online play (e.g. new weapons or powers)	98 7%	6 11%g	8 16%gkvw	3 6%	2 4%	3 13%	3 5%	1 1%	4 9%g	4 7%g	7 6%g	1 3%	5 11%g	3 10%	1 2%	30 9%g	4 9%g	4 8%g	2 6%	5 9%g	-	1 1%
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	88 6%	6 11%gw	4 8%g	4 9%gw	2 4%g	3 11%	1 2%	-	5 11%gw	3 5%g	12 10%gw	1 3%	6 12%gw	2 8%	1 4%	22 7%g	6 13%gw	2 4%	2 5%g	4 8%g	1 2%	-
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	94 7%	7 13%gow	8 16%gkow	3 6%	4 7%	4 16%	5 9%w	4 3%	4 9%w	3 5%	9 8%w	1 2%	7 13%gow	1 3%	-	16 5%	4 9%w	4 7%	2 5%	5 10%w	3 9%w	-
Yes - Something with unknown rewards (e.g. loot boxes)	51 4%	3 6%	4 8%i	2 5%	3 4%	-	2 3%	3 3%	3 7%	-	4 3%	1 3%	4 8%i	1 3%	-	13 4%	5 10%iw	2 4%	1 2%	1 3%	-	-
No	933 67%	35 61%	33 63%p	31 67%p	42 74%p	15 62%	36 75%p	91 75%p	31 68%p	43 67%p	73 63%p	32 68%p	31 64%p	21 74%	18 86%	226 68%p	18 39%	35 66%p	26 63%p	30 60%	23 63%p	43 85%abcjiklopqrsv

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 213

**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**

**Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Don't know	21	-	-	-	3	1	-	5	-	-	2	*	-	2	-	3	5	1	-	-	-	-
	1%	-	-	-	5%o	4%	-	4%	-	-	2%	1%	-	6%	-	1%	10%abijl	1%	-	-	-	-
																	osw					

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 214  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
 Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: Yes	437	89	90	85	48	72	86	87	105	121	63	73	91	64	290	180	242	128	132	96	71	83	45	44	64
	31%	57%	57%	51%	50%	44%	46%	51%	48%	46%	54%	53%	44%	62%	35%	42%	38%	49%	39%	46%	46%	49%	59%	51%	54%
Yes - Single player content (e.g. new levels, story or ways to play)	239	46	48	42	23	34	52	48	63	65	34	39	53	41	157	106	136	69	73	47	40	44	25	24	37
	17%	29%	31%	25%	24%	21%	28%	28%	29%	24%	29%	28%	26%	40%	19%	25%	21%	26%	23%	26%	26%	33%	27%	31%	
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	184	42	42	40	23	38	33	42	38	52	27	27	38	25	124	68	97	53	58	42	30	37	25	21	28
	13%	26%	27%	24%	23%	23%	18%	25%	18%	20%	23%	19%	18%	24%	15%	16%	15%	20%	17%	20%	19%	22%	20%	24%	
Yes - Something that had an impact in online play (e.g. new weapons or powers)	98	22	19	26	9	13	23	18	20	26	18	20	21	18	67	45	55	29	38	21	21	23	15	11	19
	7%	14%	12%	15%	9%	8%	12%	10%	9%	10%	15%	15%	10%	17%	8%	11%	9%	11%	11%	10%	13%	14%	20%	13%	
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	88	17	16	13	8	14	15	14	22	22	13	19	19	10	66	47	64	33	32	16	12	17	9	5	11
	6%	11%	10%	8%	9%	9%	8%	8%	10%	8%	11%	14%	10%	10%	8%	11%	10%	13%	9%	8%	8%	10%	12%	6%	9%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	94	12	16	15	8	13	13	10	21	23	11	18	18	11	70	48	61	28	34	16	16	15	10	9	15
	7%	7%	10%	9%	8%	8%	7%	6%	10%	9%	10%	13%	9%	11%	9%	11%	10%	11%	10%	8%	10%	9%	13%	11%	12%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 214  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
**Base: All gamers**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Yes - Something with unknown rewards (e.g. loot boxes)	51 4%	5 3%	5 3%	3 2%	4 4%	7 4%	7 4%	5 3%	10 5%	11 4%	6 5%	8 6%	11 5%	2 2%	34 4%	21 5%	28 4%	10 4%	16 5%	8 4%	3 2%	7 4%	4 5%	2 2%	2 1%
No	933 67%	66 42%	65 41%	80 48% <sub>m</sub>	46 48% <sub>m</sub>	88 54% <sub>bm</sub>	96 52% <sub>bm</sub>	81 48% <sub>m</sub>	110 51% <sub>bm</sub>	141 53% <sub>bm</sub>	52 44%	63 45% <sub>m</sub>	110 54% <sub>bm</sub>	35 34%	519 64% <sub>oqstu vwx</sub>	242 57% <sub>qvwx</sub>	392 61% <sub>oqstu vwx</sub>	130 50% <sub>v</sub>	208 61% <sub>qsuvw x</sub>	108 52% <sub>v</sub>	82 53% <sub>v</sub>	84 50% <sub>v</sub>	29 38%	39 45%	52 43%
Don't know	21 1%	2 2%	2 1%	2 1%	2 2%	3 2%	4 2%	2 1%	2 1%	3 1%	2 2%	2 1%	4 2%	4 4%	8 1%	5 1%	4 1%	4 2%	2 1%	3 1%	2 2%	2 1%	2 3% <sub>p</sub>	4 5% <sub>nopr</sub>	3 3% <sub>p</sub>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 215  
**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**  
**Base: All gamers**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Yes	437 31%	174 37%	238 39%	166 39%	169 40%	204 47%	141 44%	152 48%	96 25%	254 34%h	66 43%h	399 31%	388 31%	394 37%klop	324 41%klimo	402 32%k	425 32%k	427 35%	389 35%	345 33%	289 45% <sup>s</sup>
Yes - Single player content (e.g. new levels, story or ways to play)	239 17%	96 20%	132 22%	91 21%	95 23%	110 25%	89 28%	97 31%	55 14%	145 19%	36 24%h	216 17%	216 17%	219 21%klop	188 24%klimo	227 18%k	236 18%k	233 19%	221 20%	202 19%	171 27% <sup>s</sup>
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	184 13%	71 15%	105 17%	75 18%	70 17%	80 18%	57 18%	54 17%	35 9%	105 14%h	30 20%h	170 13%	160 13%	164 15%klop	125 16%klop	171 14%	173 13%	184 15%	153 14%	155 15%	109 17%
Yes - Something that had an impact in online play (e.g. new weapons or powers)	98 7%	40 8%	57 9%	34 8%	42 10%	48 11%	40 13%	42 13%	22 6%	48 6%	26 17%hi	92 7%	91 7%	91 9%klop	82 11%klimop	89 7%	97 7%	96 8%	95 9%	68 7%	88 14% <sup>s</sup>
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	88 6%	32 7%	57 9%	26 6%	33 8%	51 12%	37 12%	42 13%	16 4%	51 7%	18 12%h	76 6%	77 6%	82 8%klop	75 10%klimop	80 6%	88 7%k	86 7%	87 8%	70 7%	75 12% <sup>s</sup>
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	94 7%	41 9%	53 9%	36 8%	38 9%	48 11%	35 11%	40 12%	14 4%	55 7%h	20 13%hi	90 7%	87 7%	91 9%klop	77 10%klop	93 7%	93 7%	92 7%	89 8%	77 7%	77 12% <sup>s</sup>
Yes - Something with unknown rewards (e.g. loot boxes)	51 4%	20 4%	29 5%	13 3%	17 4%	27 6%	21 7%	20 6%	10 3%	30 4%	10 6%	48 4%	49 4%	50 5%kp	41 5%klip	51 4%	51 4%	49 4%	47 4%	45 4%	43 7% <sup>s</sup>
No	933 67%	298 62%	358 59%	251 59%	242 58%	228 52%	173 54%	163 51%	284 74%ij	486 65%j	85 55%	857 67% <sup>mno</sup>	829 67% <sup>mn</sup>	647 61% <sup>n</sup>	446 57%	817 66% <sup>mn</sup>	864 66% <sup>mn</sup>	782 64%	708 64%	685 66% <sup>t</sup>	344 53%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 215

**Q.14 Have you ever spent real money or bought in-game currency to buy additional content or functionality in a video game that is free to play?**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin- tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)	
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645	
Don't know	21	5	13	9	9	5	5	3	5	9	3	21	16	17	10	19	19	20	14	13	12	
	1%	1%	2%	2%	2%	1%	2%	1%	1%	1%	2%	2%	1%	2%	1%	2%	1%	2%	1%	1%	1%	2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 216

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Summary**

**Base: All who spent money in a free to play video game**

	Spent money					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Unweighted base	225	176	95	83	87	55
Weighted base	239	184	98	88	94	51
10 - very good value	30 13%	11 6%	3 3%	7 8%	6 6%	3 6%
9	22 9%	10 5%	5 5%	8 9%	10 11%	3 5%
8	52 22%	34 18%	19 20%	13 15%	24 26%	6 11%
7	52 22%	34 19%	26 26%	16 18%	18 19%	8 16%
6	28 11%	20 11%	21 22%	12 14%	13 14%	5 9%
5	23 9%	26 14%	8 8%	11 12%	5 5%	12 24%
4	14 6%	14 7%	7 7%	13 14%	5 5%	6 11%
3	9 4%	13 7%	4 4%	6 7%	5 6%	3 5%
2	4 2%	8 4%	1 1%	2 3%	4 4%	2 5%
1 - very poor value	5 2%	11 6%	3 3%	- -	1 1%	3 6%
Don't know	1 *	2 1%	1 2%	- -	2 2%	* 1%
Mean	6.95	5.97	6.41	6.36	6.75	5.71
Standard deviation	2.12	2.41	1.89	2.11	2.14	2.35

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 216

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Summary**

**Base: All who spent money in a free to play video game**

	Spent money					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Weighted base	239	184	98	88	94	51
Standard error	0.14	0.18	0.19	0.23	0.23	0.32
NET: 8-10	104 44%	55 30%	27 28%	28 32%	41 43%	12 23%
NET: 4-7	116 49%	94 51%	62 63%	52 59%	41 43%	31 60%
NET: 1-3	18 7%	33 18%	8 8%	8 9%	10 11%	8 16%

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 217

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	225	128	97	50	73	50	32	10	10	64	66	43	52	27	5	13	19	24	21	10	18	35	27	21	5
Weighted base	239	141	98*	46*	83*	57*	33**	10**	10**	70*	70*	41*	58*	28**	6**	15**	20**	30**	19**	9**	17**	44**	25**	24**	3**
10 - very good value	30	18	12	5	15	6	1	1	1	11	11	4	4	1	2	3	3	2	1	-	2	3	7	6	1
	13%	13%	12%	11%	18%	11%	4%	10%	14%	16%	16%	10%	7%	3%	37%	18%	15%	8%	6%	-	11%	8%	26%	24%	21%
9	22	13	9	8	9	2	3	-	-	9	2	1	11	2	1	2	2	1	1	-	2	8	1	3	-
	9%	9%	9%	18%	10%	4%	9%	-	-	13%	3%	1%	18%kl	7%	19%	13%	10%	3%	4%	-	12%	4%	12%	-	-
8	52	33	18	11	22	12	4	1	2	14	15	6	16	9	-	2	5	9	2	5	3	11	2	3	1
	22%	24%	18%	24%	27%	20%	11%	10%	19%	20%	22%	16%	27%	32%	-	16%	23%	29%	9%	55%	20%	25%	9%	11%	33%
7	52	33	18	9	12	11	13	4	3	19	16	12	5	8	1	3	5	8	3	2	3	8	6	4	-
	22%	24%	19%	20%	14%	19%	38%	39%	31%	28%lm	23%	28%lm	8%	29%	9%	19%	27%	26%	18%	26%	19%	19%	23%	18%	-
6	28	17	11	6	9	7	2	*	3	7	10	5	5	-	1	1	3	5	5	1	2	5	3	1	1
	11%	12%	11%	12%	11%	13%	6%	5%	28%	11%	15%	11%	9%	-	13%	9%	16%	16%	26%	7%	13%	11%	13%	3%	24%
5	23	12	11	4	7	7	3	1	1	4	3	5	11	5	1	1	-	2	1	-	3	5	1	4	1
	9%	8%	11%	8%	9%	11%	10%	7%	9%	6%	4%	11%	19%k	18%	21%	5%	-	8%	3%	-	15%	11%	2%	18%	22%
4	14	5	9	3	1	7	2	2	-	1	8	4	1	3	-	1	-	-	6	1	-	1	2	-	-
	6%	4%	9%	6%	1%	11%e	7%	16%	-	2%	12%j	9%	2%	11%	-	8%	-	-	29%	12%	-	3%	9%	-	-
3	9	3	6	-	3	3	2	1	-	1	1	3	4	-	-	2	-	2	1	-	1	1	1	1	-
	4%	2%	6%	-	4%	5%	13%	-	-	2%	2%	7%	7%	-	-	12%	-	5%	6%	-	5%	3%	5%	4%	-
2	4	1	2	-	1	1	1	-	-	1	-	2	1	-	-	-	1	-	-	-	1	1	-	1	-
	2%	1%	2%	-	2%	2%	4%	-	-	2%	-	4%	1%	-	-	-	4%	-	-	-	4%	3%	-	4%	-
1 - very poor value	5	3	2	-	2	1	2	-	-	1	3	-	1	-	-	-	1	2	-	-	-	1	1	1	-
	2%	2%	2%	-	3%	2%	5%	-	-	1%	4%	-	2%	-	-	-	6%	5%	-	-	-	4%	4%	4%	-
Don't know	1	1	-	-	1	*	-	-	-	*	-	1	-	-	-	-	-	-	-	-	-	1	*	-	-
	*	1%	-	-	1%	1%	-	-	-	1%	-	2%	-	-	-	-	-	-	-	-	-	3%	2%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 217

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	239	141	98*	46*	83*	57*	33**	10**	10**	70*	70*	41*	58*	28**	6**	15**	20**	30**	19**	9**	17**	44**	25**	24**	3**
Mean	6.95	7.14	6.67	7.48f	7.31	6.53	6.19	6.22	7.15	7.41i	6.88	6.38	6.88	6.85	7.96	7.05	7.20	6.78	5.93	7.13	6.96	7.15	7.02	7.04	7.28
Standard deviation	2.12	2.01	2.26	1.67	2.21	2.18	2.25	2.17	1.50	1.95	2.21	2.12	2.17	1.62	2.26	2.37	2.31	2.09	1.95	1.36	2.11	1.93	2.57	2.67	2.19
Standard error	0.14	0.18	0.23	0.24	0.26	0.31	0.40	0.69	0.47	0.25	0.27	0.33	0.30	0.31	1.01	0.66	0.53	0.43	0.43	0.43	0.50	0.33	0.50	0.60	0.98
NET: 8-10	104	65	39	25	46	21	8	2	3	34	29	11	30	12	3	7	10	12	4	5	7	22	10	11	2
	44%	46%	40%	53%	56%	36%	23%	20%	32%	49%	41%	27%	52%l	42%	57%	47%	48%	41%	19%	55%	44%	50%	39%	47%	54%
NET: 4-7	116	67	49	22	29	32	20	7	7	32	37	25	22	16	2	6	9	15	14	4	8	19	12	10	1
	49%	47%	50%	47%	35%	55%	62%	68%	68%	46%	53%	60%	38%	58%	43%	41%	43%	49%	75%	45%	47%	44%	48%	39%	46%
NET: 1-3	18	8	10	-	7	5	5	1	-	4	4	4	6	-	-	2	2	3	1	-	1	3	2	3	-
	7%	6%	10%	-	8%	8%	14%	13%	-	5%	6%	11%	10%	-	-	12%	9%	10%	6%	-	9%	6%	10%	13%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 218

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	225	156	60	9	76	55	38	22	4	144	119	105	188	34	133	90	73	40	35	50	33	12	35	35	34	51	53
Weighted base	239	175	56*	9**	74*	53*	36*	21**	4**	160	129*	109*	198	38**	137	101*	84*	49*	39**	60*	40**	14**	34**	33**	38**	57*	60*
10 - very good value	30 13%	24 14%	5 8%	1 15%	11 14%	7 13%	4 10%	2 10%	-	20 12%	21 16%	10 9%	27 13%	4 10%	19 14%	11 10%	8 10%	6 13%	4 10%	4 7%	6 15%	2 15%	3 9%	*	10 26%	8 15%	6 10%
9	22 9%	15 9%	7 13%	-	7 9%	5 9%	3 9%	2 10%	2 42%	16 10%	10 8%	12 11%	13 6%	10 25%	11 8%	11 11%	10 12%	8 17%	3 9%	8 13%	6 14%	2 17%	2 6%	2 6%	5 14%	3 5%	9 15%
8	52 22%	36 20%	14 25%	2 21%	15 20%	11 21%	7 21%	6 28%	-	37 23%	28 21%	24 22%	48 24%	4 9%	32 23%	20 19%	16 19%	7 14%	8 20%	15 25%	7 17%	1 8%	10 29%	8 24%	8 21%	15 27%	9 15%
7	52 22%	43 25%	7 12%	2 21%	11 14%	6 12%	8 23%	5 22%	-	40 25%	23 18%	29 26%	44 22%	7 18%	28 21%	23 23%	22 27%	15 31%	5 12%	12 21%	11 28%	5 37%	10 28%	5 14%	3 9%	15 26%	16 26%
6	28 11%	20 11%	6 11%	2 17%	9 12%	7 14%	4 11%	-	-	18 12%	14 11%	14 12%	21 10%	7 18%	15 11%	13 12%	9 11%	1 2%	13 32%	9 15%	9 21%	-	3 8%	9 29%	2 6%	4 6%	9 15%
5	23 9%	13 8%	8 15%	1 11%	15 20% <sup>i</sup>	10 19% <sup>i</sup>	5 13%	5 26%	3 58%	6 4%	12 9%	11 10%	17 8%	5 14%	13 9%	9 9%	7 8%	5 11%	3 7%	3 4%	4 10%	2 16%	5 14%	3 10%	3 9%	3 5%	3 5%
4	14 6%	10 6%	4 8%	-	4 6%	3 7%	3 7%	1 2%	-	10 6%	10 8%	5 4%	13 7%	1 3%	10 7%	4 4%	3 4%	2 4%	1 3%	3 5%	2 5%	-	1 2%	3 8%	5 12%	2 3%	4 6%
3	9 4%	6 3%	2 4%	1 14%	2 3%	1 2%	1 2%	-	-	5 3%	8 7% <sup>k</sup>	1 1%	6 3%	1 3%	3 2%	6 6%	5 6%	3 6%	2 4%	3 6%	3 8%	-	1 2%	1 3%	1 3%	3 5%	2 3%
2	4 2%	3 2%	1 1%	-	-	-	-	-	-	4 2%	1 1%	3 2%	4 2%	-	1 2%	2 2%	2 2%	-	1 4%	2 3%	-	-	-	1 2%	-	-	3 5%
1 - very poor value	5 2%	4 2%	1 2%	-	1 1%	1 2%	1 3%	-	-	3 2%	2 2%	2 2%	5 2%	-	4 3%	1 1%	1 1%	1 2%	-	-	1 2%	-	-	1 2%	-	4 7%	-
Don't know	1 *	1 1%	-	-	* 1%	* 1%	* 1%	* 2%	-	1 *	1 1%	-	1 1%	-	1 1%	* 1%	* 1%	-	-	* 1%	-	-	-	1 3%	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 218

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	239	175	56*	9**	74*	53*	36*	21**	4**	160	129*	109*	198	38**	137	101*	84*	49*	39**	60*	40**	14**	34**	33**	38**	57*	60*
Mean	6.95	7.01	6.79	6.73	6.94	6.88	6.85	7.18	6.68	7.05	6.93	7.03	6.94	7.20	6.98	6.88	6.93	7.11	6.78	6.96	7.11	7.46	7.18	6.33	7.53	6.89	6.96
Standard deviation	2.12	2.12	2.15	2.22	2.07	2.10	2.05	1.72	2.24	2.09	2.24	1.92	2.15	1.89	2.14	2.10	2.07	2.14	1.99	1.99	2.29	1.67	1.60	1.81	2.23	2.43	2.06
Standard error	0.14	0.17	0.28	0.74	0.24	0.29	0.34	0.38	1.12	0.17	0.21	0.19	0.16	0.32	0.19	0.22	0.24	0.34	0.34	0.28	0.40	0.48	0.27	0.32	0.38	0.34	0.28
NET: 8-10	104	75	26	3	32	23	14	10	2	72	58	46	88	17	62	41	34	21	15	27	19	6	15	10	23	27	24
	44%	43%	47%	37%	43%	44%	40%	47%	42%	45%	45%	42%	44%	44%	45%	41%	41%	43%	39%	45%	47%	40%	44%	30%	61%	46%	40%
NET: 4-7	116	86	26	4	39	27	19	11	3	75	58	58	95	20	66	50	41	23	21	27	17	8	18	20	14	24	31
	49%	49%	46%	49%	52%	51%	54%	51%	58%	47%	45%	53%	48%	53%	48%	49%	49%	48%	54%	45%	42%	60%	54%	60%	36%	41%	52%
NET: 1-3	18	12	4	1	3	2	2	-	-	12	12	5	15	1	8	9	8	4	3	5	4	-	1	2	1	7	5
	7%	7%	7%	14%	4%	4%	5%	-	-	7%	9%	5%	7%	3%	6%	9%	9%	8%	8%	9%	10%	-	2%	7%	3%	13%	8%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 219

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	225	11	14	6	7	6	7	10	4	12	23	8	7	2	4	57	8	10	8	7	5	9
Weighted base	239	12**	13**	7**	8**	6**	7**	14**	3**	11**	28**	7**	8**	1**	3**	64*	10**	10**	10**	7**	3**	6**
10 - very good value	30 13%	-	1 5%	2 29%	2 20%	-	3 38%	2 15%	1 17%	-	2 9%	-	2 29%	1 53%	-	8 13%	2 22%	3 28%	1 7%	-	1 21%	1 14%
9	22 9%	2 16%	-	1 15%	1 18%	1 10%	-	2 14%	-	-	2 7%	-	1 13%	-	-	10 15%	1 14%	1 8%	1 8%	-	-	-
8	52 22%	3 27%	5 35%	2 23%	1 11%	1 17%	1 14%	1 7%	1 44%	2 16%	9 32%	2 22%	-	-	1 37%	14 21%	-	1 6%	2 20%	5 71%	1 33%	1 17%
7	52 22%	2 13%	6 49%	1 7%	3 44%	1 11%	1 19%	4 28%	1 22%	3 24%	6 20%	1 12%	*	-	1 31%	14 22%	2 16%	2 21%	3 33%	1 19%	-	1 14%
6	28 11%	-	-	1 10%	1 7%	2 33%	2 29%	1 9%	-	2 16%	5 17%	2 20%	2 24%	-	*	6 9%	3 28%	1 9%	-	1 9%	1 24%	-
5	23 9%	2 20%	1 11%	1 16%	-	-	-	1 5%	-	1 5%	2 8%	2 26%	-	-	1 17%	5 9%	1 9%	1 8%	2 18%	-	1 22%	2 30%
4	14 6%	3 25%	-	-	-	-	-	1 9%	1 17%	3 28%	-	-	2 30%	-	-	4 6%	-	-	-	-	-	1 8%
3	9 4%	-	-	-	-	-	-	2 13%	-	1 11%	2 6%	1 12%	-	1 47%	-	2 3%	-	-	1 10%	-	-	-
2	4 2%	-	-	-	-	1 12%	-	-	-	-	-	1 8%	-	-	-	1 2%	-	1 11%	-	-	-	-
1 - very poor value	5 2%	-	-	-	-	1 17%	-	-	-	1 2%	-	-	-	-	-	-	1 11%	1 10%	-	-	-	1 16%
Don't know	1 *	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 1%	-	-	*	-	-	-
Mean	6.95	6.46	7.29	7.97	7.99	5.42	7.98	6.81	7.44	5.60	7.04	5.62	6.98	6.72	6.88	7.25	6.78	6.63	6.79	7.62	7.28	5.77
Standard deviation	2.12	1.98	1.13	1.93	1.40	3.00	1.83	2.35	2.19	1.79	1.90	2.00	2.63	-	1.33	1.98	2.84	3.26	1.99	0.70	2.19	3.03
Standard error	0.14	0.60	0.30	0.79	0.53	1.22	0.69	0.74	1.09	0.52	0.40	0.71	0.99	-	0.67	0.27	1.00	1.03	0.75	0.26	0.98	1.01

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 219

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	239	12**	13**	7**	8**	6**	7**	14**	3**	11**	28**	7**	8**	1**	3**	64*	10**	10**	10**	7**	3**	6**
NET: 8-10	104	5	5	5	4	2	4	5	2	2	13	2	3	1	1	31	3	4	4	5	2	2
	44%	43%	40%	67%	49%	27%	52%	36%	61%	16%	47%	22%	42%	53%	37%	49%	36%	41%	35%	71%	54%	31%
NET: 4-7	116	7	8	2	4	3	3	7	1	8	13	4	5	-	2	28	5	4	5	2	1	3
	49%	57%	60%	33%	51%	44%	48%	51%	39%	73%	45%	58%	58%	-	63%	45%	53%	38%	51%	29%	46%	53%
NET: 1-3	18	-	-	-	-	2	-	2	-	1	2	1	-	1	-	3	1	2	1	-	-	1
	7%	-	-	-	-	29%	-	13%	-	11%	8%	20%	-	47%	-	5%	11%	21%	10%	-	-	16%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 220

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	225	40	44	38	18	28	43	41	58	56	31	35	47	35	145	93	122	59	66	44	35	42	25	22	37
Weighted base	239	46*	48*	42*	23**	34**	52*	48*	63*	65*	34**	39**	53*	41**	157	106*	136*	69*	73*	47*	40**	44*	25**	24**	37*
10 - very good value	30	5	5	5	3	5	7	8	11	10	4	4	5	9	16	12	15	4	5	2	6	3	5	2	4
	13%	11%	11%	13%	12%	15%	14%	16%	17%	16%	11%	9%	9%	23%	10%	11%	11%	6%	7%	4%	15%	6%	19%	7%	10%
9	22	9	8	6	5	5	8	8	8	9	5	7	8	7	18	17	18	14	12	8	8	8	5	4	7
	9%	19%	16%	14%	23%	15%	15%	16%	13%	15%	15%	19%	15%	17%	11%	16%	13%	21% <sub>n</sub>	16%	17%	20%	17%	21%	19%	20%
8	52	10	11	10	4	7	14	10	11	18	8	12	13	8	37	24	30	20	24	10	8	10	7	8	10
	22%	21%	23%	23%	19%	22%	26%	21%	17%	27%	22%	30%	25%	19%	23%	22%	22%	29%	32% <sub>ps</sub>	21%	20%	23%	27%	35%	27%
7	52	11	16	12	6	9	11	13	15	13	11	9	14	10	39	26	36	14	18	17	10	14	5	7	10
	22%	25%	33% <sub>i</sub>	28%	25%	26%	21%	27%	25%	20%	32%	22%	25%	26%	25%	25%	27%	21%	25%	36% <sub>qr</sub>	25%	31%	19%	30%	28%
6	28	4	4	2	1	2	1	3	7	4	1	3	5	2	17	10	15	8	5	5	5	4	2	1	2
	11%	8%	7%	6%	4%	6%	2%	6%	11% <sub>f</sub>	7% <sub>f</sub>	3%	9%	9% <sub>f</sub>	4%	11%	10%	11%	12%	6%	10%	11%	8%	9%	6%	4%
5	23	5	2	4	2	2	4	5	6	4	4	4	5	5	14	11	10	5	4	3	1	4	1	1	4
	9%	10%	5%	9%	10%	7%	7%	10%	9%	6%	11%	10%	10%	11%	9%	11%	8%	7%	6%	6%	4%	8%	5%	3%	10%
4	14	3	-	2	2	3	5	2	4	4	1	3	-	7	3	6	3	2	2	2	2	-	-	-	1
	6%	6%	-	5%	7%	8%	2%	3%	6%	6%	3%	5%	-	5%	3%	5%	4%	3%	4%	4%	4%	-	-	-	1%
3	9	-	-	-	-	-	1	1	1	-	-	-	-	5	2	3	-	2	2	-	-	-	-	-	-
	4%	-	-	-	-	-	2%	1%	1%	-	-	-	-	3%	1%	2%	-	2%	3%	-	-	-	-	-	-
2	4	-	1	-	-	-	1	-	-	1	-	1	-	2	-	2	-	1	-	-	-	1	-	-	-
	2%	-	2%	-	-	-	2%	-	-	2%	-	2%	-	1%	-	1%	-	1%	-	-	-	2%	-	-	-
1 - very poor value	5	-	-	1	-	-	1	-	-	1	1	-	-	2	2	2	-	-	-	-	-	-	-	-	-
	2%	-	-	3%	-	-	2%	-	-	2%	2%	-	-	1%	1%	1%	-	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 220

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live programme or opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	239	46*	48*	42*	23**	34**	52*	48*	63*	65*	34**	39**	53*	41**	157	106*	136*	69*	73*	47*	40**	44*	25**	24**	37*
Don't know	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.95	7.47	7.63	7.35	7.58	7.52	7.24	7.60	7.43	7.48	7.39	7.59	7.25	7.97	7.11	7.35	7.22	7.52	7.44	7.22	7.76	7.29	8.07	7.82	7.68
Standard deviation	2.12	1.69	1.55	1.92	1.76	2.21	1.71	1.83	2.00	1.75	1.60	1.75	1.61	1.91	1.81	1.89	1.48	1.66	1.56	1.58	1.66	1.43	1.13	1.45	
Standard error	0.14	0.27	0.24	0.31	0.41	0.33	0.34	0.27	0.24	0.27	0.31	0.27	0.26	0.27	0.16	0.19	0.17	0.19	0.20	0.24	0.27	0.26	0.29	0.24	0.24
NET: 8-10	104	23	25	21	13	18	29	26	30	37	16	23	26	24	71	52	63	39	41	20	22	21	17	14	21
	44%	51%	51%	50%	55%	52%	55%	53%	48%	58%	48%	58%	48%	59%	45%	49%	46%	56%	56%	42%	56%	46%	67%	61%	57%
NET: 4-7	116	22	22	20	10	16	20	22	32	25	17	16	27	17	78	50	67	30	30	26	18	23	8	9	16
	49%	49%	45%	48%	45%	48%	38%	46%	51%	39%	40%	40%	50%	41%	50%	48%	49%	44%	40%	55%	44%	51%	33%	39%	43%
NET: 1-3	18	-	1	1	-	-	3	1	1	2	1	1	1	-	8	3	6	-	3	2	-	1	-	-	-
	7%	-	2%	3%	-	-	7%	1%	1%	3%	2%	1%	2%	-	5%	3%	4%	-	4%	3%	-	2%	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 221

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	225	89	121	84	88	100	82	83	52	132	36	202	198	204	173	213	221	218	206	190	161
Weighted base	239	96*	132*	91*	95*	110*	89*	97*	55*	145	36**	216	216	219	188	227	236	233	221	202	171
10 - very good value	30 13%	11 11%	19 14%	10 11%	17 18%	19 18%g	10 11%	8 8%	4 8%	19 13%	7 20%	28 13%	24 12%	28 13%	24 13%	30 13%	30 13%	29 13%	30 14%	26 13%	25 15%
9	22 9%	7 8%	15 11%	11 12%	8 8%	15 14%	6 7%	13 13%	11 19%i	10 7%	1 4%	18 9%	19 9%	21 10%o	19 10%	18 8%	22 9%o	21 9%	22 10%	17 8%	21 12% <sub>s</sub>
8	52 22%	21 22%	31 24%	18 20%	20 21%	31 28%	22 25%	26 27%	12 22%	32 22%	7 18%	46 21%	48 22%	48 22%	42 22%	52 23%	52 22%	50 22%	50 22%	45 22%	38 22%
7	52 22%	18 19%	29 22%	22 24%	23 25%	19 18%	20 23%	19 20%	9 17%	31 21%	12 34%	49 23%	51 24%p	50 23%p	40 21%	51 23%p	49 21%	52 22%	49 22%	50 25%	38 22%
6	28 11%	12 13%	13 10%	11 12%	9 9%	6 5%	13 15%e	10 10%	7 13%	15 10%	5 15%	27 12%	26 12%	24 11%	19 10%	26 12%	28 12%	25 11%	25 11%	20 10%	18 11%
5	23 9%	13 13%	7 6%	9 10%	4 5%	9 9%	10 11%	12 12%	4 8%	15 11%	1 3%	18 8%	19 9%	19 9%	17 9%	18 8%	23 10%o	23 10%	21 9%	16 8%	14 8%
4	14 6%	1 1%	13 10%a	3 3%	7 7%	3 3%	2 3%	4 4%	3 6%	11 8%	-	14 7%	12 5%	14 7%	12 6%	14 6%	14 6%	14 6%r	10 5%	13 7%	7 4%
3	9 4%	7 8%b	2 1%	5 5%	5 5%	2 2%	2 3%	5 6%	1 2%	8 6%	-	9 4% <sub>m</sub>	9 4% <sub>m</sub>	6 3%	7 4%	9 4% <sub>m</sub>	9 4% <sub>m</sub>	9 4%	7 3%	8 4%	4 2%
2	4 2%	2 2%	2 1%	1 1%	2 2%	2 2%	1 1%	-	1 2%	3 2%	-	3 1%	3 1%	4 2%	4 2%	4 2%	4 2%	4 2%	3 1%	3 1%	2 1%
1 - very poor value	5 2%	4 4%	1 1%	2 2%	1 1%	2 2%	1 1%	1 1%	1 2%	1 *	2 6%	4 2%	3 1%	4 2%	4 2%	5 2% <sub>l</sub>	5 2% <sub>l</sub>	5 2%	4 2%	4 2%	3 2%
Don't know	1 *	-	-	* -	-	-	* -	-	1 1%	-	-	-	-	-	1 *	-	1 *	* -	1 1% <sub>q</sub>	* -	1 *
Mean	6.95	6.64	7.20	6.96	7.16	7.49	7.08	7.04	7.11	6.87	7.27	6.93	6.99	7.00	6.99	6.95	6.95	6.93	7.10q	6.98	7.29s
Standard deviation	2.12	2.31	2.00	2.07	2.17	2.10	1.87	1.90	2.06	2.10	2.16	2.11	2.03	2.10	2.16	2.14	2.14	2.13	2.05	2.08	2.00

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 221

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a free to play video game**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	239	96*	132*	91*	95*	110*	89*	97*	55*	145	36**	216	216	219	188	227	236	233	221	202	171
Standard error	0.14	0.24	0.18	0.23	0.23	0.21	0.21	0.21	0.29	0.18	0.36	0.15	0.14	0.15	0.16	0.15	0.14	0.14	0.14	0.15	0.16
NET: 8-10	104 44%	39 41%	65 49%	39 42%	45 47%	66 60%fg	39 44%	47 48%	27 50%	62 42%	15 42%	92 43%	93 43%	97 44%	85 45%	100 44%	104 44%	101 43%	102 46%q	88 43%	85 50% s
NET: 4-7	116 49%	44 46%	63 48%	45 49%	43 46%	37 34%	45 51%e	45 46%e	24 44%	72 50%	19 52%	108 50%	108 50%	108 49%	87 46%	110 48%	114 48%	114 49%	105 47%	100 50%	77 45%
NET: 1-3	18 7%	13 13%b	5 4%	7 8%	7 8%	7 6%	4 5%	6 6%	3 5%	11 8%	2 6%	16 7%	15 7%	14 7%	14 8%	18 8% m	18 7%	18 8% r	13 6%	14 7%	9 5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 222

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	176	74	102	24	48	44	33	14	13	46	50	39	41	15	8	12	15	10	17	11	19	28	24	10	7
Weighted base	184	78*	106*	23**	53*	47*	35**	13**	12**	53*	53*	35*	42*	17**	12**	10**	14**	12**	16**	13**	17**	29**	24**	11**	8**
10 - very good value	11 6%	6 7%	6 5%	3 13%	4 7%	2 4%	2 6%	- -	1 5%	5 9%	- -	2 7%	4 10%k	- -	3 24%	- -	2 14%	- -	4 24%	- -	- -	- -	3 11%	- -	- -
9	10 5%	7 9%	3 3%	1 3%	4 8%	2 4%	3 7%	1 5%	- -	3 6%	1 2%	3 10%	2 4%	1 5%	- -	1 7%	2 5%	- -	1 10%	2 14%	1 3%	1 5%	- -	- -	- -
8	34 18%	16 21%	17 16%	5 24%	11 21%	13 27%	1 3%	2 18%	1 9%	10 20%	11 22%	3 8%	9 21%	2 40%	2 19%	2 20%	4 29%	1 9%	2 10%	3 26%	2 12%	8 28%	* 2%	- -	2 25%
7	34 19%	18 23%	16 15%	4 18%	7 13%	12 25%	8 24%	1 6%	2 17%	10 18%	13 25%	4 11%	7 17%	3 15%	- -	3 17%	3 20%	4 34%	* 2%	4 29%	1 8%	7 23%	6 23%	3 23%	1 8%
6	20 11%	7 8%	14 13%	1 4%	6 12%	5 10%	3 8%	2 18%	3 26%	4 7%	6 11%	7 19%	4 9%	2 10%	2 17%	2 23%	3 20%	- -	4 25%	- -	2 12%	2 8%	2 10%	- -	1 11%
5	26 14%	10 13%	17 16%	6 24%	4 8%	3 5%	8 22%	2 16%	4 33%	10 18%	6 11%	5 15%	5 13%	3 15%	3 25%	- -	1 5%	1 9%	3 22%	1 7%	2 12%	2 6%	5 21%	4 37%	1 18%
4	14 7%	3 3%	11 10%	3 11%	2 4%	5 10%	3 7%	1 9%	* 4%	3 6%	4 8%	3 9%	3 7%	2 10%	- -	2 16%	- -	2 16%	1 3%	1 4%	1 6%	4 13%	1 5%	2 14%	- -
3	13 7%	4 5%	9 9%	- -	4 7%	2 4%	5 14%	3 20%	- -	1 2%	5 10%	2 4%	5 12%	- -	- -	1 6%	- -	1 8%	2 15%	4 22%	4 13%	1 3%	1 9%	1 9%	- -
2	8 4%	2 2%	6 6%	1 3%	5 9%	1 2%	* 1%	1 4%	1 6%	4 7%	2 3%	2 5%	2 3%	- -	- -	- -	1 6%	1 4%	- -	* 2%	- -	- -	4 16%	2 17%	1 7%
1 - very poor value	11 6%	7 8%	5 5%	- -	4 7%	4 10%	3 8%	1 4%	- -	3 6%	3 11%	4 11%	1 2%	- -	2 16%	1 7%	- -	1 8%	- -	1 10%	1 6%	2 7%	1 5%	- -	3 32%
Don't know	2 1%	- -	2 2%	- -	2 4%	- -	- -	- -	- -	* 1%	2 4%	- -	- -	1 5%	- -	- -	- -	- -	* 2%	- -	1 6%	- -	- -	- -	- -
Mean	5.97	6.33	5.69	6.70	5.98	6.11	5.53	5.28	5.92	6.16	5.75	5.62	6.27	6.80	6.29	6.07	7.29	6.02	6.52	6.05	5.45	5.83	5.59	4.65	4.52

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 222

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	184	78*	106*	23**	53*	47*	35**	13**	12**	53*	53*	35*	42*	17**	12**	10**	14**	12**	16**	13**	17**	29**	24**	11**	8**
Standard deviation	2.41	2.49	2.33	2.08	2.70	2.42	2.41	2.24	1.74	2.50	2.17	2.64	2.39	1.55	3.07	1.98	1.80	2.55	2.48	2.59	2.53	2.28	2.64	1.76	3.06
Standard error	0.18	0.29	0.23	0.42	0.40	0.36	0.42	0.60	0.48	0.37	0.31	0.42	0.37	0.42	1.09	0.57	0.46	0.81	0.62	0.78	0.60	0.43	0.54	0.56	1.16
NET: 8-10	55	28	26	9	19	16	6	3	2	18	12	9	15	8	5	2	7	3	5	5	4	9	4	-	2
	30%	37%	25%	40%	36%	34%	16%	23%	14%	34%	23%	25%	36%	45%	42%	20%	49%	27%	34%	36%	26%	31%	18%	-	25%
NET: 4-7	94	37	58	13	20	24	21	6	10	26	29	19	20	9	5	7	6	7	8	5	6	14	14	8	3
	51%	47%	54%	57%	37%	50%	61%	49%	80%	50%	54%	55%	46%	50%	42%	73%	46%	59%	52%	40%	38%	49%	59%	74%	36%
NET: 1-3	33	12	20	1	12	7	8	4	1	8	10	7	7	-	2	1	1	2	2	3	5	6	6	3	3
	18%	16%	19%	3%	23%	16%	23%	28%	6%	15%	19%	20%	18%	-	16%	7%	6%	14%	12%	24%	30%	20%	23%	26%	39%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 223

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	176	121	43	12	47	30	27	13	2	122	94	81	155	18	95	78	63	35	36	39	33	7	25	26	33	43	42
Weighted base	184	132*	40*	12**	48*	28**	29**	12**	2**	129*	96*	87*	163	19**	101*	79*	63*	32**	36**	41*	30**	7**	21**	25**	35**	40*	54*
10 - very good value	11 6%	9 7%	1 3%	1 6%	1 3%	-	1 5%	1 11%	1 68%	8 6%	7 7%	4 5%	10 6%	1 7%	8 8%	2 3%	2 4%	2 5%	1 2%	2 6%	2 6%	-	-	4 15%	4 11%	1 4%	2 4%
9	10 5%	7 5%	3 7%	-	2 3%	1 2%	1 3%	-	-	8 6%	5 6%	4 5%	6 4%	3 18%	3 3%	5 6%	5 7%	3 10%	1 4%	2 5%	3 10%	1 13%	-	2 6%	1 3%	2 6%	5 9%
8	34 18%	29 22%	4 10%	1 9%	7 15%	4 14%	2 20%	2 19%	-	25 20%	19 19%	15 17%	27 17%	5 27%	11 11%	23 29%	17 26%	8 23%	10 27%	14 35%	8 25%	-	7 34%	5 21%	5 13%	7 17%	9 17%
7	34 19%	25 19%	8 21%	1 8%	10 20%	7 24%	5 19%	2 17%	-	23 18%	18 19%	16 18%	33 20%	1 7%	17 17%	17 22%	12 20%	3 9%	9 25%	10 24%	3 9%	2 26%	4 21%	3 13%	8 24%	4 9%	13 24%
6	20 11%	15 11%	2 6%	3 27%	5 10%	3 10%	5 17%	2 13%	1 32%	15 12%	9 10%	11 13%	20 12%	1 4%	12 11%	9 11%	6 9%	3 11%	5 14%	4 10%	3 9%	1 10%	4 20%	4 16%	4 12%	6 16%	1 2%
5	26 14%	17 13%	4 11%	5 43%	9 20%	5 19%	3 11%	2 20%	-	17 13%	14 15%	12 14%	24 15%	2 10%	19 19%	7 9%	4 11%	2 13%	3 6%	3 7%	2 8%	3 37%	4 17%	4 16%	4 11%	3 7%	10 19%
4	14 7%	6 4%	8 20%	-	6 12%	6 21%	4 14%	1 4%	-	8 6%	7 7%	7 7%	11 7%	2 12%	8 8%	5 6%	5 8%	4 12%	2 5%	1 2%	4 13%	1 14%	1 3%	1 4%	3 9%	4 11%	2 4%
3	13 7%	8 6%	5 13%	-	5 9%	-	3 9%	2 16%	-	9 7%	6 6%	7 8%	11 6%	3 14%	10 10%	3 4%	2 3%	1 4%	3 8%	1 3%	1 4%	-	1 3%	1 3%	-	5 13%	6 12%
2	8 4%	5 4%	2 5%	1 6%	2 4%	2 7%	-	-	-	6 4%	4 4%	4 5%	8 5%	-	5 5%	3 4%	3 5%	-	2 7%	3 8%	-	-	*	2 6%	3 9%	2 6%	1 1%
1 - very poor value	11 6%	11 8%	1 2%	-	1 1%	-	1 2%	-	-	10 8%	5 5%	5 6%	10 6%	-	7 7%	5 6%	4 6%	4 12%	1 2%	-	4 13%	-	-	-	1 4%	4 9%	5 9%
Don't know	2 1%	1 1%	1 2%	-	1 2%	1 3%	-	-	-	1 1%	1 1%	1 1%	2 1%	-	2 2%	*	*	*	*	*	*	-	-	-	1 4%	1 2%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 223

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	184	132*	40*	12**	48*	28**	29**	12**	2**	129*	96*	87*	163	19**	101*	79*	63*	32**	36**	41*	30**	7**	21**	25**	35**	40*	54*
Mean	5.97	6.11	5.55	5.81	5.78	5.70	6.11	6.24	8.71	6.00	6.13	5.84	5.91	6.67	5.62	6.31	6.22	5.95	6.20	6.80np	6.00	6.00	6.50	6.75	6.23	5.34	5.87
Standard deviation	2.41	2.50	2.27	1.75	2.02	1.79	2.02	2.20	-	2.49	2.39	2.38	2.38	2.38	2.44	2.28	2.39	2.66	2.17	2.05	2.76	1.65	1.50	2.26	2.48	2.58	2.52
Standard error	0.18	0.23	0.35	0.50	0.30	0.33	0.39	0.61	-	0.23	0.25	0.27	0.19	0.56	0.25	0.26	0.30	0.46	0.37	0.33	0.49	0.62	0.30	0.44	0.44	0.40	0.39
NET: 8-10	55 30%	45 34%	8 20%	2 15%	10 21%	5 16%	8 28%	4 30%	1 68%	41 32%	31 32%	24 27%	44 27%	10 53%	22 22%	30 38%n	23 38%	12 38%	12 32%	18 45%n	18 41%	12 13%	7 34%	11 42%	10 28%	10 26%	16 29%
NET: 4-7	94 51%	62 47%	23 58%	9 78%	30 63%	21 74%	18 62%	7 54%	1 32%	62 48%	48 51%	46 53%	88 54%	6 33%	56 55%	38 48%	30 47%	14 44%	18 49%	17 43%	12 40%	6 87%	13 61%	12 49%	20 55%	17 43%	26 48%
NET: 1-3	33 18%	24 18%	8 20%	1 6%	7 14%	2 7%	3 11%	2 16%	-	24 19%	15 16%	17 19%	29 18%	3 14%	22 21%	11 14%	9 15%	5 16%	6 17%	4 11%	5 17%	-	1 5%	2 9%	5 13%	11 29%	12 22%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 224

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	176	8	8	6	5	4	8	10	4	10	10	7	3	-	44	13	4	4	8	7	3	
Weighted base	184	9**	10**	8**	5**	4**	6**	10**	5**	9**	12**	10**	7**	3**	-**	44*	15**	3**	4**	9**	8**	3**
10 - very good value	11 6%	-	-	3 36%	1 29%	-	2 28%	-	-	1 8%	-	-	2 27%	-	-	3 6%	-	-	-	-	-	-
9	10 5%	1 11%	-	-	-	1 15%	-	-	-	-	2 18%	2 18%	-	-	-	2 4%	1 8%	-	-	1 15%	-	-
8	34 18%	4 50%	2 23%	2 28%	1 18%	3 73%	-	2 21%	3 49%	1 16%	2 16%	1 12%	1 10%	-	8 18%	* 3%	-	-	1 10%	2 25%	-	
7	34 19%	2 18%	1 10%	-	1 13%	-	2 34%	2 16%	2 37%	* 4%	4 35%	-	-	-	12 27%	2 16%	2 53%	-	4 43%	1 8%	-	
6	20 11%	1 10%	1 8%	-	1 24%	1 12%	1 19%	4 46%	-	4 44%	-	-	1 10%	-	4 9%	2 12%	-	-	-	-	1 11%	-
5	26 14%	* 5%	2 21%	3 37%	1 15%	-	-	-	-	2 22%	1 9%	2 21%	1 20%	1 24%	3 8%	6 38%	-	1 34%	1 10%	1 18%	-	
4	14 7%	1 6%	1 11%	-	-	-	-	2 17%	-	1 6%	2 16%	1 10%	-	1 23%	4 10%	-	1 23%	1 17%	-	-	1 19%	
3	13 7%	-	-	-	-	-	1 12%	-	-	-	-	3 27%	2 28%	-	5 11%	-	-	1 25%	2 22%	-	-	
2	8 4%	-	-	-	-	-	-	-	-	1 6%	1 6%	* 4%	-	2 53%	-	2 16%	1 24%	1 24%	-	1 7%	-	
1 - very poor value	11 6%	-	2 18%	-	-	-	-	-	1 14%	-	-	-	-	-	3 7%	1 8%	-	-	-	3 32%	2 81%	
Don't know	2 1%	-	1 8%	-	-	-	* 6%	-	-	-	-	-	1 15%	-	-	-	-	-	-	-	-	
Mean	5.97	7.34	5.14	7.61	7.51	7.92	7.18	6.24	6.65	5.96	6.56	5.43	6.30	3.19	-	6.06	5.06	5.12	3.62	6.33	4.52	1.56
Standard deviation	2.41	1.36	2.60	2.29	2.08	0.89	2.44	1.35	2.58	1.90	2.09	2.44	3.22	1.59	-	2.36	2.30	2.51	1.36	2.16	3.06	1.46
Standard error	0.18	0.48	0.98	0.93	0.93	0.44	0.92	0.43	1.29	0.60	0.66	0.77	1.31	0.92	-	0.36	0.64	1.25	0.68	0.76	1.16	0.84

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 224

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	184	9**	10**	8**	5**	4**	6**	10**	5**	9**	12**	10**	7**	3**	-**	44*	15**	3**	4**	9**	8**	3**
NET: 8-10	55 30%	5 61%	2 23%	5 63%	2 47%	4 88%	2 28%	2 21%	3 49%	2 18%	4 34%	3 30%	3 37%	-	-	12 28%	2 11%	-	-	2 25%	2 25%	-
NET: 4-7	94 51%	3 39%	5 51%	3 37%	2 53%	1 12%	3 53%	8 79%	2 37%	7 76%	7 60%	4 40%	1 20%	1 47%	-	24 54%	10 66%	3 76%	2 51%	5 53%	3 36%	1 19%
NET: 1-3	33 18%	-	2 18%	-	-	-	1 12%	-	1 14%	1 6%	1 6%	3 30%	2 28%	2 53%	-	8 18%	3 23%	1 24%	2 49%	2 22%	3 39%	2 81%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 225

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	176	39	37	39	21	36	37	38	38	53	27	29	38	24	116	60	90	47	55	37	28	33	26	19	28
Weighted base	184	42*	42**	40**	23**	38**	33*	42**	38*	52*	27**	27**	38*	25**	124*	68*	97*	53*	58*	42**	30**	37**	25**	21**	28**
10 - very good value	11 6%	2 6%	2 6%	4 9%	1 3%	1 4%	4 11%	4 9%	2 6%	4 7%	2 7%	2 7%	2 5%	2 10%	9 7%	8 11%	9 10%	6 11%	4 8%	2 4%	2 8%	3 9%	3 12%	1 4%	2 7%
9	10 5%	7 18%	6 15%	6 16%	5 21%	6 15%	5 14%	7 18%	7 19%	7 14%	5 19%	5 14%	5 21%	8 6%	8 12%p	6 6%	7 13%	6 11%	4 9%	6 19%	3 9%	4 16%	2 7%	4 14%	
8	34 18%	11 27%	11 27%	4 11%	7 31%	9 23%	7 20%	10 25%	10 25%	14 27%	7 27%	4 17%	8 22%	9 38%	24 20%	14 21%	19 20%	13 24%	10 17%	8 18%	10 32%	11 29%	7 27%	8 40%	5 17%
7	34 19%	9 21%	9 21%	9 22%	4 18%	10 25%	6 19%	8 20%	15 15%	13 24%	6 22%	6 24%	11 30%h	5 19%	26 21%	16 24%	22 23%	10 20%	14 24%	12 30%	5 15%	7 20%	4 16%	4 18%	8 28%
6	20 11%	7 16%	5 13%	5 12%	4 17%	4 10%	5 13%	5 14%	5 14%	5 10%	2 8%	4 17%	4 11%	1 5%	10 8%	3 5%	8 8%	5 9%	4 6%	5 12%	1 2%	4 11%	2 9%	1 6%	4 15%
5	26 14%	3 7%	2 4%	2 5%	-	5 13%	1 3%	1 3%	2 5%	3 7%	3 11%	3 11%	2 6%	1 5%	17 14%	12 17%	17 17%	7 13%	11 19%	9 20%	5 15%	5 13%	3 12%	3 14%	3 10%
4	14 7%	1 3%	2 5%	1 2%	1 6%	1 3%	2 5% <i>i</i>	5 12%	2 6%	1 2%	1 3%	-	2 5%	1 3%	10 8%op	1 1%	4 3%	2 3%	2 3%	* 1%	2 5%	2 4%	* 2%	2 8%	1 3%
3	13 7%	-	-	2 5%	-	-	-	-	1 3%	-	-	-	-	-	9 7%p	-	3 3%	-	2 3%	1 1%	-	-	-	-	-
2	8 4%	1 3%	1 3%	1 3%	1 4%	3 7%	3 8%	1 1%	2 6%	3 5%	-	1 2%	2 5%	-	6 5%	4 6%	4 5%	3 6%	1 2%	1 2%	1 3%	1 2%	1 5%	-	1 3%
1 - very poor value	11 6%	-	3 6%	6 14%	-	-	2 5%	-	-	2 3%	1 3%	1 4%	1 3%	-	4 3%	2 4%	4 4%	1 1%	3 6%	1 2%	-	1 2%	1 3%	1 3%	1 3%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 225

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	184	42*	42**	40**	23**	38**	33*	42**	38*	52*	27**	27**	38*	25**	124*	68*	97*	53*	58*	42**	30**	37**	25**	21**	28**
Don't know	2	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	*	-	*	-	-	-	-	-	-
1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1%	-	-	-	-	-	-
Mean	5.97	7.24	6.88	6.22	7.30	6.81	6.72	7.24	6.97	7.03	7.30	7.05	6.82	7.85	6.21	6.83n	6.44	7.02n	6.51	6.69	7.33	6.99	7.12	6.88	6.92
Standard deviation	2.41	1.74	2.28	2.87	1.76	1.97	2.56	1.85	2.13	2.13	1.86	2.02	2.08	1.41	2.34	2.32	2.33	2.15	2.33	1.82	1.91	1.95	2.28	1.93	2.01
Standard error	0.18	0.28	0.38	0.46	0.38	0.33	0.42	0.30	0.35	0.29	0.36	0.38	0.34	0.29	0.22	0.30	0.25	0.31	0.32	0.30	0.36	0.34	0.45	0.44	0.38
NET: 8-10	55	21	20	14	13	16	15	21	19	25	14	11	15	17	41	29	34	25	21	13	18	17	14	11	11
30%	50%	48%	36%	56%	41%	45%	51%	50%	48%	53%	43%	40%	68%	33%	44%n	35%	48%n	36%	32%	59%	47%	54%	51%	38%	
NET: 4-7	94	19	18	17	9	20	14	20	16	22	12	14	20	8	63	32	51	24	30	26	11	18	10	9	16
51%	47%	43%	42%	41%	52%	41%	47%	41%	41%	43%	44%	52%	52%	32%	51%	47%	52%	45%	52%	63%	38%	49%	38%	46%	56%
NET: 1-3	33	1	4	9	1	3	4	1	3	4	1	1	3	-	19	6	11	4	6	2	1	2	2	1	2
18%	3%	9%	22%	4%	7%	13%	1%	9%	8%	3%	6%	8%	-	15%	9%	12%	7%	11%	5%	3%	4%	8%	3%	5%	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 226

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	176	68	98	69	66	70	54	51	34	104	29	163	155	157	119	167	168	176	145	149	106
Weighted base	184	71*	105*	75*	70*	80*	57*	54*	35**	105*	30**	170	160	164	125*	171	173	184	153	155	109*
10 - very good value	11	1	8	3	8	7	3	3	2	4	5	11	9	10	10	11	11	11	11	9	10
	6%	2%	8%	4%	12%	9%	5%	6%	6%	4%	17%	7%	6%	6%	8%	7%	7%	6%	7%	6%	9%
9	10	1	8	5	7	6	5	3	-	8	-	10	8	10	6	8	10	10	10	9	7
	5%	2%	8%	6%	10%	7%	10%	5%	-	7%	-	6%	5%	6%	5%	5%	6%	5%	6%	6%	7%
8	34	15	20	13	8	14	18	16	9	19	5	33	33	31	26	32	33	34	32	27	28
	18%	21%	19%	17%	12%	18%	32%	30%	27%	18%	16%	19%	20%	19%	21%	19%	19%	18%	21%	18%	25% <sup>s</sup>
7	34	13	21	10	15	18	8	8	7	18	6	29	30	32	22	32	32	34	28	27	20
	19%	18%	20%	13%	21%	23%	14%	14%	20%	17%	20%	17%	19%	19%	17%	19%	19%	19%	18%	17%	18%
6	20	9	9	6	11	9	3	4	7	12	2	20	17	15	13	20	19	20	17	15	8
	11%	13%	9%	8%	15%	11%	5%	7%	20%	11%	6%	12% <sup>m</sup>	11%	9%	10%	12% <sup>m</sup>	11% <sup>m</sup>	11%	11%	10%	7%
5	26	13	12	18	4	14	8	6	4	16	4	25	24	21	17	23	22	26	23	22	12
	14%	18%	11%	24% <sup>d</sup>	6%	17%	14%	11%	11%	15%	14%	15% <sup>p</sup>	15%	13%	13%	13%	12%	14%	15%	14%	11%
4	14	4	7	6	5	5	3	3	1	10	2	12	12	13	8	11	14	14	11	14	10
	7%	6%	6%	8%	8%	6%	5%	6%	2%	9%	6%	7%	7%	8%	7%	6%	8% <sup>o</sup>	7%	7%	9%	9%
3	13	3	9	4	5	*	1	5	1	10	2	13	12	13	11	13	11	13	6	12	4
	7%	4%	8%	5%	8%	1%	1%	9% <sup>ef</sup>	3%	9%	6%	8%	8%	8%	9%	8%	7%	7% <sup>r</sup>	4%	8% <sup>t</sup>	4%
2	8	3	6	4	4	1	5	3	3	4	1	6	6	8	6	8	8	8	7	7	5
	4%	4%	6%	5%	6%	2%	8%	5%	8%	4%	3%	4%	4%	5%	5%	5%	5%	4%	4%	4%	5%
1 - very poor value	11	8	3	6	2	3	3	2	2	3	3	9	8	10	4	10	11	11	7	11	3
	6%	11%	3%	9%	3%	4%	5%	4%	5%	3%	11%	5%	5%	6% <sup>n</sup>	3%	6% <sup>n</sup>	7% <sup>kn</sup>	6% <sup>r</sup>	4%	7% <sup>t</sup>	3%
Don't know	2	1	1	1	*	2	1	2	-	1	-	1	1	2	2	2	2	2	2	2	1
	1%	2%	1%	1%	1%	2%	3%	4%	-	1%	-	1%	1%	1%	2%	1%	1%	1%	1%	1%	1%
Mean	5.97	5.59	6.26	5.64	6.38	6.58	6.43	6.29	6.17	6.02	6.07	6.07	6.06	5.98	6.18	6.01	6.00	5.97	6.27 <sup>q</sup>	5.86	6.51 <sup>s</sup>
Standard deviation	2.41	2.37	2.42	2.44	2.47	2.14	2.45	2.42	2.26	2.24	2.84	2.36	2.33	2.45	2.36	2.40	2.45	2.41	2.33	2.47	2.36

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 226

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	184	71*	105*	75*	70*	80*	57*	54*	35**	105*	30**	170	160	164	125*	171	173	184	153	155	109*
Standard error	0.18	0.29	0.25	0.30	0.31	0.26	0.34	0.35	0.39	0.22	0.53	0.19	0.19	0.20	0.22	0.19	0.19	0.18	0.20	0.20	0.23
NET: 8-10	55 30%	17 25%	37 35%	20 27%	23 33%	27 34%	26 46%	22 41%	11 32%	32 30%	10 33%	54 31%	50 31%	51 31%	42 34%	51 30%	54 31%	55 30%	53 34%q	46 29%	45 42% s
NET: 4-7	94 51%	39 55%	49 47%	40 53%	35 50%	46 57%fg	21 37%	21 38%	19 53%	55 53%	14 47%	87 51%	83 52%	81 49%	60 48%	86 51%	86 50%	94 51%	78 51%	77 50%	50 46% t
NET: 1-3	33 18%	13 19%	18 17%	14 19%	11 16%	5 6%	8 14%	9 17%e	5 15%	17 16%	6 20%	28 17%	26 16%	30 18%	21 17%	31 18%	31 18%	33 18%r	20 13%	29 19%t	13 12%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 227

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)
Unweighted base	95	66	29	22	32	24	13	2	2	31	28	18	18	10	4	6	6	8	8	8	8	21	10	6
Weighted base	98*	68*	30**	22**	36**	26**	10**	2**	2**	31**	26**	18**	23**	13**	5**	4**	7**	7**	7**	6**	8**	21**	13**	7**
10 - very good value	3 3%	3 5%	-	-	3%	-	13%	-	35%	1 4%	-	1 4%	1 6%	-	-	2 29%	-	1 16%	-	-	-	-	-	-
9	5 5%	3 5%	2 6%	1 7%	1 2%	1 4%	2 16%	-	-	1 3%	2 8%	2 10%	-	1 4%	-	1 26%	-	-	-	-	1 8%	3 12%	-	-
8	19 20%	14 20%	5 18%	3 11%	9 26%	5 21%	2 19%	-	-	8 26%	6 22%	1 4%	5 21%	3 22%	1 25%	1 26%	1 12%	1 8%	-	-	3 42%	6 28%	3 21%	1 10%
7	26 26%	16 24%	10 32%	7 30%	8 21%	8 32%	1 14%	* 25%	1 65%	10 33%	5 18%	5 29%	6 25%	4 32%	-	2 37%	-	4 56%	4 62%	1 24%	1 7%	4 21%	5 40%	-
6	21 22%	13 19%	8 27%	7 31%	7 19%	7 29%	-	-	-	4 13%	8 29%	3 18%	6 27%	2 16%	-	* 11%	2 31%	2 24%	2 23%	1 25%	3 33%	4 18%	2 16%	3 45%
5	8 8%	5 7%	3 11%	1 4%	3 8%	2 7%	1 14%	1 75%	-	3 8%	1 2%	3 18%	2 8%	2 14%	1 24%	-	1 16%	1 12%	-	1 16%	-	1 3%	2 15%	-
4	7 7%	6 9%	1 2%	2 7%	3 9%	-	2 17%	-	-	3 8%	2 9%	2 10%	-	2 8%	-	1 39%	-	-	-	1 9%	-	2 10%	-	2 22%
3	4 4%	3 4%	1 3%	2 7%	2 6%	-	-	-	-	-	1 5%	1 4%	2 7%	2 12%	-	-	-	-	-	-	1 10%	1 7%	-	-
2	1 1%	1 1%	-	-	-	-	1 6%	-	-	1 2%	-	-	-	-	1 13%	-	-	-	-	-	-	-	-	-
1 - very poor value	3 3%	3 4%	* 1%	1 3%	2 6%	* 2%	-	-	-	1 3%	2 7%	* 2%	-	-	-	-	-	-	-	-	-	* 2%	1 9%	2 23%
Don't know	1 2%	1 2%	-	-	-	1 6%	-	-	-	-	-	-	1 6%	-	-	-	-	-	-	1 26%	-	-	-	-
Mean	6.41	6.34	6.57	6.17	6.17	6.76	6.83	5.50	8.06	6.59	6.14	6.18	6.66	6.40	4.97	7.68	7.03	6.61	7.25	5.86	6.86	6.62	6.23	4.60

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 227

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade					Region									
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)
Weighted base	98*	68*	30**	22**	36**	26**	10**	2**	2**	31**	26**	18**	23**	13**	5**	4**	7**	7**	7**	6**	8**	21**	13**	7**
Standard deviation	1.89	2.06	1.45	1.80	2.11	1.27	2.50	-	-	1.88	2.14	1.92	1.60	1.70	2.19	1.12	2.35	0.86	1.35	1.14	1.72	1.93	1.94	2.43
Standard error	0.19	0.26	0.27	0.38	0.37	0.27	0.69	-	-	0.34	0.40	0.45	0.39	0.54	1.09	0.46	0.96	0.30	0.48	0.43	0.61	0.42	0.61	0.99
NET: 8-10	27	20	7	4	11	6	5	-	1	10	8	3	6	3	1	2	3	1	1	-	4	8	3	1
	28%	29%	24%	18%	31%	25%	49%	-	35%	32%	30%	17%	27%	27%	25%	52%	42%	8%	16%	-	50%	40%	21%	10%
NET: 4-7	62	40	21	16	21	17	5	2	1	19	15	13	14	8	3	2	4	7	6	4	3	11	9	5
	63%	59%	72%	72%	58%	67%	45%	100%	65%	62%	58%	76%	60%	61%	62%	48%	58%	92%	84%	74%	40%	51%	71%	67%
NET: 1-3	8	6	1	2	4	*	1	-	-	2	3	1	2	2	1	-	-	-	-	-	1	2	1	2
	8%	9%	4%	10%	12%	2%	6%	-	-	5%	12%	7%	7%	12%	13%	-	-	-	-	-	10%	9%	9%	23%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 228

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	95	77	16	2	19	14	9	5	1	73	42	53	74	21	44	48	36	16	31	31	14	4	10	16	14	30	21
Weighted base	98*	81*	15**	2**	17**	12**	8**	5**	1**	78*	48*	50*	79*	20**	46*	49*	37**	16**	30**	31**	14**	3**	8**	17**	15**	28**	26**
10 - very good value	3	1	1	1	1	-	1	1	1	2	1	2	2	1	2	-	-	-	-	-	-	-	-	-	1	1	1
	3%	1%	9%	32%	8%	-	18%	29%	100%	2%	1%	5%	2%	7%	4%	-	-	-	-	-	-	-	-	-	9%	2%	4%
9	5	4	1	-	1	1	-	-	-	4	2	3	2	3	1	4	3	2	2	2	2	-	-	-	-	1	4
	5%	5%	4%	-	4%	5%	-	-	-	5%	4%	6%	2%	16%	2%	8%	9%	10%	8%	6%	12%	-	-	-	-	4%	15%
8	19	18	1	-	3	2	1	-	-	16	10	9	16	3	7	12	10	3	7	9	2	2	2	-	6	5	6
	20%	22%	9%	-	18%	20%	8%	-	-	21%	20%	19%	20%	16%	16%	24%	26%	21%	22%	29%	15%	70%	29%	-	37%	17%	24%
7	26	19	7	-	3	3	-	-	-	19	15	11	20	5	12	14	11	4	8	9	4	-	4	5	2	7	5
	26%	23%	46%	-	20%	28%	-	-	-	25%	31%	22%	26%	27%	25%	28%	29%	26%	25%	28%	30%	-	47%	32%	12%	26%	21%
6	21	20	1	-	1	*	1	-	-	20	12	10	19	2	10	11	6	3	8	6	3	1	1	6	4	6	3
	22%	25%	8%	-	8%	4%	18%	-	-	26%	24%	19%	24%	11%	22%	22%	17%	21%	26%	20%	20%	30%	16%	34%	28%	22%	10%
5	8	7	-	1	3	3	1	1	-	5	3	5	7	1	4	5	3	2	4	3	2	-	-	4	2	2	-
	8%	9%	-	68%	17%	24%	7%	11%	-	7%	7%	10%	10%	4%	8%	9%	9%	11%	12%	11%	12%	-	-	26%	11%	8%	-
4	7	6	1	-	2	1	2	2	-	5	2	4	5	2	4	2	2	2	1	-	2	-	-	-	1	1	5
	7%	8%	3%	-	12%	4%	28%	46%	-	6%	5%	9%	6%	10%	9%	3%	5%	11%	3%	-	12%	-	-	-	3%	4%	20%
3	4	1	2	-	-	-	-	-	-	4	-	4	2	1	3	1	-	-	1	-	-	-	-	2	-	1	1
	4%	2%	15%	-	-	-	-	-	-	5%	-	7%	3%	7%	6%	2%	-	-	3%	-	-	-	-	9%	-	3%	5%
2	1	1	-	-	1	-	1	-	-	-	-	1	1	-	1	-	-	-	-	-	-	-	1	-	-	-	-
	1%	1%	-	-	4%	-	8%	13%	-	-	-	1%	1%	-	1%	-	-	-	-	-	-	-	8%	-	-	-	-
1 - very poor value	3	2	1	-	2	2	1	-	-	2	2	1	3	*	3	*	*	-	*	*	-	-	-	-	-	3	-
	3%	3%	7%	-	10%	14%	13%	-	-	2%	4%	2%	4%	2%	6%	1%	1%	-	1%	1%	-	-	-	-	-	9%	-
Don't know	1	1	-	-	-	-	-	-	-	1	1	-	1	-	1	1	-	-	-	1	1	-	-	-	-	1	-
	2%	2%	-	-	-	-	-	-	-	2%	3%	-	2%	-	-	3%	4%	-	-	5%	-	-	-	-	-	5%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 228

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	98*	81*	15**	2**	17**	12**	8**	5**	1**	78*	48*	50*	79*	20**	46*	49*	37**	16**	30**	31**	14**	3**	8**	17**	15**	28**	26**
Mean	6.41	6.43	6.26	6.58	5.91	5.81	5.23	5.59	10.00	6.50	6.50	6.32	6.31	6.79	6.00	6.77	6.89	6.67	6.60	6.89	6.57	7.41	6.75	5.79	7.04	6.14	6.76
Standard deviation	1.89	1.76	2.45	3.21	2.58	2.45	3.12	3.31	-	1.73	1.72	2.04	1.81	2.16	2.15	1.44	1.45	1.51	1.53	1.33	1.55	1.11	1.61	1.19	1.53	2.19	2.02
Standard error	0.19	0.20	0.61	2.27	0.59	0.66	1.04	1.48	-	0.20	0.27	0.28	0.21	0.47	0.32	0.21	0.24	0.38	0.27	0.24	0.41	0.56	0.51	0.30	0.41	0.41	0.44
NET: 8-10	27 28%	23 29%	3 21%	1 32%	5 29%	3 26%	2 26%	1 29%	1 100%	22 28%	12 25%	15 30%	20 25%	8 39%	10 22%	16 32%	13 36%	5 31%	9 30%	11 35%	4 26%	2 70%	2 29%	-	7 46%	7 24%	11 43%
NET: 4-7	62 63%	52 64%	9 57%	1 68%	10 57%	7 60%	4 53%	3 57%	-	49 63%	32 67%	30 59%	52 66%	10 52%	30 64%	31 63%	22 59%	11 69%	20 66%	18 59%	10 74%	1 30%	5 64%	15 91%	8 54%	17 59%	13 51%
NET: 1-3	8 8%	4 5%	3 22%	-	2 14%	2 14%	2 22%	1 13%	-	5 7%	2 4%	5 11%	6 7%	2 9%	6 14%	1 2%	* 1%	-	1 4%	* 1%	-	-	1 8%	2 9%	-	3 12%	1 5%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 229

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Total	City																			
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	None of these (w)
Unweighted base	95	4	7	3	2	2	3	1	6	5	8	2	4	2	1	29	4	3	2	6	1
Weighted base	98*	6**	8**	3**	2**	3**	3**	1**	4**	4**	7**	1**	5**	3**	1**	30**	4**	4**	2**	5**	1**
10 - very good value	3	-	-	-	1	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	3%	-	-	-	61%	-	70%	-	-	-	-	-	-	-	-	-	-	-	-	-	-
9	5	1	-	-	-	-	-	-	1	-	-	-	-	-	-	3	-	-	-	-	-
	5%	9%	-	-	-	-	-	-	28%	-	-	-	-	-	-	11%	-	-	-	-	-
8	19	-	3	1	1	-	-	-	1	-	1	-	2	-	10	-	-	-	1	-	-
	20%	-	34%	40%	39%	-	-	-	28%	-	8%	-	29%	-	34%	-	-	-	31%	-	-
7	26	2	2	-	-	-	-	1	1	2	4	1	3	-	5	2	-	-	1	-	-
	26%	34%	24%	-	-	-	-	100%	33%	46%	56%	42%	48%	100%	17%	35%	-	-	17%	-	-
6	21	2	-	-	-	2	-	-	*	2	2	-	1	-	6	2	3	-	1	-	-
	22%	32%	-	-	-	66%	-	-	11%	54%	24%	-	23%	-	19%	40%	59%	-	31%	-	-
5	8	-	2	1	-	1	-	-	-	-	1	-	-	-	1	2	-	-	1	-	-
	8%	-	21%	39%	-	34%	-	-	-	-	12%	-	-	100%	7%	-	-	-	20%	-	-
4	7	-	2	-	-	-	1	-	-	-	-	-	-	-	2	-	-	-	2	-	1
	7%	-	22%	-	-	-	30%	-	-	-	-	-	-	-	7%	-	-	-	69%	-	100%
3	4	2	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-
	4%	25%	-	-	-	-	-	-	-	-	-	-	-	-	5%	-	-	-	-	-	-
2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	1%	-	-	21%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3	-	-	-	-	-	-	-	-	-	-	-	-	-	*	1	2	-	-	-	-
	3%	-	-	-	-	-	-	-	-	-	-	-	-	-	1%	25%	41%	-	-	-	-
Don't know	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-
	2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	32%	-
Mean	6.41	5.85	6.26	5.58	9.22	5.66	8.19	7.00	7.72	6.46	6.61	4.68	7.06	7.00	5.00	6.77	5.10	3.96	5.25	5.96	4.00
Standard deviation	1.89	2.01	1.72	2.80	1.32	0.57	3.52	-	1.15	0.57	0.86	-	0.80	0.00	-	1.76	2.73	2.81	2.44	0.89	-
Standard error	0.19	1.00	0.65	1.62	0.94	0.40	2.03	-	0.47	0.26	0.30	-	0.40	0.00	-	0.33	1.36	1.62	1.73	0.40	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 229

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	City																				
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	None of these (w)
Weighted base	98*	6**	8**	3**	2**	3**	3**	1**	4**	4**	7**	1**	5**	3**	1**	30**	4**	4**	2**	5**	1**
NET: 8-10	27 28%	1 9%	3 34%	1 40%	2 100%	-	2 70%	-	2 56%	-	1 8%	-	2 29%	-	-	13 45%	-	-	1 31%	-	-
NET: 4-7	62 63%	4 66%	6 66%	1 39%	-	3 100%	1 30%	1 100%	2 44%	4 100%	7 92%	1 42%	4 71%	3 100%	1 100%	15 49%	3 75%	3 59%	2 69%	3 68%	1 100%
NET: 1-3	8 8%	2 25%	-	1 21%	-	-	-	-	-	-	-	1 58%	-	-	-	2 6%	1 25%	2 41%	-	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 230

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	95	21	18	23	8	13	22	17	21	26	16	20	22	18	63	38	50	26	35	20	18	22	14	10	20
Weighted base	98*	22*	19**	26**	9**	13**	23**	18**	20**	26**	18**	20**	21**	18**	67*	45*	55*	29**	38**	21**	21**	23**	15**	11**	19**
10 - very good value	3 3%	1 3%	1 4%	2 7%	-	1 5%	2 8%	1 10%	1 3%	2 7%	-	-	-	1 4%	2 4%	1 3%	3 6%	2 7%	-	-	-	1 6%	1 8%	-	1 7%
9	5 5%	3 15%	3 18%	3 13%	2 25%	2 14%	3 15%	3 19%	3 17%	3 13%	3 19%	2 17%	2 10%	3 5%	3 8%	3 6%	3 12%	3 9%	3 17%	3 16%	2 10%	2 15%	2 20%	2 20%	2 12%
8	19 20%	5 23%	4 24%	6 25%	1 13%	3 25%	5 24%	5 29%	5 26%	7 28%	4 22%	4 19%	6 27%	6 32%	18 27%	12 27%	15 26%	5 18%	8 22%	1 4%	6 27%	6 25%	6 38%	3 28%	4 20%
7	26 26%	4 18%	2 13%	2 8%	1 6%	1 9%	4 18%	2 12%	3 15%	4 17%	3 17%	4 20%	4 21%	4 23%	15 23%	9 20%	10 19%	7 25%	9 24%	6 31%	3 16%	3 12%	1 5%	1 7%	3 17%
6	21 22%	4 18%	4 19%	4 14%	2 19%	3 20%	2 8%	2 10%	4 18%	3 12%	3 18%	4 20%	3 15%	16 24%	13 28%	13 24%	6 19%	8 24%	4 19%	4 21%	5 22%	2 11%	2 15%	2 15%	3 17%
5	8 8%	2 8%	2 13%	2 7%	2 19%	2 14%	2 8%	2 10%	2 10%	2 7%	3 16%	4 13%	2 10%	4 6%	3 6%	4 6%	3 10%	4 9%	4 17%	4 8%	2 8%	2 11%	2 15%	2 15%	2 9%
4	7 7%	2 7%	2 9%	4 17%	2 18%	2 13%	2 7%	2 9%	2 8%	2 6%	2 9%	2 8%	2 9%	5 7%	3 7%	5 9%	2 7%	5 13%	3 12%	3 12%	3 11%	2 11%	2 14%	2 14%	2 11%
3	4 4%	2 7%	-	2 6%	-	-	2 7%	-	-	2 6%	-	-	-	2 2%	-	2 3%	-	-	-	-	2 7%	-	-	-	2 8%
2	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	1 1%	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3 3%	-	-	1 4%	-	-	1 5%	-	1 4%	1 4%	-	-	1 3%	1 1%	1 2%	1 1%	1 3%	1 2%	1 2%	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 230

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	98*	22*	19**	26**	9**	13**	23**	18**	20**	26**	18**	20**	21**	18**	67*	45*	55*	29**	38**	21**	21**	23**	15**	11**	19**
Don't know	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.41	6.79	7.00	6.45	6.52	6.83	6.77	7.41	6.86	6.81	6.83	6.69	6.52	7.01	6.70	6.80	6.74	6.87	6.50	6.48	6.86	6.66	7.25	6.80	6.65
Standard deviation	1.89	1.87	1.71	2.40	1.97	1.85	2.38	1.82	2.00	2.25	1.65	1.62	1.78	1.60	1.70	1.60	1.79	1.87	1.69	1.59	1.62	1.95	1.84	1.84	2.04
Standard error	0.19	0.41	0.40	0.50	0.70	0.51	0.51	0.44	0.44	0.44	0.41	0.36	0.38	0.38	0.21	0.26	0.25	0.37	0.29	0.36	0.38	0.42	0.49	0.58	0.46
NET: 8-10	27	9	8	12	3	6	11	10	9	12	7	7	7	8	24	17	21	11	12	4	9	9	9	5	7
	28%	41%	46%	45%	38%	44%	47%	59%	46%	48%	41%	36%	35%	45%	36%	37%	38%	37%	31%	21%	43%	41%	61%	48%	39%
NET: 4-7	62	11	10	12	6	7	9	7	10	11	11	13	13	10	40	28	32	18	25	16	12	12	6	6	10
	63%	52%	54%	45%	62%	56%	41%	41%	50%	42%	59%	64%	62%	55%	60%	61%	58%	61%	67%	79%	57%	52%	39%	52%	54%
NET: 1-3	8	2	-	3	-	-	3	-	1	3	-	-	1	-	3	1	2	1	1	-	-	2	-	-	2
	8%	7%	-	10%	-	-	12%	-	4%	10%	-	-	3%	-	4%	2%	4%	3%	2%	-	-	7%	-	-	8%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 231

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	95	39	55	31	44	46	37	36	19	50	24	88	89	89	79	87	94	92	92	68	84
Weighted base	98*	40*	57*	34**	42*	48*	40**	42**	22**	48*	26**	92*	91*	91*	82*	89*	97*	96*	95*	68*	88*
10 - very good value	3 3%	1 3%	2 4%	1 3%	2 5%	2 4%	1 2%	1 2%	- -	1 1%	2 9%	3 3% <sub>m</sub>	3 3% <sub>m</sub>	2 2%	2 2%	3 4% <sub>m</sub>	3 3% <sub>m</sub>	3 3%	3 3%	2 3%	3 4%
9	5 5%	4 9%	1 2%	3 10%	2 4%	3 7%	2 4%	1 3%	3 12%	1 2%	1 4%	5 5%	5 5%	5 5%	5 6%	5 5%	5 5%	5 5%	5 5%	4 6%	4 5%
8	19 20%	5 14%	15 26%	2 6%	12 28%	15 31%	7 17%	9 21%	4 17%	8 17%	6 22%	18 20%	18 20%	19 21%	17 21%	19 22%	19 20%	19 19%	18 19%	14 21%	19 22%
7	26 26%	8 20%	16 28%	10 29%	12 29%	8 16%	16 40%	11 27%	5 24%	14 30%	6 23%	24 26%	22 24%	24 26%	19 23%	24 27%	25 26%	24 25%	26 27%	18 27%	25 28%
6	21 22%	9 22%	12 22%	7 20%	6 15%	7 14%	9 22%	11 27%	4 20%	11 22%	6 22%	20 22%	21 23%	19 21%	18 22%	18 20%	21 22%	21 22%	21 22%	11 17%	17 20%
5	8 8%	3 7%	5 9%	4 13%	4 10%	5 10%	2 6%	4 10%	4 18%	4 8%	1 3%	8 9%	8 8%	7 8%	6 8%	8 9%	8 9%	8 9%	6 7%	7 10%	6 7%
4	7 7%	5 13%	1 2%	6 17%	- -	4 8%	1 2%	2 6%	- -	5 10%	2 7%	7 7%	5 5%	6 6%	6 8%	6 6%	7 7%	7 7%	7 7%	7 10%	7 8%
3	4 4%	- -	4 6%	- -	2 6%	2 3%	2 4%	1 3%	- -	2 5%	1 5%	4 4%	4 4%	4 4%	3 4%	3 3%	4 4%	4 4%	4 4%	2 3%	4 4%
2	1 1%	- -	1 1%	- -	1 1%	- -	1 2%	- -	- -	1 1%	- -	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	- -	1 1%
1 - very poor value	3 3%	3 8%	- -	1 3%	1 3%	2 4%	1 3%	1 2%	2 10%	- -	1 4%	3 3%	3 4%	3 4%	3 4%	3 4%	3 3%	3 3%	3 3%	2 3%	2 2%
Don't know	1 2%	1 4%	- -	- -	- -	1 3%	- -	- -	- -	1 3%	- -	- -	1 2%	1 2%	- -	- -	1 2%	1 2%	1 2%	- -	- -
Mean	6.41	6.12	6.64	6.21	6.71	6.63	6.51	6.44	6.25	6.31	6.64	6.43	6.39	6.37	6.48	6.40	6.39	6.42	6.40	6.40	6.54
Standard deviation	1.89	2.22	1.63	1.88	1.90	2.01	1.71	1.60	2.19	1.61	2.14	1.86	1.91	1.89	1.94	1.91	1.89	1.90	1.90	1.90	1.81



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 231

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a free to play video game**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	98*	40*	57*	34**	42*	48*	40**	42**	22**	48*	26**	92*	91*	91*	82*	89*	97*	96*	95*	68*	88*
Standard error	0.19	0.36	0.22	0.34	0.29	0.30	0.28	0.27	0.50	0.23	0.44	0.20	0.20	0.20	0.22	0.21	0.20	0.20	0.20	0.23	0.20
NET: 8-10	27 28%	10 26%	18 32%	6 19%	15 37%	20 42%	9 22%	10 25%	6 28%	10 21%	9 36%	26 28%	26 29%	26 28%	24 29%	27 31%	27 28%	27 28%	26 27%	20 30%	27 30%
NET: 4-7	62 63%	25 63%	34 60%	26 78%	23 54%	23 48%	28 70%	29 70%	13 62%	34 70%	15 55%	59 64%	56 61%	56 62%	50 61%	55 62%	61 63%	61 63%	60 63%	43 64%	55 63%
NET: 1-3	8 8%	3 8%	4 8%	1 3%	4 10%	3 7%	3 8%	2 5%	2 10%	3 6%	2 9%	7 7%	8 8%	8 8%	7 8%	7 8%	8 8%	8 8%	8 8%	5 7%	6 7%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 232

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Gender		Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	AB (i)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Unweighted base	83	51	32	29	35	11	8	-	28	27	7	21	9	3	6	5	9	3	6	7	13	13	8	1
Weighted base	88*	55*	34**	30**	40**	13**	5**	**	32**	28**	6**	22**	11**	4**	4**	6**	11**	2**	5**	7**	15**	15**	9**	1**
10 - very good value	7	2	5	2	3	2	-	-	1	4	-	1	2	-	1	-	-	-	-	1	-	1	2	-
	8%	3%	15%	6%	7%	15%	-	-	5%	14%	-	6%	15%	-	18%	-	-	-	-	21%	-	4%	25%	-
9	8	4	4	2	6	-	1	-	6	2	-	*	-	-	*	-	-	-	2	-	3	3	-	-
	9%	7%	13%	5%	15%	-	18%	-	18%	8%	-	2%	-	-	11%	-	-	-	29%	-	21%	23%	-	-
8	13	9	4	5	4	3	1	-	3	4	1	5	4	1	2	1	-	1	-	3	1	-	-	-
	15%	17%	12%	15%	11%	23%	28%	-	9%	13%	15%	25%	41%	33%	50%	15%	-	38%	-	40%	8%	-	-	-
7	16	12	4	6	5	5	1	-	5	9	-	2	-	1	-	3	-	-	2	1	1	4	3	-
	18%	22%	13%	19%	12%	39%	11%	-	17%	32%	-	8%	-	35%	-	59%	-	-	42%	8%	9%	30%	32%	-
6	12	10	2	7	5	-	-	-	5	2	2	3	1	-	-	6	1	-	-	1	3	-	-	-
	14%	18%	6%	25%	12%	-	-	-	16%	8%	28%	14%	8%	-	-	57%	32%	-	-	10%	23%	-	-	-
5	11	7	4	4	5	1	2	-	2	4	1	5	3	1	-	2	-	*	1	2	-	1	1	1
	12%	13%	11%	14%	12%	5%	33%	-	5%	13%	10%	23%	24%	32%	-	23%	-	5%	17%	14%	-	8%	100%	-
4	13	6	6	4	8	-	1	-	8	3	-	1	-	-	1	2	2	1	1	1	4	-	1	-
	14%	11%	19%	13%	21%	-	11%	-	26%	12%	-	4%	-	-	22%	26%	20%	31%	11%	15%	30%	-	15%	-
3	6	4	2	1	3	2	-	-	1	-	1	4	1	-	-	-	-	-	-	-	1	1	2	-
	7%	7%	6%	4%	7%	14%	-	-	4%	-	12%	18%	12%	-	-	-	-	-	-	-	9%	10%	20%	-
2	2	1	2	-	2	1	-	-	-	-	2	-	-	-	-	-	-	-	1	-	-	2	-	-
	3%	1%	5%	-	4%	5%	-	-	-	-	35%	-	-	-	-	-	-	-	12%	-	-	11%	-	-
1 - very poor value	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.36	6.26	6.50	6.36	6.17	6.76	6.66	-	6.38	7.02	4.43	6.03	6.81	6.70	7.59	6.36	5.37	6.13	6.53	7.25	5.86	6.38	6.36	5.00
Standard deviation	2.11	1.85	2.51	1.80	2.31	2.36	1.98	-	2.08	1.87	2.42	2.10	2.28	1.45	2.32	1.59	0.84	-	2.53	2.22	2.17	2.40	2.74	-
Standard error	0.23	0.26	0.44	0.33	0.39	0.71	0.70	-	0.39	0.36	0.91	0.46	0.76	0.84	0.95	0.71	0.28	-	1.03	0.84	0.60	0.67	0.97	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 232

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Gender		Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	AB (i)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	88*	55*	34**	30**	40**	13**	5**	-**	32**	28**	6**	22**	11**	4**	4**	6**	11**	2**	5**	7**	15**	15**	9**	1**
NET: 8-10	28 32%	15 27%	14 40%	8 26%	13 33%	5 37%	2 46%	-	10 32%	10 35%	1 15%	7 33%	6 56%	1 33%	3 78%	1 15%	-	1 38%	2 29%	4 61%	4 28%	4 26%	2 25%	-
NET: 4-7	52 59%	35 65%	17 49%	21 69%	22 56%	6 44%	3 54%	-	21 64%	18 65%	2 38%	11 50%	3 32%	2 67%	1 22%	5 85%	11 100%	1 62%	3 59%	3 39%	9 62%	8 53%	5 55%	1 100%
NET: 1-3	8 9%	5 8%	4 11%	1 4%	4 11%	3 19%	-	-	1 4%	-	3 47%	4 18%	1 12%	-	-	-	-	-	1 12%	-	1 9%	3 21%	2 20%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 233

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)	
Unweighted base	83	52	30	1	22	16	13	5	1	58	39	44	69	11	49	33	23	12	22	18	11	3	9	16	11	25	16	
Weighted base	88*	60*	27**	1**	20**	14**	12**	5**	2**	67*	44**	45*	76*	10**	52*	35**	24**	12**	24**	19**	11**	3**	6**	16**	15**	27**	19**	
10 - very good value	7	4	2	-	5	3	1	-	-	2	5	1	6	1	6	3	3	3	1	3	-	2	*	2	2	-	-	
	8%	7%	9%	-	24%	22%	13%	-	-	3%	12%	3%	7%	10%	2%	16%	12%	24%	11%	3%	27%	-	30%	3%	16%	7%	-	
9	8	6	2	-	*	*	-	-	-	8	4	5	8	1	5	3	3	*	2	3	1	1	2	3	-	3	-	
	9%	10%	8%	-	2%	3%	4%	-	-	12%	9%	10%	10%	6%	9%	10%	12%	25%	2%	11%	28%	30%	10%	13%	18%	-	16%	
8	13	9	3	1	1	*	1	1	-	12	7	7	12	1	6	7	6	2	4	5	2	1	1	4	2	2	2	2
	15%	15%	11%	100%	7%	3%	8%	18%	-	18%	15%	15%	16%	11%	11%	21%	23%	17%	18%	24%	19%	32%	17%	26%	16%	9%	12%	
7	16	13	4	-	3	1	2	-	-	13	11	5	15	1	9	8	3	2	7	3	*	1	1	4	*	4	6	
	18%	21%	13%	-	15%	9%	19%	-	-	20%	26%	11%	20%	12%	17%	21%	13%	13%	30%	14%	4%	38%	9%	24%	3%	15%	31%	
6	12	9	3	-	1	1	-	-	-	11	6	6	9	2	9	3	3	-	3	3	-	-	-	2	-	7	3	
	14%	15%	12%	-	4%	6%	-	-	-	16%	14%	13%	12%	19%	18%	8%	12%	-	12%	15%	-	-	-	12%	-	27%	15%	
5	11	9	2	-	2	2	1	1	-	9	3	8	7	3	6	4	3	2	2	3	2	-	1	1	4	1	3	
	12%	14%	9%	-	9%	13%	4%	10%	-	13%	8%	17%	9%	31%	12%	11%	12%	15%	10%	15%	16%	-	8%	6%	28%	5%	14%	
4	13	9	4	-	3	2	2	1	-	9	4	9	11	1	10	3	2	1	2	2	1	-	1	2	2	7	1	
	14%	15%	13%	-	15%	17%	19%	11%	-	13%	9%	20%	15%	11%	18%	8%	10%	5%	10%	9%	5%	-	15%	11%	10%	27%	5%	
3	6	1	5	-	4	3	4	3	2	2	2	4	6	-	6	-	-	-	-	-	-	-	1	-	1	1	1	
	7%	1%	19%	-	20%	22%	33%	61%	100%	3%	5%	9%	8%	-	11%	-	-	-	-	-	-	-	11%	-	9%	3%	7%	
2	2	1	2	-	1	1	-	-	-	2	2	1	2	-	1	2	2	-	2	2	-	-	-	1	-	2	-	
	3%	1%	6%	-	3%	5%	-	-	-	2%	4%	1%	3%	-	1%	4%	7%	-	7%	8%	-	-	-	4%	-	6%	-	
1 - very poor value	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Mean	6.36	6.58	5.79	8.00	6.18	5.82	5.55	4.21	3.00	6.44	6.76	5.96	6.37	6.40	5.86	7.11	6.86	7.98	6.60	6.39	8.09	7.92	7.20	6.84	6.79	5.70	6.56	
Standard deviation	2.11	1.91	2.48	-	2.79	2.85	2.66	2.10	-	1.90	2.12	2.06	2.17	1.93	1.98	2.13	2.25	1.94	2.10	2.11	2.02	1.01	2.82	1.92	2.48	2.02	1.73	

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 233

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Working status			Disability				Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	88*	60*	27**	1**	20**	14**	12**	5**	2**	67*	44**	45*	76*	10**	52*	35**	24**	12**	24**	19**	11**	3**	6**	16**	15**	27**	19**
Standard error	0.23	0.26	0.45	-	0.60	0.71	0.74	0.94	-	0.25	0.34	0.31	0.26	0.58	0.28	0.37	0.47	0.56	0.45	0.50	0.61	0.58	0.94	0.48	0.75	0.40	0.43
NET: 8-10	28 32%	20 33%	8 28%	1 100%	7 33%	4 29%	3 25%	1 18%	-	22 32%	16 36%	13 28%	25 33%	3 27%	12 22%	17 47%	12 47%	8 67%	7 31%	7 38%	8 74%	2 62%	4 57%	7 43%	7 50%	4 16%	5 27%
NET: 4-7	52 59%	39 65%	13 47%	-	9 44%	6 44%	5 42%	1 20%	-	42 62%	25 56%	27 61%	43 56%	8 73%	34 65%	17 49%	11 46%	4 33%	15 62%	10 54%	3 26%	1 38%	2 32%	8 53%	6 41%	20 75%	13 66%
NET: 1-3	8 9%	1 2%	7 25%	-	5 23%	4 27%	4 33%	3 61%	2 100%	4 5%	4 8%	5 10%	8 11%	-	7 13%	2 4%	2 7%	-	2 7%	2 8%	-	-	1 11%	1 4%	1 9%	2 9%	1 7%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 234

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	City																					
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	83	5	4	4	2	2	1	-	7	3	10	2	4	2	1	21	6	3	1	4	1	-
Weighted base	88*	6**	4**	4**	2**	3**	1**	-**	5**	3**	12**	1**	6**	2**	1**	22**	6**	2**	2**	4**	1**	-**
10 - very good value	7	2	-	1	-	-	-	-	-	-	-	-	2	-	-	2	-	-	-	-	-	-
	8%	25%	-	18%	-	-	-	-	-	-	-	-	40%	-	-	9%	-	-	-	-	-	-
9	8	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	2	-	-
	9%	-	-	-	-	-	-	-	9%	-	-	-	-	-	-	28%	-	-	-	39%	-	-
8	13	2	3	1	1	-	-	-	2	3	-	1	-	-	1	-	-	-	-	-	-	-
	15%	24%	67%	27%	36%	-	-	-	44%	81%	-	65%	-	-	5%	-	-	-	-	-	-	-
7	16	-	-	1	-	3	1	-	1	-	1	-	-	-	1	3	5	-	-	1	-	-
	18%	-	-	29%	-	100%	100%	-	16%	-	10%	-	-	-	100%	12%	77%	-	-	37%	-	-
6	12	-	1	-	-	-	-	-	-	-	6	-	3	-	1	1	-	-	-	-	-	-
	14%	-	19%	-	-	-	-	-	-	-	51%	-	43%	-	6%	23%	-	-	-	-	-	-
5	11	2	1	1	-	-	-	-	-	-	2	1	-	-	3	-	1	-	*	1	-	-
	12%	31%	13%	26%	-	-	-	-	-	-	21%	35%	-	-	12%	-	34%	-	7%	100%	-	-
4	13	-	-	-	2	-	-	-	2	1	2	-	1	-	4	-	1	-	-	-	-	-
	14%	-	-	-	64%	-	-	-	31%	19%	18%	-	17%	-	19%	-	66%	-	-	-	-	-
3	6	1	-	-	-	-	-	-	-	-	-	-	1	-	2	-	-	-	2	-	-	-
	7%	20%	-	-	-	-	-	-	-	-	-	-	33%	-	9%	-	-	-	100%	-	-	-
2	2	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	1	-	-
	3%	-	-	-	-	-	-	-	-	-	-	-	67%	-	-	-	-	-	-	17%	-	-
1 - very poor value	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.36	6.55	7.21	7.29	5.43	7.00	7.00	-	6.69	7.25	5.52	6.95	7.24	2.33	7.00	6.64	6.77	4.34	3.00	6.81	5.00	-
Standard deviation	2.11	2.83	1.34	1.92	2.52	0.00	-	-	2.10	1.88	0.94	-	2.57	0.62	-	2.41	0.46	0.65	-	2.82	-	-
Standard error	0.23	1.27	0.67	0.96	1.78	0.00	-	-	0.79	1.09	0.30	-	1.28	0.44	-	0.53	0.19	0.38	-	1.41	-	-
NET: 8-10	28	3	3	2	1	-	-	-	3	3	-	1	2	-	9	-	-	-	2	-	-	-
	32%	49%	67%	45%	36%	-	-	-	53%	81%	-	65%	40%	-	42%	-	-	-	39%	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 234

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	88*	6**	4**	4**	2**	3**	1**	-**	5**	3**	12**	1**	6**	2**	1**	22**	6**	2**	2**	4**	1**	-**
NET: 4-7	52 59%	2 31%	1 33%	2 55%	2 64%	3 100%	1 100%	-	2 47%	1 19%	12 100%	1 35%	4 60%	-	1 100%	11 49%	6 100%	2 100%	-	2 44%	1 100%	-
NET: 1-3	8 9%	1 20%	-	-	-	-	-	-	-	-	-	-	-	2 100%	-	2 9%	-	-	2 100%	1 17%	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 235

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	83	16	16	12	7	14	15	13	21	22	12	19	19	9	62	39	56	28	27	15	10	16	9	5	12
Weighted base	88*	17*	16**	13**	8**	14**	15**	14**	22**	22**	13**	19**	19**	10**	66*	47*	64*	33**	32**	16**	12**	17**	9**	5**	11**
10 - very good value	7	1	-	-	1	1	1	1	1	1	1	1	2	4	3	6	2	1	3	4	2	1	-	-	-
	8%	8%	-	-	17%	10%	10%	10%	7%	7%	12%	8%	7%	23%	7%	6%	10%	7%	5%	16%	32%	13%	16%	-	-
9	8	4	3	2	4	4	4	5	5	6	2	2	4	3	8	6	8	4	4	1	1	1	1	1	1
	9%	23%	17%	17%	44%	25%	28%	36%	21%	26%	12%	10%	19%	29%	13%	13%	13%	11%	13%	6%	11%	5%	10%	16%	8%
8	13	6	5	6	1	2	3	2	6	5	5	4	4	2	10	6	10	3	2	-	2	7	3	2	3
	15%	37%	28%	49%	14%	16%	18%	16%	26%	21%	39%	22%	19%	18%	16%	13%	15%	10%	6%	-	19%	39%	35%	42%	23%
7	16	4	3	4	1	2	1	3	3	4	1	3	3	1	14	7	12	3	6	5	2	4	-	1	2
	18%	20%	16%	4%	15%	11%	7%	19%	12%	17%	9%	14%	16%	13%	22%	14%	18%	9%	21%	33%	17%	23%	-	20%	17%
6	12	-	-	1	-	-	-	1	1	1	1	4	1	1	7	6	8	6	7	2	1	1	-	-	1
	14%	-	-	5%	-	-	-	6%	6%	3%	6%	20%	3%	6%	11%	13%	12%	18%	21%	10%	5%	7%	-	-	5%
5	11	-	1	-	-	1	1	-	1	1	3	2	-	4	4	3	2	4	1	-	-	1	-	1	1
	12%	-	4%	-	-	5%	8%	-	5%	3%	9%	17%	10%	-	7%	9%	5%	7%	12%	7%	-	-	7%	-	5%
4	13	2	4	2	1	5	4	2	5	5	2	5	1	11	10	12	8	7	4	2	2	3	1	5	41%
	14%	11%	27%	16%	10%	33%	30%	12%	24%	23%	14%	9%	26%	11%	17%	21%	18%	25%	21%	23%	16%	12%	32%	21%	41%
3	6	-	1	1	-	-	-	-	-	-	-	-	-	3	3	3	3	-	-	-	-	-	-	-	-
	7%	-	8%	10%	-	-	-	-	-	-	-	-	-	5%	7%	5%	8%	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-	-	-	-	-	2	2	2	2	1	1	-	-	-	-	-	-
	3%	-	-	-	-	-	-	-	-	-	-	-	-	3%	3%	4%	5%	2%	4%	-	-	-	-	-	-
1 - very poor value	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 235

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	88*	17*	16**	13**	8**	14**	15**	14**	22**	22**	13**	19**	19**	10**	66*	47*	64*	33**	32**	16**	12**	17**	9**	5**	11**
Mean	6.36	7.74	6.41	6.90	8.24	6.90	6.98	7.77	7.01	7.16	7.32	6.83	6.77	8.06	6.46	6.19	6.56	5.88	6.28	6.45	7.82	7.47	6.92	7.11	6.01
Standard deviation	2.11	1.64	2.18	2.15	1.79	2.37	2.36	1.83	2.06	2.06	1.93	1.77	2.14	1.93	2.16	2.24	2.26	2.30	1.91	2.29	2.17	1.71	2.46	1.91	1.96
Standard error	0.23	0.41	0.54	0.62	0.68	0.63	0.61	0.51	0.45	0.44	0.56	0.41	0.49	0.64	0.27	0.36	0.30	0.43	0.37	0.59	0.69	0.43	0.82	0.85	0.57
NET: 8-10	28 32%	12 69%	7 45%	8 66%	6 75%	7 52%	8 56%	9 63%	12 53%	12 54%	8 62%	8 40%	9 45%	7 70%	23 35%	15 33%	24 38%	9 28%	7 24%	3 22%	8 61%	10 58%	6 61%	3 58%	4 31%
NET: 4-7	52 59%	5 31%	8 47%	3 24%	2 25%	7 48%	7 44%	5 37%	10 47%	10 46%	5 38%	12 60%	11 55%	3 30%	37 57%	27 57%	34 53%	20 59%	23 74%	11 74%	5 39%	7 42%	4 39%	2 42%	8 69%
NET: 1-3	8 9%	-	1 8%	1 10%	-	-	-	-	-	-	-	-	-	-	6 9%	5 11%	6 9%	4 13%	1 2%	1 4%	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
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**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	83	31	54	23	31	47	33	35	15	47	18	72	71	76	69	75	83	80	80	65	71
Weighted base	88*	32**	57*	26**	33**	51*	37**	42**	16**	51*	18**	76*	77*	82*	75*	80*	88*	86*	87*	70*	75*
10 - very good value	7	1	5	1	5	3	2	1	1	5	1	6	5	7	6	6	7	7	7	5	4
	8%	5%	9%	6%	16%	6%	7%	1%	5%	9%	6%	7%	7%	8%	8%	7%	8%	8%	8%	7%	6%
9	8	1	8	3	4	8	2	5	-	4	5	7	7	8	8	7	8	8	8	6	8
	9%	3%	14%	12%	11%	15%	4%	11%	-	7%	26%	9%	9%	10%	10%	9%	9%	10%	10%	8%	10%
8	13	4	10	2	8	8	9	8	3	8	2	13	13	13	13	13	13	13	13	10	12
	15%	12%	18%	8%	25%	16%	23%	20%	18%	15%	13%	17%	17%	16%	17%	17%	15%	15%	15%	15%	15%
7	16	8	11	3	8	11	7	5	2	12	1	14	16	15	12	15	16	16	16	12	14
	18%	24%	19%	10%	24%	21%	20%	11%	13%	24%	3%	18%	21%	18%	16%	19%	18%	19%	19%	17%	19%
6	12	9	3	8	2	5	6	6	3	6	3	11	11	11	9	11	12	12	12	9	12
	14%	28%	6%	32%	7%	9%	16%	15%	17%	11%	16%	15%	15%	13%	12%	14%	14%	14%	14%	12%	15%
5	11	4	8	2	1	4	5	7	1	5	4	10	9	9	9	10	11	11	10	9	10
	12%	11%	14%	9%	3%	7%	15%	16%	8%	10%	22%	13%	12%	11%	12%	12%	12%	13%	11%	13%	14%
4	13	4	8	4	2	9	3	9	4	7	2	11	8	13	11	12	13	12	13	11	9
	14%	13%	14%	16%	6%	18%	7%	20%	24%	14%	10%	14%	11%	15%	14%	15%	14%	13%	15%	16%	12%
3	6	1	1	2	1	3	1	1	2	3	1	4	6	4	5	4	6	5	5	6	3
	7%	4%	3%	8%	2%	7%	3%	3%	12%	6%	4%	5%	8%	5%	7%	5%	7%	5%	6%	9%	5%
2	2	-	2	-	2	-	2	1	1	2	-	1	-	2	2	2	2	2	2	2	2
	3%	-	4%	-	7%	-	4%	2%	4%	3%	-	1%	-	3%	2%	3%	3%	3%	3%	3%	3%
1 - very poor value	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.36	6.26	6.67	6.20	7.19	6.61	6.49	6.18	5.61	6.45	6.77	6.49	6.51	6.46	6.46	6.38	6.36	6.42	6.40	6.18	6.40
Standard deviation	2.11	1.66	2.20	1.99	2.23	2.07	1.97	1.93	2.11	2.14	2.12	2.00	1.96	2.12	2.16	2.07	2.11	2.09	2.11	2.18	2.02
Standard error	0.23	0.30	0.30	0.42	0.40	0.30	0.34	0.33	0.54	0.31	0.50	0.24	0.23	0.24	0.26	0.24	0.23	0.23	0.24	0.27	0.24

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



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**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 236

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**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	88*	32**	57*	26**	33**	51*	37**	42**	16**	51*	18**	76*	77*	82*	75*	80*	88*	86*	87*	70*	75*
NET: 8-10	28 32%	6 20%	23 41%	7 26%	17 51%	19 37%	13 34%	14 33%	4 23%	16 32%	8 45%	26 34%	25 33%	28 35%	27 36%	26 32%	28 32%	28 32%	28 33%	21 30%	24 31%
NET: 4-7	52 59%	25 76%	30 53%	17 66%	13 40%	29 56%	22 58%	26 62%	10 62%	30 59%	9 51%	45 60%	45 59%	47 58%	41 55%	48 60%	52 59%	51 60%	51 59%	40 58%	46 61%
NET: 1-3	8 9%	1 4%	4 7%	2 8%	3 9%	3 7%	3 8%	2 5%	3 16%	5 10%	1 4%	5 6%	6 8%	6 8%	7 9%	6 8%	8 9%k	7 8%	8 9%	8 12%	6 8%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 237

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	87	52	35	21	25	22	12	3	4	21	27	16	23	14	2	7	10	7	6	7	4	12	8	6	4
Weighted base	94*	57*	37**	23**	29**	25**	11**	3**	4**	23**	29**	17**	25**	14**	3**	7**	12**	9**	7**	5**	2**	12**	10**	9**	3**
10 - very good value	6	2	4	2	2	-	1	1	-	-	4	1	1	-	-	1	-	-	-	1	-	-	-	3	-
	6%	4%	10%	7%	8%	-	13%	22%	-	-	14%	4%	5%	-	-	8%	11%	-	-	11%	-	-	-	38%	-
9	10	8	2	4	2	1	3	-	1	7	3	1	-	-	1	2	1	-	-	-	2	2	2	2	1
	11%	15%	5%	16%	7%	3%	30%	-	17%	29%	10%	4%	-	-	16%	13%	6%	-	-	-	21%	19%	21%	18%	-
8	24	15	10	2	8	10	3	1	-	6	7	3	9	4	-	3	5	1	2	2	1	2	4	-	-
	26%	26%	26%	11%	27%	40%	30%	38%	-	24%	23%	20%	35%	29%	-	36%	40%	14%	31%	44%	24%	21%	41%	-	-
7	18	11	7	8	6	3	-	-	1	4	7	1	5	4	-	1	3	2	-	-	1	1	3	2	-
	19%	20%	18%	33%	21%	14%	-	-	25%	19%	25%	9%	19%	26%	-	15%	8%	33%	30%	-	51%	6%	32%	23%	-
6	13	9	4	3	3	6	-	-	1	2	-	7	4	3	2	1	3	1	1	-	-	1	-	2	-
	14%	16%	11%	15%	9%	22%	-	-	4%	9%	-	41%	17%	22%	62%	9%	29%	19%	12%	-	-	8%	-	44%	-
5	5	2	3	1	2	-	1	-	-	1	2	1	2	2	1	-	-	-	-	1	1	1	-	-	-
	5%	4%	8%	3%	9%	-	9%	40%	-	4%	6%	5%	6%	11%	38%	-	-	-	-	22%	25%	5%	-	-	-
4	5	1	4	1	1	2	-	-	1	1	3	-	1	1	-	2	-	-	-	-	-	1	-	1	-
	5%	1%	11%	3%	3%	8%	-	-	25%	4%	10%	-	4%	7%	-	18%	-	-	-	-	-	8%	-	8%	-
3	5	5	-	1	3	-	1	-	-	2	3	-	*	*	-	-	-	1	1	-	3	-	1	-	
	6%	10%	-	6%	10%	-	12%	-	-	9%	10%	-	2%	3%	-	-	-	14%	11%	-	23%	-	9%	-	
2	4	-	4	1	-	2	1	-	-	-	1	-	3	-	-	2	-	-	-	-	-	2	-	-	-
	4%	-	10%	5%	-	7%	7%	-	-	-	3%	-	12%	-	25%	-	-	-	-	-	-	16%	-	-	-
1 - very poor value	1	1	-	-	-	1	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	-
	1%	2%	-	-	-	5%	-	-	-	-	-	8%	-	-	-	-	-	-	-	-	-	-	-	37%	-
Don't know	2	2	*	-	2	-	-	-	-	*	-	2	-	-	-	-	2	*	-	-	-	-	-	-	-
	2%	3%	1%	-	7%	-	-	-	-	2%	-	10%	-	-	-	-	18%	6%	-	-	-	-	-	-	-
Mean	6.75	6.90	6.54	6.88	6.89	6.31	7.27	7.22	6.27	7.16	6.92	6.36	6.44	6.50	5.62	6.65	7.38	6.96	6.52	6.79	6.73	5.57	7.72	7.96	4.68

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 237

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	94*	57*	37**	23**	29**	25**	11**	3**	4**	23**	29**	17**	25**	14**	3**	7**	12**	9**	7**	5**	2**	12**	10**	9**	3**
Standard deviation	2.14	2.05	2.29	2.07	1.99	2.22	2.70	2.47	1.94	1.92	2.33	2.09	2.17	1.42	0.60	3.02	1.96	0.97	1.80	2.26	1.45	2.88	0.91	2.51	3.62
Standard error	0.23	0.29	0.39	0.45	0.42	0.47	0.78	1.43	0.97	0.43	0.45	0.54	0.45	0.38	0.42	1.14	0.62	0.81	0.85	0.72	0.83	0.32	1.02	1.81	
NET: 8-10	41 43%	26 45%	15 40%	8 35%	12 41%	11 43%	8 72%	2 60%	1 17%	12 53%	14 47%	5 28%	10 40%	4 29%	-	4 60%	8 65%	2 20%	2 31%	3 55%	1 24%	5 42%	6 60%	5 59%	1 18%
NET: 4-7	41 43%	23 40%	18 49%	12 55%	12 42%	11 45%	1 9%	1 40%	3 83%	8 36%	12 41%	9 54%	12 46%	9 67%	3 100%	1 15%	4 35%	6 62%	3 49%	2 34%	2 76%	2 19%	4 40%	3 31%	2 44%
NET: 1-3	10 11%	7 12%	4 10%	2 11%	3 10%	3 13%	2 19%	-	-	2 9%	4 12%	1 8%	3 14%	* 3%	-	2 25%	-	-	1 14%	1 11%	-	4 39%	-	1 9%	1 37%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 238

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	87	63	21	3	25	20	6	6	2	62	45	42	74	13	47	40	31	18	18	22	17	2	12	14	20	19	18
Weighted base	94*	73*	19**	3**	25**	18**	6**	6**	3**	69*	53*	40*	79*	15**	51*	42*	32**	17**	20**	22**	16**	1**	11**	12**	26**	19**	22**
10 - very good value	6	2	4	-	4	2	1	1	1	2	5	1	5	1	4	2	2	2	-	-	2	-	1	1	4	-	1
	6%	3%	19%	-	15%	13%	24%	24%	42%	3%	9%	3%	6%	9%	7%	6%	7%	14%	-	-	15%	-	6%	5%	14%	-	5%
9	10	9	1	1	4	1	1	-	2	7	4	7	8	2	4	6	6	3	1	3	3	-	-	1	2	1	6
	11%	12%	3%	25%	15%	7%	10%	-	58%	10%	7%	16%	10%	17%	7%	15%	18%	19%	7%	12%	20%	-	-	10%	6%	7%	29%
8	24	20	5	-	6	4	2	2	-	19	17	7	22	3	10	14	10	6	6	7	6	1	5	2	5	9	2
	26%	27%	24%	-	24%	23%	38%	30%	-	27%	33%	17%	27%	18%	20%	33%	30%	34%	28%	31%	36%	45%	51%	15%	19%	46%	9%
7	18	14	3	1	3	3	1	1	-	15	12	5	17	1	12	6	6	3	3	6	2	1	3	1	5	3	5
	19%	19%	16%	37%	11%	14%	9%	21%	-	22%	23%	14%	21%	7%	23%	14%	18%	16%	16%	26%	12%	55%	26%	6%	20%	16%	22%
6	13	10	3	-	1	1	-	-	-	12	9	4	12	1	9	4	3	1	2	2	1	-	-	4	2	3	3
	14%	13%	18%	-	3%	4%	-	-	-	18%	16%	11%	15%	8%	18%	9%	9%	5%	12%	9%	5%	-	-	30%	9%	16%	12%
5	5	4	1	-	*	*	-	-	-	5	1	4	5	-	3	2	2	1	*	2	1	-	-	2	3	1	-
	5%	5%	6%	-	2%	2%	-	-	-	7%	1%	11%	6%	-	6%	5%	6%	5%	2%	8%	6%	-	-	15%	10%	3%	-
4	5	4	-	1	2	1	1	-	3	2	3	5	-	3	2	-	-	2	-	-	-	-	-	2	1	1	-
	5%	5%	-	37%	7%	4%	18%	17%	-	4%	4%	7%	6%	-	5%	5%	-	11%	-	-	-	-	-	18%	4%	5%	-
3	5	5	*	-	1	1	-	*	-	4	1	4	4	1	5	1	1	-	1	1	-	-	-	-	*	1	4
	6%	7%	2%	-	5%	7%	-	8%	-	6%	2%	11%	5%	9%	9%	2%	3%	-	4%	4%	-	-	-	-	2%	7%	16%
2	4	2	2	-	3	3	-	-	-	1	3	1	1	3	1	3	3	1	2	2	1	-	2	-	2	-	-
	4%	3%	10%	-	12%	16%	-	-	-	1%	5%	3%	1%	20%	2%	6%	8%	4%	10%	8%	5%	-	18%	-	7%	-	-
1 - very poor value	1	1	-	-	-	-	-	-	-	1	-	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	1
	1%	2%	-	-	-	-	-	-	-	2%	-	3%	2%	-	2%	-	-	-	-	-	-	-	-	-	-	-	6%
Don't know	2	2	-	-	2	2	-	-	*	*	2	*	2	-	2	*	*	2	*	*	*	-	-	2	-	-	-
	2%	3%	-	-	7%	10%	-	-	-	1%	1%	4%	1%	12%	-	5%	1%	2%	11%	2%	2%	-	-	8%	-	-	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 238

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	94*	73*	19**	3**	25**	18**	6**	6**	3**	69*	53*	40*	79*	15**	51*	42*	32**	17**	20**	22**	16**	1**	11**	12**	26**	19**	22**
Mean	6.75	6.71	6.99	6.39	6.90	6.39	7.79	7.18	9.42	6.71	7.11	6.27	6.84	6.24	6.51	7.07	7.18	7.78	6.20	6.74	7.82	7.45	6.78	6.38	6.90	6.94	6.69
Standard deviation	2.14	2.09	2.39	2.55	2.76	2.88	2.19	2.52	0.59	1.92	1.88	2.39	1.96	3.09	2.17	2.09	2.16	1.85	2.24	2.02	1.89	-	2.44	1.85	2.29	1.66	2.59
Standard error	0.23	0.27	0.52	1.47	0.56	0.66	0.90	1.03	0.42	0.25	0.28	0.37	0.23	0.89	0.32	0.34	0.39	0.45	0.56	0.44	0.47	-	0.71	0.49	0.54	0.38	0.61
NET: 8-10	41 43%	31 43%	9 47%	1 25%	13 54%	8 42%	4 73%	3 53%	3 100%	27 40%	26 48%	15 37%	34 43%	6 44%	18 35%	23 54%	18 56%	11 67%	7 35%	10 43%	11 70%	1 45%	6 56%	4 31%	10 39%	10 53%	9 43%
NET: 4-7	41 43%	31 43%	8 41%	2 75%	5 22%	4 25%	1 27%	2 39%	-	35 51%	24 44%	17 42%	39 49%	2 15%	27 52%	14 33%	10 32%	4 26%	8 41%	10 43%	4 23%	1 55%	3 26%	8 69%	11 44%	8 40%	8 35%
NET: 1-3	10 11%	8 11%	2 12%	-	4 17%	4 23%	-	*	-	6 9%	4 7%	7 17%	6 8%	4 30%	7 14%	3 8%	3 11%	1 4%	3 14%	3 12%	1 5%	-	2 18%	-	2 9%	1 7%	5 22%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 239

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**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	City																	None of these (w)				
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)		Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)
Unweighted base	87	7	8	2	3	3	5	3	5	2	7	2	5	1	-	16	4	3	1	6	4	-
Weighted base	94*	7**	8**	3**	4**	4**	5**	4**	4**	3**	9**	1**	7**	1**	-**	16**	4**	4**	2**	5**	3**	-**
10 - very good value	6	-	-	-	1	-	-	-	1	-	-	-	2	-	-	-	1	-	-	1	-	-
	6%	-	-	-	36%	-	-	-	15%	-	-	-	36%	-	-	-	24%	-	-	13%	-	-
9	10	-	-	-	-	-	2	1	-	1	-	2	-	-	2	-	-	-	2	-	1	-
	11%	-	-	-	-	-	34%	29%	-	6%	-	30%	-	-	15%	-	-	-	100%	-	18%	-
8	24	1	3	2	2	1	2	1	2	1	-	1	-	-	6	1	-	-	2	-	-	-
	26%	9%	41%	59%	64%	18%	36%	26%	42%	-	14%	-	15%	-	35%	20%	-	-	49%	-	-	-
7	18	2	2	-	-	-	1	-	1	2	3	1	-	-	2	2	2	-	-	-	-	-
	19%	29%	18%	-	-	-	21%	-	28%	68%	33%	47%	-	-	13%	56%	57%	-	-	-	-	-
6	13	3	2	-	-	1	-	-	-	-	3	-	1	-	-	-	-	-	-	1	2	-
	14%	43%	22%	-	-	28%	-	-	-	-	29%	-	19%	100%	-	-	-	-	-	14%	44%	-
5	5	*	1	1	-	-	-	-	-	-	-	1	-	-	1	-	-	-	-	1	-	-
	5%	6%	14%	41%	-	-	-	-	-	-	-	53%	-	-	4%	-	-	-	-	24%	-	-
4	5	1	-	-	-	2	-	-	-	-	-	-	-	-	1	-	1	-	-	-	-	-
	5%	13%	-	-	-	54%	-	-	-	-	-	-	-	-	6%	-	20%	-	-	-	-	-
3	5	-	*	-	-	-	-	-	1	1	-	-	-	-	3	-	1	-	-	-	-	-
	6%	-	5%	-	-	-	-	-	15%	32%	-	-	-	-	16%	-	23%	-	-	-	-	-
2	4	-	-	-	-	-	-	2	-	-	-	-	-	-	2	-	-	-	-	-	-	-
	4%	-	-	-	-	-	-	46%	-	-	-	-	-	-	11%	-	-	-	-	-	-	-
1 - very poor value	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-
	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37%	-
Don't know	2	-	-	-	-	-	*	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-
	2%	-	-	-	-	-	9%	-	-	18%	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.75	6.14	6.70	6.78	8.72	5.29	8.15	5.56	7.28	5.71	6.96	5.94	8.64	6.00	-	6.18	7.92	5.49	9.00	7.25	4.68	-
Standard deviation	2.14	1.19	1.48	1.84	1.12	1.79	0.88	3.76	2.34	2.32	0.97	-	1.56	-	2.61	1.40	2.09	-	1.85	3.62	-	
Standard error	0.23	0.45	0.52	1.30	0.65	1.03	0.44	2.17	1.05	1.64	0.40	-	0.70	-	0.65	0.70	1.20	-	0.75	1.81	-	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 239

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	City																					
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	94*	7**	8**	3**	4**	4**	5**	4**	4**	3**	9**	1**	7**	1**	**	16**	4**	4**	2**	5**	3**	**
NET: 8-10	41 43%	1 9%	3 41%	2 59%	4 100%	1 18%	3 70%	2 54%	2 57%	-	2 20%	-	5 81%	-	-	8 50%	2 44%	-	2 100%	3 62%	1 18%	-
NET: 4-7	41 43%	7 91%	5 54%	1 41%	-	3 82%	1 21%	-	1 28%	2 68%	6 62%	1 100%	1 19%	1 100%	-	4 23%	2 56%	3 77%	-	2 38%	2 44%	-
NET: 1-3	10 11%	-	* 5%	-	-	-	-	2 46%	1 15%	1 32%	-	-	-	-	-	4 28%	-	1 23%	-	-	1 37%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 240

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	87	12	17	15	6	12	14	9	22	25	10	15	20	10	66	40	56	24	31	16	14	14	10	8	16
Weighted base	94*	12*	16**	15**	8**	13**	13**	10**	21**	23**	11**	18**	18**	11**	70*	48*	61*	28**	34**	16**	16**	15**	10**	9**	15**
10 - very good value	6 6%	-	-	-	-	-	-	-	2 8%	-	-	-	-	2 21%	2 3%	2 5%	5 8%	2 9%	-	-	2 15%	1 9%	-	-	1 9%
9	10 11%	3 25%	3 18%	3 20%	2 21%	1 10%	3 22%	3 28%	4 18%	4 16%	2 20%	2 13%	1 8%	2 18%	8 11%	5 11%	7 12%	3 11%	4 12%	2 10%	3 19%	3 21%	3 31%	2 24%	3 22%
8	24 26%	3 24%	3 18%	3 19%	2 21%	4 31%	3 25%	3 26%	5 23%	7 31%	3 30%	4 21%	6 33%	2 20%	19 28%	13 27%	17 28%	3 12%	7 22%	3 19%	3 18%	4 25%	3 32%	2 25%	5 33%
7	18 19%	1 10%	1 8%	2 13%	1 8%	2 12%	1 10%	1 6%	1 3%	2 8%	1 6%	6 36%	1 8%	1 6%	12 18%	11 24%	12 20%	9 32%	9 27%	5 32%	1 4%	1 4%	1 7%	1 7%	2 15%
6	13 14%	1 10%	3 17%	4 28%	-	1 9%	1 9%	1 11%	4 18%	3 15%	1 10%	1 7%	3 15%	1 10%	10 14%	6 12%	6 10%	2 7%	6 19%	4 24%	1 7%	1 8%	1 12%	1 12%	1 8%
5	5 5%	-	2 11%	* 3%	-	-	-	1 11%	1 5%	1 4%	1 10%	1 8%	1 6%	-	3 5%	1 2%	4 6%	1 4%	2 5%	1 7%	1 7%	1 8%	-	1 12%	-
4	5 5%	-	1 6%	-	-	-	1 7%	-	1 3%	1 4%	-	2 9%	-	-	5 7%	4 8%	4 6%	2 6%	1 2%	-	2 13%	-	1 10%	-	-
3	5 6%	1 7%	2 11%	1 6%	1 11%	1 6%	1 6%	-	2 8%	2 8%	1 8%	1 5%	-	4 6%	2 4%	2 4%	2 8%	2 7%	1 9%	1 5%	1 6%	1 9%	1 9%	-	1 6%
2	4 4%	1 9%	-	-	-	1 8%	1 8%	-	1 5%	1 5%	-	-	1 6%	1 10%	4 5%	2 4%	4 6%	3 11%	1 2%	-	2 12%	3 20%	-	2 20%	1 7%
1 - very poor value	1 1%	-	-	-	1 16%	1 10%	-	-	-	-	-	-	-	-	-	-	-	-	1 4%	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 240

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live TV programme or opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	94*	12*	16**	15**	8**	13**	13**	10**	21**	23**	11**	18**	18**	11**	70*	48*	61*	28**	34**	16**	16**	15**	10**	9**	15**
Don't know	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	*	-	*	-	-	-	-	-	-
	2%	15%	11%	12%	22%	13%	13%	17%	8%	8%	15%	10%	10%	15%	3%	4%	1%	-	1%	-	-	-	-	-	-
Mean	6.75	6.87	6.48	7.02	6.00	6.03	6.70	7.60	6.82	6.71	7.09	7.04	6.37	7.73	6.65	6.87	6.87	6.38	6.47	6.67	6.61	6.50	7.20	6.36	7.36
Standard deviation	2.14	2.50	2.08	1.67	3.49	2.89	2.45	1.50	2.38	2.14	1.96	1.52	2.12	2.52	2.08	1.96	2.14	2.45	2.04	1.59	2.80	2.91	2.08	2.68	2.26
Standard error	0.23	0.75	0.52	0.45	1.56	0.87	0.68	0.53	0.52	0.44	0.65	0.41	0.49	0.84	0.26	0.31	0.29	0.50	0.37	0.40	0.75	0.78	0.66	0.95	0.56
NET: 8-10	41	6	6	6	3	5	6	6	10	11	6	6	7	7	30	20	29	9	11	5	8	8	6	5	9
	43%	49%	36%	39%	42%	41%	47%	55%	48%	48%	51%	34%	41%	60%	42%	42%	47%	32%	33%	29%	52%	55%	63%	49%	64%
NET: 4-7	41	2	7	6	1	3	3	3	6	7	3	9	7	2	30	22	26	14	18	10	5	3	3	3	3
	43%	20%	42%	44%	8%	21%	26%	29%	30%	32%	26%	51%	39%	16%	44%	46%	42%	49%	53%	62%	31%	20%	28%	31%	23%
NET: 1-3	10	2	2	1	2	3	2	-	3	3	1	1	2	1	8	4	6	5	4	1	3	4	1	2	2
	11%	16%	11%	6%	27%	25%	14%	-	13%	13%	8%	5%	11%	10%	11%	8%	10%	19%	13%	9%	17%	25%	9%	20%	13%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 241

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	87	36	50	30	34	44	33	36	13	50	20	82	80	84	70	85	86	85	81	72	73
Weighted base	94*	41**	53*	36**	38**	48*	35**	40**	14**	55*	20**	90*	87*	91*	77*	93*	93*	92*	89*	77*	77*
10 - very good value	6 6%	2 4%	4 8%	-	5 14%	2 5%	-	2 4%	1 4%	4 7%	1 7%	6 7%	5 6%	5 5%	5 6%	6 6%	6 6%	6 7%	6 7%	6 8%	4 5%
9	10 11%	5 12%	7 13%	4 12%	6 15%	9 20%	3 8%	3 7%	4 26%	6 10%	-	10 11%	10 12%	9 10%	7 9%	10 11%	10 11%	10 11%	10 12%	7 9%	10 12%
8	24 26%	10 23%	16 31%	8 21%	11 29%	15 31%	10 27%	13 33%	3 21%	11 20%	8 40%	23 26%	22 25%	23 26%	19 25%	24 26%	24 25%	24 26%	23 26%	22 29%	22 28%
7	18 19%	11 26%	8 14%	7 19%	7 19%	5 10%	10 29%	7 18%	4 25%	10 17%	4 18%	17 19%	17 20%	18 20%	16 21%	18 19%	18 19%	17 18%	16 18%	17 22%t	12 16%
6	13 14%	4 10%	9 16%	7 20%	3 7%	7 15%	4 11%	8 20%	2 16%	7 13%	3 17%	13 14%	10 12%	13 14%	11 15%	13 14%	13 14%	13 14%	13 15%	12 16%	11 15%
5	5 5%	1 3%	2 4%	3 7%	1 4%	2 5%	3 9%	1 3%	* 3%	4 7%	1 3%	5 5%	5 6%	5 6%	5 7%	4 4%	5 5%o	5 5%	4 5%	5 7%	4 6%
4	5 5%	4 9%	-	3 9%	-	1 2%	2 6%	1 2%	1 5%	3 6%	1 5%	3 3%	5 5%kn	5 5%kn	2 2%	5 5%kn	5 5%kn	5 5%	5 5%	2 2%	4 5%
3	5 6%	1 3%	4 7%	2 6%	1 2%	3 7%	* 1%	2 6%	- -	3 6%	2 11%	5 6%	5 6%	5 6%	5 7%	5 6%	5 6%	5 5%	5 6%	3 4%	5 7%
2	4 4%	2 5%	2 4%	1 2%	2 5%	1 2%	1 2%	3 7%	- -	4 7%	-	4 4%	4 4%	4 4%	3 4%	4 4%	4 4%	4 4%	4 4%	1 1%	3 4%
1 - very poor value	1 1%	1 3%	-	1 4%	-	-	-	-	-	1 2%	-	1 1%	1 1%	1 1%	1 2%	1 1%	1 1%	1 1%	-	1 2%	-
Don't know	2 2%	* 1%	2 3%	-	2 6%	2 4%	2 6%	-	-	2 4%	-	2 2%	2 2%	2 2%	2 3%	2 2%	2 2%	2 2%	2 2%	* 1%	2 3% s
Mean	6.75	6.61	7.11	6.29	7.57	7.18	6.79	6.71	7.47	6.45	6.80	6.79	6.73	6.67	6.71	6.78	6.74	6.77	6.83	7.04	6.78
Standard deviation	2.14	2.22	2.01	2.09	1.99	1.96	1.58	2.03	1.51	2.39	1.89	2.15	2.18	2.12	2.12	2.14	2.15	2.14	2.07	1.88	2.05



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 241

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a free to play video game**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	94*	41**	53*	36**	38**	48*	35**	40**	14**	55*	20**	90*	87*	91*	77*	93*	93*	92*	89*	77*	77*
Standard error	0.23	0.37	0.29	0.38	0.35	0.30	0.28	0.34	0.42	0.34	0.42	0.24	0.25	0.23	0.26	0.24	0.23	0.24	0.23	0.22	0.24
NET: 8-10	41 43%	16 39%	27 52%	12 33%	22 58%	26 56%	12 35%	18 44%	7 51%	21 38%	9 47%	39 44%	37 43%	37 41%	31 40%	41 44%	40 43%	41 44%	39 44%	35 46%	35 45%
NET: 4-7	41 43%	20 49%	18 35%	20 55%	11 29%	15 32%	20 56%	17 43%	7 49%	24 44%	9 43%	38 42%	38 43%	41 45%	34 45%	40 43%	41 44%	39 43%	39 43%	36 47%	32 41%
NET: 1-3	10 11%	4 11%	6 10%	4 12%	3 7%	4 9%	1 3%	5 13%	- -	8 15%	2 11%	10 12%	10 11%	10 11%	9 12%	10 11%	10 11%	10 11%	9 10%	5 7%	8 11%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 242

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)
Unweighted base	55	36	19	17	15	10	5	5	3	13	13	11	18	5	2	5	5	5	4	3	5	7	9	5
Weighted base	51*	33**	18**	13**	15**	13**	3**	4**	3**	14**	11**	9**	17**	7**	2**	6**	4**	4**	3**	2**	4**	5**	10**	4**
10 - very good value	3	1	3	-	3	-	-	-	-	3	-	1	-	-	-	-	1	-	-	-	-	-	3	-
	6%	2%	15%	-	18%	-	-	-	-	19%	-	8%	-	-	-	-	18%	-	-	-	-	-	27%	-
9	3	3	-	1	2	-	-	-	-	-	1	1	1	-	-	-	-	-	-	-	-	-	-	3
	5%	8%	-	8%	11%	-	-	-	-	-	9%	10%	4%	-	-	-	-	-	-	-	-	-	-	68%
8	6	3	3	1	*	5	-	-	-	-	1	-	5	2	-	1	-	*	-	-	-	-	2	-
	11%	10%	15%	6%	3%	35%	-	-	-	-	11%	-	26%	32%	-	23%	-	11%	-	-	-	-	23%	-
7	8	3	5	2	1	1	1	1	2	3	1	2	2	-	-	1	2	1	-	-	1	1	2	1
	16%	9%	29%	14%	4%	11%	17%	38%	79%	23%	5%	26%	13%	-	-	23%	45%	34%	-	-	33%	12%	16%	14%
6	5	2	2	1	-	1	1	2	-	1	2	1	1	1	-	1	1	1	-	1	-	-	-	-
	9%	7%	13%	8%	-	10%	19%	50%	-	9%	14%	14%	4%	16%	-	11%	14%	16%	36%	-	17%	-	-	-
5	12	11	1	6	4	1	1	-	-	3	4	-	6	4	2	-	2	1	-	1	-	1	2	-
	24%	32%	8%	48%	27%	11%	16%	-	-	20%	34%	-	32%	52%	100%	-	50%	42%	-	13%	-	13%	16%	-
4	6	5	1	1	2	1	1	-	-	1	2	1	1	-	-	-	-	-	1	-	-	3	1	-
	11%	14%	5%	10%	15%	7%	34%	-	-	7%	19%	17%	6%	-	-	18%	-	-	47%	-	49%	11%	-	-
3	3	2	1	-	2	-	-	*	-	-	-	1	1	-	-	-	-	-	*	1	1	-	-	-
	5%	6%	5%	-	15%	-	-	13%	-	-	-	15%	8%	-	-	-	-	-	26%	20%	26%	-	-	-
2	2	2	-	-	-	2	*	-	-	1	-	-	1	-	-	1	-	-	-	*	1	-	-	-
	5%	7%	-	-	-	15%	15%	-	-	8%	-	-	7%	-	-	21%	-	-	-	27%	17%	-	-	-
1 - very poor value	3	2	1	1	1	1	-	-	-	1	1	1	-	-	-	1	-	-	-	-	-	1	1	1
	6%	5%	8%	6%	5%	11%	-	-	-	10%	6%	9%	-	-	-	26%	-	-	-	-	-	8%	18%	18%
Don't know	*	-	*	-	*	-	-	-	-	*	-	-	-	-	-	-	-	-	*	-	-	-	-	-
	1%	-	2%	-	3%	-	-	-	-	3%	-	-	-	-	-	-	-	-	11%	-	-	-	-	-
Mean	5.71	5.32	6.45	5.55	5.85	5.41	4.74	6.00	7.63	5.80	5.50	5.63	5.82	6.12	5.00	3.70	7.63	5.83	5.77	3.20	4.92	4.22	6.91	7.25

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 242

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Gender		Age							Social Grade					Region									
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)
Weighted base	51*	33**	18**	13**	15**	13**	3**	4**	3**	14**	11**	9**	17**	7**	2**	6**	4**	4**	3**	2**	4**	5**	10**	4**
Standard deviation	2.35	2.21	2.51	1.86	2.87	2.70	1.87	1.44	1.48	2.92	2.04	2.73	2.04	1.44	0.00	2.62	1.48	1.06	1.16	-	2.22	1.31	2.80	3.52
Standard error	0.32	0.37	0.59	0.45	0.77	0.85	0.84	0.64	0.86	0.84	0.57	0.82	0.48	0.65	0.00	1.17	0.66	0.47	0.67	-	0.99	0.49	0.93	1.57
NET: 8-10	12 23%	7 20%	5 29%	2 15%	5 31%	5 35%	-	-	1 21%	3 19%	2 20%	2 18%	5 31%	2 32%	-	-	2 41%	-	*	-	-	-	5 49%	3 68%
NET: 4-7	31 60%	21 63%	10 55%	11 80%	7 46%	5 39%	3 85%	3 87%	2 79%	8 59%	8 73%	5 58%	9 54%	5 68%	2 100%	3 52%	2 59%	4 100%	3 78%	1 47%	3 63%	4 74%	4 43%	1 14%
NET: 1-3	8 16%	6 17%	2 13%	1 6%	3 20%	3 26%	* 15%	* 13%	-	3 19%	1 6%	2 24%	3 15%	-	-	3 48%	-	-	-	1 53%	2 37%	1 26%	1 8%	1 18%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 243

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Working status				Disability					Educational level			Ethnicity		Kids in household							Income					
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	55	33	21	1	13	9	7	3	1	37	31	23	48	4	35	19	15	9	11	10	7	2	6	6	13	13	9
Weighted base	51*	33**	18**	1**	11**	6**	7**	3**	1**	37**	28**	23**	46*	3**	33**	17**	14**	6**	10**	10**	5**	2**	4**	5**	15**	12**	10**
10 - very good value	3 6%	3 8%	-	1 100%	-	-	-	-	-	3 9%	3 12%	-	3 7%	-	3 10%	-	-	-	-	-	-	-	-	-	3 18%	1 6%	-
9	3 5%	1 3%	2 10%	-	1 6%	1 12%	-	-	-	2 5%	2 6%	1 4%	3 6%	-	3 8%	-	-	-	-	-	-	-	1 16%	-	-	-	2 20%
8	6 11%	4 12%	2 10%	-	3 23%	1 12%	2 27%	2 61%	-	3 9%	4 14%	2 8%	6 13%	-	3 8%	3 18%	3 23%	* 6%	* 4%	3 26%	* 8%	-	2 50%	-	3 18%	1 7%	-
7	8 16%	5 15%	3 19%	-	4 36%	1 21%	3 48%	1 18%	-	3 9%	6 21%	3 11%	7 16%	1 18%	5 14%	4 21%	2 16%	2 37%	1 14%	1 6%	1 26%	1 69%	* 8%	3 56%	1 8%	3 25%	-
6	5 9%	2 6%	3 16%	-	1 11%	1 10%	1 18%	1 21%	1 100%	4 10%	3 11%	2 8%	5 10%	-	3 9%	2 10%	1 9%	-	2 18%	1 12%	-	-	1 26%	-	2 11%	2 17%	-
5	12 24%	9 27%	4 19%	-	-	-	-	-	-	11 30%	5 18%	7 33%	10 22%	2 44%	9 28%	2 14%	2 17%	1 14%	2 23%	2 23%	1 18%	-	-	5 32%	3 23%	4 38%	
4	6 11%	5 14%	1 6%	-	-	-	-	-	-	6 15%	1 5%	4 19%	4 9%	1 39%	5 14%	1 5%	1 6%	1 14%	-	1 8%	1 19%	-	-	-	-	2 16%	3 25%
3	3 5%	1 4%	1 8%	-	1 5%	1 8%	1 8%	-	-	1 4%	1 5%	1 2%	2 4%	-	1 4%	1 8%	1 10%	1 22%	-	-	1 19%	* 31%	-	1 18%	-	-	* 5%
2	2 5%	2 5%	1 4%	-	-	-	-	-	-	2 6%	* 2%	2 9%	2 5%	-	2 14%	1 5%	-	2 23%	1 7%	-	-	-	1 26%	-	-	-	1 12%
1 - very poor value	3 6%	2 5%	1 8%	-	2 19%	2 36%	-	-	-	1 2%	1 5%	2 7%	3 6%	-	2 5%	1 8%	1 11%	-	1 14%	1 14%	-	-	-	-	1 10%	1 7%	-
Don't know	* 1%	* 1%	-	-	-	-	-	-	-	* 1%	* 1%	-	-	-	-	* 2%	* 3%	* 7%	* 4%	* 4%	* 9%	-	-	-	* 3%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 243

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	51*	33**	18**	1**	11**	6**	7**	3**	1**	37**	28**	23**	46*	3**	33**	17**	14**	6**	10**	10**	5**	2**	4**	5**	15**	12**	10**
Mean	5.71	5.69	5.59	10.00	5.91	4.79	6.79	7.40	6.00	5.70	6.41	4.95	5.81	4.96	6.03	5.10	5.25	5.35	4.28	5.17	5.21	5.75	7.57	4.97	6.36	5.75	5.08
Standard deviation	2.35	2.35	2.32	-	2.79	3.44	1.37	0.99	-	2.29	2.40	2.05	2.43	1.24	2.30	2.44	2.44	1.96	2.39	2.55	1.98	-	1.18	2.59	2.64	2.07	2.29
Standard error	0.32	0.42	0.51	-	0.77	1.15	0.52	0.57	-	0.38	0.44	0.43	0.35	0.62	0.39	0.57	0.65	0.69	0.76	0.85	0.81	-	0.48	1.06	0.76	0.57	0.76
NET: 8-10	12 23%	8 23%	4 20%	1 100%	3 30%	2 24%	2 27%	2 61%	-	8 23%	9 32%	3 12%	12 26%	-	9 26%	3 18%	3 23%	*	*	3 4%	3 26%	*	3 66%	-	5 36%	2 13%	2 20%
NET: 4-7	31 60%	20 62%	11 60%	-	5 46%	2 32%	5 65%	1 39%	1 100%	24 64%	15 54%	16 70%	27 58%	3 100%	22 65%	9 50%	7 49%	4 65%	6 55%	5 49%	3 64%	1 69%	2 34%	3 56%	8 51%	9 80%	6 63%
NET: 1-3	8 16%	5 14%	4 20%	-	3 24%	3 44%	1 8%	-	-	5 12%	3 12%	4 18%	7 16%	-	3 9%	5 30%	4 26%	1 22%	4 38%	2 21%	1 19%	*	-	2 44%	1 10%	1 7%	2 17%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 244

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Total	City																	None of these (w)		
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)		Ply-mouth (r)	Cardiff (s)
Unweighted base	55	2	3	2	3	-	3	3	3	-	5	2	4	1	-	14	4	3	1	2	-
Weighted base	51*	3**	4**	2**	3**	-**	2**	3**	3**	-**	4**	1**	4**	1**	-**	13**	5**	2**	1**	1**	-**
10 - very good value	3	-	-	-	-	-	1	-	-	-	-	-	-	-	-	3	-	-	-	-	-
	6%	-	-	-	-	-	42%	-	-	-	-	-	-	-	-	21%	-	-	-	-	-
9	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	-	-
	5%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	22%	41%	100%	-	-
8	6	-	2	-	1	-	-	-	-	-	-	*	-	-	*	2	-	-	-	-	-
	11%	-	58%	-	34%	-	-	-	-	-	-	10%	-	-	3%	38%	-	-	-	-	-
7	8	-	-	-	2	-	-	1	-	1	-	-	-	-	3	*	1	-	-	-	-
	16%	-	-	-	66%	-	-	41%	-	34%	-	-	-	-	25%	9%	26%	-	-	-	-
6	5	-	1	-	-	-	1	1	-	1	-	1	-	-	1	-	-	-	-	-	-
	9%	-	28%	-	-	-	32%	21%	-	16%	-	33%	-	-	6%	-	-	-	-	-	-
5	12	3	1	2	-	-	-	-	-	2	1	1	-	-	1	2	-	-	-	-	-
	24%	100%	13%	100%	-	-	-	-	-	50%	40%	38%	-	-	5%	32%	-	-	-	-	-
4	6	-	-	-	-	-	-	-	1	-	-	-	-	-	4	-	-	-	-	1	-
	11%	-	-	-	-	-	-	-	34%	-	-	-	-	-	29%	-	-	-	-	65%	-
3	3	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	-	-	*	-
	5%	-	-	-	-	-	-	-	-	-	60%	-	-	-	11%	-	-	-	-	35%	-
2	2	-	-	-	-	-	-	1	*	-	-	1	-	-	-	-	-	-	-	-	-
	5%	-	-	-	-	-	-	38%	17%	-	-	19%	-	-	-	-	-	-	-	-	-
1 - very poor value	3	-	-	-	-	-	-	-	1	-	-	-	1	-	-	-	-	1	-	-	-
	6%	-	-	-	-	-	-	-	49%	-	-	-	100%	-	-	-	-	34%	-	-	-
Don't know	*	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	1%	-	-	-	-	-	25%	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	5.71	5.00	7.04	5.00	7.34	-	8.27	4.88	2.19	-	5.83	3.79	5.04	1.00	-	6.18	7.17	5.80	9.00	3.65	-
Standard deviation	2.35	*	1.36	0.00	0.61	-	-	2.79	1.66	-	1.06	-	1.99	-	-	2.52	1.76	4.76	-	-	-
Standard error	0.32	*	0.79	0.00	0.35	-	-	1.61	0.96	-	0.47	-	1.00	-	-	0.67	0.88	2.75	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 244

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	City																				
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	None of these (w)
Weighted base	51*	3**	4**	2**	3**	-**	2**	3**	3**	-**	4**	1**	4**	1**	-**	13**	5**	2**	1**	1**	-**
NET: 8-10	12 23%	-	2 58%	-	1 34%	-	1 42%	-	-	-	-	-	*	-	-	3 24%	3 59%	1 41%	1 100%	-	-
NET: 4-7	31 60%	3 100%	2 42%	2 100%	2 66%	-	1 32%	2 62%	1 34%	-	4 100%	1 40%	3 71%	-	-	8 65%	2 41%	1 26%	-	1 65%	-
NET: 1-3	8 16%	-	-	-	-	-	-	1 38%	2 66%	-	-	1 60%	1 19%	1 100%	-	1 11%	-	1 34%	-	*	35%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 245

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	55	6	7	5	4	8	8	6	11	13	7	8	12	3	36	19	30	11	16	8	2	7	4	2	3
Weighted base	51*	5*	5**	3**	4**	7**	7**	5**	10**	11**	6**	8**	11**	2**	34**	21**	28**	10**	16**	8**	3**	7**	4**	2**	2**
10 - very good value	3	1	1	1	-	1	1	1	1	1	-	-	-	1	3	3	3	1	3	-	-	-	-	-	-
	6%	12%	13%	21%	-	10%	10%	12%	7%	6%	-	-	-	32%	8%	13%	12%	7%	17%	-	-	-	-	-	-
9	3	1	1	1	1	1	1	1	2	1	1	1	1	3	2	2	1	-	1	-	-	1	-	1	-
	5%	17%	18%	29%	25%	13%	13%	17%	20%	8%	14%	12%	8%	43%	8%	9%	7%	11%	-	11%	-	13%	-	44%	-
8	6	-	*	*	-	-	*	-	-	1	-	-	*	-	6	5	4	-	1	-	-	1	1	-	-
	11%	-	8%	13%	-	-	6%	-	-	7%	-	-	3%	-	17%	22%	14%	-	5%	-	-	13%	22%	-	-
7	8	1	-	-	1	3	1	3	3	3	2	3	4	-	6	4	4	2	2	1	1	3	1	-	1
	16%	27%	-	-	42%	48%	22%	27%	34%	24%	32%	43%	38%	-	18%	19%	16%	21%	14%	18%	56%	50%	38%	-	37%
6	5	1	1	1	1	1	1	2	1	1	1	-	-	3	1	2	-	1	1	1	1	-	1	-	
	9%	12%	23%	21%	18%	9%	10%	33%	5%	6%	10%	8%	-	9%	6%	6%	-	4%	15%	44%	17%	-	56%	-	
5	12	1	1	1	1	1	1	1	4	2	2	2	1	7	4	7	3	6	3	-	1	1	-	1	-
	24%	10%	18%	17%	15%	8%	8%	10%	5%	32%	26%	26%	15%	25%	22%	17%	25%	30%	40%	38%	-	8%	16%	-	32%
4	6	-	1	-	-	1	1	-	1	1	-	-	2	-	3	1	3	2	1	-	-	1	-	-	-
	11%	-	19%	-	-	13%	14%	-	10%	8%	-	-	17%	-	9%	6%	12%	24%	9%	18%	-	-	25%	-	-
3	3	-	-	-	-	-	-	-	-	-	-	1	-	*	-	-	-	*	-	-	-	-	-	-	1
	5%	-	-	-	-	-	-	-	-	-	-	11%	-	1%	-	-	-	3%	-	-	-	-	-	-	31%
2	2	1	-	-	-	1	-	1	1	1	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-
	5%	22%	-	-	-	18%	-	12%	10%	19%	-	11%	-	2%	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3	-	-	-	-	-	-	1	-	-	-	1	-	2	2	2	1	1	-	-	-	-	-	-	-
	6%	-	-	-	-	-	-	7%	-	-	-	7%	-	4%	7%	5%	8%	5%	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 245

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	51*	5*	5**	3**	4**	7**	7**	5**	10**	11**	6**	8**	11**	2**	34**	21**	28**	10**	16**	8**	3**	7**	4**	2**	2**
Don't know	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	1%	-	1%	-	3%	-	-	-	-	-	-
Mean	5.71	6.28	6.67	7.80	7.03	6.93	6.06	7.18	6.09	5.94	5.73	6.19	5.42	8.31	6.33	6.78	6.37	5.66	6.02	5.76	6.56	7.07	6.17	7.32	5.11
Standard deviation	2.35	3.00	2.40	2.25	1.58	1.85	2.81	1.75	2.87	2.20	2.37	1.76	2.41	2.74	2.27	2.42	2.35	2.43	2.41	1.58	0.63	1.15	1.79	2.09	-
Standard error	0.32	1.22	0.91	1.01	0.79	0.65	0.99	0.72	0.86	0.61	0.89	0.62	0.69	1.58	0.38	0.56	0.44	0.73	0.62	0.56	0.45	0.44	0.89	1.48	-
NET: 8-10	12 23%	2 29%	2 40%	2 63%	1 25%	2 23%	2 29%	2 29%	3 26%	2 20%	1 14%	1 12%	1 12%	2 75%	11 33%	9 44%	9 33%	2 18%	4 22%	1 11%	-	2 26%	1 22%	1 44%	-
NET: 4-7	31 60%	3 49%	3 60%	1 37%	3 75%	5 77%	4 53%	4 71%	5 54%	8 69%	4 67%	6 77%	8 70%	1 25%	20 58%	10 49%	17 60%	7 75%	11 67%	7 89%	3 100%	5 74%	3 78%	1 56%	1 69%
NET: 1-3	8 16%	1 22%	-	-	-	-	1 18%	-	2 19%	1 10%	1 19%	1 11%	2 18%	-	3 8%	2 7%	2 5%	1 8%	1 8%	-	-	-	-	-	1 31%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 246

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	55	24	28	14	17	27	21	17	11	33	9	52	51	52	44	54	55	53	48	47	46
Weighted base	51*	20**	29**	13**	17**	27**	21**	20**	10**	30**	10**	48*	49*	50*	41*	51*	51*	49*	47*	45*	43*
10 - very good value	3	-	3	-	3	3	1	3	-	1	3	3	3	3	3	3	3	3	3	3	3
	6%	-	11%	-	19%	13%	3%	17%	-	2%	28%	7%	7%	7%	8%	7%	6%	7%	7%	7%	8%
9	3	2	1	-	1	3	-	1	-	2	1	3	2	3	3	3	3	3	3	1	2
	5%	10%	3%	-	6%	10%	-	5%	-	6%	9%	6%	4%	5%	7%	5%	5%	5%	6%	2%	4%
8	6	*	5	-	3	3	3	2	3	3	-	6	6	6	4	6	6	6	5	5	4
	11%	2%	19%	-	16%	10%	15%	12%	28%	10%	-	12%	12%	12%	10%	11%	11%	12%	12%	12%	9%
7	8	5	2	6	3	2	4	1	2	6	1	8	8	8	4	8	8	8	7	8	6
	16%	25%	6%	48%	14%	8%	18%	6%	21%	19%	6%	17% <sub>n</sub>	17% <sub>n</sub>	17% <sub>n</sub>	10%	16% <sub>n</sub>	16% <sub>n</sub>	17%	15%	18%	14%
6	5	2	1	2	2	1	3	1	1	4	-	5	4	5	4	5	5	4	4	4	4
	9%	12%	2%	15%	10%	4%	14%	3%	5%	14%	-	10%	9%	10%	9%	9%	8%	9%	8%	8%	10%
5	12	4	9	3	4	9	8	5	1	8	1	12	12	11	12	12	12	11	12	11	11
	24%	20%	32%	20%	21%	32%	38%	24%	9%	27%	15%	25%	24%	22%	29%	23%	24%	22%	25%	24%	25%
4	6	2	3	-	-	1	1	2	-	2	3	5	6	6	4	6	6	6	6	4	6
	11%	12%	12%	-	-	5%	5%	12%	-	8%	33%	10%	12%	11%	9%	11%	11%	11%	12%	9%	13%
3	3	1	1	1	1	2	1	2	2	1	-	3	3	2	1	3	3	3	3	3	2
	5%	7%	5%	11%	5%	8%	4%	9%	18%	3%	-	6%	6%	4%	3%	5%	5%	5%	6%	6%	4%
2	2	-	2	-	1	1	-	2	1	1	-	2	2	2	2	2	2	2	2	2	2
	5%	-	8%	-	7%	4%	-	10%	12%	4%	-	5%	3%	5%	6%	5%	5%	5%	4%	5%	4%
1 - very poor value	3	2	1	1	-	2	-	1	1	1	1	1	3	3	3	3	3	3	2	3	3
	6%	11%	3%	6%	-	6%	-	4%	7%	5%	8%	2%	6% <sub>k</sub>	6% <sub>k</sub>	7% <sub>k</sub>	6% <sub>k</sub>	6% <sub>k</sub>	6%	3%	7%	7%
Don't know	*	*	-	-	*	-	*	-	-	*	-	*	*	*	*	*	*	*	*	*	*
	1%	2%	-	-	2%	-	2%	-	-	1%	-	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
Mean	5.71	5.37	5.81	5.66	6.79	5.96	6.00	5.82	5.29	5.72	6.25	5.96 <sub>p</sub>	5.72	5.76	5.65	5.72	5.71	5.72	5.85	5.64	5.59
Standard deviation	2.35	2.29	2.50	1.82	2.46	2.66	1.56	2.83	2.64	2.09	3.14	2.18	2.34	2.38	2.49	2.37	2.35	2.40	2.27	2.40	2.40

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 246

**Q.15 Thinking about the last time you spent money in a free to play video game, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a free to play video game**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	51*	20**	29**	13**	17**	27**	21**	20**	10**	30**	10**	48*	49*	50*	41*	51*	51*	49*	47*	45*	43*
Standard error	0.32	0.48	0.47	0.49	0.61	0.51	0.35	0.69	0.80	0.37	1.05	0.31	0.33	0.33	0.38	0.33	0.32	0.33	0.33	0.35	0.36
NET: 8-10	12 23%	2 12%	10 33%	- -	7 41%	9 33%	4 18%	7 34%	3 28%	6 18%	4 37%	12 25%	11 23%	12 24%	10 25%	12 23%	12 23%	12 24%	11 25%	10 22%	9 21%
NET: 4-7	31 60%	14 68%	15 52%	11 83%	8 45%	13 49%	16 75%	9 44%	3 35%	21 68%	5 54%	30 62%	30 61%	30 60%	23 58%	31 60%	31 60%	29 59%	28 61%	27 60%	27 62%
NET: 1-3	8 16%	4 18%	5 16%	2 17%	2 12%	5 18%	1 4%	4 22%	4 37%	4 12%	1 8%	6 12%	7 15%	8 15%	7 17%	8 16%k	8 16%k	8 16%	6 13%	8 18%	7 16%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 247  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
Base: All gamers

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: Yes	353	217	135	75	119	92	47	10	9	116	105	55	77	36	12	23	26	33	23	23	31	54	43	38	12
	25%	31% <sup>b</sup>	20%	36% <sup>ghi</sup>	38% <sup>ghi</sup>	32% <sup>ghi</sup>	19% <sup>hi</sup>	7%	5%	31% <sup>kl</sup>	26% <sup>kl</sup>	19%	24%	31% <sup>p</sup>	25%	15%	23%	25%	21%	35% <sup>p</sup>	25%	27% <sup>p</sup>	25%	33% <sup>p</sup>	34% <sup>p</sup>
Yes - Single player content (e.g. new levels, story or ways to play)	214	144	70	43	73	58	29	3	7	70	66	29	49	29	6	11	17	22	17	10	16	33	28	19	5
	15%	20% <sup>b</sup>	10%	21% <sup>ghi</sup>	23% <sup>ghi</sup>	20% <sup>ghi</sup>	11% <sup>hi</sup>	2%	4%	18% <sup>kl</sup>	17% <sup>kl</sup>	10%	15%	25% <sup>pu</sup>	12%	7%	15%	17% <sup>p</sup>	15%	15%	13%	16% <sup>p</sup>	16% <sup>p</sup>	16% <sup>p</sup>	14%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	116	63	53	21	37	31	21	4	4	38	33	18	28	11	7	4	9	8	6	7	10	19	17	9	8
	8%	9%	8%	10% <sup>hi</sup>	12% <sup>hi</sup>	11% <sup>hi</sup>	8% <sup>hi</sup>	3%	2%	10%	8%	6%	9%	9% <sup>p</sup>	15% <sup>p</sup>	2%	8%	6%	6%	11% <sup>p</sup>	8% <sup>p</sup>	9% <sup>p</sup>	10% <sup>p</sup>	8%	22% <sup>pqrstuv</sup>
Yes - Something that had an impact in online play (e.g. new weapons or powers)	89	68	21	17	37	24	9	1	1	36	18	15	21	13	4	3	7	4	4	3	8	21	12	7	3
	6%	10% <sup>b</sup>	3%	8% <sup>ghi</sup>	12% <sup>ghi</sup>	9% <sup>ghi</sup>	3%	1%	1%	9% <sup>kl</sup>	4%	5%	7%	11% <sup>pr</sup>	7%	2%	6%	3%	4%	5%	7%	10% <sup>pr</sup>	7%	6%	9%
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	70	45	25	15	32	18	5	-	-	23	25	9	13	8	4	3	6	5	1	9	6	9	11	7	1
	5%	6% <sup>b</sup>	4%	7% <sup>ghi</sup>	10% <sup>ghi</sup>	6% <sup>ghi</sup>	2%	-	-	6%	6%	3%	4%	7%	7%	2%	5%	4%	1%	13% <sup>prsv</sup>	5%	5%	6%	6%	2%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	60	44	17	11	25	16	8	-	1	18	19	10	14	6	1	4	11	2	3	4	3	10	13	3	1
	4%	6% <sup>b</sup>	2%	5% <sup>hi</sup>	8% <sup>ghi</sup>	6% <sup>hi</sup>	3% <sup>h</sup>	-	*	5%	5%	3%	4%	5%	2%	3%	10% <sup>prsu</sup>	1%	2%	6%	2%	5%	7% <sup>r</sup>	3%	2%
Yes - Something with unknown rewards (e.g. loot boxes)	50	34	16	13	19	10	3	3	1	20	15	4	10	4	2	7	7	3	2	1	2	3	12	5	-
	4%	5% <sup>b</sup>	2%	6% <sup>gi</sup>	6% <sup>gi</sup>	4%	1%	2%	1%	5% <sup>kl</sup>	4%	1%	3%	4%	5%	5%	6% <sup>v</sup>	3%	2%	2%	2%	1%	7% <sup>uv</sup>	4%	-
No	1002	477	525	120	185	183	206	143	164	255	280	234	232	78	35	122	85	92	85	43	92	146	123	78	24
	72%	67%	77% <sup>ea</sup>	58%	59%	64%	81% <sup>def</sup>	91% <sup>def</sup>	94% <sup>def</sup>	67%	71%	79% <sup>gjk</sup>	73%	68%	71%	82% <sup>nt</sup>	73%	70%	77%	65%	74%	72%	71%	66%	66%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 247

**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**

**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Don't know	37	15	21	11	10	9	1	3	2	9	11	6	11	2	2	4	5	6	3	1	2	3	8	1	-
	3%	2%	3%	5%gi	3%g	3%	1%	2%	1%	2%	3%	2%	3%	1%	4%	3%	4%	5%	2%	1%	2%	2%	5%	1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 248  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
 Base: All gamers

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: Yes	353 25%	258 28% <sub>c</sub>	87 30% <sub>c</sub>	8 4%	96 28% <sub>f</sub>	62 35% <sub>dfgi</sub>	46 22%	20 21%	5 36%	246 24%	173 22%	178 29% <sub>aj</sub>	303 25%	44 30%	197 22%	153 33% <sub>nu</sub>	118 31% <sub>nu</sub>	69 29% <sub>nu</sub>	73 42% <sub>nopq</sub>	84 37% <sub>npqu</sub>	58 33% <sub>nqu</sub>	15 15%	44 22%	55 24%	55 23%	75 23%	103 35% <sub>vwxxy</sub>
Yes - Single player content (e.g. new levels, story or ways to play)	214 15%	154 17% <sub>c</sub>	56 19% <sub>c</sub>	4 2%	59 17% <sub>f</sub>	44 24% <sub>dfgi</sub>	25 12%	12 12%	5 36%	150 15%	110 14%	103 17%	186 15%	27 18%	134 15%	79 17%	66 17% <sub>u</sub>	39 16% <sub>u</sub>	32 19%	47 21% <sub>npu</sub>	31 17%	10 10%	26 13%	35 15%	33 14%	49 15%	58 20%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	116 8%	96 11% <sub>bc</sub>	16 6%	4 2%	32 9%	15 8%	21 10%	9 10%	1 10%	80 8%	55 7%	60 10%	100 8%	15 10%	59 6%	55 12% <sub>nqu</sub>	41 11% <sub>nu</sub>	21 9% <sub>u</sub>	28 16% <sub>nqu</sub>	31 14% <sub>nu</sub>	21 12% <sub>nqu</sub>	2 2%	12 6%	23 10%	20 8%	22 7%	35 12% <sub>v</sub>
Yes - Something that had an impact in online play (e.g. new weapons or powers)	89 6%	67 7% <sub>c</sub>	21 7% <sub>c</sub>	1 1%	17 5% <sub>f</sub>	12 6% <sub>f</sub>	6 3%	2 2%	1 10%	73 7% <sub>f</sub>	40 5%	49 8%	74 6%	14 10%	45 5%	43 9% <sub>nqu</sub>	33 9% <sub>nqu</sub>	12 5%	24 14% <sub>nopqt</sub>	29 13% <sub>nopqt</sub>	10 6%	3 3%	10 5%	10 4%	16 7%	25 8%	25 8%
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	70 5%	50 6% <sub>c</sub>	19 6% <sub>c</sub>	1 *	14 4%	6 3%	10 5%	3 4%	- -	56 6%	34 4%	36 6%	63 5%	6 4%	41 4%	29 6% <sub>p</sub>	19 5%	10 4%	19 11% <sub>nopqs</sub>	14 6%	8 5%	4 4%	9 4%	12 5%	13 6%	17 5%	15 5%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	60 4%	48 5% <sub>c</sub>	11 4% <sub>c</sub>	1 *	11 3%	6 3%	6 3%	4 4%	2 14%	48 5%	37 5%	23 4%	51 4%	9 6%	28 3%	33 7% <sub>npu</sub>	20 5%	11 5% <sub>u</sub>	20 11% <sub>nopqu</sub>	16 7% <sub>nu</sub>	10 6%	1 1%	5 2%	10 5%	13 5%	14 4%	14 5%
Yes - Something with unknown rewards (e.g. loot boxes)	50 4%	38 4% <sub>c</sub>	11 4% <sub>c</sub>	-	10 3%	5 3%	6 3%	1 1%	-	36 4%	29 4%	21 3%	47 4%	1 1%	30 3%	20 4%	16 4%	9 4%	7 4%	9 4%	8 4%	1 1%	2 1%	2 1%	16 7% <sub>vw</sub>	14 4% <sub>vw</sub>	11 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 248  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
 Base: All gamers

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
No	1002 72%	622 68%	198 68%	181 95%ab	245 71%e	114 64%	164 78%de	72 77%e	9 64%	733 73%e	579 75%k	416 68%	892 73%	99 66%	691 76%opqr st	302 65%r	254 66%rs	160 67%rt	98 56%	134 60%	110 63%	82 81%opqr st	153 76%z	170 73%z	175 74%z	245 75%z	189 64%
Don't know	37 3%	28 3%	6 2%	2 1%	4 1%	3 2%	1 1%	1 2%	-	31 3%	18 2%	18 3%	30 2%	6 4%	25 3%	12 3%	10 3%	9 4%	3 2%	6 3%	7 4%	4 4%	4 2%	7 3%	7 3%	7 2%	4 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 249  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
 Base: All gamers

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: Yes	353 25%	20 35% <sub>dgw</sub>	13 26%	12 26% <sub>g</sub>	9 17%	10 42%	8 17%	14 12%	14 30% <sub>g</sub>	13 21%	34 29% <sub>g</sub>	12 26% <sub>g</sub>	18 36% <sub>dgw</sub>	5 19%	4 18%	84 25% <sub>g</sub>	16 33% <sub>g</sub>	20 38% <sub>dfgw</sub>	10 25%	16 33% <sub>g</sub>	12 34% <sub>g</sub>	7 14%
Yes - Single player content (e.g. new levels, story or ways to play)	214 15%	14 24% <sub>g</sub>	13 26% <sub>g</sub>	6 13%	8 14%	6 26%	6 13%	8 7%	4 9%	8 13%	22 19% <sub>g</sub>	6 12%	9 19% <sub>g</sub>	2 5%	3 13%	53 16% <sub>g</sub>	10 21% <sub>g</sub>	11 22% <sub>g</sub>	7 17%	8 15%	5 14%	5 10%
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	116 8%	8 14% <sub>g</sub>	3 6%	7 15% <sub>g</sub>	2 4%	4 16%	2 3%	3 2%	4 9%	5 8%	8 7%	6 13% <sub>g</sub>	2 5%	1 3%	2 10%	29 9% <sub>g</sub>	10 21% <sub>dfgjloqw</sub>	3 5%	3 8%	5 9%	8 22% <sub>bdfgjloqw</sub>	2 4%
Yes - Something that had an impact in online play (e.g. new weapons or powers)	89 6%	7 13% <sub>giw</sub>	6 11% <sub>gw</sub>	4 8%	2 4%	4 16%	1 2%	2 2%	2 4%	1 2%	5 4%	3 7%	4 8%	4 13%	1 5%	28 8% <sub>gw</sub>	3 7%	5 10% <sub>gw</sub>	1 2%	3 5%	3 9% <sub>w</sub>	-
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	70 5%	5 10% <sub>g</sub>	2 5% <sub>g</sub>	4 8% <sub>g</sub>	2 4% <sub>g</sub>	3 13%	-	-	6 14% <sub>fgiow</sub>	1 2%	6 5% <sub>g</sub>	2 5% <sub>g</sub>	2 4% <sub>g</sub>	1 3%	2 10%	17 5% <sub>g</sub>	2 5% <sub>g</sub>	4 9% <sub>g</sub>	2 4%	6 12% <sub>fgw</sub>	1 2%	* 1%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	60 4%	3 6% <sub>g</sub>	3 6% <sub>g</sub>	4 8% <sub>g</sub>	4 7% <sub>g</sub>	4 18%	2 4% <sub>g</sub>	-	4 9% <sub>giw</sub>	3 4% <sub>g</sub>	2 1%	-	2 4%	2 7%	1 5%	15 5% <sub>g</sub>	6 12% <sub>gikw</sub>	1 2%	1 2%	3 7% <sub>g</sub>	1 2%	-
Yes - Something with unknown rewards (e.g. loot boxes)	50 4%	2 3%	2 5%	3 7%	3 4%	4 16%	1 2%	5 4%	2 5%	-	3 3%	-	6 13% <sub>ijklorvw</sub>	1 3%	1 5%	10 3%	3 7%	2 4%	-	1 2%	-	-
No	1002 72%	36 62%	38 74%	32 69%	42 74%	14 58%	40 83% <sub>calpq</sub>	103 85% <sub>achjlopqsv</sub>	31 68%	49 78% <sub>p</sub>	78 66%	34 73%	30 60%	22 78%	17 82%	246 73% <sub>p</sub>	25 53%	32 60%	31 74%	33 66%	24 66%	44 86% <sub>ahjlpqsv</sub>

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 249

**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**

**Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Don't know	37	2	-	2	5	-	-	3	1	1	6	*	2	1	-	5	7	1	*	1	-	-
	3%	3%	-	4%	9%	ow	-	3%	2%	1%	5%	1%	4%	3%	-	2%	14%	1%	1%	1%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 250  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
 Base: All gamers

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: Yes	353 25%	82 52%	85 54% c efgh il	74 44%	44 46%	63 39%	72 39%	74 44%	93 43%	99 37%	57 48% il	64 46%	77 38%	60 58% c efgh ikl	228 28%	156 36% np	202 32% n	110 42% npr	118 34% n	89 43% npr	62 40% np	67 40% np	42 55% nopqr tu	39 45% np	54 46% npr
Yes - Single player content (e.g. new levels, story or ways to play)	214 15%	36 23%	41 26% e	32 19%	16 16%	28 17%	39 21%	36 21%	53 24%	52 20%	25 21%	28 20%	40 20%	28 27% de	134 16%	87 20% n	121 19% n	55 21%	69 20%	48 23% n	31 20%	33 20%	16 21%	16 19%	31 26% n
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	116 8%	39 25%	40 25% fghil	34 20% f	20 21% f	30 19%	25 14%	30 18%	34 16%	38 14%	25 21%	29 21%	36 18%	24 24% fi	78 10%	62 14% np	64 10%	45 17% np	46 13% n	30 14% n	24 15% np	22 13%	19 24% nopqr stuw	12 14%	17 14%
Yes - Something that had an impact in online play (e.g. new weapons or powers)	89 6%	29 19%	24 16%	24 14%	13 14%	21 13%	27 14%	21 13%	24 11%	30 11%	18 16%	23 17%	26 13%	18 17%	66 8%	52 12% np	57 9%	33 12% np	33 10%	21 10%	23 15% np	22 13% n	18 24% nopqr stu	14 16% np	20 16% npr
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	70 5%	16 10%	12 8%	11 6%	11 11%	12 8%	14 8%	18 11%	18 8%	24 9%	15 13% c	14 10%	16 8%	8 8%	58 7%	35 8%	49 8%	21 8%	26 8%	20 9%	10 7%	17 10%	9 12%	10 12%	8 7%
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	60 4%	12 7%	12 8%	10 6%	5 5%	11 7%	12 7%	8 5%	16 7%	16 6%	10 9%	13 9%	16 8%	10 10% g	48 6%	33 8%	37 6%	19 7%	20 6%	12 6%	9 5%	12 7%	9 12%	6 7%	9 8%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 250

**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**

**Base: All gamers**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Yes - Something with unknown rewards (e.g. loot boxes)	50 4%	3 2%	3 2%	3 2%	3 3%	5 3%	5 3%	3 2%	8 4%	10 4%	4 4%	6 4%	9 4%	4 4%	25 3%	19 4%	27 4%	8 3%	15 4%	8 4%	4 2%	7 4%	5 6%wx	1 2%	2 2%
No	1002 72%	70 45%	69 44%	89 53%bm	48 50%am	93 57%bm	105 56%bm	92 54%bm	119 55%bm	160 60%bjkm	58 49%am	67 49%am	120 59%bkm	38 37%	570 70%opqrs tuvwx	259 61%qvx	421 66%oqsuv wx	138 53%	216 63%qsvx	114 55%	90 58%v	95 56%v	33 43%	45 51%	61 51%
Don't know	37 3%	5 3%	4 2%	5 3%	4 4%	7 4%	9 5%	4 2%	5 2%	6 2%	3 2%	7 5%	8 4%	5 5%	18 2%	13 3%	15 2%	14 5%noprs	9 3%	5 2%	3 2%	7 4%	1 1%	3 3%	4 3%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 251  
**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**  
 Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Yes	353 25%	134 28%	196 32%	126 30%	135 32%	187 43%	133 42%	117 37%	85 22%	196 26%	58 38%hi	324 25%	314 25%	321 30%klop	274 35%klimo	323 26%	346 26%k	334 27%	330 30%q	271 26%	255 40% <sup>s</sup>
Yes - Single player content (e.g. new levels, story or ways to play)	214 15%	77 16%	119 20%	73 17%	76 18%	113 26%	87 27%	74 23%	59 15%	113 15%	37 24%hi	190 15%	193 16%	202 19%klop	168 21%klimo	201 16%k	212 16%k	198 16%	204 18%q	179 17%	160 25% <sup>s</sup>
Yes - Something to make the game easier in single player (e.g. more lives, energy or powers)	116 8%	44 9%	71 12%	47 11%	56 13%	61 14%	40 13%	40 13%	21 5%	73 10%h	17 11%h	111 9%	103 8%	102 10%lp	81 10%lop	108 9%	111 8%	116 9%	104 9%	94 9%	78 12% <sup>s</sup>
Yes - Something that had an impact in online play (e.g. new weapons or powers)	89 6%	30 6%	61 10%	31 7%	41 10%	52 12%	42 13%	38 12%	19 5%	44 6%	22 14%hi	86 7%	87 7%	84 8%kp	75 10%klimo	86 7%	89 7%	88 7%	88 8%	65 6%	82 13% <sup>s</sup>
Yes - Something that had no impact on gameplay (e.g. a new skin or cosmetic)	70 5%	28 6%	42 7%	22 5%	24 6%	46 10%	36 11%	32 10%	15 4%	34 5%	20 13%hi	62 5%	58 5%	63 6%klo	55 7%klop	62 5%	70 5%l	68 6%	69 6%	56 5%	57 9% <sup>s</sup>
Yes - Something that increases the rewards I earn from play (e.g. battle passes/boosters)	60 4%	26 6%	37 6%	23 5%	26 6%	37 9%	25 8%	26 8%	11 3%	34 5%	13 8%h	57 4%	57 5%	57 5%kp	50 6%klop	60 5%	60 5%	58 5%	59 5%	49 5%	56 9% <sup>s</sup>
Yes - Something with unknown rewards (e.g. loot boxes)	50 4%	17 4%	32 5%	14 3%	19 5%	27 6%	19 6%	14 5%	11 3%	23 3%	12 8%hi	49 4%	48 4%	48 5%p	41 5%klop	50 4%	50 4%	48 4%	47 4%	45 4%	41 6% <sup>s</sup>
No	1002 72%	331 69%	392 64%	283 66%	275 65%	241 55%	175 55%	194 61%	291 76%j	531 71%	96 62%	920 72%mn	889 72%mn	709 67% <sup>n</sup>	486 62%	885 71%mn	931 71% <sup>mn</sup>	859 70% <sup>r</sup>	753 68%	743 71% <sup>t</sup>	370 57%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 251

**Q.16 Have you ever paid in real money or bought in-game currency for additional content or functionality in a video game that you had already purchased?**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Don't know	37	13	21	17	11	9	12	8	8	23	-	33	31	29	20	31	31	37	28	29	20
		3%	3%	4%	3%	2%	4%	2%	2%	3%	j	3%	2%	3%	3%	2%	2%	3%	3%	3%	3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 252

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Summary**

**Base: All who spent money in a video game already purchased**

	Purchases					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Unweighted base	212	109	84	64	61	45
Weighted base	214	116	89	70	60	50
10 - very good value	28 13%	11 9%	4 5%	5 7%	7 11%	5 10%
9	32 15%	12 11%	12 14%	7 10%	12 20%	1 2%
8	54 25%	28 24%	18 20%	14 20%	11 19%	7 13%
7	43 20%	26 22%	19 21%	14 20%	7 11%	6 13%
6	23 11%	10 9%	24 27%	13 18%	13 21%	5 10%
5	15 7%	10 9%	6 7%	4 6%	3 4%	5 11%
4	6 3%	3 2%	1 1%	8 12%	3 6%	3 6%
3	5 2%	5 4%	2 2%	1 1%	2 4%	8 16%
2	4 2%	5 4%	1 1%	-	1 1%	5 10%
1 - very poor value	3 1%	6 5%	2 2%	3 5%	1 2%	3 6%
Don't know	1 *	* *	- -	1 1%	* 1%	1 3%
Mean	7.35	6.72	6.91	6.59	7.14	5.43
Standard deviation	1.99	2.38	1.80	2.14	2.13	2.70

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 252

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Summary**

**Base: All who spent money in a video game already purchased**

	Purchases					
	Single player content (e.g. new levels, story or ways to play)	Something to make the game easier in single player (e.g. more lives, energy or powers)	Something that had an impact in online play (e.g. new weapons or powers)	Something that had no impact on gameplay (e.g. a new skin or cosmetic)	Something that increases the rewards I earn from play (e.g. battle passes/boosters)	Something with unknown rewards (e.g. loot boxes)
Weighted base	214	116	89	70	60	50
Standard error	0.14	0.23	0.20	0.27	0.27	0.41
NET: 8-10	114 53%	51 44%	34 39%	25 36%	30 50%	12 25%
NET: 4-7	87 41%	49 42%	50 56%	39 56%	26 42%	20 40%
NET: 1-3	12 6%	16 14%	5 5%	4 6%	4 7%	16 32%

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 253

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	212	142	70	47	69	52	33	3	8	63	67	36	46	29	6	11	17	20	20	10	16	27	32	17	7
Weighted base	214	144	70*	43*	73*	58*	29**	3**	7**	70*	66*	29**	49*	29**	6**	11**	17**	22**	17**	10**	16**	33**	28**	19**	5**
10 - very good value	28	15	13	8	11	6	3	-	1	12	9	2	5	2	*	3	3	2	1	1	2	1	10	2	1
	13%	11%	19%	18%	15%	9%	11%	-	18%	18%	14%	6%	10%	7%	8%	30%	16%	11%	7%	8%	10%	3%	34%	9%	25%
9	32	24	8	9	15	6	2	-	-	10	8	3	11	6	-	2	2	1	3	2	3	10	1	3	1
	15%	17%	11%	20%	21%	11%	6%	-	-	14%	13%	9%	23%	19%	-	17%	11%	2%	16%	21%	16%	29%	4%	15%	16%
8	54	36	18	14	20	12	4	1	2	18	22	7	7	9	2	-	6	7	3	5	4	7	4	5	1
	25%	25%	25%	34%	28%	21%	13%	34%	26%	26%	33% <sup>m</sup>	23%	14%	32%	30%	-	36%	33%	20%	48%	27%	20%	13%	26%	26%
7	43	32	11	7	7	18	10	-	1	14	9	9	11	5	1	2	3	7	2	2	9	5	5	1	1
	20%	22%	16%	16%	10%	31% <sup>e</sup>	34%	-	12%	20%	13%	32%	23%	18%	13%	19%	17%	32%	13%	16%	15%	26%	17%	24%	16%
6	23	17	6	3	8	5	5	-	3	9	8	5	2	4	-	3	3	1	5	1	2	1	4	-	1
	11%	12%	8%	6%	11%	8%	18%	-	44%	12%	12%	16%	4%	14%	-	23%	15%	3%	28%	7%	14%	2%	15%	-	17%
5	15	10	5	2	4	4	3	2	-	2	5	2	6	2	3	-	-	-	1	-	1	3	1	4	-
	7%	7%	7%	5%	5%	7%	9%	66%	-	3%	7%	7%	13%	5%	49%	-	-	-	9%	-	6%	10%	3%	20%	-
4	6	3	3	1	3	1	1	-	-	2	1	1	2	-	-	-	1	1	-	-	1	2	-	-	-
	3%	2%	4%	2%	3%	2%	4%	-	-	2%	1%	4%	4%	-	-	-	7%	7%	-	-	1	3%	7%	-	-
3	5	3	2	-	1	4	-	-	-	1	1	-	2	-	-	1	-	2	-	-	1	1	-	-	-
	2%	2%	3%	-	1%	7%	-	-	-	2%	2%	-	5%	-	-	11%	-	7%	-	-	6%	4%	-	-	-
2	4	1	3	-	2	1	1	-	-	1	2	-	1	1	-	-	1	-	-	-	1	1	-	-	-
	2%	1%	4%	-	3%	2%	4%	-	-	2%	3%	-	2%	3%	-	4%	-	-	-	-	7%	4%	-	-	-
1 - very poor value	3	2	1	-	2	1	-	-	-	1	1	-	1	-	-	-	1	-	-	-	-	1	1	-	-
	1%	1%	1%	-	3%	2%	-	-	-	1%	2%	-	2%	-	-	-	4%	-	-	-	-	4%	5%	-	-
Don't know	1	1	-	-	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	1	-	-	-
	*	*	-	-	1%	-	-	-	-	-	-	2%	-	-	-	-	-	-	-	-	-	2%	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 253

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	York-shire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	214	144	70*	43*	73*	58*	29**	3**	7**	70*	66*	29**	49*	29**	6**	11**	17**	22**	17**	10**	16**	33**	28**	19**	5**
Mean	7.35	7.39	7.28	8.05f	7.49	6.97	6.87	6.02	7.37	7.58	7.37	7.20	7.07	7.52	6.55	7.60	7.71	6.94	7.06	8.08	7.05	7.22	7.60	7.13	8.18
Standard deviation	1.99	1.84	2.27	1.45	2.19	2.06	1.86	1.71	1.61	1.95	2.06	1.43	2.22	1.66	1.83	2.35	1.80	2.23	1.70	1.04	2.26	1.97	2.40	2.16	1.56
Standard error	0.14	0.16	0.27	0.21	0.27	0.29	0.32	0.99	0.57	0.25	0.25	0.24	0.33	0.31	0.75	0.71	0.44	0.50	0.38	0.33	0.56	0.38	0.43	0.52	0.59
NET: 8-10	114	76	39	31	46	24	9	1	3	41	40	11	23	17	2	5	11	10	7	8	8	17	15	10	3
	53%	53%	55%	71% <sup>f</sup>	63% <sup>f</sup>	42%	30%	34%	44%	58%	60%	39%	47%	59%	38%	48%	64%	47%	43%	77%	53%	52%	52%	51%	68%
NET: 4-7	87	61	25	12	21	28	19	2	4	26	22	17	22	11	4	5	6	9	10	2	6	14	12	8	2
	41%	43%	36%	29%	29%	48%	66%	66%	56%	37%	33%	59%	44%	38%	62%	42%	32%	42%	57%	23%	35%	41%	41%	44%	32%
NET: 1-3	12	6	6	-	5	6	1	-	-	3	4	-	4	1	-	1	3	-	-	2	3	1	1	-	-
	6%	4%	8%	-	7%	10%	4%	-	-	5%	7%	-	9%	3%	-	11%	4%	11%	-	-	12%	8%	4%	5%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 254

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	212	149	58	5	60	45	26	12	5	145	107	104	186	24	137	74	61	35	30	42	29	8	27	37	32	51	53
Weighted base	214	154	56*	4**	59*	44*	25**	12**	5**	150	110*	103*	186	27**	134	79*	66*	39**	32**	47*	31**	10**	26**	35*	33**	49*	58*
10 - very good value	28 13%	19 12%	9 16%	1 16%	10 18%	7 17%	4 15%	2 18%	2 38%	18 12%	16 15%	12 12%	25 13%	3 13%	20 15%	8 10%	6 8%	3 8%	4 13%	3 6%	3 11%	- -	3 10%	1 2%	9 28%	6 12%	8 14%
9	32 15%	19 12%	13 23%	- -	10 18%	9 20%	5 22%	2 18%	- -	21 14%	18 16%	15 14%	22 12%	9 35%	18 13%	15 19%	13 20%	10 25%	4 13%	11 23%	7 23%	2 24%	6 24%	3 10%	5 16%	4 8%	14 23%y
8	54 25%	38 25%	14 25%	2 42%	8 13%	6 14%	3 12%	1 8%	1 11%	44 30% <sup>d</sup>	26 24%	27 27%	49 26%	4 15%	37 28%	16 21% <sup>p</sup>	10 15%	6 15%	7 23%	6 14%	6 19%	1 7%	4 15%	10 29%	10 30%	15 31%	12 21%
7	43 20%	32 21%	10 19%	- -	12 20%	10 23%	6 25%	4 34%	2 37%	29 20%	20 18%	23 22%	39 21%	4 15%	20 30% <sup>n</sup>	22 33% <sup>n</sup>	15 38%	6 19%	13 28%	10 33%	6 56%	8 30%	4 11%	2 6%	12 25%	11 19%	
6	23 11%	20 13% <sup>b</sup>	1 3%	2 42%	7 11%	4 9%	4 17%	- -	- -	17 11%	11 10%	12 12%	21 11%	2 9%	16 12%	8 10%	8 11%	- -	7 21%	8 16%	- -	- -	3 13%	8 24%	2 7%	5 10%	5 8%
5	15 7%	11 7%	4 7%	- -	7 12%	4 10%	- -	3 22%	1 14%	8 5%	9 8%	6 6%	14 7%	1 5%	14 10% <sup>o</sup>	1 2%	1 2%	1 3%	- -	1 3%	- -	1 13%	2 8%	3 10%	3 9%	1 3%	2 4%
4	6 3%	4 3%	1 2%	- -	1 2%	1 3%	- -	- -	- -	4 3%	3 3%	3 2%	5 3%	1 3%	3 2%	3 3%	2 3%	1 2%	1 5%	2 4%	1 3%	- -	- -	1 2%	1 4%	2 4%	2 4%
3	5 2%	4 3%	1 2%	- -	1 2%	1 3%	- -	- -	- -	4 2%	4 3%	1 1%	4 2%	1 5%	1 1%	4 5%	2 4%	2 6%	1 4%	2 3%	2 8%	- -	- -	1 3%	- -	1 3%	3 5%
2	4 2%	2 2%	2 3%	- -	1 2%	- -	1 4%	- -	- -	3 2%	1 1%	3 3%	4 2%	- -	3 2%	1 1%	1 1%	- -	1 2%	1 2%	- -	- -	- -	3 8%	- -	- -	1 2%
1 - very poor value	3 1%	2 1%	1 2%	- -	1 2%	1 2%	1 4%	- -	- -	1 1%	2 2%	- -	3 2%	- -	2 2%	1 1%	1 1%	1 3%	- -	- -	1 3%	- -	- -	- -	- -	3 6%	- -
Don't know	1 *	1 *	- -	- -	- -	- -	- -	- -	- -	1 *	1 1%	- -	1 *	- -	1 1%	- -	- -	- -	- -	- -	- -	- -	- -	1 2%	- -	- -	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 254

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	214	154	56*	4**	59*	44*	25**	12**	5**	150	110*	103*	186	27**	134	79*	66*	39**	32**	47*	31**	10**	26**	35*	33**	49*	58*
Mean	7.35	7.24	7.64	7.50	7.33	7.41	7.42	7.53	7.96	7.38	7.36	7.40	7.28	7.78	7.34	7.33	7.26	7.36	7.26	7.22	7.38	7.30	7.65	6.53	8.09	7.08	7.54
Standard deviation	1.99	1.96	2.10	1.65	2.13	2.09	2.23	1.81	1.98	1.89	2.06	1.82	2.00	1.88	2.03	1.91	1.90	2.03	1.95	1.80	2.18	1.27	1.47	2.02	1.77	2.23	2.02
Standard error	0.14	0.16	0.28	0.74	0.28	0.31	0.44	0.52	0.89	0.16	0.20	0.18	0.15	0.38	0.17	0.22	0.24	0.34	0.36	0.28	0.41	0.45	0.28	0.34	0.31	0.31	0.28
NET: 8-10	114	76	36	2	29	22	12	5	2	83	60	54	96	17	75	38	29	19	16	20	16	3	13	14	24	25	34
	53%	50%	64%	58%	49%	50%	50%	44%	49%	55%	54%	53%	52%	63%	56%	49%	44%	48%	49%	43%	53%	31%	49%	41%	74%	50%	58%
NET: 4-7	87	68	17	2	27	20	11	7	3	58	43	44	78	9	52	35	33	17	15	24	11	7	13	16	9	20	20
	41%	44%	30%	42%	46%	45%	42%	56%	51%	39%	39%	43%	42%	32%	39%	44%	50%	43%	45%	52%	36%	69%	51%	46%	26%	41%	35%
NET: 1-3	12	9	4	-	3	2	2	-	-	8	7	4	11	1	7	5	4	3	2	2	3	-	-	4	-	4	4
	6%	6%	6%	-	5%	5%	8%	-	-	5%	6%	4%	6%	5%	5%	7%	6%	9%	6%	5%	11%	-	-	11%	-	9%	7%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 255

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	212	12	15	6	7	6	6	7	5	11	20	5	10	2	3	49	11	11	5	7	7	7
Weighted base	214	14**	13**	6**	8**	6**	6**	8**	4**	8**	22**	6**	9**	2**	3**	53*	10**	11**	7**	8**	5**	5**
10 - very good value	28	*	2	*	3	-	1	1	2	-	2	-	2	-	-	7	4	-	1	1	1	1
	13%	3%	13%	8%	37%	-	19%	17%	53%	-	11%	-	17%	-	-	14%	38%	-	11%	11%	25%	10%
9	32	5	-	-	-	1	1	2	-	2	1	-	-	1	-	12	*	2	1	2	1	1
	15%	34%	-	-	-	11%	22%	24%	-	24%	6%	-	-	51%	-	23%	4%	19%	11%	27%	16%	19%
8	54	5	5	2	1	4	1	-	1	3	7	3	1	1	1	9	-	3	2	4	1	*
	25%	35%	34%	30%	16%	69%	11%	-	15%	35%	34%	55%	11%	49%	32%	16%	-	25%	35%	30%	53%	26%
7	43	3	2	1	3	-	-	1	1	2	7	-	1	-	1	13	1	4	2	-	1	-
	20%	21%	19%	13%	39%	-	-	17%	32%	24%	32%	-	12%	-	39%	24%	12%	32%	27%	-	16%	-
6	23	-	4	-	1	1	3	2	-	1	1	1	3	-	-	2	4	-	-	1	1	*
	11%	-	31%	-	8%	8%	49%	27%	-	17%	3%	13%	30%	-	-	4%	35%	-	-	9%	17%	7%
5	15	-	*	3	-	-	-	-	-	-	-	1	1	-	1	3	-	2	1	-	-	2
	7%	-	3%	49%	-	-	-	-	-	-	-	17%	16%	-	28%	6%	-	15%	20%	-	-	35%
4	6	-	-	-	-	-	-	-	-	1	-	1	-	-	-	3	-	-	-	-	-	-
	3%	-	-	-	-	-	-	-	-	7%	-	13%	-	-	-	6%	-	-	-	-	-	-
3	5	-	-	-	-	-	-	1	-	2	1	-	-	-	-	1	-	-	-	-	-	-
	2%	-	-	-	-	-	-	15%	-	7%	15%	-	-	-	-	2%	-	-	-	-	-	-
2	4	1	-	-	-	1	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-
	2%	7%	-	-	-	12%	-	-	-	-	-	-	-	-	-	4%	-	-	-	-	-	-
1 - very poor value	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	-	-	-	1
	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	11%	9%	-	-	-	19%
Don't know	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-
	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1%	-	-	-	-	-	-
Mean	7.35	7.78	7.35	6.55	8.21	7.20	7.61	7.11	8.75	7.66	7.28	6.49	6.61	8.51	6.75	7.39	7.20	6.80	7.44	8.31	8.18	5.87
Standard deviation	1.99	1.83	1.41	1.83	1.57	2.24	1.82	2.42	1.60	1.09	1.85	2.05	2.03	-	1.47	2.14	2.97	2.27	1.65	1.05	1.56	3.28
Standard error	0.14	0.53	0.36	0.75	0.59	0.92	0.74	0.92	0.71	0.33	0.41	0.92	0.64	-	0.85	0.31	0.89	0.69	0.74	0.40	0.59	1.24

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 255

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	214	14**	13**	6**	8**	6**	6**	8**	4**	8**	22**	6**	9**	2**	3**	53*	10**	11**	7**	8**	5**	5**
NET: 8-10	114 53%	10 72%	6 47%	2 38%	4 54%	5 80%	3 51%	3 41%	3 68%	5 59%	11 51%	3 55%	3 29%	2 100%	1 32%	28 53%	4 42%	5 44%	4 52%	7 91%	3 68%	2 39%
NET: 4-7	87 41%	3 21%	7 53%	4 62%	4 46%	1 8%	3 49%	3 44%	1 32%	3 41%	9 42%	2 30%	7 71%	-	2 68%	21 39%	5 47%	5 48%	3 48%	1 9%	2 32%	2 43%
NET: 1-3	12 6%	1 7%	-	-	-	1 12%	-	1 15%	-	-	2 7%	1 15%	-	-	-	4 7%	1 11%	1 9%	-	-	-	1 19%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 256

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	212	33	40	34	15	27	36	33	52	52	24	26	39	26	129	79	115	49	66	46	31	34	17	16	32
Weighted base	214	36*	41*	32**	16**	28**	39*	36**	53*	52*	25**	28**	40*	28**	134	87*	121*	55*	69*	48*	31**	33**	16**	16**	31**
10 - very good value	28 13%	4 12%	6 14%	6 20%	3 21%	6 20%	6 14%	7 19%	8 15%	6 11%	3 14%	3 12%	4 9%	4 16%	18 13%	13 15%	15 12%	4 8%	7 11%	3 5%	4 12%	4 13%	3 17%	1 9%	5 16%
9	32 15%	6 16%	7 18%	3 10%	3 22%	6 20%	5 12%	6 16%	11 20%	12 22%	2 8%	3 11%	5 12%	4 15%	19 14%	13 15%	19 16%	15 27% <sup>nop</sup>	13 19%	9 19%	8 26%	8 25%	3 17%	4 26%	8 27%
8	54 25%	9 24%	9 21%	7 21%	2 13%	5 18%	11 27%	12 33%	11 22%	15 30%	8 32%	8 28%	13 32%	9 34%	40 30%	22 25%	34 28%	14 26%	22 32%	13 26%	8 26%	7 22%	3 17%	4 27%	6 21%
7	43 20%	10 27%	13 31% <sup>i</sup>	8 25%	4 23%	6 23%	8 19%	6 17%	15 28% <sup>i</sup>	8 16%	6 25%	10 24%	5 17%	5 20%	19 21%	27 22%	11 21%	10 15%	10 21%	4 12%	5 15%	2 13%	1 8%	3 11%	
6	23 11%	4 10%	4 10%	6 17%	3 20%	4 16%	4 10%	4 10%	5 9%	7 13%	2 7%	4 16%	5 12%	3 11%	13 10%	9 11%	9 8%	3 6%	7 10%	6 12%	5 16%	5 16%	3 19%	3 19%	4 13%
5	15 7%	3 8%	-	1 4%	-	-	1 3%	1 4%	1 2%	1 3%	2 8%	2 8%	2 6%	1 5%	11 8%	7 8%	10 8%	5 9%	5 8%	4 9%	3 8%	3 9%	2 11%	2 11%	4 13%
4	6 3%	-	2 4%	-	-	1 4%	2 6%	1 2%	1 1%	1 2%	-	1 3%	1 2%	1 2%	2 2%	1 1%	3 3%	1 2%	1 2%	1 2%	-	-	1 6%	-	-
3	5 2%	1 3%	-	-	-	-	2 6%	-	1 2%	1 2%	1 5%	-	1 3%	-	2 1%	2 2%	2 1%	-	2 2%	2 3%	-	-	-	-	-
2	4 2%	-	-	-	-	-	-	-	-	-	-	-	-	-	2 2%	-	1 1%	1 2%	1 2%	1 2%	-	-	-	-	-
1 - very poor value	3 1%	-	-	1 3%	-	-	1 3%	-	-	1 2%	-	-	-	-	1 1%	1 1%	1 1%	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 256

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live programme or TV opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	214	36*	41*	32**	16**	28**	39*	36**	53*	52*	25**	28**	40*	28**	134	87*	121*	55*	69*	48*	31**	33**	16**	16**	31**
Don't know	1*	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
			2%																						
Mean	7.35	7.51	7.79f	7.54	8.01	7.88	7.18	7.99	7.82f	7.60	7.48	7.46	7.38	7.85	7.50	7.55	7.50	7.64	7.56	7.18	7.79	7.76	7.42	7.65	7.84
Standard deviation	1.99	1.65	1.46	1.94	1.50	1.61	2.20	1.47	1.56	1.84	1.72	1.56	1.59	1.50	1.81	1.78	1.79	1.66	1.76	1.82	1.50	1.54	1.89	1.57	1.65
Standard error	0.14	0.29	0.23	0.33	0.39	0.31	0.37	0.26	0.22	0.26	0.35	0.31	0.25	0.29	0.16	0.20	0.17	0.24	0.22	0.27	0.27	0.26	0.46	0.39	0.29
NET: 8-10	114	19	22	16	9	16	21	24	30	32	14	14	21	18	77	48	68	33	42	24	20	20	8	10	19
	53%	51%	53%	50%	57%	57%	53%	67%	57%	62%	55%	51%	52%	65%	57%	55%	56%	61%	62%	50%	63%	60%	51%	62%	63%
NET: 4-7	87	16	18	15	7	12	15	12	22	17	10	14	18	10	52	36	49	20	24	21	11	14	8	6	11
	41%	45%	45%	46%	43%	43%	38%	33%	41%	33%	41%	49%	45%	35%	39%	42%	41%	37%	34%	44%	37%	40%	49%	38%	37%
NET: 1-3	12	1	-	1	-	-	4	-	1	2	1	-	1	-	5	3	4	1	3	3	-	-	-	-	-
	6%	3%	-	3%	-	-	9%	-	2%	4%	5%	-	3%	-	4%	3%	3%	2%	4%	6%	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 257

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	212	75	113	68	75	108	89	73	57	114	37	188	187	200	163	200	210	193	202	180	160
Weighted base	214	77*	119*	73*	76*	113*	87*	74*	59*	113*	37*	190	193	202	168	201	212	198	204	179	160
10 - very good value	28 13%	14 18%	12 10%	8 11%	10 14%	17 15%	7 8%	10 14%	5 8%	18 16%	6 16%	25 13%	25 13%	26 13%	23 14%	27 14%	28 13%	26 13%	27 13%	23 13%	25 16%
9	32 15%	5 7%	26 21%a	10 14%	17 22%	18 16%	15 17%	12 16%	12 20%	17 15%	4 11%	26 14%	29 15%	32 16%o	30 18%ko	26 13%	32 15%o	30 15%	32 16%	28 15%	27 17%
8	54 25%	18 23%	35 29%	18 25%	15 20%	29 25%	26 30%	18 24%	16 27%	27 24%	8 22%	52 27%	50 26%	52 26%	43 26%	54 27%p	53 25%	50 25%	53 26%	44 24%	38 24%
7	43 20%	11 14%	25 21%	13 18%	16 21%	22 20%	17 19%	13 18%	11 18%	23 20%	10 26%	36 19%	41 21%	40 20%	33 20%	39 19%	42 20%	40 20%	41 20%	38 21%	33 21%
6	23 11%	8 11%	10 9%	8 11%	10 14%	10 9%	12 14%	10 13%	7 13%	12 11%	4 11%	21 11%	21 11%	23 11%	15 12%n	23 11%	23 11%	20 10%	23 11%	21 12%	17 10%
5	15 7%	7 9%	7 6%	8 11%d	1 2%	9 8%	4 4%	5 6%	4 7%	8 7%	2 5%	15 8%	12 6%	14 7%	9 6%	14 7%	15 7%	14 7%	13 6%	13 7%	8 5%
4	6 3%	3 4%	3 3%	2 2%	2 3%	2 2%	3 3%	1 1%	1 1%	2 2%	3 7%	5 3%	6 3%	5 2%	3 2%	6 3%	6 3%	6 3%	4 2%	4 2%	4 3%
3	5 2%	4 5%	1 1%	2 3%	2 2%	3 3%	2 3%	4 5%	2 3%	3 3%	-	5 3% m	5 3%	3 2%	4 2%	5 2% m	5 2% m	5 2%	5 2%	3 2%	4 3%
2	4 2%	3 4%	1 1%	2 3%	1 1%	2 2%	-	2 3%	-	4 4%	-	3 2%	2 1%	4 2%	4 2%	4 2% l	4 2%	4 2%	4 2%	3 2%	2 1%
1 - very poor value	3 1%	3 4%	-	1 1%	1 1%	1 1%	1 1%	-	1 2%	-	1 3%	2 1%	2 1%	3 2%	2 1%	3 2%	3 1%	3 2%	2 1%	2 1%	1 1%
Don't know	1 *	-	-	-	-	-	-	-	1 1%	-	-	-	-	-	1 *	-	1 *	-	1 *	-	1 *
Mean	7.35	6.85	7.66a	7.10	7.57	7.43	7.39	7.36	7.37	7.41	7.31	7.34	7.40	7.38	7.48	7.31	7.35	7.33	7.43	7.37	7.55
Standard deviation	1.99	2.52	1.59	2.10	1.92	1.99	1.76	2.00	1.85	1.99	2.04	1.95	1.90	1.96	1.99	2.01	2.00	2.02	1.91	1.91	1.89

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 257

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Single player content (e.g. new levels, story or ways to play)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	214	77*	119*	73*	76*	113*	87*	74*	59*	113*	37*	190	193	202	168	201	212	198	204	179	160
Standard error	0.14	0.29	0.15	0.25	0.22	0.19	0.19	0.23	0.25	0.19	0.33	0.14	0.14	0.14	0.16	0.14	0.14	0.15	0.13	0.14	0.15
NET: 8-10	114	37	72	36	42	63	48	40	33	61	18	103	104	110	96	107	113	107	112	94	90
	53%	48%	60%	50%	56%	56%	56%	54%	55%	54%	48%	54%	54%	55%	57%	53%	54%	54%	55%	53%	56%
NET: 4-7	87	30	45	31	30	43	35	28	23	45	18	77	80	81	60	82	86	79	81	77	63
	41%	39%	38%	43%	40%	38%	40%	38%	39%	40%	49%	40%	41% <sub>n</sub>	40% <sub>n</sub>	36%	41% <sub>n</sub>	40% <sub>n</sub>	40%	40%	43%	39%
NET: 1-3	12	10	2	6	4	7	4	6	3	7	1	10	9	11	10	12	12	12	10	8	7
	6%	13% <sub>b</sub>	2%	8%	5%	6%	4%	8%	5%	6%	3%	5%	5%	5%	6%	6%	6%	6%	5%	5%	5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 258

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**  
**Something to make the game easier in single player (e.g. more lives, energy or powers)**  
**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	109	58	51	18	34	29	19	5	4	32	31	20	26	9	5	4	8	8	8	8	9	18	17	8	7
Weighted base	116*	63*	53*	21**	37**	31**	21**	4**	4**	38**	33**	18**	28**	11**	7**	4**	9**	8**	6**	7**	10**	19**	17**	9**	8**
10 - very good value	11	5	6	3	3	3	3	-	-	4	-	2	6	-	3	-	1	-	3	-	-	-	4	-	-
	9%	8%	11%	15%	7%	8%	12%	-	-	9%	-	10%	20%	-	39%	-	15%	-	44%	-	-	-	23%	-	-
9	12	8	4	2	3	5	2	1	-	4	4	3	2	2	-	3	3	1	1	2	1	-	-	-	-
	11%	13%	8%	8%	9%	15%	10%	16%	-	11%	12%	16%	6%	16%	-	31%	38%	11%	19%	17%	5%	-	-	-	-
8	28	18	10	3	12	9	2	1	1	6	12	2	7	6	1	2	4	1	1	2	3	6	1	-	2
	24%	29%	19%	14%	32%	28%	12%	35%	31%	16%	38%	12%	27%	57%	17%	45%	40%	13%	11%	30%	29%	30%	5%	-	25%
7	26	16	10	5	8	5	8	-	-	12	5	2	7	1	-	2	-	1	1	2	-	7	8	3	1
	22%	25%	19%	24%	23%	17%	36%	-	-	33%	14%	11%	25%	10%	-	55%	-	16%	11%	23%	-	38%	48%	27%	17%
6	10	6	4	4	2	1	1	2	2	4	4	2	-	1	-	1	1	1	1	-	1	1	2	2	1
	9%	10%	7%	19%	4%	2%	4%	36%	48%	12%	11%	11%	-	8%	-	13%	11%	16%	11%	-	7%	3%	26%	11%	11%
5	10	3	7	4	4	2	-	-	-	3	1	4	2	-	3	-	1	-	-	1	1	1	3	-	-
	9%	5%	13%	17%	12%	7%	-	-	-	7%	4%	22%	7%	-	44%	-	10%	-	-	8%	4%	6%	36%	-	-
4	3	1	2	1	1	-	1	-	-	2	-	-	1	-	-	-	-	-	-	-	2	1	-	-	-
	2%	2%	3%	4%	2%	-	5%	-	-	5%	-	-	2%	-	-	-	-	-	-	-	10%	4%	-	-	-
3	5	1	4	-	1	2	2	-	-	-	2	1	2	1	-	-	-	-	-	3	-	-	-	-	1
	4%	2%	7%	-	3%	7%	9%	-	-	-	6%	7%	7%	9%	-	-	-	-	-	29%	-	-	-	-	16%
2	5	1	4	-	1	3	*	-	1	3	2	*	*	-	-	-	-	-	-	1	-	1	1	3	
	4%	1%	8%	-	4%	8%	2%	21%	7%	5%	3%	1%	-	-	-	-	-	-	-	8%	-	4%	11%	32%	
1 - very poor value	6	3	2	-	1	2	2	1	-	3	1	1	1	-	-	-	1	-	1	1	1	1	-	-	-
	5%	5%	4%	-	3%	6%	10%	13%	-	10%	8%	4%	4%	-	-	-	12%	-	18%	9%	7%	7%	-	-	-
Don't know	*	-	*	-	*	-	-	-	-	*	-	-	-	-	-	-	-	-	*	-	-	-	-	-	-
	*	-	1%	-	1%	-	-	-	-	1%	-	-	-	-	-	-	-	-	6%	-	-	-	-	-	-
Mean	6.72	7.08	6.30	7.09	6.89	6.58	6.45	6.50	5.79	6.91	6.33	6.27	7.23	7.46	7.45	7.45	8.34	6.90	8.59	6.50	5.34	6.54	6.85	5.49	4.89

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 258

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	116*	63*	53*	21**	37**	31**	21**	4**	4**	38**	33**	18**	28**	11**	7**	4**	9**	8**	6**	7**	10**	19**	17**	9**	8**
Standard deviation	2.38	2.14	2.60	1.77	2.18	2.75	2.76	2.80	2.51	2.02	2.57	2.70	2.39	1.64	2.47	0.59	1.23	2.69	1.71	2.91	3.08	2.00	2.55	1.52	2.73
Standard error	0.23	0.28	0.37	0.42	0.38	0.51	0.63	1.25	1.25	0.36	0.46	0.60	0.47	0.55	1.10	0.29	0.43	0.95	0.65	1.03	1.03	0.47	0.62	0.54	1.03
NET: 8-10	51 44%	31 50%	20 38%	8 36%	18 49%	16 51%	7 34%	2 50%	1 31%	14 36%	16 49%	7 38%	15 53%	8 73%	4 56%	2 45%	8 87%	4 52%	4 67%	3 48%	5 46%	7 34%	5 28%	-	2 25%
NET: 4-7	49 42%	26 42%	22 42%	13 64%	15 40%	8 27%	9 45%	1 36%	2 48%	21 56%	10 30%	8 44%	10 35%	2 19%	3 44%	2 55%	1 13%	3 36%	2 27%	2 34%	1 8%	11 59%	10 61%	8 89%	2 27%
NET: 1-3	16 14%	5 8%	11 20%	-	4 10%	7 22%	4 21%	1 13%	1 21%	3 7%	7 21%	3 18%	3 12%	1 9%	-	-	-	1 12%	-	1 18%	5 47%	1 7%	2 11%	1 11%	4 48%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 259

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	109	86	18	5	28	15	18	7	1	77	52	56	92	15	53	55	43	23	27	32	23	2	12	21	18	26	26
Weighted base	116*	96*	16**	4**	32**	15**	21**	9**	1**	80*	55*	60*	100*	15**	59*	55*	41*	21**	28**	31**	21**	2**	12**	23**	20**	22**	35**
10 - very good value	11	9	1	-	1	-	1	1	1	8	6	4	7	3	8	3	3	2	-	3	2	-	-	5	5	-	1
	9%	10%	8%	-	4%	-	7%	15%	100%	9%	12%	7%	23%	14%	5%	6%	8%	-	8%	8%	-	-	-	20%	26%	-	3%
9	12	11	1	-	1	1	-	-	-	12	8	5	10	2	9	5	4	6	3	4	1	-	4	-	4	4	4
	11%	12%	8%	-	2%	4%	-	-	-	15%	14%	8%	10%	15%	2%	17% <sub>n</sub>	13%	18%	20%	9%	18%	46%	-	19%	-	18%	12%
8	28	24	3	1	6	2	6	3	-	21	16	12	23	4	8	20	15	6	11	13	6	-	6	4	6	6	7
	24%	25%	19%	26%	21%	16%	29%	33%	-	26%	29%	21%	24%	27%	13%	36% <sub>n</sub>	35% <sub>n</sub>	29%	40%	44%	29%	-	50%	18%	28%	28%	19%
7	26	22	4	-	6	3	5	1	-	20	8	18	22	4	14	12	10	3	5	7	3	1	2	5	3	4	9
	22%	23%	25%	-	18%	18%	24%	6%	-	25%	15%	29%	23%	25%	24%	21%	25%	15%	19%	24%	15%	54%	17%	23%	18%	18%	27%
6	10	6	1	2	6	3	3	2	-	3	3	7	10	-	9	1	1	-	-	1	-	-	1	1	2	2	3
	9%	7%	8%	57%	19%	18%	16%	18%	-	4%	6%	11%	10%	-	15% <sub>o</sub>	2%	3%	-	-	4%	-	-	4%	3%	9%	11%	10%
5	10	9	1	-	5	5	2	-	-	5	4	6	8	2	4	6	3	1	5	3	1	-	2	1	2	2	3
	9%	10%	5%	-	15%	31%	10%	-	-	6%	7%	10%	8%	11%	8%	10%	6%	6%	18%	9%	6%	-	21%	3%	10%	7%	10%
4	3	1	2	-	2	1	2	-	-	1	2	1	3	-	3	-	-	-	-	-	-	-	1	-	-	-	1
	2%	1%	9%	-	5%	5%	7%	-	-	1%	3%	2%	3%	-	4%	-	-	-	-	-	-	-	6%	-	-	-	3%
3	5	2	3	-	3	-	1	2	-	2	3	2	5	-	5	-	-	-	-	-	-	-	-	2	-	-	3
	4%	2%	18%	-	9%	-	5%	21%	-	3%	5%	4%	5%	-	9%	-	-	-	-	-	-	-	-	9%	-	-	9%
2	5	4	-	1	2	1	-	1	-	3	2	4	5	-	5	*	*	*	*	*	*	*	*	1	1	*	3
	4%	5%	-	17%	5%	7%	-	8%	-	4%	3%	6%	5%	-	8%	1%	1%	2%	2%	2%	2%	-	3%	4%	4%	2%	2%
1 - very poor value	6	6	-	-	1	-	1	-	-	4	3	1	4	-	2	4	4	4	-	-	4	-	-	-	1	4	-
	5%	6%	-	-	2%	-	3%	-	-	5%	6%	2%	4%	-	3%	7%	10%	19%	-	-	19%	-	-	-	4%	16%	-
Don't know	*	*	-	-	-	-	-	-	-	*	*	-	*	-	*	*	*	*	*	*	*	*	-	-	*	-	-
	*	*	-	-	-	-	-	-	-	*	1%	-	*	-	-	1%	1%	2%	1%	1%	2%	-	-	-	2%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 259

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	116*	96*	16**	4**	32**	15**	21**	9**	1**	80*	55*	60*	100*	15**	59*	55*	41*	21**	28**	31**	21**	2**	12**	23**	20**	22**	35**
Mean	6.72	6.81	6.43	5.83	6.01	5.94	6.57	6.34	10.00	6.99	6.94	6.61	6.59	8.03	6.25	7.15	7.00	6.52	7.35	7.58	6.52	7.93	6.72	7.51	7.37	6.29	6.39
Standard deviation	2.38	2.41	2.28	2.21	2.11	1.73	1.93	2.75	-	2.36	2.50	2.18	2.36	1.56	2.49	2.18	2.38	3.15	1.53	1.44	3.15	-	1.67	2.32	2.38	2.77	2.19
Standard error	0.23	0.26	0.54	0.99	0.40	0.45	0.46	1.04	-	0.27	0.35	0.29	0.25	0.40	0.34	0.30	0.37	0.67	0.30	0.26	0.67	-	0.48	0.51	0.58	0.54	0.43
NET: 8-10	51 44%	45 46%	6 35%	1 26%	9 27%	3 20%	7 35%	4 47%	1 100%	40 50%	30 54%	21 35%	41 41%	10 65%	17 29%	32 58%	22 54%	11 56%	17 60%	19 61%	11 56%	1 46%	6 50%	13 58%	11 54%	10 46%	12 34%
NET: 4-7	49 42%	39 40%	8 47%	2 57%	18 57%	11 73%	12 57%	2 24%	-	30 37%	17 31%	32 52%	43 44%	5 35%	30 51%	18 33%	14 34%	4 21%	11 37%	11 37%	4 21%	1 54%	6 47%	7 29%	7 36%	8 36%	17 50%
NET: 1-3	16 14%	12 13%	3 18%	1 17%	5 16%	1 7%	1 7%	3 29%	-	10 12%	8 14%	7 12%	15 15%	-	12 19%	4 8%	4 11%	4 22%	*	*	4 22%	-	*	3 13%	1 8%	4 19%	6 17%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 260

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Total	City																	None of these (w)			
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)		Plymouth (r)	Cardiff (s)	Belfast (v)
Unweighted base	109	7	2	5	2	3	3	2	5	5	8	5	2	1	2	28	9	3	3	5	7	2
Weighted base	116*	8**	3**	7**	2**	4**	2**	3**	4**	5**	8**	6**	2**	1**	2**	29**	10**	3**	3**	5**	8**	2**
10 - very good value	11	-	-	3	1	-	-	-	-	-	1	-	2	-	3	1	-	-	-	-	-	-
	9%	-	-	41%	61%	-	-	-	-	-	10%	-	85%	-	9%	12%	-	-	-	-	-	-
9	12	2	-	-	3	-	-	-	1	3	2	-	-	-	1	-	-	-	-	1	-	-
	11%	21%	-	-	72%	-	-	-	15%	39%	29%	-	-	-	3%	-	-	-	-	30%	-	-
8	28	3	3	3	1	1	-	2	3	1	1	-	-	1	6	-	-	-	2	2	2	-
	24%	42%	100%	42%	39%	28%	-	39%	55%	14%	19%	-	-	45%	19%	-	-	-	47%	25%	-	-
7	26	1	-	-	-	-	1	2	*	1	-	*	-	1	11	4	2	-	1	1	1	-
	22%	14%	-	-	-	-	29%	41%	8%	16%	-	15%	-	55%	38%	41%	70%	-	23%	17%	-	-
6	10	1	-	-	-	1	-	1	1	1	-	-	-	-	2	-	1	2	1	1	1	-
	9%	11%	-	-	-	75%	-	20%	22%	11%	-	-	-	7%	-	30%	49%	-	11%	-	-	-
5	10	-	-	1	-	-	-	2	-	1	1	-	-	-	1	4	-	1	-	-	-	-
	9%	-	-	17%	-	-	-	71%	-	10%	13%	-	-	3%	36%	-	21%	-	-	-	-	-
4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-
	2%	-	-	-	-	-	-	-	-	-	-	-	-	9%	-	-	-	-	-	-	-	-
3	5	1	-	-	-	-	-	-	-	-	2	-	-	-	1	-	-	-	-	1	1	-
	4%	12%	-	-	-	-	-	-	-	-	33%	-	-	4%	-	-	-	-	-	16%	-	-
2	5	-	-	-	-	-	-	-	-	-	*	-	1	*	-	-	1	-	3	3	3	-
	4%	-	-	-	-	-	-	-	-	-	6%	-	100%	2%	-	-	30%	-	32%	-	-	-
1 - very poor value	6	-	-	-	-	-	-	-	-	-	-	-	-	-	2	1	-	-	-	-	2	-
	5%	-	-	-	-	-	-	-	-	-	-	-	-	8%	11%	-	-	-	-	-	100%	-
Don't know	*	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	*	-	-	-	-	25%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	6.72	7.26	8.00	8.33	9.22	8.72	6.00	5.58	7.20	7.64	7.92	5.90	9.56	2.00	7.45	6.46	5.95	6.70	4.59	8.06	4.89	1.00
Standard deviation	2.38	1.91	0.00	1.89	1.32	0.52	-	1.12	0.85	1.12	1.62	2.98	1.41	-	0.70	2.39	2.45	0.58	2.07	0.82	2.73	0.00
Standard error	0.23	0.72	0.00	0.85	0.94	0.30	-	0.79	0.38	0.50	0.57	1.33	0.99	-	0.49	0.45	0.82	0.34	1.20	0.37	1.03	0.00

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 260

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	City																					
	Total	Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	116*	8**	3**	7**	2**	4**	2**	3**	4**	5**	8**	6**	2**	1**	2**	29**	10**	3**	3**	5**	8**	2**
NET: 8-10	51 44%	5 63%	3 100%	6 83%	2 100%	4 100%	-	-	2 39%	3 70%	5 63%	3 48%	2 85%	-	1 45%	9 32%	1 12%	-	-	3 77%	2 25%	-
NET: 4-7	49 42%	2 25%	-	1 17%	-	-	1 75%	3 100%	2 61%	1 30%	3 37%	1 13%	* 15%	-	1 55%	16 56%	8 77%	3 100%	2 70%	1 23%	2 27%	-
NET: 1-3	16 14%	1 12%	-	-	-	-	-	-	-	-	-	2 39%	-	1 100%	-	4 13%	1 11%	-	1 30%	-	4 48%	2 100%

**Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 261

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences/lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests/hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	109	33	31	27	17	25	23	24	29	35	23	27	33	23	71	53	57	38	41	26	23	20	17	11	15
Weighted base	116*	39*	40**	34**	20**	30**	25**	30**	34**	38**	25**	29**	36**	24**	78*	62*	64*	45*	46*	30**	24**	22**	19**	12**	17**
10 - very good value	11	3	3	3	1	2	2	3	2	3	2	3	2	3	9	9	9	4	5	2	4	3	1	1	1
	9%	8%	8%	9%	6%	7%	9%	10%	7%	8%	9%	11%	6%	13%	11%	14%	14%	10%	10%	6%	16%	15%	6%	7%	8%
9	12	7	6	7	5	5	5	6	7	6	5	5	5	10	10	8	7	6	4	7	3	4	2	4	4
	11%	19%	16%	21%	23%	18%	21%	21%	16%	20%	18%	14%	21%	13%	16%	12%	15%	14%	14%	28%	15%	22%	14%	24%	24%
8	28	14	12	8	6	11	9	10	12	12	10	13	10	20	14	14	10	12	4	8	9	8	5	4	4
	24%	35%	29%	24%	30%	35%	36%	33%	37%	31%	41%	32%	35%	41%	25%	23%	23%	21%	26%	14%	32%	41%	44%	44%	25%
7	26	7	9	6	1	6	4	4	6	10	3	7	2	20	17	16	12	10	9	2	2	3	2	3	3
	22%	17%	22%	18%	6%	19%	16%	14%	16%	25%	11%	9%	10%	26%	28%	25%	26%	23%	31%	7%	11%	16%	17%	18%	18%
6	10	5	4	4	3	2	2	4	3	4	3	4	3	6	3	6	4	4	3	3	2	2	2	2	2
	9%	12%	9%	11%	15%	7%	9%	13%	10%	10%	11%	13%	11%	8%	5%	9%	8%	8%	4	3	13%	10%	12%	18%	13%
5	10	2	2	2	2	-	-	2	2	-	1	3	-	5	5	6	6	4	6	-	2	-	-	-	2
	9%	5%	5%	6%	10%	7%	-	7%	6%	-	5%	14%	-	6%	8%	10%	13%	9%	21%	-	9%	-	-	-	12%
4	3	2	2	-	1	1	2	1	2	1	-	1	1	2	1	2	2	1	-	1	-	-	-	-	-
	2%	5%	5%	-	4%	3%	7%	3%	3%	5%	3%	2%	3%	2%	2%	3%	4%	2%	-	4%	-	-	-	-	-
3	5	-	-	-	1	1	-	-	-	-	-	-	-	3	-	1	1	2	1	-	-	-	-	-	-
	4%	-	-	-	6%	4%	-	-	-	-	-	-	-	4%	-	2%	2%	5%	4%	-	-	-	-	-	-
2	5	-	3	3	-	-	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-	-	-	-	-
	4%	-	6%	8%	-	-	-	-	-	-	-	-	-	1%	2%	-	-	-	-	-	-	-	-	-	-
1 - very poor value	6	-	-	1	-	-	1	-	-	2	-	1	1	2	2	2	-	1	-	-	-	-	-	-	-
	5%	-	-	3%	-	-	4%	-	-	4%	-	3%	3%	2%	3%	3%	-	2%	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 261

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	116*	39*	40**	34**	20**	30**	25**	30**	34**	38**	25**	29**	36**	24**	78*	62*	64*	45*	46*	30**	24**	22**	19**	12**	17**
Don't know	*	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	*	-	*	-	-	-	-	-	-
Mean	6.72	7.59	7.18	7.12	7.21	7.46	7.42	7.71	7.68	7.38	7.78	7.39	7.31	7.97	7.23	7.49	7.29	7.24	7.23	6.95	8.09	7.86	7.93	7.74	7.59
Standard deviation	2.38	1.51	2.00	2.33	1.94	1.68	2.06	1.52	1.43	1.94	1.45	1.96	1.75	1.39	2.02	1.98	1.99	1.75	1.96	1.70	1.51	1.46	1.07	1.17	1.52
Standard error	0.23	0.26	0.36	0.45	0.47	0.34	0.43	0.31	0.26	0.33	0.30	0.38	0.31	0.29	0.24	0.27	0.27	0.28	0.31	0.33	0.31	0.33	0.26	0.35	0.39
NET: 8-10	51 44%	24 61%	21 53%	18 54%	12 59%	18 60%	16 63%	19 64%	22 65%	21 56%	17 70%	17 60%	20 55%	18 74%	39 50%	33 53%	31 49%	21 46%	23 51%	10 34%	18 76%	16 70%	13 72%	8 65%	10 57%
NET: 4-7	49 42%	15 39%	16 41%	12 35%	7 35%	11 36%	8 32%	11 36%	12 35%	15 40%	7 30%	10 36%	15 42%	6 26%	33 42%	26 42%	30 46%	23 51%	19 41%	18 62%	6 24%	7 30%	5 28%	4 35%	7 43%
NET: 1-3	16 14%	-	3 6%	4 11%	1 6%	1 4%	1 4%	-	-	2 4%	-	1 3%	1 3%	-	6 7%	3 4%	3 4%	1 2%	3 7%	1 4%	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 262

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	109	41	66	41	53	55	38	37	20	68	17	103	98	95	76	103	105	109	98	89	75
Weighted base	116*	44*	71*	47*	56*	61*	40*	40**	21**	73*	17**	111*	103*	102*	81*	108*	111*	116*	104*	94*	78*
10 - very good value	11	1	9	4	9	6	4	3	3	4	4	11	9	9	9	11	11	11	11	11	10
	9%	2%	12%	8%	16%	11%	10%	7%	14%	5%	24%	10%	9%	9%	12%	10%	10%	9%	10%	12%	12%
9	12	4	7	6	7	7	7	2	1	10	-	12	12	12	7	11	12	12	12	7	9
	11%	10%	11%	13%	13%	11%	17%	5%	5%	13%	-	11%	11%	12%	8%	10%	11%	11%	12%	7%	12%
8	28	8	24	7	13	15	9	13	4	19	5	28	27	25	23	27	28	28	27	24	24
	24%	17%	34%	15%	23%	24%	22%	34%	18%	26%	32%	25%	26%	24%	28%	25%	25%	24%	26%	25%	30%
7	26	10	16	9	13	16	8	11	7	14	4	23	25	22	16	25	23	26	24	21	17
	22%	22%	23%	19%	24%	26%	20%	28%	34%	19%	26%	21%	24%	22%	20%	23%	21%	22%	23%	23%	22%
6	10	4	5	4	5	4	2	3	3	7	-	10	9	9	8	10	10	10	9	8	8
	9%	10%	7%	9%	10%	7%	6%	7%	16%	9%	-	9%	9%	9%	9%	10%	9%	9%	9%	9%	10%
5	10	8	3	7	3	8	5	2	-	9	1	10	5	6	8	6	7	10	10	6	5
	9%	17% <sup>b</sup>	5%	14%	6%	14%	13%	6%	-	13%	5%	9% <sup>lop</sup>	5%	6%	10% <sup>lmo</sup>	6%	7%	9%	10%	7%	6%
4	3	-	2	1	1	2	2	1	1	2	-	3	3	3	2	3	3	3	2	3	2
	2%	-	2%	2%	1%	3%	5%	2%	4%	2%	-	2%	2%	3%	2%	2%	2%	2%	2%	3%	2%
3	5	2	1	4	1	1	-	2	-	5	-	5	4	5	5	5	5	5	2	4	1
	4%	5%	1%	9%	2%	2%	-	5%	-	7%	-	5%	4%	5%	6%	5%	5%	4% <sup>r</sup>	2%	4% <sup>t</sup>	1%
2	5	4	1	4	1	*	1	*	1	1	*	5	5	5	1	5	5	5	2	4	1
	4%	9%	2%	8%	2%	1%	2%	1%	5%	1%	3%	5% <sup>n</sup>	5% <sup>n</sup>	5% <sup>n</sup>	1%	5% <sup>n</sup>	5% <sup>n</sup>	4% <sup>r</sup>	2%	4%	2%
1 - very poor value	6	3	3	2	2	1	2	2	1	2	2	4	5	4	1	5	6	6	4	6	1
	5%	6%	4%	4%	4%	2%	5%	5%	5%	3%	10%	3%	4% <sup>n</sup>	4% <sup>n</sup>	1%	4% <sup>n</sup>	5% <sup>kn</sup>	5%	4%	6% <sup>t</sup>	1%
Don't know	*	*	-	-	*	-	*	-	-	*	-	*	*	*	*	*	*	*	*	*	*
	-	1%	-	-	1%	-	1%	-	-	1%	-	-	-	-	-	-	-	-	-	-	1%
Mean	6.72	5.92	7.33a	6.23	7.32c	7.11	6.98	6.81	6.87	6.75	7.21	6.82	6.80	6.78	7.04	6.77	6.76	6.72	7.05q	6.68	7.41s
Standard deviation	2.38	2.45	2.07	2.59	2.17	1.95	2.30	2.16	2.30	2.15	2.70	2.31	2.36	2.38	2.07	2.38	2.42	2.38	2.15	2.47	1.86

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 262

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something to make the game easier in single player (e.g. more lives, energy or powers)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	116*	44*	71*	47*	56*	61*	40*	40**	21**	73*	17**	111*	103*	102*	81*	108*	111*	116*	104*	94*	78*
Standard error	0.23	0.39	0.25	0.40	0.30	0.26	0.38	0.35	0.52	0.26	0.66	0.23	0.24	0.25	0.24	0.24	0.24	0.23	0.22	0.26	0.22
NET: 8-10	51 44%	13 29%	40 57% <sup>a</sup>	17 36%	29 52%	28 46%	19 49%	18 45%	8 36%	33 45%	9 56%	51 46%	48 46%	47 46%	39 49%	48 45%	51 46%	51 44%	50 48% <sup>q</sup>	41 44%	43 55% <sup>s</sup>
NET: 4-7	49 42%	22 49%	26 36%	20 43%	23 40%	30 49%	17 43%	17 43%	11 54%	31 43%	5 31%	46 41%	41 40%	41 40%	34 42%	44 41%	43 39%	49 42%	45 44%	38 41%	32 40%
NET: 1-3	16 14%	9 21%	5 7%	10 21%	4 8%	3 5%	3 7%	5 11%	2 10%	8 11%	2 13%	14 13%	14 14%	14 14% <sup>n</sup>	7 9%	15 14% <sup>n</sup>	16 14% <sup>n</sup>	16 14% <sup>r</sup>	8 8%	14 15% <sup>t</sup>	3 4%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 263

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	84	63	21	17	33	21	9	2	2	30	20	16	18	9	3	4	7	4	6	5	8	18	11	5	4
Weighted base	89*	68*	21**	17**	37**	24**	9**	1**	1**	36**	18**	15**	21**	13**	4**	3**	7**	4**	4**	3**	8**	21**	12**	7**	3**
10 - very good value	4 5%	2 3%	2 10%	-	1 2%	1 6%	2 23%	-	-	1 4%	1 4%	-	2 10%	-	-	-	1 19%	-	-	-	1 18%	-	-	1 10%	1 20%
9	12 14%	8 11%	5 22%	1 4%	6 15%	5 19%	1 11%	-	1 47%	6 18%	4 21%	2 16%	-	1 33%	-	3 48%	-	1 18%	-	3 40%	1 4%	3 23%	-	-	-
8	18 20%	14 20%	4 21%	8 44%	6 17%	4 15%	1 6%	-	-	7 19%	3 14%	2 14%	7 32%	4 29%	-	1 36%	1 12%	-	1 14%	-	2 23%	5 24%	1 11%	4 51%	-
7	19 21%	17 24%	2 10%	2 14%	11 30%	3 11%	2 28%	-	-	15 41%	1 3%	1 9%	2 11%	3 22%	-	2 49%	-	-	1 15%	-	10 49%	1 9%	2 24%	1 24%	1 24%
6	24 27%	20 30%	4 20%	6 33%	8 21%	9 36%	2 20%	*	-	3 9%	8 44%	6 40%	8 36%	6 50%	1 35%	*	1 7%	3 81%	2 39%	3 100%	1 9%	2 9%	5 41%	-	-
5	6 7%	3 4%	3 14%	1 5%	3 9%	2 8%	-	-	-	1 3%	1 4%	2 13%	2 12%	-	1 32%	-	1 15%	1 19%	1 12%	-	1 10%	2 8%	-	-	-
4	1 1%	1 2%	-	-	-	1 12%	-	-	-	1 3%	-	-	-	-	-	-	-	-	-	-	1 5%	-	-	-	-
3	2 2%	1 2%	1 2%	-	-	1 5%	-	1 52%	-	1 1%	-	1 9%	-	-	-	-	-	-	-	-	-	-	-	-	2 56%
2	1 1%	1 1%	-	-	-	-	-	1 53%	-	1 4%	-	-	-	-	-	-	-	-	-	-	-	-	1 6%	-	-
1 - very poor value	2 2%	2 3%	-	-	2 6%	-	-	-	-	1 3%	1 6%	-	-	-	-	-	-	-	-	-	-	-	1 10%	1 14%	-
Mean	6.91	6.76	7.36	7.09	6.79	6.98	7.40	4.44	5.31	7.21	6.55	6.46	7.01	6.79	6.68	7.22	8.25	5.81	6.92	6.00	8.28	6.91	6.26	6.97	5.33
Standard deviation	1.80	1.79	1.78	1.09	1.91	1.75	2.05	-	-	1.73	2.30	1.74	1.45	0.89	1.99	0.82	1.80	0.45	1.55	*	1.62	1.17	2.54	2.77	3.43
Standard error	0.20	0.23	0.39	0.26	0.33	0.38	0.68	-	-	0.32	0.51	0.43	0.34	0.30	1.15	0.41	0.68	0.23	0.63	*	0.57	0.28	0.77	1.24	1.71

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 263

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	89*	68*	21**	17**	37**	24**	9**	1**	1**	36**	18**	15**	21**	13**	4**	3**	7**	4**	4**	3**	8**	21**	12**	7**	3**
NET: 8-10	34 39%	23 34%	11 53%	8 48%	13 34%	10 40%	3 40%	-	1 47%	14 41%	7 38%	4 30%	9 41%	4 29%	1 33%	1 36%	6 78%	-	1 34%	-	7 81%	6 28%	4 34%	4 61%	1 20%
NET: 4-7	50 56%	41 60%	10 45%	9 52%	22 60%	13 55%	5 60%	*	-	20 55%	9 51%	9 61%	12 59%	9 71%	2 67%	2 64%	4 22%	4 100%	3 66%	3 100%	2 19%	15 72%	6 51%	2 24%	1 24%
NET: 1-3	5 5%	4 6%	1 2%	-	2 6%	1 5%	-	1 52%	1 53%	2 4%	2 10%	1 9%	-	-	-	-	-	-	-	-	-	-	2 16%	1 14%	2 56%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 264

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	84	59	23	2	15	11	5	2	1	69	40	44	68	14	43	40	30	12	23	26	10	4	12	10	12	25	22
Weighted base	89*	67*	21**	1**	17**	12**	6**	2**	1**	73*	40**	49*	74*	14**	45*	43*	33**	12**	24**	29**	10**	3**	10**	10**	16**	25**	25**
10 - very good value	4	1	3	-	4	1	3	1	1	1	3	3	1	2	2	1	1	1	-	1	-	1	-	1	2	-	
	5%	2%	13%	-	21%	6%	47%	64%	100%	1%	3%	6%	4%	9%	5%	5%	2%	5%	6%	-	6%	-	7%	-	8%	8%	-
9	12	11	1	1	-	-	-	-	-	12	8	5	11	1	4	7	5	1	5	4	1	1	-	3	3	2	4
	14%	16%	3%	47%	-	-	-	-	-	17%	20%	9%	16%	6%	9%	15%	14%	8%	20%	13%	9%	30%	-	29%	16%	10%	17%
8	18	11	7	-	2	2	-	-	-	16	9	13	4	11	7	7	3	2	7	2	1	2	-	3	3	7	
	20%	17%	32%	-	11%	16%	-	-	-	22%	23%	17%	18%	30%	24%	17%	20%	26%	10%	23%	18%	42%	24%	-	18%	11%	29%
7	19	16	3	-	5	3	2	-	-	14	5	14	14	4	8	11	10	-	7	10	-	-	2	3	2	5	
	21%	23%	14%	-	28%	26%	29%	-	-	19%	13%	28%	19%	31%	17%	26%	30%	-	28%	34%	-	-	21%	25%	13%	22%	27%
6	24	19	6	-	5	5	*	-	-	20	11	14	22	2	13	12	10	6	4	7	6	1	5	3	5	7	
	27%	28%	27%	-	29%	42%	8%	-	-	27%	26%	28%	30%	12%	28%	28%	29%	54%	18%	25%	59%	29%	47%	30%	28%	30%	15%
5	6	5	1	-	-	-	-	-	-	6	2	4	4	2	2	4	2	1	4	2	1	-	-	2	2	3	
	7%	7%	6%	-	-	-	-	-	-	8%	6%	7%	6%	11%	9%	5%	7%	17%	6%	6%	8%	-	-	16%	12%	10%	-
4	1	1	-	-	-	-	-	-	-	1	-	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	
	1%	2%	-	-	-	-	-	-	-	1%	-	2%	1%	-	2%	-	-	-	-	-	-	-	-	-	-	-	4%
3	2	2	-	-	-	-	-	-	-	2	1	1	2	-	4%	-	-	-	-	-	-	-	-	-	-	-	
	2%	3%	-	-	-	-	-	-	-	2%	1%	3%	2%	-	4%	-	-	-	-	-	-	-	-	-	-	-	7%
2	1	-	-	1	1	-	1	-	-	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	1	-	
	1%	-	-	53%	4%	-	36%	-	-	2%	-	1%	-	2%	-	-	-	-	-	-	-	-	-	-	4%	-	
1 - very poor value	2	1	1	-	1	1	-	-	-	1	2	-	2	-	2	-	-	-	-	-	-	-	-	-	-	2	
	2%	2%	5%	-	6%	9%	17%	-	-	2%	5%	-	3%	-	5%	-	-	-	-	-	-	-	-	-	-	9%	
Mean	6.91	6.88	7.09	5.31	6.87	6.41	7.32	7.16	10.00	6.92	6.88	6.93	6.82	7.35	6.58	7.16	7.14	6.89	7.17	7.12	6.79	7.72	6.99	6.97	7.01	6.53	7.08
Standard deviation	1.80	1.67	2.00	-	2.42	2.07	3.51	5.32	-	1.64	2.12	1.51	1.87	1.41	2.09	1.38	1.20	1.42	1.55	1.11	1.48	1.43	1.24	1.53	1.91	2.26	1.67

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 264

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	89*	67*	21**	1**	17**	12**	6**	2**	1**	73*	40**	49*	74*	14**	45*	43*	33**	12**	24**	29**	10**	3**	10**	10**	16**	25**	25**
Standard error	0.20	0.22	0.42	-	0.62	0.62	1.57	3.76	-	0.20	0.34	0.23	0.23	0.38	0.32	0.22	0.22	0.41	0.32	0.22	0.47	0.71	0.36	0.48	0.55	0.45	0.36
NET: 8-10	34 39%	24 35%	10 48%	1 47%	5 32%	3 23%	3 47%	1 64%	1 100%	29 40%	19 46%	16 32%	27 37%	6 45%	17 38%	16 37%	12 36%	5 39%	9 36%	10 36%	3 33%	2 71%	3 32%	3 29%	7 43%	7 29%	12 47%
NET: 4-7	50 56%	40 60%	10 47%	-	10 57%	8 69%	2 36%	-	-	41 56%	18 45%	32 65%	42 57%	8 55%	23 52%	27 63%	21 64%	7 61%	15 64%	18 64%	7 67%	1 29%	7 68%	7 71%	9 53%	15 62%	11 46%
NET: 1-3	5 5%	3 4%	1 5%	1 53%	2 10%	1 9%	1 17%	1 36%	-	3 4%	3 8%	1 3%	5 6%	-	5 10%	-	-	-	-	-	-	-	-	-	1 4%	2 9%	2 7%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 265

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	84	5	4	3	2	3	2	2	3	3	5	3	4	3	1	26	3	3	1	4	4	-
Weighted base	89*	7**	6**	4**	2**	4**	1**	2**	2**	1**	5**	3**	4**	4**	1**	28**	3**	5**	1**	3**	3**	-**
10 - very good value	4 5%	-	-	-	1 61%	-	-	-	-	-	-	-	-	-	-	1 5%	-	-	1 100%	-	1 20%	-
9	12 14%	-	-	1 33%	-	3 72%	1 57%	-	-	-	1 17%	2 52%	2 39%	-	-	4 13%	-	-	-	-	-	-
8	18 20%	1 18%	2 42%	-	1 39%	-	-	1 58%	-	1 39%	-	-	1 16%	-	-	7 26%	1 34%	3 48%	-	-	-	-
7	19 21%	1 7%	2 42%	-	-	-	-	1 42%	1 41%	-	-	-	1 15%	-	-	11 39%	-	2 33%	-	-	1 24%	-
6	24 27%	6 74%	1 16%	1 35%	-	-	1 43%	-	1 59%	3 27%	1 67%	1 23%	3 31%	1 79%	1 100%	2 7%	1 30%	-	-	3 100%	-	-
5	6 7%	-	-	1 32%	-	1 28%	-	-	-	1 34%	1 16%	1 24%	-	-	-	2 6%	-	-	-	-	-	-
4	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 4%	-	-	-	-	-	-
3	2 2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2 56%	-
2	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	1 21%	-	-	-	-	-	-	-	-
1 - very poor value	2 2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1 36%	1 19%	-	-	-	-	-
Mean	6.91	6.44	7.26	6.68	9.22	7.86	7.70	7.58	6.41	6.45	6.34	7.33	7.63	5.17	6.00	7.37	4.88	6.33	10.00	6.00	5.33	-
Standard deviation	1.80	0.84	0.79	1.99	1.32	2.09	-	0.70	-	-	1.39	2.14	1.46	1.92	-	1.34	3.67	2.93	-	*	3.43	-
Standard error	0.20	0.38	0.40	1.15	0.94	1.21	-	0.49	-	-	0.62	1.24	0.73	1.11	-	0.26	2.12	1.69	-	*	1.71	-
NET: 8-10	34 39%	1 18%	2 42%	1 33%	2 100%	3 72%	1 57%	1 58%	-	1 39%	1 17%	2 52%	2 55%	-	-	12 44%	1 34%	3 48%	1 100%	-	1 20%	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 265

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	89*	7**	6**	4**	2**	4**	1**	2**	2**	1**	5**	3**	4**	4**	1**	28**	3**	5**	1**	3**	3**	-**
NET: 4-7	50 56%	6 82%	3 58%	2 67%	-	1 28%	1 43%	1 42%	2 100%	1 61%	4 83%	2 48%	2 45%	3 79%	1 100%	16 56%	1 30%	2 33%	-	3 100%	1 24%	-
NET: 1-3	5 5%	-	-	-	-	-	-	-	-	-	-	-	-	1 21%	-	-	1 36%	1 19%	-	-	2 56%	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 266

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	84	28	24	23	12	21	27	21	23	31	18	25	26	18	60	42	50	30	30	19	19	20	18	13	20
Weighted base	89*	29*	24**	24**	13**	21**	27**	21**	24**	30**	18**	23**	26**	18**	66*	52*	57*	33**	33**	21**	23**	22**	18**	14**	20**
10 - very good value	4 5%	2 7%	1 3%	1 3%	1 11%	2 10%	2 8%	2 10%	2 9%	2 7%	2 11%	2 9%	1 8%	1 4%	4 6%	3 7%	3 6%	3 10%	1 4%	1 7%	2 9%	3 16%	2 12%	1 4%	2 10%
9	12 14%	6 20%	5 21%	7 28%	2 14%	6 28%	5 17%	6 28%	5 21%	8 25%	3 15%	4 16%	3 13%	5 26%	12 18%	12 22%	11 19%	5 16%	7 20%	2 12%	7 29%	3 14%	3 15%	3 21%	2 8%
8	18 20%	6 19%	4 15%	5 21%	1 5%	2 11%	6 23%	5 23%	5 22%	4 14%	3 17%	4 16%	6 22%	4 24%	14 22%	12 23%	15 26%	6 18%	4 12%	3 12%	2 11%	5 23%	4 22%	3 22%	5 28%
7	19 21%	8 27%	7 29%	4 17%	3 25%	3 16%	4 15%	3 16%	5 21%	4 13%	4 23%	6 21%	4 22%	4 24%	13 20%	10 19%	12 22%	9 27%	5 27%	6 25%	6 26%	5 30%	5 36%	6 31%	
6	24 27%	6 21%	5 22%	6 24%	5 37%	6 27%	6 24%	5 23%	5 23%	9 28%	5 27%	6 23%	4 24%	18 27%p	11 20%	11 20%	6 17%	9 27%	8 39%	5 22%	5 21%	2 14%	2 17%	5 23%	
5	6 7%	-	1 4%	-	-	-	1 4%	-	-	1 3%	1 6%	2 8%	2 8%	-	3 5%	3 6%	3 5%	2 6%	1 3%	1 5%	-	1 5%	-	-	
4	1 1%	1 4%	1 4%	-	-	-	1 4%	-	1 4%	-	-	-	-	1 2%	1 2%	1 2%	1 3%	-	-	1 5%	-	-	-	-	
3	2 2%	1 2%	1 2%	1 2%	1 9%	2 8%	1 2%	-	-	1 2%	-	1 2%	1 2%	1 1%	1 1%	1 1%	1 2%	2 5%	-	-	-	1 3%	-	-	
2	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1 - very poor value	2 2%	-	-	1 5%	-	-	1 4%	-	-	1 4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 266

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	89*	29*	24**	24**	13**	21**	27**	21**	24**	30**	18**	23**	26**	18**	66*	52*	57*	33**	33**	21**	23**	22**	18**	14**	20**
Mean	6.91	7.42	7.13	7.24	6.90	7.36	7.05	7.85	7.55	7.11	7.41	7.21	7.25	7.64	7.31	7.47	7.44	7.35	7.10	7.07	7.60	7.77	7.51	7.59	7.51
Standard deviation	1.80	1.53	1.55	2.00	1.93	2.08	1.35	1.51	2.06	1.51	1.63	1.53	1.23	1.47	1.52	1.45	1.64	1.63	1.38	1.57	1.38	1.59	1.17	1.17	1.25
Standard error	0.20	0.29	0.32	0.42	0.56	0.42	0.29	0.31	0.37	0.36	0.33	0.30	0.29	0.19	0.23	0.20	0.30	0.30	0.32	0.36	0.31	0.38	0.32	0.32	0.28
NET: 8-10	34 39%	14 46%	9 38%	12 52%	4 29%	10 49%	13 48%	13 61%	13 52%	14 46%	8 43%	9 41%	11 43%	10 54%	30 46%	27 52%	29 51%	15 45%	12 36%	6 31%	11 49%	11 53%	9 48%	7 47%	9 46%
NET: 4-7	50 56%	15 52%	15 59%	10 41%	8 61%	9 43%	12 46%	8 39%	11 48%	15 48%	10 57%	13 57%	14 55%	8 46%	35 54%	24 47%	27 48%	18 54%	19 58%	14 69%	12 51%	10 47%	9 49%	8 53%	11 54%
NET: 1-3	5 5%	1 2%	1 2%	2 7%	1 9%	2 8%	2 6%	-	-	2 5%	-	1 2%	1 2%	-	1 1%	1 1%	1 1%	1 2%	2 5%	-	-	-	1 3%	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 267

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact on online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	84	30	56	30	38	50	36	33	18	44	18	80	81	80	71	82	83	83	82	63	76
Weighted base	89*	30**	61*	31**	41*	52*	42**	38**	19**	44*	22**	86*	87*	84*	75*	86*	89*	88*	88*	65*	82*
10 - very good value	4 5%	1 5%	3 4%	1 5%	3 8%	3 5%	1 3%	-	-	3 6%	1 6%	4 5%	3 4%	3 3%	3 3%	4 5%	4 5%	4 5%	4 5%	3 5%	4 4%
9	12 14%	5 16%	10 16%	5 17%	9 21%	10 20%	5 13%	5 14%	1 5%	6 14%	4 18%	12 14%	12 15%	12 15%	9 11%	12 14%	12 14%	12 14%	12 14%	8 12%	12 15%
8	18 20%	7 22%	11 18%	5 16%	6 14%	12 24%	10 23%	9 24%	5 27%	7 17%	3 14%	18 21%	18 21%	15 18%	18 24%	15 18%	18 20%	18 20%	18 21%	14 22%	17 21%
7	19 21%	2 7%	17 27%	4 13%	10 23%	10 19%	7 17%	9 24%	6 31%	6 15%	6 30%	17 20%	19 21%	18 18%	14 18%	19 22%	18 20%	19 21%	19 21%	14 22%	16 19%
6	24 27%	8 25%	16 26%	10 31%	9 22%	11 21%	14 33%	13 35%	5 28%	14 32%	4 19%	24 27%	23 27%	24 29%	22 30%	24 28%	24 28%	24 27%	24 28%	16 25%	24 30%
5	6 7%	4 14%	3 4%	3 10%	2 6%	4 7%	2 5%	1 2%	-	4 10%	2 8%	5 6%	6 7%	5 6%	5 7%	5 6%	6 7%	6 7%	6 6%	4 6%	6 7%
4	1 1%	-	1 2%	-	-	1 2%	1 3%	-	-	1 2%	-	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	1 1%	1 2%	1 1%
3	2 2%	1 4%	1 1%	2 6%	-	-	-	1 1%	-	2 4%	-	2 2%	2 2%	2 2%	2 2%	2 2%	2 2%	2 2%	1 1%	2 3%	-
2	1 1%	-	1 1%	-	1 2%	-	-	-	1 4%	-	-	1 1%	1 1%	1 1%	-	1 1%	1 1%	1 1%	1 1%	1 1%	-
1 - very poor value	2 2%	2 7%	-	1 3%	1 3%	1 2%	1 3%	-	1 5%	-	1 5%	2 2%	2 2%	2 3%	2 3%	2 2%	2 2%	2 2%	2 2%	1 2%	1 1%
Mean	6.91	6.57	7.13	6.72	7.22	7.26	6.94	7.06	6.55	6.88	7.02	6.94	6.89	6.84	6.81	6.89	6.91	6.92	6.98	6.92	7.08
Standard deviation	1.80	2.30	1.50	2.03	1.92	1.70	1.68	1.22	1.92	1.71	2.00	1.82	1.79	1.80	1.76	1.81	1.81	1.81	1.75	1.79	1.55
Standard error	0.20	0.42	0.20	0.37	0.31	0.24	0.28	0.21	0.45	0.26	0.47	0.20	0.20	0.20	0.21	0.20	0.20	0.20	0.19	0.23	0.18

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 267

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had an impact in online play (e.g. new weapons or powers)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	89*	30**	61*	31**	41*	52*	42**	38**	19**	44*	22**	86*	87*	84*	75*	86*	89*	88*	88*	65*	82*
NET: 8-10	34 39%	13 43%	23 38%	12 38%	18 44%	25 49%	17 40%	14 38%	6 31%	16 37%	8 38%	34 40%	34 39%	31 37%	29 39%	32 37%	34 39%	34 39%	34 39%	25 39%	33 41%
NET: 4-7	50 56%	14 46%	36 60%	16 53%	21 52%	25 49%	24 57%	23 61%	11 59%	26 59%	12 57%	47 55%	49 56%	48 58%	42 56%	49 57%	49 56%	49 56%	50 57%	36 55%	47 58%
NET: 1-3	5 5%	3 11%	1 2%	3 9%	2 5%	1 2%	1 3%	1 1%	2 9%	2 4%	1 5%	5 5%	5 5%	5 6%	4 5%	5 5%	5 5%	5 5%	3 4%	4 6%	1 1%

**Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 268

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Gender		Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	AB (i)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	York-shire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	64	40	24	15	27	16	6	-	19	23	9	13	6	3	4	4	4	2	7	8	10	10	5	1
Weighted base	70*	45*	25**	15**	32**	18**	5**	-**	23**	25**	9**	13**	8**	4**	3**	6**	5**	1**	9**	6**	9**	11**	7**	1**
10 - very good value	5 7%	2 4%	3 12%	2 11%	1 3%	2 11%	-	-	1 6%	3 11%	-	-	2 4%	-	1 19%	-	-	-	-	1 23%	-	1 10%	-	-
9	7 10%	4 10%	3 10%	2 12%	4 13%	-	1 19%	-	4 16%	2 6%	1 7%	1 6%	-	1 33%	-	-	-	-	2 17%	1 16%	1 10%	-	2 24%	-
8	14 20%	8 19%	6 22%	3 22%	5 15%	4 24%	1 31%	-	6 26%	1 3%	2 19%	5 41%	4 49%	-	1 34%	1 15%	-	1 55%	-	1 24%	2 20%	4 38%	-	-
7	14 20%	10 22%	4 17%	2 14%	4 14%	7 39%	1 16%	-	2 9%	7 29%	3 36%	2 15%	-	-	-	3 62%	-	3 38%	-	2 20%	2 18%	3 42%	1 100%	-
6	13 18%	9 20%	4 14%	2 22%	7 22%	2 11%	2 35%	-	5 21%	6 24%	1 12%	1 6%	*	1 35%	-	1 20%	2 38%	1 45%	3 37%	1 12%	3 34%	-	-	-
5	4 6%	3 7%	1 4%	1 4%	4 11%	-	-	-	-	2 7%	1 9%	2 13%	-	1 32%	-	-	-	-	-	1 8%	1 6%	2 18%	-	-
4	8 12%	4 9%	4 16%	2 13%	4 13%	2 12%	-	-	2 11%	4 15%	-	2 15%	2 25%	-	1 31%	4 65%	-	-	-	1 10%	1 6%	-	-	-
3	1 1%	-	1 4%	-	1 3%	-	-	-	1 4%	-	-	-	-	-	-	-	-	-	1 17%	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3 5%	3 8%	-	2 11%	1 4%	1 4%	-	-	2 7%	1 5%	1 7%	-	-	-	-	-	-	-	1 7%	-	-	1 10%	2 22%	-
Don't know	1 1%	1 2%	-	-	1 3%	-	-	-	-	-	1 10%	-	-	-	-	-	-	-	-	-	-	-	1 12%	-
Mean	6.59	6.40	6.92	6.56	6.31	6.89	7.34	-	6.65	6.39	6.56	6.88	7.29	6.68	7.28	5.00	6.62	7.10	6.54	7.30	6.62	6.52	6.00	7.00

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 268

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Gender		Age					Social Grade					Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	AB (i)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Weighted base	70*	45*	25**	15**	32**	18**	5**	-**	23**	25**	9**	13**	8**	4**	3**	6**	5**	1**	9**	6**	9**	11**	7**	1**
Standard deviation	2.14	2.19	2.07	2.68	2.09	1.98	1.28	-	2.45	2.14	2.07	1.78	2.28	1.99	2.86	1.64	0.54	-	1.98	2.67	1.48	2.58	3.32	-
Standard error	0.27	0.35	0.42	0.69	0.41	0.49	0.52	-	0.56	0.45	0.73	0.49	0.93	1.15	1.43	0.82	0.27	-	0.75	0.94	0.47	0.81	1.66	-
NET: 8-10	25 36%	14 32%	11 45%	7 45%	10 31%	6 35%	2 50%	-	11 48%	5 21%	2 26%	7 51%	5 69%	1 33%	2 69%	1 15%	-	1 55%	2 17%	4 63%	3 30%	5 48%	2 24%	-
NET: 4-7	39 56%	26 59%	13 51%	7 44%	19 60%	11 61%	2 50%	-	9 40%	18 75%	5 57%	6 49%	2 31%	2 67%	1 31%	5 85%	5 100%	1 45%	7 75%	1 20%	7 70%	4 41%	3 42%	1 100%
NET: 1-3	4 6%	3 8%	1 4%	2 11%	2 7%	1 4%	-	-	3 11%	1 5%	1 7%	-	-	-	-	-	-	-	1 7%	1 17%	-	1 10%	2 22%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 269

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	64	45	18	1	15	9	8	4	-	48	29	35	57	6	39	25	17	9	16	12	7	4	10	12	10	15	14
Weighted base	70*	50*	19**	1**	14**	6**	10**	3**	**	56*	34**	36*	63*	6**	41*	29**	19**	10**	19**	14**	8**	4**	9**	12**	13**	17**	15**
10 - very good value	5 7%	3 6%	2 9%	-	1 11%	-	1 15%	-	-	3 6%	2 6%	2 7%	4 6%	1 19%	3 7%	-	-	2 10%	-	-	-	-	2 19%	* 4%	1 8%	1 9%	-
9	7 10%	3 6%	4 21%	-	3 23%	1 20%	2 22%	* 10%	-	4 7%	3 9%	4 10%	7 11%	-	4 9%	3 11%	3 14%	1 9%	2 12%	2 14%	1 11%	1 26%	-	2 20%	-	-	4 29%
8	14 20%	10 20%	3 16%	1 100%	1 11%	1 9%	1 10%	1 28%	-	12 22%	9 25%	5 15%	13 20%	1 20%	8 20%	6 20%	6 30%	3 29%	1 6%	4 29%	3 36%	1 27%	1 12%	2 19%	6 44%	3 16%	1 7%
7	14 20%	9 18%	5 28%	-	3 20%	1 14%	2 20%	-	-	12 21%	9 27%	5 14%	12 19%	1 24%	4 10%	10 35%	9 46%	5 52%	6 34%	7 50%	3 42%	2 47%	1 6%	2 18%	2 18%	2 15%	5 31%
6	13 18%	10 21%	2 12%	-	* 3%	* 8%	-	-	-	12 21%	4 12%	8 24%	12 19%	1 16%	8 19%	5 17%	1 5%	1 9%	4 22%	-	1 11%	-	3 38%	2 15%	1 6%	6 35%	1 6%
5	4 6%	3 6%	1 6%	-	1 8%	1 19%	1 5%	1 15%	-	3 5%	-	4 11%	4 6%	1 10%	4 10%	-	-	-	-	-	-	-	1 6%	-	1 9%	1 5%	1 4%
4	8 12%	7 13%	2 8%	-	-	-	-	-	-	8 15%	6 17%	2 7%	7 12%	1 11%	5 12%	3 11%	1 5%	-	3 16%	1 7%	-	-	2 18%	2 18%	2 15%	2 15%	-
3	1 1%	1 2%	-	-	1 8%	1 19%	1 11%	-	-	-	-	1 3%	1 2%	-	1 3%	-	-	-	-	-	-	-	-	-	-	-	1 7%
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3 5%	3 7%	-	-	2 17%	1 12%	2 17%	2 47%	-	1 2%	1 3%	2 6%	3 5%	-	3 8%	-	-	-	-	-	-	-	-	1 6%	-	1 7%	2 11%
Don't know	1 1%	1 2%	-	-	-	-	-	-	-	1 2%	-	1 2%	1 1%	-	1 2%	-	-	-	-	-	-	-	-	-	-	-	1 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 269

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	70*	50*	19**	1**	14**	6**	10**	3**	**	56*	34**	36*	63*	6**	41*	29**	19**	10**	19**	14**	8**	4**	9**	12**	13**	17**	15**
Mean	6.59	6.27	7.36	8.00	6.39	5.57	6.45	4.35	-	6.64	6.81	6.37	6.54	7.08	6.19	7.13	7.39	7.39	6.91	7.36	7.47	7.78	6.66	6.70	6.99	6.14	6.59
Standard deviation	2.14	2.24	1.71	-	3.16	2.89	3.35	3.98	-	1.86	2.02	2.27	2.18	2.06	2.43	1.56	1.13	0.83	1.82	1.20	0.90	0.98	2.13	2.36	1.77	2.17	2.65
Standard error	0.27	0.34	0.40	-	0.82	0.96	1.18	1.99	-	0.27	0.38	0.39	0.29	0.84	0.39	0.31	0.28	0.28	0.46	0.35	0.34	0.49	0.67	0.68	0.56	0.56	0.74
NET: 8-10	25 36%	16 31%	9 46%	1 100%	6 45%	2 29%	5 47%	1 38%	-	19 35%	14 41%	11 32%	23 37%	2 39%	15 36%	11 37%	8 44%	4 39%	5 28%	6 43%	4 47%	2 53%	3 32%	5 44%	7 52%	4 25%	6 36%
NET: 4-7	39 56%	29 58%	10 54%	-	4 31%	2 41%	2 25%	1 15%	-	34 62%	19 56%	20 56%	35 55%	3 61%	21 51%	18 63%	11 56%	6 61%	13 72%	8 57%	4 53%	2 47%	6 68%	6 51%	6 48%	12 69%	6 41%
NET: 1-3	4 6%	4 9%	-	-	3 24%	2 30%	3 28%	2 47%	-	1 2%	1 3%	3 9%	4 7%	-	4 11%	-	-	-	-	-	-	-	-	1 6%	-	1 7%	3 17%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 270

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	64	5	1	3	2	2	-	-	6	2	5	3	2	1	2	17	2	3	1	5	1	1
Weighted base	70*	5**	2**	4**	2**	3**	-**	-**	6**	1**	6**	2**	2**	1**	2**	17**	2**	4**	2**	6**	1**	***
10 - very good value	5	2	-	-	-	-	-	-	1	-	-	-	1	-	1	-	-	-	-	-	-	-
	7%	29%	-	-	-	-	-	-	10%	-	-	-	50%	-	9%	-	-	-	-	-	-	-
9	7	-	-	1	-	-	-	-	*	-	-	-	-	-	-	-	2	-	2	-	*	
	10%	-	-	33%	-	-	-	-	8%	-	-	-	-	-	9%	-	38%	-	26%	-	100%	
8	14	2	2	-	1	-	-	-	1	1	-	1	-	1	6	-	-	-	-	-	-	
	20%	28%	100%	-	36%	-	-	-	17%	55%	-	43%	-	45%	34%	-	-	-	-	-	-	
7	14	-	-	-	-	-	-	-	1	-	4	-	-	-	3	1	2	-	3	1	-	
	20%	-	-	-	-	-	-	-	9%	-	69%	-	-	-	16%	51%	42%	-	49%	100%	-	
6	13	*	-	1	-	1	-	-	3	1	2	1	-	-	3	-	-	-	1	-	-	
	18%	8%	-	35%	-	34%	-	-	41%	45%	31%	34%	-	-	19%	-	-	-	14%	-	-	
5	4	-	-	1	-	-	-	-	-	-	-	1	-	1	1	-	-	-	-	-	-	
	6%	-	-	32%	-	-	-	-	-	-	-	23%	-	100%	55%	4%	-	-	-	-	-	
4	8	2	-	-	2	2	-	-	1	-	-	-	-	-	2	-	-	-	-	-	-	
	12%	36%	-	-	64%	66%	-	-	15%	-	-	-	-	-	9%	-	-	-	-	-	-	
3	1	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	
	1%	-	-	-	-	-	-	-	-	-	-	-	50%	-	-	-	-	-	-	-	-	
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1 - very poor value	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	2	1	-	-	
	5%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49%	-	100%	11%	-	-	
Don't know	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	
	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20%	-	-	-	-	
Mean	6.59	6.98	8.00	6.68	5.43	4.68	-	-	6.73	7.10	6.69	6.63	6.47	5.00	6.35	7.24	4.04	7.95	1.00	6.72	7.00	9.00
Standard deviation	2.14	2.74	0.00	1.99	2.52	1.14	-	-	1.91	-	0.50	1.68	4.87	-	2.09	1.67	4.01	1.18	-	2.49	-	-
Standard error	0.27	1.22	0.00	1.15	1.78	0.81	-	-	0.78	-	0.23	0.97	3.45	-	1.48	0.41	2.83	0.83	-	1.11	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 270

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	70*	5**	2**	4**	2**	3**	-**	-**	6**	1**	6**	2**	2**	1**	2**	17**	2**	4**	2**	6**	1**	***
NET: 8-10	25 36%	3 56%	2 100%	1 33%	1 36%	-	-	-	2 34%	1 55%	-	1 43%	1 50%	-	1 45%	9 52%	-	2 38%	-	2 26%	-	* 100%
NET: 4-7	39 56%	2 44%	-	2 67%	2 64%	3 100%	-	-	4 66%	1 45%	6 100%	1 57%	-	1 100%	1 55%	8 48%	1 51%	2 42%	-	4 63%	1 100%	-
NET: 1-3	4 6%	-	-	-	-	-	-	-	-	-	-	-	1 50%	-	-	-	1 49%	-	2 100%	1 11%	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 271

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	64	14	11	10	8	12	14	15	16	23	13	14	17	7	51	30	44	18	22	17	9	15	8	8	7
Weighted base	70*	16*	12**	11**	11**	12**	14**	18**	18**	24**	15**	14**	16**	8**	58*	35**	49*	21**	26**	20**	10**	17**	9**	10**	8**
10 - very good value	5 7%	1 9%	-	-	1 14%	1 12%	1 10%	1 8%	2 11%	1 6%	1 10%	1 11%	1 9%	-	3 5%	1 4%	3 5%	1 7%	1 6%	3 13%	1 14%	1 9%	1 17%	-	-
9	7 10%	3 20%	2 15%	3 32%	3 32%	3 22%	2 15%	4 24%	4 24%	5 20%	3 19%	3 23%	2 10%	2 18%	5 8%	3 9%	5 10%	2 8%	2 8%	3 31%	3 16%	3 31%	3 27%	2 20%	
8	14 20%	3 21%	1 9%	3 25%	-	1 9%	3 22%	1 6%	2 12%	3 14%	2 12%	1 8%	2 11%	2 22%	13 23%	9 27%	14 28%	2 10%	6 21%	-	1 11%	5 29%	2 23%	1 11%	3 40%
7	14 20%	2 14%	2 19%	-	-	1 9%	-	5 28%	2 11%	2 7%	2 13%	3 19%	-	11 20%	3 9%	6 13%	2 9%	5 19%	3 16%	-	2 12%	-	-	1 11%	-
6	13 18%	3 16%	3 24%	4 31%	3 31%	1 11%	1 10%	3 17%	3 17%	6 23%	3 17%	-	1 8%	3 30%	11 19%	5 14%	9 17%	6 30%	6 22%	1 9%	3 20%	-	3 25%	-	
5	4 6%	-	-	-	-	-	-	1 3%	1 2%	1 2%	1 8%	2 11%	2 11%	-	4 6%	3 9%	3 6%	2 8%	1 4%	2 12%	-	-	-	-	
4	8 12%	1 4%	2 13%	1 6%	-	2 17%	3 17%	1 3%	2 8%	2 7%	1 4%	1 5%	2 10%	-	6 11%	6 18%	6 12%	3 8%	2 8%	-	2 20%	-	1 11%	2 19%	
3	1 1%	-	-	-	-	-	-	-	-	1 4%	-	-	1 6%	-	1 2%	1 3%	1 2%	1 5%	1 4%	1 5%	-	-	-	-	
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1 - very poor value	3 5%	2 10%	2 13%	3 26%	2 15%	2 13%	3 19%	2 9%	2 9%	3 12%	2 11%	2 12%	2 10%	2 19%	2 4%	2 5%	2 5%	2 8%	2 9%	2 12%	2 16%	2 10%	2 19%	2 16%	2 21%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 271

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live TV programme or opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	70*	16*	12**	11**	11**	12**	14**	18**	18**	24**	15**	14**	16**	8**	58*	35**	49*	21**	26**	20**	10**	17**	9**	10**	8**
Don't know	1 1%	1 6%	1 7%	1 8%	1 8%	1 7%	1 6%	1 5%	1 5%	1 4%	1 6%	1 7%	1 6%	1 11%	1 2%	1 3%	1 2%	-	-	1 5%	-	1 5%	-	1 9%	-
Mean	6.59	7.00	5.89	6.05	6.81	6.43	6.01	6.96	6.90	6.35	6.66	6.77	6.07	6.03	6.60	6.32	6.59	6.11	6.32	6.06	6.51	7.10	6.91	6.38	5.98
Standard deviation	2.14	2.61	2.61	3.56	3.17	3.09	3.29	2.46	2.66	2.75	2.72	2.88	2.73	3.08	2.03	2.25	2.16	2.42	2.38	2.67	3.31	2.44	3.47	2.93	3.26
Standard error	0.27	0.72	0.82	1.19	1.20	0.93	0.91	0.66	0.69	0.59	0.79	0.80	0.68	1.26	0.29	0.42	0.33	0.57	0.51	0.67	1.10	0.65	1.23	1.11	1.23
NET: 8-10	25 36%	8 50%	3 24%	6 56%	5 46%	5 43%	7 48%	7 38%	8 47%	10 41%	6 41%	6 42%	5 30%	3 40%	21 37%	14 40%	21 43%	6 29%	9 35%	4 21%	6 55%	9 54%	6 71%	4 39%	5 60%
NET: 4-7	39 56%	5 34%	7 55%	1 10%	3 31%	5 37%	4 27%	9 48%	7 40%	9 39%	6 42%	5 39%	8 48%	3 30%	32 56%	17 49%	24 49%	12 58%	14 52%	11 58%	3 29%	5 32%	1 11%	4 36%	2 19%
NET: 1-3	4 6%	2 10%	2 13%	3 26%	2 15%	2 13%	3 19%	2 9%	2 9%	4 16%	2 11%	2 12%	3 17%	2 19%	3 6%	3 8%	3 7%	3 12%	3 13%	3 17%	2 16%	2 10%	2 19%	2 16%	2 21%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 272

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	64	26	37	20	20	40	30	27	14	31	18	56	52	57	51	57	64	62	63	54	51
Weighted base	70*	28**	42**	22**	24**	46*	36**	32**	15**	34**	20**	62*	58*	63*	55*	62*	70*	68*	69*	56*	57*
10 - very good value	5 7%	2 7%	3 6%	1 7%	2 10%	4 9%	2 5%	1 3%	2 11%	2 6%	1 5%	4 6%	3 5%	5 7%	5 8%	4 6%	5 7%	5 7%	5 7%	4 6%	5 8%
9	7 10%	2 6%	6 14%	1 5%	4 16%	5 10%	5 14%	2 7%	* 2%	2 4%	5 25%	5 8%	5 8%	6 10%	5 9%	5 8%	7 10%	6 9%	7 10%	4 8%	7 12%
8	14 20%	2 9%	11 27%	2 10%	9 39%	9 19%	9 24%	8 25%	4 19%	6 20%	4 20%	14 23%	13 22%	13 21%	12 22%	14 22%	14 20%	14 20%	13 19%	14 25%	11 19%
7	14 20%	5 18%	9 22%	4 17%	5 21%	9 21%	6 16%	6 18%	2 11%	8 24%	5 23%	12 19%	12 21%	9 15%	10 18%	11 18%	14 20%	14 21%	14 20%	12 21%	11 19%
6	13 18%	6 21%	6 15%	3 13%	1 6%	10 22%	5 15%	6 18%	6 39%	5 14%	1 4%	11 19%	12 21%	12 19%	10 20%	12 20%	13 18%	13 19%	13 18%	9 15%	10 18%
5	4 6%	3 10%	1 3%	4 17%	-	4 8%	2 6%	2 5%	1 8%	2 5%	1 7%	4 7%	4 7%	4 7%	4 7%	4 7%	4 6%	4 6%	4 6%	4 7%	4 7%
4	8 12%	5 16%	4 10%	5 24%	-	3 7%	6 15%	4 14%	-	7 21%	1 5%	6 10%	6 10%	8 13%	5 9%	7 12%	8 12%	8 12%	8 12%	5 9%	7 11%
3	1 1%	-	-	-	-	1 2%	-	1 3%	-	1 3%	-	1 2%	-	1 2%	-	1 2%	1 1%	-	1 2%	1 2%	1 2%
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
1 - very poor value	3 5%	3 10%	1 2%	2 8%	2 8%	-	1 3%	2 7%	1 5%	2 5%	1 6%	3 5%	3 5%	3 5%	3 5%	3 5%	3 5%	3 5%	3 5%	3 6%	2 4%
Don't know	1 1%	1 3%	-	-	-	1 2%	-	-	-	-	1 5%	1 1%	1 2%	1 1%	1 2%	1 1%	1 1%	1 1%	1 1%	-	-
Mean	6.59	5.90	7.14	5.77	7.52	6.99	6.76	6.24	6.81	6.18	7.21	6.54	6.62	6.53	6.75	6.48	6.59	6.63	6.58	6.58	6.69
Standard deviation	2.14	2.41	1.79	2.30	2.16	1.74	2.06	2.24	1.97	2.17	2.23	2.15	2.02	2.25	2.13	2.16	2.14	2.11	2.15	2.19	2.14

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 272

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that had no impact on gameplay (e.g. a new skin or cosmetic)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	70*	28**	42**	22**	24**	46*	36**	32**	15**	34**	20**	62*	58*	63*	55*	62*	70*	68*	69*	56*	57*
Standard error	0.27	0.48	0.29	0.51	0.48	0.28	0.38	0.43	0.53	0.39	0.54	0.29	0.28	0.30	0.30	0.29	0.27	0.27	0.27	0.30	0.30
NET: 8-10	25 36%	6 22%	20 48%	5 21%	16 66%	17 38%	16 44%	11 35%	6 38%	10 29%	10 51%	23 37%	21 35%	24 39%	22 40%	22 36%	25 36%	25 37%	25 36%	22 39%	22 39%
NET: 4-7	39 56%	18 65%	21 50%	15 71%	6 27%	26 58%	19 53%	18 55%	8 57%	22 64%	8 39%	34 55%	34 58%	33 53%	30 54%	34 55%	39 56%	39 57%	39 56%	29 53%	32 55%
NET: 1-3	4 6%	3 10%	1 2%	2 8%	2 8%	1 2%	1 3%	3 10%	1 5%	3 8%	1 6%	4 7%	3 5%	4 7%	3 5%	4 7%	4 6%	3 5%	4 6%q	4 8%	3 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 273

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Gender			Age						Social Grade					Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)	
Unweighted base	61	43	18	12	23	15	10	-	1	17	18	12	14	5	1	5	10	2	3	5	3	10	12	4	1	
Weighted base	60*	44*	17**	11**	25**	16**	8**	-**	1**	18**	19**	10**	14**	6**	1**	4**	11**	2**	3**	4**	3**	10**	13**	3**	1**	
10 - very good value	7 11%	4 9%	3 16%	1 12%	2 6%	- 39%	3 -	- 100%	- -	1 4%	1 7%	2 19%	3 21%	- -	- 33%	1 24%	3 -	- -	- -	- -	- -	1 8%	1 9%	- -	1 100%	
9	12 20%	7 17%	5 29%	2 15%	8 33%	2 12%	1 7%	- -	- -	6 35%	4 19%	1 7%	2 13%	- -	- 29%	1 15%	2 33%	1 -	- -	1 21%	4 40%	3 21%	2 53%	- -	- -	
8	11 19%	10 22%	2 10%	1 13%	1 5%	7 46%	1 18%	- -	- -	1 7%	4 24%	1 13%	4 32%	3 47%	- -	- 11%	1 -	- -	- -	2 61%	1 18%	1 14%	1 11%	1 47%	- -	- -
7	7 11%	7 16%	- -	2 15%	3 10%	3 16%	- -	- -	- -	2 13%	2 8%	2 20%	1 8%	1 13%	- 11%	4 31%	- -	- -	- 15%	- -	- -	- -	1 11%	- -	- -	- -
6	13 21%	7 16%	6 34%	4 37%	5 19%	3 21%	1 7%	- -	- -	3 17%	5 27%	3 27%	2 14%	2 31%	- 27%	1 19%	1 67%	1 49%	- -	2 61%	1 8%	2 19%	- -	- -	- -	
5	3 4%	2 5%	1 3%	- -	2 7%	1 4%	* 4%	- -	- -	* 2%	- -	1 7%	2 12%	1 9%	1 100%	- -	- -	- -	- -	1 24%	- -	- -	- -	- -	- -	
4	3 6%	3 8%	- -	1 8%	2 10%	- -	- -	- -	- -	2 14%	1 5%	- -	- -	- -	- -	- -	- -	1 36%	- -	- -	- -	2 20%	- -	- -	- -	
3	2 4%	2 5%	- -	- -	1 3%	- 16%	1 -	- -	- -	1 7%	- 9%	1 -	- -	- -	- -	- -	- -	- -	- -	- -	2 22%	- -	- -	- -	- -	
2	1 1%	- -	1 5%	- -	- -	- 10%	- -	- -	- -	- -	1 4%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 8%	- -	- -	- -	
1 - very poor value	2 1%	1 3%	- -	- -	1 5%	- -	- -	- -	- -	- -	1 6%	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	1 9%	- -	- -	- -	
Don't know	* 1%	- -	* 2%	- -	* 2%	- -	- -	- -	- -	* 2%	- -	- -	- -	- -	- -	- -	- -	- -	* 15%	- -	- -	- -	- -	- -	- -	
Mean	7.14	6.99	7.54	7.16	6.85	7.41	7.22	-	10.00	7.01	6.82	7.07	7.80	6.98	5.00	8.31	7.94	7.00	5.15	7.12	6.99	6.83	6.49	8.53	10.00	

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 273

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	60*	44*	17**	11**	25**	16**	8**	-**	1**	18**	19**	10**	14**	6**	1**	4**	11**	2**	3**	4**	3**	10**	13**	3**	1**
Standard deviation	2.13	2.14	2.10	1.78	2.41	1.12	3.22	-	-	2.19	2.40	2.11	1.70	1.16	-	1.89	1.54	-	1.35	1.46	1.56	2.98	2.68	0.61	-
Standard error	0.27	0.33	0.51	0.51	0.51	0.29	1.02	-	-	0.55	0.57	0.61	0.45	0.52	-	0.85	0.49	-	0.95	0.65	0.90	0.94	0.77	0.30	-
NET: 8-10	30	21	9	4	11	9	5	-	1	8	9	4	9	3	-	3	6	1	-	2	1	6	5	3	1
	50%	48%	55%	39%	44%	58%	64%	-	100%	46%	49%	38%	65%	47%	-	62%	50%	33%	-	61%	39%	62%	41%	100%	100%
NET: 4-7	26	19	6	7	11	7	1	-	-	8	8	5	5	3	1	2	6	1	2	2	2	1	6	-	-
	42%	44%	38%	61%	46%	42%	11%	-	-	44%	41%	53%	35%	53%	100%	38%	50%	67%	85%	39%	61%	8%	50%	-	-
NET: 1-3	4	3	1	-	2	-	2	-	-	1	2	1	-	-	-	-	-	-	-	-	-	3	1	-	-
	7%	7%	5%	-	8%	-	26%	-	-	7%	10%	9%	-	-	-	-	-	-	-	-	-	30%	9%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 274

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	61	46	14	1	14	9	6	3	2	46	36	24	49	11	27	34	22	14	19	16	13	2	6	11	11	16	14
Weighted base	60*	48*	11**	1**	11**	6**	6**	4**	2**	48*	37**	23**	51*	9**	28**	33**	20**	11**	20**	16**	10**	1**	5**	10**	13**	14**	14**
10 - very good value	7	1	5	1	3	1	2	1	1	3	3	5	2	4	3	1	1	2	-	1	-	1	2	2	1	-	
	11%	2%	45%	100%	30%	14%	43%	38%	71%	7%	9%	14%	9%	25%	14%	9%	3%	6%	12%	-	6%	-	28%	18%	16%	9%	-
9	12	10	2	-	3	1	3	2	-	9	7	6	11	1	5	8	5	4	5	5	4	-	2	-	4	2	5
	20%	21%	20%	-	31%	21%	49%	62%	-	18%	18%	24%	22%	9%	17%	23%	27%	35%	25%	30%	38%	-	34%	-	29%	15%	32%
8	11	10	1	-	2	1	-	-	1	10	8	3	8	3	3	9	7	4	2	5	4	1	1	3	4	2	
	19%	21%	12%	-	17%	23%	-	-	29%	20%	22%	14%	16%	35%	10%	27%	34%	32%	10%	29%	35%	45%	26%	13%	21%	27%	14%
7	7	6	1	-	1	1	*	-	-	6	5	2	6	1	4	3	1	1	2	1	1	1	2	-	2	2	
	11%	12%	8%	-	11%	21%	8%	-	-	12%	13%	9%	12%	8%	14%	9%	7%	13%	8%	9%	6%	55%	13%	22%	-	15%	12%
6	13	12	1	-	-	-	-	-	-	13	8	4	11	2	7	6	1	-	6	1	4	-	-	4	2	3	1
	21%	24%	10%	-	-	-	-	-	-	26%	23%	19%	21%	23%	24%	18%	6%	-	31%	8%	-	-	-	38%	15%	22%	9%
5	3	2	1	-	1	1	-	-	-	1	1	2	3	-	2	1	*	-	1	*	-	-	1	1	1	-	
	4%	4%	5%	-	11%	21%	-	-	-	3%	2%	9%	5%	-	6%	3%	4%	3%	-	5%	3%	-	-	9%	9%	4%	-
4	3	3	-	-	-	-	-	-	-	3	2	1	3	-	1	2	2	-	2	2	-	-	-	-	-	-	3
	6%	7%	-	-	-	-	-	-	-	7%	7%	4%	7%	-	3%	8%	13%	-	13%	16%	-	-	-	-	-	-	24%
3	2	2	-	-	-	-	-	-	-	1	-	1	1	-	2	-	-	-	-	-	-	-	-	-	-	-	1
	4%	4%	-	-	-	-	-	-	-	3%	-	6%	3%	-	8%	-	-	-	-	-	-	-	-	-	-	-	9%
2	1	1	-	-	-	-	-	-	-	1	1	-	1	-	1	1	1	-	-	1	-	-	-	-	1	-	-
	1%	2%	-	-	-	-	-	-	-	2%	2%	-	1%	-	2%	4%	7%	-	-	8%	-	-	-	-	6%	-	-
1 - very poor value	1	1	-	-	-	-	-	-	-	1	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	1	-
	2%	2%	-	-	-	-	-	-	-	2%	3%	-	2%	-	4%	-	-	-	-	-	-	-	-	-	-	8%	-
Don't know	*	*	-	-	-	-	-	-	-	*	*	-	*	-	*	*	*	*	*	*	*	*	*	*	*	*	*
	1%	1%	-	-	-	-	-	-	-	1%	1%	-	1%	-	1%	2%	4%	2%	3%	4%	4%	-	-	-	3%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 274

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	60*	48*	11**	1**	11**	6**	6**	4**	2**	48*	37**	23**	51*	9**	28**	33**	20**	11**	20**	16**	10**	1**	5**	10**	13**	14**	14**
Mean	7.14	6.74	8.67	10.00	8.46	7.63	9.27	9.38	9.41	6.91	7.12	7.34	7.06	8.06	6.82	7.42	7.25	7.83	7.27	7.24	7.90	7.45	8.75	7.10	7.70	7.07	6.63
Standard deviation	2.13	2.06	1.65	-	1.62	1.82	0.91	0.57	-	2.08	2.11	2.07	2.14	1.53	2.38	1.88	2.06	1.98	1.95	1.86	2.06	-	1.12	1.65	2.21	2.29	2.30
Standard error	0.27	0.31	0.44	-	0.43	0.61	0.37	0.33	-	0.31	0.36	0.42	0.31	0.46	0.46	0.33	0.45	0.55	0.46	0.48	0.59	-	0.46	0.50	0.70	0.57	0.61
NET: 8-10	30 50%	21 43%	9 77%	1 100%	9 78%	3 57%	5 92%	4 100%	2 100%	22 45%	18 50%	12 53%	24 48%	6 70%	11 40%	19 59%	13 64%	8 73%	9 47%	9 59%	8 79%	1 45%	4 87%	3 31%	9 67%	7 51%	7 46%
NET: 4-7	26 42%	23 48%	3 23%	-	2 22%	2 43%	* 8%	-	-	23 48%	16 44%	9 41%	23 45%	3 30%	13 48%	12 38%	6 31%	2 16%	10 51%	6 38%	1 9%	1 55%	1 13%	7 69%	3 24%	6 41%	7 45%
NET: 1-3	4 7%	4 8%	-	-	-	-	-	-	-	3 7%	2 5%	1 6%	3 6%	-	3 12%	1 2%	1 4%	1 7%	-	-	1 8%	-	-	-	1 6%	1 8%	1 9%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 275

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Total	City																	None of these (w)			
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)		Ply-mouth (r)	Cardiff (s)	Belfast (v)
Unweighted base	61	3	2	3	3	4	3	-	5	2	2	-	2	2	1	16	5	2	1	4	1	-
Weighted base	60*	3**	3**	4**	4**	4**	2**	-**	4**	3**	2**	-**	2**	2**	1**	15**	6**	1**	1**	3**	1**	-**
10 - very good value	7	-	-	1	1	1	1	-	1	-	-	-	1	-	1	-	-	-	-	-	1	-
	11%	-	-	22%	36%	17%	33%	-	15%	-	-	-	60%	-	5%	-	-	-	-	-	100%	-
9	12	-	-	2	-	-	-	-	1	1	-	-	-	-	7	1	1	1	-	-	-	-
	20%	-	-	46%	-	-	-	-	30%	33%	-	-	-	-	46%	19%	44%	-	-	-	-	-
8	11	1	2	-	1	*	-	-	-	-	-	-	-	-	2	1	1	1	2	-	-	
	19%	19%	80%	-	23%	10%	-	-	-	-	-	-	-	-	16%	16%	56%	100%	71%	-	-	
7	7	1	-	-	2	1	1	-	1	-	-	-	1	-	-	1	-	-	-	-	-	
	11%	24%	-	-	41%	25%	47%	-	27%	-	-	-	34%	-	5%	-	-	-	-	-	-	
6	13	2	-	-	-	2	-	-	1	2	1	-	1	1	1	-	-	-	-	-	-	
	21%	57%	-	-	-	48%	-	-	28%	67%	67%	-	66%	40%	100%	9%	-	-	-	-	-	
5	3	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	
	4%	-	20%	32%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	29%	-	
4	3	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	2	-	-	-	-	
	6%	-	-	-	-	-	-	-	-	33%	-	-	-	-	-	-	45%	-	-	-	-	
3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	
	4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	14%	-	-	-	-	-	
2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	
	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	5%	-	-	-	-	-	-	
1 - very poor value	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	
	2%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20%	-	-	-	-	-	
Don't know	*	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	1%	-	-	-	-	-	20%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Mean	7.14	6.62	7.41	7.95	8.31	7.12	8.24	-	7.78	5.34	7.00	-	6.34	8.38	6.00	7.36	4.98	8.44	8.00	7.14	10.00	-
Standard deviation	2.13	0.93	1.47	2.41	1.55	1.63	-	-	1.74	1.17	-	-	-	-	-	2.50	3.16	-	-	1.63	-	-
Standard error	0.27	0.54	1.04	1.39	0.90	0.82	-	-	0.78	0.83	-	-	-	-	-	0.63	1.41	-	-	0.81	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 275

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Bright- on (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	60*	3**	3**	4**	4**	4**	2**	-**	4**	3**	2**	-**	2**	2**	1**	15**	6**	1**	1**	3**	1**	-**
NET: 8-10	30 50%	1 19%	2 80%	2 68%	2 59%	1 27%	1 33%	-	2 45%	-	1 33%	-	-	1 60%	-	10 68%	2 35%	1 100%	1 100%	2 71%	1 100%	-
NET: 4-7	26 42%	3 81%	1 20%	1 32%	2 41%	3 73%	1 47%	-	2 55%	3 100%	1 67%	-	2 100%	1 40%	1 100%	2 14%	2 45%	-	-	1 29%	-	-
NET: 1-3	4 7%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3 19%	1 20%	-	-	-	-	-

**Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 276

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	61	12	12	11	4	11	14	8	17	18	10	15	16	11	50	29	38	19	21	13	10	12	10	7	11
Weighted base	60*	12*	12**	10**	5**	11**	12**	8**	16**	16**	10**	13**	16**	10**	48*	33**	37**	19**	20**	12**	9**	12**	9**	6**	9**
10 - very good value	7	2	1	2	-	1	2	1	3	2	2	1	1	2	5	5	5	5	1	1	1	4	1	1	3
	11%	18%	11%	20%	-	12%	17%	16%	16%	13%	21%	11%	4%	21%	11%	14%	12%	29%	4%	7%	7%	31%	16%	23%	37%
9	12	4	5	2	4	5	5	4	6	6	3	3	7	5	12	11	9	7	6	1	1	1	4	2	1
	20%	38%	44%	23%	91%	46%	43%	56%	39%	40%	28%	23%	43%	52%	25%	33%	25%	38%	32%	5%	17%	6%	46%	37%	7%
8	11	1	1	1	*	2	2	1	2	3	-	1	3	1	11	4	9	1	2	2	2	4	2	1	1
	19%	9%	8%	10%	9%	17%	12%	13%	10%	19%	-	8%	17%	10%	22%	11%	23%	4%	8%	17%	24%	38%	18%	11%	14%
7	7	1	1	1	-	2	1	-	2	1	-	*	1	1	6	4	5	1	3	2	1	-	1	1	2
	11%	10%	5%	6%	-	14%	5%	-	9%	7%	-	4%	9%	6%	12%	11%	13%	7%	16%	17%	13%	-	7%	10%	23%
6	13	3	3	3	-	1	1	1	3	1	3	3	3	1	8	7	5	2	4	5	3	3	1	1	1
	21%	26%	25%	30%	-	11%	9%	15%	19%	7%	30%	24%	19%	11%	17%	23%	14%	12%	21%	39%	38%	26%	13%	19%	12%
5	3	-	-	-	-	1	-	*	-	1	2	1	-	-	3	2	2	1	2	2	-	-	-	-	1
	4%	-	-	-	-	5%	-	2%	-	11%	16%	7%	-	-	5%	5%	6%	6%	9%	15%	-	-	-	-	6%
4	3	-	1	-	-	-	-	-	1	1	1	-	-	-	1	-	1	1	1	-	-	-	-	-	-
	6%	-	7%	-	-	-	-	6%	6%	6%	9%	7%	-	-	2%	-	2%	5%	5%	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-	-	-	-	1	-	-	1	-	-	-	-	-	-	-	-	-	-
	4%	-	-	-	-	-	-	-	-	-	-	7%	-	-	3%	-	-	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	-	1	-	-	-	-	-	-
	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	2%	2%	2%	-	4%	-	-	-	-	-	-
1 - very poor value	1	-	-	1	-	-	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2%	-	-	11%	-	-	9%	-	-	7%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 276

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live TV programme or opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	60*	12*	12**	10**	5**	11**	12**	8**	16**	16**	10**	13**	16**	10**	48*	33**	37**	19**	20**	12**	9**	12**	9**	6**	9**
Don't know	1%	-	-	-	-	-	-	-	-	-	-	-	-	-	1%	-	1%	-	2%	-	-	-	-	-	-
Mean	7.14	8.12	7.80	7.21	8.91	8.34	7.76	8.60	7.97	7.70	7.41	6.83	7.81	8.63	7.54	7.76	7.67	8.26	7.12	6.79	7.42	8.14	8.44	8.35	8.15
Standard deviation	2.13	1.56	1.83	2.80	0.32	1.24	2.61	1.29	1.77	2.47	2.22	2.24	1.49	1.27	1.85	1.81	1.78	1.88	1.97	1.45	1.42	1.59	1.30	1.54	1.77
Standard error	0.27	0.45	0.53	0.84	0.16	0.37	0.70	0.46	0.43	0.58	0.70	0.58	0.37	0.38	0.26	0.34	0.29	0.43	0.44	0.40	0.45	0.46	0.41	0.58	0.53
NET: 8-10	30 50%	8 64%	8 62%	5 53%	5 100%	8 75%	9 72%	7 85%	11 65%	11 72%	5 50%	5 42%	10 64%	8 82%	28 58%	19 59%	22 61%	13 70%	9 43%	3 29%	4 49%	9 74%	7 80%	4 71%	5 58%
NET: 4-7	26 42%	4 36%	5 38%	4 36%	-	3 25%	2 19%	1 15%	6 35%	3 21%	5 50%	6 51%	6 36%	2 18%	18 36%	13 39%	13 36%	6 30%	10 51%	8 71%	4 51%	3 26%	2 20%	2 29%	4 42%
NET: 1-3	4 7%	-	-	1 11%	-	-	1 9%	-	-	1 7%	-	1 7%	-	-	2 4%	1 2%	1 2%	-	1 4%	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 277

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	61	29	35	24	25	36	25	22	12	34	13	58	58	58	51	61	60	59	60	50	56
Weighted base	60*	26**	37**	23**	26**	37**	25**	26**	11**	34**	13**	57*	57*	57*	50*	60*	60*	58*	59*	49*	56*
10 - very good value	7	1	4	1	4	4	1	1	3	2	1	6	7	4	4	7	6	6	7	5	6
	11%	5%	11%	3%	16%	10%	6%	5%	23%	6%	10%	10%	12%mn	7%	7%	11%mn	10%mn	9%	11%	10%	11%
9	12	7	8	5	7	11	1	8	-	7	5	11	12	12	12	12	12	12	12	12	12
	20%	26%	23%	23%	27%	29%	5%	31%	-	22%	37%	20%	21%	21%	24%	20%	21%	21%	21%	24%	22%
8	11	2	9	2	4	7	6	2	4	5	3	10	11	11	9	11	11	11	11	10	11
	19%	9%	23%	7%	17%	20%	25%	9%	36%	14%	21%	17%	19%	19%	18%	19%	19%	18%	19%	19%	19%
7	7	2	5	4	1	5	2	3	1	5	1	7	5	7	6	7	7	7	6	5	7
	11%	7%	13%	16%	3%	13%	9%	10%	7%	14%	10%	12%	9%	12%	12%	11%l	11%	12%	10%	10%	12%
6	13	7	5	7	4	4	7	6	2	9	1	13	13	13	11	13	13	13	13	9	12
	21%	28%	15%	30%	15%	12%	29%	23%	21%	25%	6%	22%	22%	21%	21%	21%	21%	21%	21%	18%	21%
5	3	1	1	2	1	2	1	2	1	2	-	3	2	3	2	3	3	3	3	3	3
	4%	5%	3%	7%	4%	5%	6%	6%	6%	6%	-	5%	3%	5%	4%	4%	4%	5%	4%	5%	5%
4	3	2	3	1	2	2	2	2	-	2	1	3	3	3	3	3	3	3	3	2	3
	6%	6%	9%	4%	10%	7%	10%	9%	-	7%	7%	6%	6%	6%	6%	6%	6%	6%	6%	5%	6%
3	2	1	1	1	1	2	-	1	1	1	-	2	2	2	2	2	2	2	2	2	2
	4%	5%	2%	6%	3%	6%	-	3%	8%	4%	-	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%
2	1	1	-	1	-	-	1	1	-	1	-	1	1	1	-	1	1	1	1	1	-
	1%	3%	-	3%	-	-	3%	3%	-	2%	-	1%	1%	1%	-	1%	1%	1%	1%	2%	-
1 - very poor value	1	1	-	-	1	-	1	-	-	1	-	1	1	1	1	1	1	1	1	1	-
	2%	4%	-	-	4%	-	5%	-	-	-	9%	2%	2%	2%	2%	2%	2%	2%	2%	2%	-
Don't know	*	*	-	-	*	-	*	-	-	*	-	*	*	*	*	*	*	*	*	*	*
	1%	2%	-	-	2%	-	2%	-	-	1%	-	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
Mean	7.14	6.60	7.45	6.68	7.29	7.44	6.38	6.96	7.41	6.91	7.47	7.05	7.16	7.00	7.08	7.14	7.11	7.08	7.15	7.13	7.32
Standard deviation	2.13	2.41	1.87	2.01	2.50	2.00	2.17	2.13	2.07	1.99	2.60	2.14	2.17	2.10	2.08	2.13	2.12	2.12	2.14	2.21	1.89

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 277

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something that increases the rewards I earn from play (e.g. battle passes/boosters)**

**Base: All who spent money in a video game already purchased**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	60*	26**	37**	23**	26**	37**	25**	26**	11**	34**	13**	57*	57*	57*	50*	60*	60*	58*	59*	49*	56*
Standard error	0.27	0.46	0.32	0.41	0.51	0.33	0.44	0.45	0.60	0.35	0.72	0.28	0.29	0.28	0.29	0.27	0.28	0.28	0.28	0.32	0.26
NET: 8-10	30 50%	11 40%	21 57%	8 33%	15 60%	22 58%	9 36%	12 45%	6 59%	14 41%	9 68%	27 47%	30 52%	27 47%	25 49%	30 50%	30 50%	28 49%	30 51%	26 53%	29 52%
NET: 4-7	26 42%	12 46%	15 40%	13 58%	8 31%	13 36%	13 55%	13 49%	4 34%	18 52%	3 23%	26 45%	23 41%	26 45%	22 44%	26 42%	26 43%	26 44%	25 42%	19 38%	24 44%
NET: 1-3	4 7%	3 12%	1 2%	2 9%	2 8%	2 6%	2 8%	2 6%	1 8%	2 6%	1 9%	4 7%	4 7%	4 7%	3 6%	4 7%	4 7%	4 7%	4 7%	4 8%	2 4%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 278

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Gender			Age						Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)
Unweighted base	45	29	16	13	16	8	3	4	1	16	13	6	10	2	2	7	7	3	3	2	2	3	11	3
Weighted base	50*	34**	16**	13**	19**	10**	3**	3**	1**	20**	15**	4**	10**	4**	2**	7**	7**	3**	2**	1**	2**	3**	12**	5**
10 - very good value	5 10%	-	5 33%	-	5 27%	-	-	-	-	3 13%	2 16%	-	-	-	-	-	-	-	-	-	-	-	3 22%	2 51%
9	1 2%	-	1 5%	1 6%	-	-	-	-	-	-	-	-	1 7%	-	1 11%	-	-	-	-	-	-	-	-	-
8	7 13%	5 14%	2 11%	1 11%	* 2%	4 35%	-	1 34%	-	1 7%	2 16%	-	3 27%	2 54%	-	2 26%	2 29%	-	-	-	-	-	* 3%	-
7	6 13%	3 10%	3 20%	1 6%	1 3%	1 14%	1 43%	1 32%	1 100%	5 22%	-	1 14%	1 12%	-	-	1 18%	2 24%	1 37%	-	-	1 67%	-	1 6%	-
6	5 10%	3 8%	2 16%	2 12%	2 9%	* 3%	1 19%	1 34%	-	1 6%	2 15%	1 18%	1 9%	-	-	1 7%	1 17%	* 15%	1 40%	1 33%	-	2 16%	1 12%	
5	5 11%	5 16%	-	1 10%	1 6%	3 29%	-	-	-	2 8%	3 19%	-	1 11%	-	2 100%	-	2 46%	1 67%	-	-	-	-	-	-
4	3 6%	3 9%	-	1 8%	-	1 8%	1 38%	-	-	-	1 6%	1 26%	1 10%	-	-	1 14%	-	-	-	1 60%	-	1 9%	-	
3	8 16%	8 23%	-	4 32%	4 20%	-	-	-	-	5 23%	2 11%	1 24%	1 5%	-	2 31%	2 24%	-	-	-	-	-	1 18%	4 29%	-
2	5 10%	5 15%	-	2 15%	3 16%	-	-	-	-	2 8%	1 9%	2 19%	2 46%	-	-	-	-	-	-	-	-	1 48%	-	2 37%
1 - very poor value	3 6%	2 6%	1 6%	-	3 15%	-	-	-	-	1 5%	1 8%	1 18%	-	-	-	-	-	-	-	-	-	1 33%	2 15%	-
Don't know	1 3%	-	1 9%	-	* 2%	1 10%	-	-	-	1 7%	-	-	-	-	-	1 15%	-	* 18%	-	-	-	-	-	-
Mean	5.43	4.48	7.73	4.62	5.08	6.43	5.66	7.00	7.00	5.50	5.58	4.01	5.69	5.26	5.00	5.81	6.10	5.91	5.19	4.80	6.67	1.85	5.18	6.59

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 278

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Gender		Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)
Weighted base	50*	34**	16**	13**	19**	10**	3**	3**	1**	20**	15**	4**	10**	4**	2**	7**	7**	3**	2**	1**	2**	3**	12**	5**
Standard deviation	2.70	2.20	2.46	2.30	3.56	1.58	1.67	0.99	-	2.83	2.91	2.22	2.52	3.41	0.00	2.53	2.26	1.08	-	-	0.64	0.88	3.26	4.18
Standard error	0.41	0.41	0.66	0.64	0.92	0.60	0.96	0.50	-	0.76	0.81	0.91	0.80	2.41	0.00	0.96	0.92	0.62	-	-	0.45	0.51	0.98	2.41
NET: 8-10	12 25%	5 14%	8 49%	2 17%	5 29%	4 35%	-	1 34%	-	4 20%	5 32%	-	4 35%	2 54%	-	3 37%	2 29%	-	-	-	-	-	3 25%	2 51%
NET: 4-7	20 40%	14 42%	6 36%	5 35%	3 18%	6 55%	3 100%	2 66%	1 100%	7 37%	6 39%	3 58%	4 41%	-	2 100%	2 32%	2 32%	3 100%	2 82%	1 100%	2 100%	-	4 31%	1 12%
NET: 1-3	16 32%	15 43%	1 6%	6 48%	10 51%	-	-	-	-	7 36%	4 28%	2 42%	2 24%	2 46%	-	2 31%	2 24%	-	-	-	-	3 100%	5 44%	2 37%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 279

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	45	32	13	-	10	6	6	1	-	31	26	19	42	1	27	18	14	9	7	9	8	1	3	2	13	15	7
Weighted base	50*	38**	11**	-**	10**	5**	6**	1**	-**	36**	29**	21**	47*	1**	30**	20**	16**	9**	7**	9**	8**	1**	2**	2**	16**	14**	11**
10 - very good value	5	5	-	-	2	2	-	-	-	3	5	-	5	-	3	2	2	2	-	-	2	-	-	-	5	-	-
	10%	13%	-	-	23%	44%	-	-	-	7%	18%	-	11%	-	9%	12%	15%	27%	-	-	31%	-	-	-	32%	-	-
9	1	-	1	-	1	1	-	-	-	-	1	-	1	-	1	-	-	1	-	-	-	-	1	-	-	-	-
	2%	-	7%	-	7%	14%	-	-	-	-	3%	-	2%	-	4%	-	-	11%	-	-	-	-	47%	-	-	-	-
8	7	5	1	-	*	*	-	-	-	4	5	2	5	-	2	4	4	-	*	4	-	-	-	5	1	-	
	13%	14%	10%	-	4%	7%	-	-	-	10%	16%	9%	11%	-	8%	20%	26%	-	6%	44%	-	-	-	33%	10%	-	
7	6	6	1	-	3	1	3	-	-	3	4	3	6	-	2	4	3	2	1	2	1	1	-	2	1	4	-
	13%	15%	5%	-	34%	14%	45%	-	-	8%	14%	12%	14%	-	7%	22%	19%	19%	21%	21%	8%	100%	-	100%	4%	26%	-
6	5	3	2	-	1	1	1	1	-	3	4	2	5	-	4	1	1	1	*	1	*	1	-	1	2	-	-
	10%	8%	20%	-	11%	10%	19%	100%	-	9%	12%	8%	10%	-	13%	7%	6%	10%	8%	4%	12%	-	53%	-	9%	12%	-
5	5	4	1	-	-	-	-	-	-	5	2	4	5	-	4	2	2	2	-	-	2	-	-	1	3	1	
	11%	11%	11%	-	-	-	-	-	-	15%	6%	18%	12%	-	13%	8%	10%	18%	-	-	20%	-	-	7%	20%	13%	
4	3	2	1	-	-	-	-	-	-	3	1	2	3	-	2	1	1	1	-	1	1	-	-	-	1	1	
	6%	5%	9%	-	-	-	-	-	-	8%	4%	9%	6%	-	7%	4%	5%	10%	-	9%	11%	-	-	-	6%	10%	
3	8	5	3	-	1	1	1	-	-	7	3	5	8	-	5	3	2	-	3	2	-	-	-	-	-	5	
	16%	14%	24%	-	5%	10%	9%	-	-	21%	9%	25%	17%	-	16%	16%	10%	-	47%	17%	-	-	-	-	-	48%	
2	5	3	2	-	2	2	-	-	-	3	4	1	4	1	5	-	-	-	-	-	-	-	-	2	-	3	
	10%	9%	15%	-	16%	-	28%	-	-	9%	13%	6%	8%	100%	17%	-	-	-	-	-	-	-	-	12%	-	28%	
1 - very poor value	3	3	-	-	-	-	-	-	-	3	1	2	3	-	3	-	-	-	-	-	-	-	-	-	3	-	
	6%	7%	-	-	-	-	-	-	-	8%	4%	8%	6%	-	10%	-	-	-	-	-	-	-	-	-	20%	-	
Don't know	1	1	-	-	-	-	-	-	-	1	*	1	1	-	1	1	1	*	*	1	-	-	-	*	1	-	
	3%	4%	-	-	-	-	-	-	-	4%	1%	5%	3%	-	-	7%	9%	16%	6%	4%	18%	-	-	-	3%	7%	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 279

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	50*	38**	11**	-**	10**	5**	6**	1**	-**	36**	29**	21**	47*	1**	30**	20**	16**	9**	7**	9**	8**	1**	2**	2**	16**	14**	11**
Mean	5.43	5.61	4.85	-	6.75	8.20	5.07	6.00	-	4.84	6.14	4.45	5.45	2.00	4.68	6.61	6.88	7.07	5.21	6.41	7.09	7.00	7.42	7.00	7.44	5.09	3.09
Standard deviation	2.70	2.83	2.28	-	2.85	2.43	2.40	-	-	2.57	2.89	2.11	2.69	-	2.71	2.29	2.22	2.39	2.54	2.11	2.61	-	-	0.00	2.67	2.46	1.01
Standard error	0.41	0.52	0.63	-	0.90	0.99	0.98	-	-	0.48	0.58	0.50	0.43	-	0.52	0.57	0.64	0.90	1.04	0.75	1.07	-	-	0.00	0.77	0.66	0.38
NET: 8-10	12 25%	11 27%	2 16%	-	4 34%	4 66%	-	-	-	6 18%	11 37%	2 9%	11 24%	-	5 17%	7 36%	6 41%	2 27%	1 17%	4 44%	2 31%	-	1 47%	-	10 65%	1 10%	-
NET: 4-7	20 40%	15 39%	5 45%	-	5 44%	1 25%	4 63%	1 100%	-	15 41%	10 36%	10 47%	20 42%	-	12 40%	8 41%	6 40%	5 57%	2 30%	3 34%	4 51%	1 100%	1 53%	2 100%	3 20%	9 64%	3 24%
NET: 1-3	16 32%	11 30%	4 39%	-	2 21%	1 10%	2 37%	-	-	14 38%	7 26%	8 40%	14 31%	1 100%	13 43%	3 16%	2 10%	-	3 47%	2 17%	-	-	-	-	2 12%	3 20%	8 76%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 280

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Total	City																			
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	None of these (w)
Unweighted base	45	1	1	3	3	3	2	4	3	-	3	-	4	1	1	10	3	2	-	1	-
Weighted base	50*	2**	2**	3**	3**	4**	1**	5**	2**	**	3**	**	6**	1**	1**	10**	3**	2**	**	1**	**
10 - very good value	5	-	-	-	-	-	-	-	-	-	-	-	2	-	-	3	-	-	-	-	-
	10%	-	-	-	-	-	-	-	-	-	-	-	39%	-	-	26%	-	-	-	-	-
9	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2%	-	-	25%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	7	-	2	-	1	1	-	1	1	-	-	-	-	-	-	*	-	-	-	-	-
	13%	-	100%	-	34%	29%	-	27%	25%	-	-	-	-	-	-	4%	-	-	-	-	-
7	6	-	-	-	2	-	-	1	-	-	1	-	-	-	-	2	-	-	-	-	-
	13%	-	-	-	66%	-	-	26%	-	-	37%	-	-	-	-	22%	-	-	-	-	-
6	5	-	-	-	-	-	1	-	1	-	1	-	*	-	1	*	1	1	-	-	-
	10%	-	-	-	-	-	56%	-	27%	-	17%	-	5%	-	100%	10%	14%	25%	-	-	-
5	5	-	-	2	-	-	-	-	-	-	2	-	1	-	-	-	-	-	-	-	-
	11%	-	-	75%	-	-	-	-	-	-	46%	-	24%	-	-	-	-	-	-	-	-
4	3	-	-	-	-	-	-	-	1	-	-	-	-	-	-	1	-	-	-	1	-
	6%	-	-	-	-	-	-	-	48%	-	-	-	-	-	-	11%	-	-	-	100%	-
3	8	-	-	-	-	2	-	2	-	-	-	-	2	-	1	2	-	-	-	-	-
	16%	-	-	-	-	44%	-	46%	-	-	-	-	32%	-	5%	50%	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-	-	-	-	-	1	-	2	-	-	-	-
	10%	100%	-	-	-	-	-	-	-	-	-	-	-	-	13%	-	75%	-	-	-	-
1 - very poor value	3	-	-	-	-	-	-	-	-	-	-	-	1	-	1	1	-	-	-	-	-
	6%	-	-	-	-	-	-	-	-	-	-	-	100%	-	9%	36%	-	-	-	-	-
Don't know	1	-	-	-	1	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	3%	-	-	-	27%	44%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mean	5.43	2.00	8.00	5.98	7.34	4.99	6.00	5.43	5.55	-	5.91	-	6.36	1.00	6.00	5.97	2.72	2.99	-	4.00	-
Standard deviation	2.70	-	0.00	2.08	0.61	3.07	-	2.56	2.26	-	1.08	-	3.31	-	-	3.29	1.97	2.31	-	-	-
Standard error	0.41	-	0.00	1.20	0.35	2.17	-	1.28	1.30	-	0.62	-	1.66	-	-	1.04	1.13	1.63	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 280

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	City																				
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	None of these (w)
Weighted base	50*	2**	2**	3**	3**	4**	1**	5**	2**	-**	3**	-**	6**	1**	1**	10**	3**	2**	-**	1**	-**
NET: 8-10	12 25%	-	2 100%	1 25%	1 34%	1 29%	-	1 27%	1 25%	-	-	-	2 39%	-	-	3 30%	-	-	-	-	-
NET: 4-7	20 40%	-	-	2 75%	2 66%	-	1 56%	1 26%	2 75%	-	3 100%	-	2 29%	-	1 100%	4 43%	1 14%	1 25%	-	1 100%	-
NET: 1-3	16 32%	2 100%	-	-	-	2 44%	-	2 46%	-	-	-	-	2 32%	1 100%	-	3 27%	3 86%	2 75%	-	-	-

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 281

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	45	2	3	3	2	5	5	2	7	9	4	5	9	3	25	16	24	8	12	7	2	6	4	1	2
Weighted base	50*	3*	3**	3**	3**	5**	5**	3**	8**	10**	4**	6**	9**	4**	25**	19**	27**	8**	15**	8**	4**	7**	5**	1**	2**
10 - very good value	5 10%	-	-	-	-	-	-	-	-	-	-	-	-	2 60%	3 11%	3 14%	5 19%	-	3 18%	-	2 62%	-	-	-	-
9	1 2%	-	-	-	-	-	-	-	-	-	-	-	-	1 3%	1 4%	1 3%	1 10%	-	-	-	1 11%	-	-	-	-
8	7 13%	-	* 15%	* 14%	-	-	-	-	-	* 4%	-	-	-	4 14%	4 21%	4 13%	-	1 6%	1 16%	-	1 12%	2 47%	1 100%	1 72%	
7	6 13%	3 100%	1 49%	1 46%	3 100%	4 74%	3 53%	3 100%	4 52%	4 42%	3 62%	4 70%	5 55%	1 32%	5 19%	5 25%	4 15%	1 18%	2 15%	1 18%	1 38%	4 55%	1 32%	-	
6	5 10%	-	-	-	-	1 10%	-	-	1 7%	* 4%	1 13%	1 10%	1 10%	* 8%	4 16%	2 12%	2 8%	1 14%	1 8%	2 21%	-	-	-	-	
5	5 11%	-	-	-	-	-	-	-	-	3 29%	1 26%	1 20%	1 13%	4 15%	1 6%	4 15%	1 14%	3 18%	3 32%	-	-	-	-	-	
4	3 6%	-	-	-	-	1 16%	-	-	1 13%	-	-	-	1 10%	2 7%	-	2 8%	1 13%	1 8%	1 14%	-	-	-	-	-	
3	8 16%	-	-	-	-	-	-	-	2 29%	-	-	-	-	2 7%	2 9%	3 10%	2 20%	2 11%	-	-	2 23%	-	-	1 28%	
2	5 10%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2 13%	-	-	-	-	-	-	
1 - very poor value	3 6%	-	1 36%	1 40%	-	-	2 40%	-	-	2 22%	-	-	1 11%	2 7%	2 9%	2 6%	1 12%	-	-	-	-	-	1 21%	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 281

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live programme or opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	50*	3*	3**	3**	3**	5**	5**	3**	8**	10**	4**	6**	9**	4**	25**	19**	27**	8**	15**	8**	4**	7**	5**	1**	2**
Don't know	1 3%	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	*	-	*	-	-	-	-	-	-
Mean	5.43	7.00	4.98	4.74	7.00	6.42	4.69	7.00	5.40	5.13	6.36	6.50	5.67	8.71	6.15	6.59	6.34	4.88	5.79	5.90	8.86	6.42	6.23	8.00	6.58
Standard deviation	2.70	0.00	3.84	3.84	0.00	1.21	3.35	0.00	1.93	2.49	0.98	0.89	2.05	1.84	2.40	2.61	2.70	2.43	2.76	1.38	1.69	2.11	3.06	-	-
Standard error	0.41	0.00	2.22	2.22	0.00	0.54	1.50	0.00	0.73	0.83	0.49	0.40	0.68	1.06	0.49	0.65	0.56	0.86	0.83	0.52	1.20	0.86	1.53	-	-
NET: 8-10	12 25%	-	*	*	-	-	*	-	-	*	-	-	-	2	7	8	9	1	4	1	2	2	2	1	1
		-	15%	14%	-	-	8%	-	-	4%	-	-	-	60%	28%	39%	36%	10%	24%	16%	62%	22%	47%	100%	72%
NET: 4-7	20 40%	3 100%	1 49%	1 46%	3 100%	5 100%	3 53%	3 100%	6 71%	7 74%	4 100%	6 100%	8 89%	2 40%	14 57%	8 43%	12 46%	5 58%	7 49%	7 84%	1 38%	4 55%	1 32%	-	-
NET: 1-3	16 32%	-	1 36%	1 40%	-	-	2 40%	-	2 29%	2 22%	-	-	1 11%	-	3 13%	3 18%	4 17%	3 32%	4 25%	-	-	2 23%	1 21%	-	1 28%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 282

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	45	17	25	12	15	22	17	10	10	23	9	44	43	43	36	45	45	43	42	40	38
Weighted base	50*	17**	32**	14**	19**	27**	19**	14**	11**	23**	12**	49*	48*	48*	41**	50*	50*	48*	47*	45*	41*
10 - very good value	5 10%	-	5 16%	-	5 27%	3 10%	-	3 19%	-	2 10%	3 22%	5 10%	5 11%	5 12%	5 10%	5 10%	5 10%	5 10%	5 11%	5 11%	3 7%
9	1 2%	-	1 2%	-	1 4%	-	-	-	1 7%	-	-	1 2%	1 2%	1 2%	1 2%	1 2%	1 2%	1 2%	1 2%	1 2%	1 2%
8	7 13%	-	6 19%	1 10%	3 14%	6 21%	3 17%	4 25%	4 36%	1 6%	1 11%	7 13%	7 14%	5 11%	7 16%	7 13%	7 13%	6 12%	7 14%	5 10%	7 16%
7	6 13%	3 19%	2 6%	3 24%	4 20%	3 10%	3 15%	-	2 19%	4 19%	-	6 13%	6 13%	6 13%	3 8%	6 13%	6 13%	6 13%	5 11%	6 14%	4 10%
6	5 10%	3 19%	1 4%	2 16%	1 5%	3 12%	2 8%	2 15%	2 19%	3 14%	-	5 11%	5 10%	5 11%	4 10%	5 10%	5 10%	4 9%	5 10%	5 10%	5 12%
5	5 11%	1 7%	4 14%	4 30%	-	5 20%	1 6%	-	-	3 11%	2 13%	5 11%	5 11%	5 11%	5 13%	5 11%	5 11%	5 11%	5 11%	5 12%	4 10%
4	3 6%	1 6%	2 6%	-	-	1 4%	1 6%	1 7%	-	2 9%	1 7%	3 6%	3 6%	3 6%	1 3%	3 6%	3 6%	3 6%	3 6%	3 6%	3 7%
3	8 16%	6 34%	4 12%	2 14%	2 8%	5 20%	4 20%	2 11%	2 19%	5 21%	-	8 16%	7 14%	7 15%	7 18%	8 16%	8 16%	8 16%	8 17%	7 15%	8 19%
2	5 10%	-	5 16%	-	2 9%	-	4 20%	3 23%	-	2 8%	3 25%	5 10%	5 10%	5 10%	3 8%	5 10%	5 10%	5 10%	5 11%	5 8%	4 12%
1 - very poor value	3 6%	2 12%	1 2%	1 6%	1 6%	1 3%	1 6%	-	-	-	3 23%	2 4%	3 6%	3 6%	3 7%	3 6%	3 6%	3 6%	3 6%	3 6%	2 4%
Don't know	1 3%	* 2%	1 3%	-	1 7%	-	* 2%	-	-	* 2%	-	1 3%	1 3%	1 3%	* 1%	1 3%	1 3%	1 3%	* 1%	1 3%	* 1%
Mean	5.43	4.33	5.77	5.42	6.83	5.92	4.60	5.86	6.58	5.46	4.67	5.52	5.48	5.40	5.55	5.43	5.43	5.39	5.39	5.48	5.19
Standard deviation	2.70	2.07	2.95	1.89	3.10	2.37	2.47	3.09	2.01	2.41	3.65	2.65	2.72	2.71	2.81	2.70	2.70	2.72	2.73	2.71	2.59

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 282

**Q.17 Thinking about the last time you spent money in a video game that you had already purchased, on a scale of 1 to 10 (where 1 is very poor value and 10 is very good value) how much value do you think you got for your money?**

**Something with unknown rewards (e.g. loot boxes)**

**Base: All who spent money in a video game already purchased**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	50*	17**	32**	14**	19**	27**	19**	14**	11**	23**	12**	49*	48*	48*	41**	50*	50*	48*	47*	45*	41*
Standard error	0.41	0.52	0.60	0.54	0.86	0.51	0.62	0.98	0.63	0.51	1.22	0.41	0.43	0.42	0.47	0.41	0.41	0.43	0.43	0.44	0.43
NET: 8-10	12 25%	-	12 37%	1 10%	9 45%	8 31%	3 17%	6 44%	5 44%	4 16%	4 32%	12 25%	12 26%	11 23%	12 30%	12 25%	12 25%	12 24%	12 26%	11 23%	10 24%
NET: 4-7	20 40%	9 51%	9 29%	10 70%	5 25%	12 46%	7 35%	3 22%	4 38%	12 53%	2 20%	20 41%	20 41%	20 42%	14 35%	20 40%	20 40%	19 40%	19 40%	20 44%	16 39%
NET: 1-3	16 32%	8 46%	10 30%	3 20%	4 23%	6 22%	9 46%	5 34%	2 19%	7 29%	6 48%	15 30%	15 31%	15 32%	14 33%	16 32%	16 32%	16 33%	16 33%	13 30%	15 36%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 283

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	476	259	217	97	137	116	76	30	20	134	139	95	108	49	14	36	36	41	39	29	46	68	63	40	15
Weighted base	490	269	221	94*	152	124*	73*	27**	19**	144	144	89*	113*	48*	17**	37*	34*	47*	35*	29**	44*	76*	59*	48*	14**
10 - extremely easy	111 23%	63 23%	48 22%	19 20%	31 21%	24 20%	20 27%	10 36%	7 34%	31 22%	32 22%	19 22%	28 25%	16 33%sv	4 25%	13 35%sv	10 29%	7 15%	4 11%	4 15%	11 24%	10 13%	16 28%	11 22%	5 35%
9	52 11%	31 12%	21 10%	9 9%	15 10%	15 12%	9 12%	2 6%	4 21%	16 11%	21 15%	5 6%	10 9%	4 9%	2 9%	3 9%	2 5%	8 17% <sup>x</sup>	5 14%	5 16%	8 18% <sup>x</sup>	6 8%	7 12%	1 2%	2 14%
8	73 15%	44 16%	29 13%	11 12%	29 19%	22 18%	7 9%	1 2%	4 19%	21 15%	22 15%	15 17%	14 12%	6 12%	2 14%	3 7%	3 8%	13 27% <sup>w</sup>	8 23% <sup>w</sup>	5 17%	7 15%	14 18% <sup>w</sup>	2 3%	11 22% <sup>w</sup>	1 4%
7	68 14%	41 15%	27 12%	17 18%	22 15%	15 13%	11 15%	- -	3 15%	27 18%	18 12%	10 12%	13 12%	6 11%	2 14%	4 12%	8 24%	6 13%	6 18%	5 16%	6 14%	10 13%	8 13%	5 10%	1 9%
6	38 8%	20 7%	19 8%	5 5%	13 8%	10 8%	7 9%	4 14%	- -	10 7%	7 5%	8 9%	13 11%	4 9%	- -	3 9%	2 5%	1 2%	2 5%	3 9%	5 11%	11 14%	3 5%	4 7%	1 5%
5	39 8%	15 6%	23 11%	8 9%	8 5%	15 12%	4 6%	2 9%	1 4%	8 6%	12 8%	8 9%	10 9%	4 8%	4 24%	2 4%	3 7%	3 6%	4 12%	2 7%	2 6%	6 8%	5 8%	3 7%	1 5%
4	47 10%	27 10%	20 9%	12 13%	19 12%	8 6%	5 7%	3 12%	1 4%	12 8%	13 9%	12 14%	10 9%	4 7%	- -	2 6%	3 9%	7 15%	3 8%	3 9%	2 5%	6 8%	7 12%	11 22% <sup>u</sup>	- -
3	24 5%	12 5%	11 5%	7 7%	3 2%	5 4%	6 8%	2 7%	1 4%	12 8% <sup>m</sup>	6 4%	6 6% <sup>m</sup>	1 1%	2 5%	- -	4 11%	1 2%	1 2%	1 3%	- -	3 6%	3 4%	6 9%	1 1%	3 22%
2	15 3%	4 2%	11 5%	6 6%	3 2%	2 1%	4 5%	1 3%	- -	5 4%	8 5% <sup>l</sup>	- -	2 2%	- -	- -	1 2%	- -	- -	- -	- -	- -	8 11% <sup>nu</sup>	3 4%	3 9%	1 6%
1 - not very easy	10 2%	4 1%	7 3%	- -	4 3%	3 3%	- -	3 11%	- -	1 *	2 2%	2 3%	5 5%	- -	2 11%	- -	1 2%	1 2%	2 5%	2 7%	1 1%	2 2%	1 2%	- -	- -
Don't know	13 3%	8 3%	5 2%	2 2%	5 3%	5 4%	1 2%	- -	- -	2 1%	3 2%	2 2%	6 5%	2 4%	* 3%	2 5%	3 8% <sup>v</sup>	1 3%	1 2%	1 5%	- -	- -	2 3%	* 1%	- -
Mean	7.05	7.28 <sup>b</sup>	6.76	6.70	7.12	7.09	7.14	6.51	8.26	7.07	7.11	6.84	7.10	7.67 <sup>v</sup>	6.96	7.47	7.44	7.28	6.88	7.04	7.56 <sup>v</sup>	6.35	6.82	6.68	7.06
Standard deviation	2.52	2.38	2.66	2.57	2.41	2.41	2.60	3.30	1.95	2.45	2.59	2.50	2.57	2.29	2.87	2.60	2.33	2.24	2.34	2.48	2.22	2.60	2.83	2.53	3.10



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 283

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	490	269	221	94*	152	124*	73*	27**	19**	144	144	89*	113*	48*	17**	37*	34*	47*	35*	29**	44*	76*	59*	48*	14**
Standard error	0.12	0.15	0.18	0.27	0.21	0.23	0.30	0.60	0.44	0.21	0.22	0.26	0.25	0.33	0.80	0.45	0.41	0.35	0.38	0.47	0.33	0.32	0.36	0.41	0.80
NET: 8-10	236 48%	138 51%	98 44%	38 41%	76 50%	61 49%	35 48%	12 45%	14 73%	69 48%	76 52%	40 45%	52 46%	26 55%	8 48%	19 51%	15 42%	27 58%	17 47%	14 48%	25 57%	30 39%	25 43%	22 46%	7 54%
NET: 4-7	192 39%	103 38%	89 40%	41 44%	62 41%	48 39%	27 37%	9 35%	4 23%	57 39%	50 34%	39 44%	47 41%	17 36%	7 38%	11 31%	16 46%	17 36%	15 44%	12 41%	16 36%	33 43%	23 39%	22 46%	3 19%
NET: 1-3	49 10%	20 7%	29 13%	12 13%	10 7%	10 8%	10 13%	6 20%	1 4%	17 12%	16 11%	8 9%	8 7%	2 5%	2 11%	5 12%	1 3%	2 4%	3 8%	2 7%	3 7%	13 17%	9 15%	4 7%	4 28%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 284

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	476	332	125	19	130	87	66	34	7	328	238	236	406	61	274	197	155	90	90	103	78	22	69	79	81	107	110
Weighted base	490	350	120	19**	132	84*	67*	32**	8**	341	245	242	418	63*	282	203	161	90*	92*	112*	77*	22**	64*	71*	80*	110*	132*
10 - extremely easy	111	70	35	6	39	21	21	8	2	69	66	45	100	10	63	47	40	29	15	23	22	10	15	13	21	28	31
	23%	20%	29%	31%	29%	25%	31%	24%	25%	20%	27%	19%	24%	16%	22%	23%	25%	32%	16%	21%	29%	45%	23%	19%	26%	25%	23%
9	52	38	12	2	9	6	7	7	-	42	26	27	43	7	25	27	21	11	13	16	10	3	10	9	4	7	17
	11%	11%	10%	12%	7%	7%	11%	21%	-	12%	11%	11%	10%	11%	9%	13%	13%	13%	15%	15%	13%	12%	15%	12%	6%	7%	13%
8	73	55	15	3	15	9	7	4	4	58	34	39	63	10	39	31	23	9	15	19	9	1	12	11	4	24	20
	15%	16%	12%	14%	11%	11%	10%	13%	57%	17%	14%	16%	15%	15%	14%	15%	15%	10%	17%	17%	11%	3%	19% <sup>x</sup>	16% <sup>x</sup>	5%	22% <sup>x</sup>	15%
7	68	54	11	3	14	10	8	2	-	51	31	37	54	13	36	32	25	14	20	17	12	2	6	13	16	7	21
	14%	15%	9%	15%	11%	11%	12%	5%	-	15%	13%	15%	13%	21%	13%	16%	15%	15%	22%	16%	15%	9%	9%	18% <sup>y</sup>	20% <sup>y</sup>	7%	16%
6	38	26	11	1	15	13	5	3	1	23	19	20	35	3	23	15	12	2	10	11	2	1	6	7	6	11	5
	8%	8%	9%	5%	11%	15% <sup>i</sup>	8%	8%	8%	7%	8%	8%	8%	5%	8%	8% <sup>qt</sup>	8% <sup>qt</sup>	3%	10% <sup>qt</sup>	10% <sup>qt</sup>	2%	7%	9%	10%	8%	10%	4%
5	39	28	10	1	10	7	5	2	1	27	24	14	31	7	17	21	15	10	9	9	2	8	7	6	6	9	6
	8%	8%	8%	4%	8%	8%	7%	7%	9%	8%	10%	6%	8%	11%	6%	10%	10%	11%	9%	8%	12%	8%	12%	10%	8%	8%	5%
4	47	33	13	1	14	8	5	5	-	30	19	27	39	7	30	15	13	9	6	8	7	2	2	4	10	10	13
	10%	10%	11%	4%	11%	10%	7%	14%	-	9%	8%	11%	9%	12%	11%	8%	8%	10%	7%	8%	10%	8%	3%	6%	12%	10%	10%
3	24	17	5	2	5	1	5	1	-	16	9	15	22	-	18	5	5	2	2	3	2	1	1	3	3	3	9
	5%	5%	4%	11%	4%	2%	8% <sup>ee</sup>	2%	-	5%	4%	6%	5%	-	7%	3%	3%	2%	3%	3%	3%	4%	1%	4%	4%	3%	7%
2	15	13	2	1	3	3	1	1	-	12	7	9	12	3	13	3	3	2	-	1	2	1	2	2	5	1	6
	3%	4%	2%	4%	2%	4%	2%	4%	-	4%	3%	4%	3%	5%	4%	1%	2%	2%	-	1%	2%	5%	3%	2%	7% <sup>yy</sup>	1%	4%
1 - not very easy	10	6	4	-	6	3	3	1	-	4	6	4	9	1	8	2	2	1	-	1	1	-	1	*	1	6	2
	2%	2%	3%	-	4% <sup>ii</sup>	4%	4%	2%	-	1%	2%	1%	2%	2%	3%	1%	1%	1%	-	1%	1%	-	1%	1%	2%	5%	2%
Don't know	13	10	3	-	2	2	*	*	-	9	6	7	11	2	8	4	2	*	2	2	*	-	3	2	3	3	2
	3%	3%	2%	-	2%	2%	1%	1%	-	3%	2%	3%	3%	3%	3%	2%	1%	1%	2%	2%	1%	-	5%	2%	4%	2%	2%
Mean	7.05	6.97	7.21	7.41	6.99	6.90	7.12	7.28	8.05	7.11	7.23	6.90	7.08	6.84	6.81	7.37 <sup>n</sup>	7.38	7.52	7.34	7.39	7.40	7.75	7.58	7.19	6.74	7.11	7.09
Standard deviation	2.52	2.48	2.64	2.63	2.73	2.65	2.79	2.61	1.59	2.41	2.52	2.48	2.54	2.39	2.69	2.25	2.32	2.44	1.92	2.17	2.46	2.70	2.19	2.21	2.69	2.61	2.62



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 284

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	490	350	120	19**	132	84*	67*	32**	8**	341	245	242	418	63*	282	203	161	90*	92*	112*	77*	22**	64*	71*	80*	110*	132*
Standard error	0.12	0.14	0.24	0.60	0.24	0.29	0.35	0.45	0.60	0.14	0.17	0.16	0.13	0.31	0.17	0.16	0.19	0.26	0.20	0.22	0.28	0.57	0.27	0.25	0.30	0.25	0.25
NET: 8-10	236 48%	163 46%	63 52%	11 57%	63 48%	37 43%	35 51%	19 58%	6 82%	169 50%	125 51%	111 46%	205 49%	26 42%	128 45%	105 52%	84 52%	50 55%	43 47%	59 52%	41 54%	13 60%	37 57% <sup>x</sup>	33 47%	29 36%	60 54% <sup>x</sup>	68 51%
NET: 4-7	192 39%	142 41%	44 37%	5 28%	53 40%	37 44%	23 34%	11 33%	1 18%	131 39%	93 38%	98 40%	159 38%	31 49%	106 38%	84 41%	65 40%	35 39%	45 48%	46 41%	30 39%	7 31%	21 33%	32 45%	38 48%	38 35%	45 34%
NET: 1-3	49 10%	35 10%	11 9%	3 15%	15 11%	8 10%	10 14%	2 7%	-	31 9%	21 9%	27 11%	43 10%	4 7%	39 14% <sup>oprs</sup>	10 5%	9 6%	5 5%	2 3%	5 4%	5 6%	2 9%	3 4%	5 6%	10 12%	10 9%	17 13%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 285

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	476	26	22	14	13	12	14	25	15	26	41	18	18	7	6	116	23	21	12	22	15	10
Weighted base	490	27**	21**	16**	12**	12**	13**	30**	14**	23**	46*	18**	20**	8**	5**	118*	25**	23**	15**	22**	14**	7**
10 - extremely easy	111	6	10	5	3	2	4	11	1	3	7	5	4	2	2	22	5	5	1	4	5	1
	23%	22%	48%	32%	28%	19%	32%	36%	8%	14%	15%	29%	19%	25%	43%	19%	21%	21%	9%	20%	35%	18%
9	52	3	1	2	1	1	-	2	1	3	9	3	4	-	1	11	3	-	1	3	2	2
	11%	11%	2%	10%	7%	9%	-	8%	11%	14%	19%	17%	21%	-	17%	9%	12%	-	5%	13%	14%	31%
8	73	3	3	4	-	-	5	1	5	5	13	3	1	-	-	17	*	3	8	3	1	-
	15%	11%	13%	26%	-	-	40%	2%	32%	20%	27%	19%	3%	-	-	15%	2%	13%	50%	12%	4%	-
7	68	4	2	2	2	5	2	6	1	4	4	1	5	-	-	16	7	2	2	4	1	-
	14%	15%	7%	16%	15%	38%	14%	22%	6%	15%	9%	5%	23%	-	-	14%	26%	7%	12%	17%	9%	-
6	38	2	3	-	1	-	1	1	1	-	1	3	2	-	-	15	2	2	1	3	1	*
	8%	6%	14%	-	9%	-	5%	5%	10%	-	2%	14%	8%	-	-	13%	9%	8%	6%	12%	5%	5%
5	39	3	-	2	-	2	1	3	1	4	3	*	-	1	-	10	2	3	-	2	1	2
	8%	10%	-	13%	-	15%	6%	10%	5%	19%	6%	2%	-	10%	-	9%	7%	11%	-	10%	5%	25%
4	47	2	1	-	2	1	-	1	2	3	8	1	2	4	-	7	3	6	2	*	-	1
	10%	8%	7%	-	17%	9%	-	3%	11%	13%	17%	5%	10%	56%	-	6%	13%	27%	11%	2%	-	7%
3	24	2	-	-	1	-	*	3	1	1	1	1	2	1	1	6	-	-	1	-	3	-
	5%	9%	-	-	5%	-	3%	10%	8%	3%	2%	5%	10%	9%	30%	5%	-	-	5%	-	22%	-
2	15	-	-	-	-	-	-	-	1	-	-	-	-	-	-	9	1	3	-	-	1	-
	3%	-	-	-	-	-	-	-	4%	-	-	-	-	-	-	8%	6%	13%	-	-	6%	-
1 - not very easy	10	-	2	-	1	-	-	-	-	-	-	1	1	-	*	2	1	-	-	2	-	1
	2%	-	9%	-	5%	-	-	-	-	-	-	3%	6%	-	10%	2%	4%	-	-	9%	-	13%
Don't know	13	2	-	*	2	1	-	1	1	1	1	-	-	-	-	2	-	-	*	1	-	-
	3%	8%	-	3%	13%	9%	-	4%	5%	2%	3%	-	-	-	1%	-	-	-	3%	7%	-	-
Mean	7.05	7.16	7.75	8.20	6.88	7.20	8.08	7.56	6.72	7.04	7.38	7.66	6.88	5.49	6.85	6.71	6.71	6.01	7.32	7.08	7.06	6.61
Standard deviation	2.52	2.40	2.87	1.73	2.98	2.06	1.77	2.45	2.38	2.16	2.13	2.44	2.77	2.80	4.04	2.58	2.67	2.74	1.87	2.64	3.10	3.27
Standard error	0.12	0.49	0.61	0.48	0.90	0.62	0.47	0.50	0.64	0.43	0.34	0.58	0.65	1.06	1.65	0.24	0.56	0.60	0.56	0.58	0.80	1.03

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 285

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	490	27**	21**	16**	12**	12**	13**	30**	14**	23**	46*	18**	20**	8**	5**	118*	25**	23**	15**	22**	14**	7**
NET: 8-10	236 48%	12 44%	14 64%	11 68%	4 35%	3 28%	10 72%	14 46%	7 51%	11 48%	28 61%	12 65%	9 43%	2 25%	3 60%	50 43%	9 34%	8 34%	10 64%	10 44%	7 54%	4 49%
NET: 4-7	192 39%	10 39%	6 28%	5 29%	5 42%	7 63%	3 25%	12 40%	5 32%	11 47%	16 34%	5 27%	8 41%	5 67%	- -	49 41%	14 55%	12 53%	4 29%	9 40%	3 19%	3 37%
NET: 1-3	49 10%	2 9%	2 9%	- -	1 10%	- -	* 3%	3 10%	2 12%	1 3%	1 2%	1 8%	3 16%	1 9%	2 40%	17 15% <sup>j</sup>	3 10%	3 13%	1 5%	2 9%	4 28%	1 13%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 286

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	476	83	86	83	44	68	86	77	106	118	59	70	86	58	301	171	250	117	140	92	67	80	48	43	69
Weighted base	490	92*	95*	88*	50*	74*	89*	88*	112*	124*	63*	73*	92*	64*	319	194	271	137*	150	104*	76*	88*	49*	48*	69*
10 - extremely easy	111	12	13	10	8	11	13	12	20	21	7	8	14	11	63	43	59	26	30	17	15	16	4	5	14
	23%	13%	13%	11%	16%	15%	15%	14%	17%	17%	12%	10%	15%	17%	20%	22%v	22%v	19%v	20%v	17%	20%v	18%v	9%	11%	20%v
9	52	15	12	14	4	9	11	11	14	15	12	13	11	10	33	21	22	13	17	14	11	12	8	7	10
	11%	16%	13%	16%	9%	13%	13%	12%	14%	15%	18%	17%	12%	15%	10%	11%	8%	9%	11%	13%	14%	14%	17%p	15%	10%
8	73	18	20	17	10	14	21	21	21	31	16	15	23	17	58	33	48	24	27	12	14	12	11	12	6
	15%	20%	21%	20%	20%	19%	24%	24%	19%	25%	25%	20%	25%	27%	18%x	17%	18%	17%	18%sx	12%	19%	14%	23%sx	25%lux	9%
7	68	14	13	9	7	9	11	10	15	16	9	10	9	9	51	34	46	26	25	24	15	17	13	11	15
	14%	16%	14%	11%	14%	12%	11%	14%	14%	13%	14%	13%	10%	14%	16%	18%	17%	19%	17%	23%	20%	19%	27%u	23%	22%
6	38	7	10	8	6	6	7	9	9	13	5	6	10	5	29	17	24	10	10	9	7	9	2	4	5
	8%	8%	10%	9%	13%	8%	8%	10%	8%	11%	8%	8%	11%	8%	9%	9%	9%	7%	7%	9%	9%	11%	5%	9%	8%
5	39	7	6	5	6	5	7	11	6	5	8	9	2	17	8	14	8	10	7	5	9	2	3	6	6
	8%	7%	7%	6%	11% <u>m</u>	8%	7%	10% <u>im</u>	5%	7%	7%	11% <u>im</u>	10% <u>im</u>	3%	5%	4%	5%	6%	6%	7%	7%	10% <u>o</u>	4%	6%	9%
4	47	12	11	11	8	10	10	13	13	12	7	9	10	7	35	22	27	17	14	11	8	9	5	3	8
	10%	14%	12%	13%	15%	14%	11%	15%	11%	10%	11%	13%	11%	11%	11%	11%	10%	13%	9%	10%	10%	10%	7%	7%	11%
3	24	4	6	7	-	5	3	5	4	5	1	1	1	1	9	6	11	6	8	6	-	1	1	-	1
	5%	4%	6% <u>ckl</u>	8% <u>ijklm</u>	-	7% <u>kl</u>	3%	6% <u>ijlm</u>	3%	4% <u>kl</u>	1%	1%	1%	1%	3%	3%	4%	4%	5%	6%	-	2%	1%	-	2%
2	15	1	1	2	-	1	1	-	2	1	-	2	1	1	12	6	11	4	5	2	-	1	-	-	1
	3%	1%	1%	3%	-	1%	1%	-	1%	1%	-	3%	1%	2%	4%	3%	4%	3%	3%	2%	-	1%	-	-	2%
1 - not very easy	10	-	-	3	-	1	4	-	-	2	-	1	-	-	7	1	5	1	2	-	-	-	-	-	-
	2%	-	-	3%	-	2%	4% <u>i</u>	-	-	1%	-	1%	-	-	2% <u>o</u>	1%	2% <u>o</u>	*	2%	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 286

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (g)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	490	92*	95*	88*	50*	74*	89*	88*	112*	124*	63*	73*	92*	64*	319	194	271	137*	150	104*	76*	88*	49*	48*	69*
Don't know	13 3%	1 1%	2 2%	2 2%	1 3%	1 2%	2 2%	1 2%	3 3%	1 1%	2 3%	1 2%	4 4%	1 2%	4 1%	2 1%	4 2%	2 1%	2 1%	2 2%	1 2%	2 2%	2 4%	2 4%	2 3%
Mean	7.05	7.04	6.95	6.60	7.04	6.81	6.97	6.98	7.14	7.20c	7.37ck	6.92	7.20c	7.51bcefgk	7.02	7.22	7.03	7.00	7.07	7.05	7.54q	7.24	7.38	7.50	7.27
Standard deviation	2.52	2.17	2.22	2.53	2.03	2.43	2.43	2.16	2.20	2.22	1.89	2.20	2.05	2.02	2.44	2.32	2.47	2.33	2.43	2.23	1.91	2.09	1.74	1.65	2.17
Standard error	0.12	0.24	0.24	0.28	0.31	0.30	0.27	0.25	0.22	0.21	0.25	0.27	0.23	0.27	0.14	0.18	0.16	0.22	0.21	0.24	0.24	0.24	0.26	0.26	0.27
NET: 8-10	236 48%	45 49%	45 47%	41 46%	22 45%	35 47%	46 52%	44 50%	55 49%	67 54%	35 55%	35 48%	48 51%	38 59%bc	154 48%	97 50%	129 48%	62 45%	74 49%	44 42%	40 52%	40 45%	24 48%	25 51%	30 44%
NET: 4-7	192 39%	41 44%	40 43%	33 38%	26 53%cfim	31 42%	33 37%	38 43%	49 43%	48 39%	26 41%	33 46%	38 42%	23 36%	133 42%	82 42%	110 41%	62 45%	59 39%	50 48%r	35 46%	43 49%	23 46%	21 44%	34 50%
NET: 1-3	49 10%	5 6%	7 8%l	12 14%cdghijk im	-	7 10%lm	8 9%jlm	5 6%j	5 5%	8 7%jl	1 1%	4 5%j	2 2%	2 3%	28 9%tuv	13 7%t	27 10%tuvx	11 8%tv	15 10%tuvx	8 8%t	-	3 3%	1 1%	-	2 3%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 287

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	476	182	249	165	173	214	156	154	105	273	75	432	421	429	350	441	465	450	425	379	319
Weighted base	490	192	261	180	179	229	164	164	108*	278	78*	446	435	442	363	449	477	469	440	385	326
10 - extremely easy	111 23%	28 14%	69 27%a	25 14%	50 28%c	48 21%	32 19%	36 22%	29 27%	56 20%	23 30%	101 23%	105 24%mo	97 22%	77 21%	99 22%	110 23%	103 22%	100 23%	95 25%	81 25%
9	52 11%	10 5%	41 16%a	18 10%	24 13%	21 9%	14 9%	16 10%	7 7%	39 14%j	3 4%	52 12%	51 12%	47 11%	36 10%	52 12%	52 11%	52 11%	45 10%	41 11%	29 9%
8	73 15%	36 19%	30 12%	23 13%	30 16%	42 18%	26 16%	34 21%	12 11%	40 14%	16 21%	66 15%	62 14%	66 15%	56 15%	68 15%	73 15%	68 15%	72 16%q	54 14%	50 15%
7	68 14%	32 17%	31 12%	40 22%cd	14 8%	31 13%	32 20%	21 13%	18 17%	37 13%	12 15%	61 14%	59 13%	64 14%	57 16%	64 14%	65 14%	66 14%	64 15%	46 12%	55 17%e
6	38 8%	14 7%	19 7%	11 6%	16 9%	19 8%	12 7%	15 9%	11 10%	22 8%	4 6%	30 7%	34 8%k	34 8%	23 6%	34 7%	36 8%	38 8%	32 7%	32 8%	27 8%
5	39 8%	19 10%	20 8%	20 11%	14 8%	16 7%	12 8%	9 6%	6 6%	25 9%	5 7%	36 8%	35 8%	33 8%	31 9%	37 8%	38 8%	37 8%	36 8%	25 6%	22 7%
4	47 10%	18 9%	28 11%	17 9%	15 9%	26 12%	25 15%	18 11%	10 9%	30 11%	5 6%	44 10%o	38 9%	41 9%o	40 11%lo	36 8%	44 9%o	46 10%	43 10%	38 10%	33 10%
3	24 5%	15 8%b	7 3%	11 6%	10 6%	9 4%	4 3%	7 4%	6 6%	11 4%	1 1%	24 5%n	21 5%	22 5%n	12 3%	24 5%n	24 5%n	24 5%r	17 4%	21 5%t	9 3%
2	15 3%	9 5%	5 2%	10 5%cd	1 1%	5 2%	3 2%	6 3%	5 5%	9 3%	1 2%	13 3%	14 3%	15 3%	13 3%	15 3%	14 3%	14 3%	14 3%	12 3%	10 3%
1 - not very easy	10 2%	6 3%	4 2%	4 2%	2 1%	4 2%	2 1%	1 1%	- -	6 2%	3 4%	9 2%	8 2%	10 2%	7 2%	10 2%lp	9 2%	10 2%r	5 1%	10 3%t	4 1%
Don't know	13 3%	6 3%	5 2%	3 1%	2 1%	8 3%	2 1%	2 1%	2 2%	4 1%	3 4%	9 2%	9 2%	12 3%	12 3%klo	9 2%	12 3%o	11 2%	12 3%	10 3%	6 2%
Mean	7.05	6.41	7.37a	6.54	7.42c	7.07	6.98	7.16	7.09	7.02	7.40	7.06	7.15mo	7.01	6.99	7.05	7.10m	7.01	7.14q	7.06	7.22
Standard deviation	2.52	2.54	2.46	2.46	2.43	2.43	2.31	2.39	2.52	2.49	2.54	2.53	2.50	2.53	2.49	2.53	2.50	2.53	2.43	2.62	2.39
Standard error	0.12	0.19	0.16	0.19	0.19	0.17	0.19	0.19	0.25	0.15	0.30	0.12	0.12	0.12	0.14	0.12	0.12	0.12	0.12	0.14	0.14

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 287

**Q.18 On a scale of 1 to 10, where 1 is not very easy and 10 is extremely easy, to what extent would you say it is easy is it to keep track of how much money you spend on additional content?**

**Base: All who spent money on additional content**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	490	192	261	180	179	229	164	164	108*	278	78*	446	435	442	363	449	477	469	440	385	326
NET: 8-10	236	74	140	66	103	111	72	86	49	136	42	219	218	210	169	220	234	223	217	191	161
	48%	38%	54%a	36%	58%c	49%	44%	53%	45%	49%	54%	49%	50%mn	48%	46%	49%	49%	48%	49%	50%	49%
NET: 4-7	192	83	99	88	59	92	81	63	45	113	26	171	166	173	151	171	184	186	175	140	137
	39%	43%	38%	49%cd	33%	40%	49%g	38%	42%	41%	34%	38%	38%	39%	41%lo	38%	39%	40%	40%	36%	42%st
NET: 1-3	49	30	17	24	14	18	9	13	12	25	6	46	42	47	32	49	46	48	37	43	23
	10%	16%b	6%	13%	8%	8%	6%	8%	11%	9%	8%	10%	10%	11%	9%	11%lnp	10%	10%er	8%	11%t	7%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 288

**Q.19 Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games**

**Base: All gamers**

	Gender		Age						Social Grade					Region											
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humberside	West Midlands	East Midlands	Wales	East of England	London	South East	South West	North Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Online multiplayer (e.g. Xbox Live)	216	157	58	52	78	59	22	5	2	72	61	39	44	17	14	27	18	26	12	9	15	24	30	22	2
	16%	22% <sup>b</sup>	9%	25% <sup>ghi</sup>	25% <sup>ghi</sup>	21% <sup>ghi</sup>	9% <sup>hi</sup>	3%	1%	19%	15%	13%	14%	15%	28% <sup>suv</sup>	18%	16%	20%	11%	13%	12%	12%	17%	19%	5%
Access to a library of games for download (e.g. Apple Arcade)	65	46	19	15	28	13	6	-	3	24	18	6	17	10	3	6	3	9	4	4	2	9	11	2	2
	5%	6% <sup>b</sup>	3%	7% <sup>ghi</sup>	9% <sup>ghi</sup>	4% <sup>h</sup>	2%	-	2%	6% <sup>l</sup>	4%	2%	5% <sup>l</sup>	8% <sup>aux</sup>	7%	4%	3%	7%	4%	7%	2%	4%	6%	2	5%
Access to a streaming game platform (e.g. stadia)	37	24	12	9	16	7	3	1	1	15	9	5	7	4	-	-	1	1	4	2	3	11	7	4	1
	3%	3%	2%	4% <sup>hi</sup>	5% <sup>ghi</sup>	2%	1%	*	*	4%	2%	2%	2%	3%	-	-	1%	1%	4% <sup>p</sup>	3%	2%	5% <sup>pr</sup>	4% <sup>p</sup>	4% <sup>p</sup>	2%
Access to a specific game (e.g. Final Fantasy XIV)	49	31	18	10	17	12	7	*	2	11	17	14	6	3	2	4	6	8	4	2	5	8	5	2	-
	4%	4%	3%	5% <sup>hi</sup>	6% <sup>hi</sup>	4% <sup>h</sup>	3%	*	1%	3%	4%	5%	2%	3%	5%	3%	5%	6%	3%	4%	4%	4%	3%	2%	-
A selection of games to download and own every month (e.g. Humble monthly)	60	42	18	13	27	12	8	*	-	24	17	8	12	5	3	*	-	8	4	7	5	10	9	8	2
	4%	6% <sup>b</sup>	3%	6% <sup>hi</sup>	9% <sup>ghi</sup>	4% <sup>hi</sup>	3% <sup>i</sup>	*	-	6% <sup>l</sup>	4%	3%	4%	4% <sup>q</sup>	7% <sup>pq</sup>	*	-	6% <sup>pq</sup>	4% <sup>q</sup>	11% <sup>pq</sup>	4%	5% <sup>pq</sup>	5% <sup>pq</sup>	7% <sup>pq</sup>	5% <sup>q</sup>
Other (Please specify)	6	2	4	-	1	4	2	-	-	3	-	-	3	*	-	1	-	1	-	-	1	-	2	-	-
	*	*	1%	-	*	1%	1%	-	-	1%	-	-	1%	*	-	1%	-	1%	-	-	1%	-	1%	-	-
I do not subscribe to gaming subscription services	1085	508	577	137	205	203	220	152	168	281	303	242	259	89	31	117	96	93	91	52	104	163	135	85	31
	78%	72%	85% <sup>a</sup>	66%	65%	71%	86% <sup>def</sup>	97% <sup>defg</sup>	97% <sup>defg</sup>	74%	76%	82% <sup>j</sup>	81% <sup>j</sup>	77%	63%	79%	83% <sup>o</sup>	72%	82% <sup>o</sup>	78%	83% <sup>or</sup>	80% <sup>o</sup>	78%	72%	85% <sup>o</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 289

**Q.19 Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games**

**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Online multiplayer (e.g. Xbox Live)	216 16%	170 19% <sup>c</sup>	44 15% <sup>c</sup>	2 1%	46 13%	26 14%	28 13%	13 13%	2 18%	167 17%	112 15%	101 17%	187 15%	26 17%	112 12%	99 21% <sup>n</sup>	79 21% <sup>n</sup>	48 20% <sup>n</sup>	48 28% <sup>nou</sup>	56 25% <sup>np</sup>	42 24% <sup>n</sup>	15 15%	22 11%	36 16%	29 12%	48 15%	66 22% <sup>vxy</sup>
Access to a library of games for download (e.g. Apple Arcade)	65 5%	52 6% <sup>c</sup>	10 3%	3 2%	13 4%	10 6%	8 4%	5 6%	-	52 5%	32 4%	33 5%	55 4%	10 7%	40 4%	24 5% <sup>q</sup>	18 5% <sup>q</sup>	7 3%	17 10% <sup>nopqt</sup>	15 7% <sup>q</sup>	7 4%	2 2%	8 4%	8 3%	8 3%	17 5%	18 6%
Access to a streaming game platform (e.g. stadia)	37 3%	32 3% <sup>c</sup>	5 2%	1 *	7 2%	3 2%	3 1%	2 2%	1 4%	28 3%	13 2%	24 4% <sup>j</sup>	26 2%	11 7% <sup>l</sup>	15 2%	22 5% <sup>n</sup>	18 5% <sup>n</sup>	7 3%	14 8% <sup>noq</sup>	16 7% <sup>nopq</sup>	6 4%	2 2%	1 1%	8 4% <sup>v</sup>	6 2%	8 2%	12 4% <sup>v</sup>
Access to a specific game (e.g. Final Fantasy XIV)	49 4%	41 5% <sup>c</sup>	6 2%	2 1%	17 5% <sup>f</sup>	14 8% <sup>d</sup>	6 3%	4 4%	1 4%	32 3%	24 3%	25 4%	33 3%	15 10% <sup>l</sup>	16 2%	33 7% <sup>n</sup>	25 6% <sup>n</sup>	12 5% <sup>n</sup>	20 11% <sup>nopqt</sup>	20 9% <sup>n</sup>	8 5% <sup>n</sup>	4 4%	5 3%	13 5%	6 3%	8 2%	12 4%
A selection of games to download and own every month (e.g. Humble monthly)	60 4%	49 5% <sup>c</sup>	11 4% <sup>c</sup>	-	14 4%	14 8% <sup>d</sup>	9 4%	6 6%	2 14%	44 4%	25 3%	34 6%	47 4%	14 9% <sup>l</sup>	24 3%	35 8% <sup>nu</sup>	29 8% <sup>nu</sup>	14 6% <sup>nu</sup>	18 11% <sup>nu</sup>	23 10% <sup>npu</sup>	13 8% <sup>nu</sup>	1 1%	8 4%	8 3%	4 2%	11 4%	22 7% <sup>x</sup>
Other (Please specify)	6 *	2 *	4 1% <sup>a</sup>	-	4 1% <sup>i</sup>	2 1%	2 1%	2 3% <sup>i</sup>	-	2 *	4 *	2 *	6 *	-	3 *	3 1%	3 1%	-	2 1%	3 1%	-	-	3 1%	* *	1 1%	1 *	-
I do not subscribe to gaming subscription services	1085 78%	671 74%	230 79%	185 97% <sup>ab</sup>	271 78% <sup>e</sup>	129 72%	171 81% <sup>e</sup>	74 80%	10 69%	784 78%	622 81% <sup>k</sup>	457 75%	969 79% <sup>m</sup>	102 69%	756 83% <sup>opqr</sup>	323 69% <sup>rs</sup>	270 71% <sup>rs</sup>	176 74% <sup>orst</sup>	102 59%	143 64%	122 69% <sup>r</sup>	84 84% <sup>opqr</sup>	162 81% <sup>z</sup>	178 77%	196 83% <sup>z</sup>	261 80% <sup>z</sup>	208 70%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 290

**Q.19 Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games**

**Base: All gamers**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nott-ingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Online multiplayer (e.g. Xbox Live)	216 16%	10 17%	6 12%	16 34% bdfg ikosvw	6 10%	6 26%	7 15%	20 16%	7 16%	5 8%	25 21% ikvw	3 6%	14 29% diko vw	4 13%	3 13%	43 13%	9 18%	13 25% ikov w	6 15%	7 15%	2 5%	4 8%
Access to a library of games for download (e.g. Apple Arcade)	65 5%	6 10% gil	3 7%	5 11% gil	1 2%	1 3%	1 2%	3 2%	3 7%	1 1%	11 9% gil	1 1%	- -	2 6%	1 5%	13 4%	5 11% gil	2 3%	- -	3 7%	2 5%	2 3%
Access to a streaming game platform (e.g. stadia)	37 3%	1 1%	3 6% g	- -	* 1%	1 3%	- -	- -	1 2%	3 5% g	2 1%	- -	2 4%	1 3%	2 10%	13 4%	3 7% g	3 5% g	2 4%	1 2%	1 2%	- -
Access to a specific game (e.g. Final Fantasy XIV)	49 4%	1 2%	2 4%	2 5%	2 4%	3 13%	1 1%	2 1%	2 3%	3 5%	8 7%	- -	3 6%	- -	- -	11 3%	4 8%	- -	1 2%	2 5%	- -	1 1%
A selection of games to download and own every month (e.g. Humble monthly)	60 4%	4 7%	1 1%	1 3%	- -	- -	1 2%	2 2%	3 7%	1 2%	8 7%	- -	3 5%	- -	1 5%	17 5%	5 10% dgw	5 9% dgw	3 7%	5 9% dgkw	2 5%	- -
Other (Please specify)	6 *	* 1%	- -	- -	- -	- -	- -	- -	1 3% o	- -	1 1%	1 1%	- -	- -	- -	* 4% o	2 -	- -	- -	- -	- -	- -
I do not subscribe to gaming subscription services	1085 78%	42 73%	41 80%	28 61%	49 88% chjl pq	17 72%	41 84% cl	98 81% cjl	31 69%	53 84% cjlq	80 68%	43 92% achj lpqr	31 64%	22 79%	18 87%	272 81% cjlq	33 70%	35 67%	31 75%	40 81%	31 85% c	44 87% chjlq

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 291

**Q.19 Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games**

**Base: All gamers**

Total	Opinion Influencer Activities													Opinion Influencer Network											
	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)	
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Online multiplayer (e.g. Xbox Live)	216	41	37	36	19	32	45	38	51	53	37	46	41	38	151	104	137	67	80	48	43	37	23	29	30
	16%	26%	24%	22%	20%	20%	24%	22%	23%	20%	32%cd	33%abcde	20%	37%bcdef	19%	24%n	22%n	26%n	23%n	23%	28%n	22%	30%n	33%np	25%
Access to a library of games for download (e.g. Apple Arcade)	65	19	18	18	14	18	20	18	23	22	15	23	19	14	41	30	37	23	30	16	13	12	11	13	11
	5%	12%	12%	11%	14%	11%	11%	11%	11%	8%	13%	17%gi	9%	13%	5%	7%n	6%	9%np	9%np	7%	8%	7%	14%no	15%no	9%
Access to a streaming game platform (e.g. stadia)	37	20	17	14	8	14	13	14	17	16	15	17	17	16	28	24	25	17	18	16	14	16	13	12	14
	3%	13%	11%i	9%	9%	8%	7%	8%	8%	6%	13%i	13%i	8%	15%efghil	3%	6%np	4%	7%np	5%	8%np	9%np	9%np	18%nopqr	14%nopqr	11%noprs
Access to a specific game (e.g. Final Fantasy XIV)	49	23	22	19	9	16	15	18	23	18	15	21	17	18	37	31	30	18	23	20	18	17	14	11	13
	4%	15%	14%fi	12%	10%	10%	8%	10%	10%	7%	13%i	15%fil	8%	18%efgil	5%	7%np	5%	7%	7%	10%npr	12%np	10%np	19%nopqr	13%np	11%np
A selection of games to download and own every month (e.g. Humble monthly)	60	27	22	21	19	19	23	23	24	27	17	19	22	18	45	30	39	26	20	18	12	20	13	14	16
	4%	17%	14%	13%	20%efhij	12%	12%	14%	11%	10%	14%	14%	11%	18%i	5%	7%	6%	10%npr	6%	8%	8%	12%noprs	17%noprs	16%noprs	14%noprs
Other (Please specify)	6	1	1	1	1	1	1	1	1	1	1	2	1	1	4	3	2	1	-	-	-	1	-	-	*
	*	1%	1%	1%	1%	1%	1%	1%	1%	*	1%	1%	1%	1%	*	1%	*	*	-	-	-	1%	-	-	*
I do not subscribe to gaming subscription services	1085	72	81	98	51	102	109	98	124	174	52	61	129	37	601	276	448	157	232	130	91	102	34	38	64
	78%	46%	51%lm	59%jkm	52%lm	63%bdjkm	59%jkm	58%jkm	57%jkm	66%bdfhjkm	45%	44%	63%bdjkm	36%	74%opqrs	65%vwxyz	70%opqstu	60%vw	67%qvwxyz	63%vw	59%vw	60%vw	45%	44%	54%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 292

**Q.19 Subscription services allow you to pay regular payments (such as monthly or annual) for access to games to download, play, or multiplayer. Do you currently subscribe to any of the following types of subscription services for games**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Online multiplayer (e.g. Xbox Live)	216 16%	80 17%	122 20%	69 16%	85 20%	123 28%	119 37% <sup>eg</sup>	74 23%	44 11%	138 18% <sup>h</sup>	27 18%	202 16%	192 16%	195 18% <sup>klop</sup>	174 22% <sup>klimo</sup>	203 16%	210 16%	199 16%	214 19% <sup>q</sup>	164 16%	172 27% <sup>s</sup>
Access to a library of games for download (e.g. Apple Arcade)	65 5%	30 6%	37 6%	24 6%	27 6%	36 8%	38 12%	26 8%	11 3%	46 6% <sup>h</sup>	7 5%	61 5%	60 5%	64 6% <sup>klop</sup>	58 7% <sup>klimo</sup>	64 5%	64 5%	60 5%	64 6%	50 5%	59 9% <sup>s</sup>
Access to a streaming game platform (e.g. stadia)	37 3%	13 3%	26 4%	19 5%	18 4%	22 5%	18 6%	17 5%	7 2%	22 3%	8 5% <sup>h</sup>	37 3%	34 3%	33 3%	35 4% <sup>klimo</sup>	34 3%	37 3%	37 3%	37 3%	25 2%	33 5% <sup>s</sup>
Access to a specific game (e.g. Final Fantasy XIV)	49 4%	26 6%	27 4%	24 6%	24 6%	27 6%	22 7%	16 5%	5 1%	33 4% <sup>h</sup>	8 6% <sup>h</sup>	47 4%	44 4%	47 4% <sup>lo</sup>	41 5% <sup>klop</sup>	44 4%	49 4%	49 4%	48 4%	30 3%	40 6% <sup>s</sup>
A selection of games to download and own every month (e.g. Humble monthly)	60 4%	28 6%	31 5%	26 6%	21 5%	42 10%	27 8%	22 7%	14 4%	31 4%	14 9% <sup>hi</sup>	55 4%	55 4%	51 5%	54 7% <sup>klimo</sup>	51 4%	59 4%	60 5%	59 5%	40 4%	44 7% <sup>s</sup>
Other (Please specify)	6 *	1 *	4 1%	-	1 *	2 *	1 *	1 *	-	6 1%	* *	4 *	5 *	6 1%	4 *	6 * <sup>k</sup>	6 *	6 *	4 *	6 1%	3 *
I do not subscribe to gaming subscription services	1085 78%	366 77%	438 72%	323 76%	301 72%	269 62% <sup>f</sup>	171 54%	224 70% <sup>ef</sup>	321 84% <sup>ij</sup>	562 75%	109 71%	994 78% <sup>mn</sup>	965 78% <sup>mn</sup>	783 74% <sup>n</sup>	530 68%	957 77% <sup>mn</sup>	1009 77% <sup>mn</sup>	944 77% <sup>r</sup>	813 73%	826 79% <sup>t</sup>	409 63%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 293

**Q.20 You can stream games on-demand to other devices. This means the game is run on a machine elsewhere and streamed to your device, letting you play the game on multiple devices. Examples of services include PlayStation Now, Google Stadia and GeForce. Do you currently use any of the following services?**

**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Playstation Now	118 9%	67 9%	51 8%	22 11%hi	46 15%ghi	26 9%hi	20 8%hi	1 1%	4 2%	40 11%	31 8%	20 7%	27 8%	6 5%	7 14%	9 6%	7 6%	13 10%	6 5%	9 13%	6 5%	27 13%psu	17 10%	9 7%	3 8%
GeForce Now	22 2%	16 2%	6 1%	4 2%	11 4%h	3 1%	3 1%	-	1 *	9 2%	2 1%	6 2%	4 1%	1 1%	-	2 1%	1 1%	2 1%	3 2%	1 1%	1 1%	9 4%	3 2%	1 1%	-
Google Stadia	32 2%	24 3%b	8 1%	6 3%g	16 5%ghi	9 3%g	-	1 *	1 *	16 4%	8 2%	4 1%	4 1%	4 3%	1 2%	1 1%	2 2%	5 4%u	4 4%u	1 2%	-	7 3%	6 3%	1 1%	-
Jump	25 2%	17 2%	8 1%	3 2%	13 4%hi	6 2%	3 1%	-	-	6 2%	13 3%h	4 1%	1 *	4 3%	2 4%px	-	1 1%	1 *	1 1%	5 7%pqw	2 2%	7 4%p	2 1%	-	-
Project xCloud	16 1%	11 2%	5 1%	2 1%	9 3%gi	6 2%g	-	-	-	8 2%	3 1%	3 1%	2 1%	-	1 2%	1 1%	* *	3 2%	2 2%	1 2%	2 1%	1 1%	3 2%	-	1 2%
Steam Link Anywhere	26 2%	22 3%b	4 1%	6 3%i	11 3%i	5 2%	3 1%	1 *	-	12 3%	7 2%	3 1%	4 1%	-	2 4%	1 1%	6 5%nu	1 1%	1 1%	1 2%	1 *	3 1%	8 4%h	4 3%	-
Shadow	26 2%	21 3%b	5 1%	3 1%	15 5%ghi	6 2%	1 *	1 1%	1 *	11 3%	9 2%	4 1%	3 1%	2 2%	1 2%	-	1 1%	3 2%	2 2%	1 2%	3 3%	5 2%	5 3%	2 2%	-
Other (Please specify)	7 *	2 *	5 1%	5 2%eg	1 *	1 *	-	-	-	1 *	5 1%	-	1 *	-	-	3 2%	-	2 1%	-	-	-	1 *	* *	1 1%	-
Not applicable - I do not stream games	1205 87%	598 84%	607 89%a	167 81%	235 75%	246 87%e	232 91%de	155 99%def	169 97%def	311 82%	344 87%	266 90%j	284 89%j	105 91%	38 78%	135 91%	106 91%o	108 83%	97 88%	54 81%	114 91%otv	168 82%	147 85%	100 85%	33 92%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 294

**Q.20 You can stream games on-demand to other devices. This means the game is run on a machine elsewhere and streamed to your device, letting you play the game on multiple devices. Examples of services include PlayStation Now, Google Stadia and GeForce. Do you currently use any of the following services?**

**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Playstation Now	118 9%	99 11%bc	18 6%c	2 1%	28 8%	19 10%	13 6%	7 8%	2 18%	90 9%	58 7%	58 10%	89 7%	28 19%l	43 5%	74 16%n	59 16%n	44 19% <u>n</u>	33 19% <u>n</u>	40 18% <u>n</u>	32 18% <u>n</u>	20 20% <u>n</u>	19 10% <u>x</u>	18 8%	8 3%	23 7%	43 14% <u>wxy</u>
GeForce Now	22 2%	18 2%	4 1%	-	3 1%	2 1%	1 1%	-	-	18 2%	10 1%	12 2%	17 1%	5 3%	9 1%	13 3% <u>n</u>	11 3% <u>n</u>	6 3%	6 3%	9 4% <u>n</u>	6 4% <u>n</u>	-	2 1%	1 *	1 1%	6 2%	9 3% <u>w</u>
Google Stadia	32 2%	28 3% <u>c</u>	3 1%	1 *	7 2%	3 2%	3 1%	2 3%	1 4%	25 2%	7 1%	25 4% <u>j</u>	20 2%	11 8% <u>l</u>	11 1%	21 5% <u>nu</u>	16 4% <u>nu</u>	7 3%	13 8% <u>noqu</u>	14 6% <u>nu</u>	7 4% <u>n</u>	1 1%	6 3%	7 3%	2 1%	6 2%	9 3%
Jump	25 2%	23 3% <u>c</u>	2 1%	-	4 1%	4 2%	1 1%	1 1%	1 4%	20 2%	12 2%	13 2%	17 1%	8 5% <u>l</u>	8 1%	17 4% <u>nq</u>	13 3% <u>nq</u>	4 2%	9 5% <u>n</u>	11 5% <u>nq</u>	4 2%	1 1%	4 2%	2 1%	3 1%	5 1%	10 3%
Project xCloud	16 1%	14 2%	2 1%	-	1 *	1 1%	* *	-	-	14 1%	6 1%	10 2%	10 1%	6 4% <u>l</u>	3 *	13 3% <u>n</u>	11 3% <u>n</u>	6 3% <u>n</u>	7 4% <u>n</u>	7 3% <u>n</u>	6 3% <u>n</u>	-	1 1%	5 2%	1 *	3 1%	6 2%
Steam Link Anywhere	26 2%	21 2% <u>c</u>	6 2%	-	7 2%	3 2%	4 2%	2 2%	-	19 2%	8 1%	19 3% <u>j</u>	20 2%	7 5% <u>l</u>	12 1%	14 3%	12 3% <u>n</u>	5 2%	10 6% <u>no</u>	12 6% <u>nop</u>	4 2%	2 2%	4 2%	2 1%	3 1%	8 2%	4 2%
Shadow	26 2%	23 3%	3 1%	1 *	6 2% <u>f</u>	5 3%	1 *	1 1%	-	20 2%	10 1%	17 3%	16 1%	10 7% <u>l</u>	11 1%	15 3% <u>n</u>	10 3%	4 2%	9 5% <u>nq</u>	10 4% <u>n</u>	3 2%	1 1%	2 1%	6 3%	5 2%	4 1%	8 3%
Other (Please specify)	7 *	4 *	3 1%	-	2 1%	2 1%	1 1%	-	-	4 *	4 *	3 1%	7 1%	-	5 1%	2 *	1 *	-	1 *	1 1%	-	-	* *	1 1%	2 1%	2 1%	-
Not applicable - I do not stream games	1205 87%	755 83%	261 90% <u>a</u>	188 99% <u>ab</u>	303 88% <u>e</u>	148 83%	194 92% <u>dei</u>	85 91%	11 82%	869 86%	684 89% <u>k</u>	515 84%	1083 88% <u>m</u>	107 72%	832 91% <u>opqr</u>	363 78% <u>r</u>	300 78% <u>rs</u>	187 79%	122 70%	164 73%	138 79%	79 79%	175 87%	201 87%	219 92% <u>z</u>	290 89% <u>z</u>	237 80%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 295

**Q.20 You can stream games on-demand to other devices. This means the game is run on a machine elsewhere and streamed to your device, letting you play the game on multiple devices. Examples of services include PlayStation Now, Google Stadia and GeForce. Do you currently use any of the following services?**

**Base: All gamers**

	Total	City																				None of these (w)
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Playstation Now	118 9%	4 6%	3 5%	6 13%k	4 6%	1 5%	2 4%	9 8%	5 12%k	4 6%	11 10%k	-	3 7%	-	1 5%	42 12%k	6 13%k	5 9%k	3 7%	5 10%k	3 8%	2 3%
GeForce Now	22 2%	-	1 2%	-	-	1 3%	-	-	2 4%	1 2%	3 3%	-	-	1 3%	1 4%	11 3%	-	1 2%	-	1 1%	-	-
Google Stadia	32 2%	1 2%	2 5%	3 6%	-	1 3%	-	1 1%	1 2%	4 6%	6 5%	-	1 1%	1 3%	-	7 2%	4 8%go	1 2%	-	1 1%	-	-
Jump	25 2%	2 3%	2 3%	2 5%g	-	1 3%	-	-	3 6%g	1 2%	1 *	-	2 3%	-	-	9 3%	1 2%	-	-	2 4%g	-	-
Project xCloud	16 1%	-	-	1 3%	-	* 2%	-	-	* 1%	2 3%	5 4%go	-	1 1%	1 3%	1 4%	1 *	1 2%	-	-	1 3%	1 2%	*
Steam Link Anywhere	26 2%	-	-	3 7%gjo	3 6%go	1 3%	-	-	1 2%	1 1%	1 1%	1 1%	-	-	3 1%	7 16%(abfgi jkloqsvw	1 2%	2 5%g	1 3%	-	-	-
Shadow	26 2%	-	2 5%g	1 3%	1 1%	1 3%	1 2%	-	-	2 3%	5 4%	-	2 5%g	-	1 4%	6 2%	3 6%g	-	1 2%	1 2%	-	-
Other (Please specify)	7 *	-	-	-	-	-	-	1 1%	2 4%o	2 -	2 1%	-	-	-	-	1 *	1 3%	-	-	-	-	-
Not applicable - I do not stream games	1205 87%	52 91%p	46 90%p	37 78%	50 90%p	23 93%	46 96%chjp	110 91%jp	36 80%	54 85%	92 79%	46 99%chij	44 90%p	28 97%	19 90%	283 84%p	33 70%	46 87%	36 86%	42 83%	33 92%p	49 96%chjops

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 296

**Q.20 You can stream games on-demand to other devices. This means the game is run on a machine elsewhere and streamed to your device, letting you play the game on multiple devices. Examples of services include PlayStation Now, Google Stadia and GeForce. Do you currently use any of the following services?**

**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Playstation Now	118 9%	45 29%	40 25% <i>i</i>	33 20%	24 25%	31 19%	38 21%	45 26% <i>ei</i>	47 22%	47 18%	30 26% <i>i</i>	40 29% <i>cefil</i>	41 20%	33 33% <i>cefhil</i>	96 12%	76 18% <i>npr</i>	90 14% <i>n</i>	51 20% <i>npr</i>	45 13%	38 18% <i>nr</i>	35 22% <i>npr</i>	33 20% <i>npr</i>	25 34% <i>noprqstux</i>	29 33% <i>noprqstux</i>	26 22% <i>nprqstux</i>
GeForce Now	22 2%	12 7%	10 7%	8 5%	9 9% <i>il</i>	8 5%	11 6%	8 5%	9 4%	10 4%	7 6%	8 6%	8 4%	7 7%	18 2%	13 3%	17 3%	9 4%	10 3%	7 4%	8 5% <i>n</i>	7 4%	6 8% <i>nopr</i>	5 5%	7 6% <i>np</i>
Google Stadia	32 2%	22 14%	22 14% <i>fhi</i>	19 11%	13 14% <i>i</i>	17 11%	16 8%	17 10%	18 8%	20 8%	17 15% <i>hi</i>	18 13% <i>i</i>	18 9%	19 18% <i>efghil</i>	26 3%	20 5% <i>n</i>	20 3%	16 6% <i>np</i>	16 5%	12 6%	12 8% <i>np</i>	10 6%	13 17% <i>noprqstux</i>	12 14% <i>noprqstux</i>	9 7% <i>np</i>
Jump	25 2%	20 13%	18 12% <i>l</i>	15 9%	12 13% <i>l</i>	14 9%	18 10%	18 11% <i>l</i>	21 9%	23 9%	17 15% <i>l</i>	15 11% <i>l</i>	12 6%	18 18% <i>cefghil</i>	23 3%	19 4% <i>np</i>	18 3%	19 7% <i>nop</i>	16 5%	17 8% <i>nopr</i>	15 10% <i>nopr</i>	13 8% <i>np</i>	10 13% <i>nopr</i>	15 17% <i>noprqstux</i>	11 10% <i>noprqstux</i>
Project xCloud	16 1%	8 5%	7 4% <i>f</i>	7 4% <i>f</i>	3 4% <i>f</i>	2 1%	1 3% <i>f</i>	4 3% <i>f</i>	6 3% <i>f</i>	6 2%	5 4%	7 5% <i>f</i>	3 2%	4 4% <i>f</i>	14 2%	10 2%	11 2%	7 3%	9 3%	4 2%	7 4% <i>np</i>	9 6% <i>nops</i>	4 5%	4 4%	5 4% <i>np</i>
Steam Link Anywhere	26 2%	13 8%	12 8%	13 8%	10 10%	13 8%	14 8%	13 8%	15 7%	16 6%	11 9%	12 8%	14 7%	12 12% <i>i</i>	20 2%	17 4% <i>n</i>	18 3%	11 4%	12 4%	10 5%	6 4%	5 3%	8 11% <i>noprqstux</i>	6 6% <i>n</i>	7 6% <i>n</i>
Shadow	26 2%	16 10%	16 10%	18 11% <i>h</i>	8 8%	12 7%	13 7%	14 8%	12 6%	17 7%	13 11%	16 11% <i>h</i>	14 7%	13 13% <i>hil</i>	22 3%	18 4% <i>np</i>	15 2%	11 4%	12 3%	9 5%	9 6% <i>np</i>	10 6% <i>np</i>	7 10% <i>noprqstux</i>	7 9% <i>npr</i>	5 4%
Other (Please specify)	7 *	3 2%	2 1%	2 1%	1 1%	1 1%	3 2%	3 2%	4 2%	1 *	1 1%	2 1%	1 1%	1 1%	4 1%	3 1%	4 1%	-	2 1%	2 1%	-	1 1%	-	-	1 *
Not applicable - I do not stream games	1205 87%	79 50%	85 54% <i>m</i>	108 64% <i>bk</i>	54 56% <i>m</i>	109 67% <i>bdgjk</i>	120 65% <i>bgk</i>	97 57% <i>m</i>	141 65% <i>bgk</i>	185 70% <i>bdgjk</i>	65 55% <i>m</i>	72 52%	141 69% <i>bdgjk</i>	43 42%	670 82% <i>opqstuvwx</i>	313 73% <i>tuvwx</i>	507 80% <i>oqstuvwx</i>	187 71% <i>vwx</i>	270 79% <i>oqstuvwx</i>	150 72% <i>vwx</i>	100 64% <i>vw</i>	111 66% <i>vw</i>	35 47%	42 48%	75 62% <i>vw</i>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base

Prepared by Populus



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 297

**Q.20 You can stream games on-demand to other devices. This means the game is run on a machine elsewhere and streamed to your device, letting you play the game on multiple devices. Examples of services include PlayStation Now, Google Stadia and GeForce. Do you currently use any of the following services?**

**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Playstation Now	118 9%	52 11%	69 11%	46 11%	57 14%	101 23%fg	36 11%	46 14%	24 6%	68 9%	24 16%hi	114 9%	110 9%	107 10%lop	108 14%klmop	108 9%	118 9%	117 10%	115 10%	83 8%	96 15%st
GeForce Now	22 2%	10 2%	12 2%	11 3%	8 2%	13 3%	5 2%	6 2%	4 1%	11 2%	7 4%hi	20 2%	21 2%	20 2%	16 2%	22 2%	22 2%	20 2%	22 2%	17 2%	21 3%st
Google Stadia	32 2%	13 3%	24 4%	17 4%	17 4%	23 5%	12 4%	13 4%	7 2%	17 2%	9 6%hi	31 2%	30 2%	32 3%p	31 4%klp	32 3%	32 2%	32 3%	32 3%	26 2%	29 4%st
Jump	25 2%	14 3%	14 2%	14 3%	12 3%	22 5%f	6 2%	9 3%	8 2%	17 2%	-	24 2%	25 2%	25 2%	25 3%klp	25 2%	25 2%	25 2%	25 2%	16 2%	23 4%st
Project xCloud	16 1%	5 1%	14 2%	7 2%	10 2%	7 2%	9 3%	8 3%	1 *	8 1%	7 5%hi	16 1%	16 1%	14 1%	12 2%	13 1%	15 1%	16 1%	16 1%	12 1%	13 2%
Steam Link Anywhere	26 2%	12 3%	19 3%	8 2%	19 5%cd	23 5%	13 4%	12 4%	-	20 3%h	5 3%h	26 2%	24 2%	25 2%	26 3%klmop	26 2%	26 2%	26 2%	26 2%	24 2%	24 4%st
Shadow	26 2%	11 2%	18 3%	13 3%	16 4%	20 5%	11 3%	10 3%	3 1%	21 3%h	2 2%	25 2%	25 2%	25 2%	25 3%klp	25 2%	26 2%	26 2%	26 2%	14 1%	23 4%st
Other (Please specify)	7 *	5 1%	2 *	1 *	1 *	2 *	2 1%	3 1%	-	4 1%	1 1%	6 *	6 *	6 1%	6 1%	7 1%	7 1%	7 1%	7 1%	4 *	4 1%
Not applicable - I do not stream games	1205 87%	403 84%	492 81%	357 84%	329 78%	299 68%	255 80%e	250 78%e	353 92%ij	639 85%j	113 74%	1099 86%mn	1061 86%mn	888 84%n	614 79%	1067 86%mn	1125 86%mn	1046 85%r	929 84%	915 88%t	497 77%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 298  
**Q.21 To what extent do you agree or disagree with the following statements?**  
**Summary**

**Base: All who stream games to other devices**

	Statements	
	Streaming games allows me to play games that I wouldn't otherwise be able to play	I rarely experience any technical issues when I stream games
Unweighted base	174	174
Weighted base	186	186
NET: Agree	105 56%	83 45%
Strongly agree (+2)	52 28%	32 17%
Slightly agree (+1)	53 28%	51 27%
Neither agree nor disagree (0)	45 24%	50 27%
Slightly disagree (-1)	24 13%	37 20%
Strongly disagree (-2)	7 4%	11 6%
NET: Disagree	32 17%	47 25%
Don't know	5 3%	6 3%
Mean	0.65	0.32
Standard deviation	1.15	1.16
Standard error	0.09	0.09

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 299

**Q.21 To what extent do you agree or disagree with the following statements?**  
**Streaming games allows me to play games that I wouldn't otherwise be able to play**  
**Base: All who stream games to other devices**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	174	105	69	37	69	39	21	4	4	59	46	33	36	10	7	13	10	19	15	13	9	34	26	14	4
Weighted base	186	112*	74*	40**	79*	38*	22**	2**	5**	68*	52*	31**	36**	11**	10**	14**	10**	22**	13**	13**	11**	36**	27**	17**	3**
NET: Agree	105	59	46	21	39	27	14	1	2	44	23	18	20	6	4	10	5	8	9	5	7	26	18	8	-
	56%	52%	62%	54%	49%	71%e	62%	53%	52%	65%	45%	58%	55%	53%	38%	70%	46%	36%	67%	37%	62%	74%	68%	46%	-
Strongly agree (+2)	52	30	21	10	20	14	5	1	2	20	9	10	12	4	3	8	2	6	4	2	5	11	7	1	-
	28%	27%	28%	25%	26%	36%	22%	30%	34%	30%	18%	33%	33%	39%	27%	57%	15%	26%	27%	15%	42%	30%	27%	7%	-
Slightly agree (+1)	53	28	25	11	18	13	9	*	1	24	14	7	8	2	1	2	3	2	5	3	2	16	11	7	-
	28%	25%	33%	29%	23%	34%	39%	23%	18%	35%	27%	24%	22%	14%	11%	13%	31%	10%	40%	22%	20%	44%	41%	38%	-
Neither agree nor disagree (0)	45	33	12	9	18	8	6	1	2	11	12	9	13	3	2	2	2	12	1	1	2	6	7	4	1
	24%	29%	16%	24%	23%	21%	26%	47%	48%	16%	22%	30%	35%	31%	22%	15%	19%	56%	9%	6%	20%	15%	27%	25%	54%
Slightly disagree (-1)	24	14	10	4	16	2	2	-	-	10	11	2	2	-	4	*	3	-	3	6	-	4	1	3	1
	13%	13%	14%	10%	21%	5%	10%	-	-	14%	22%	7%	4%	-	40%	3%	27%	-	24%	46%	-	11%	2%	17%	23%
Strongly disagree (-2)	7	5	2	-	6	1	1	-	-	3	3	1	-	2	-	-	-	2	-	1	2	-	-	-	1
	4%	4%	3%	-	8%	2%	3%	-	-	5%	6%	3%	-	16%	-	-	-	8%	-	11%	17%	-	-	-	23%
NET: Disagree	32	19	13	4	23	2	3	-	-	13	14	3	2	2	4	*	3	2	3	7	2	4	1	3	1
	17%	17%	17%	10%	28%f	6%	12%	-	-	19%	27%	10%	4%	16%	40%	3%	27%	8%	24%	57%	17%	11%	2%	17%	46%
Don't know	5	2	4	5	-	1	-	-	-	-	3	1	2	-	2	1	-	-	-	-	-	-	1	2	-
	3%	1%	5%	12%	-	2%	-	-	-	-	6%	2%	5%	-	-	12%	8%	-	-	-	-	-	3%	12%	-
Mean	0.65	0.59	0.74	0.78	0.38	1.01e	0.68	0.83	0.85	0.70	0.31	0.80	0.89	0.60	0.25	1.39	0.37	0.46	0.71	-0.17	0.70	0.94	0.95	0.41	-0.69
Standard deviation	1.15	1.15	1.14	1.00	1.29	0.97	1.03	1.20	1.01	1.19	1.21	1.09	0.96	1.48	1.30	0.94	1.13	1.14	1.15	1.35	1.52	0.95	0.82	0.93	1.03
Standard error	0.09	0.11	0.14	0.17	0.15	0.16	0.23	0.60	0.50	0.15	0.18	0.19	0.16	0.47	0.49	0.27	0.38	0.26	0.30	0.38	0.51	0.16	0.16	0.27	0.52

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 300  
**Q.21 To what extent do you agree or disagree with the following statements?**  
**Streaming games allows me to play games that I wouldn't otherwise be able to play**  
**Base: All who stream games to other devices**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)	
Unweighted base	174	141	31	2	36	26	17	7	2	134	84	88	132	39	78	95	75	44	48	55	34	19	26	26	18	39	50	
Weighted base	186	154	30**	2**	42**	31**	17**	9**	2**	141	86*	98*	142	42*	81*	104*	82*	50*	52*	59*	37**	21**	26**	30**	18**	37*	59*	
NET: Agree	105	84	19	2	19	14	6	5	2	83	49	54	76	26	42	62	57	35	23	42	25	16	11	18	7	25	38	
	56%	55%	63%	69%	46%	46%	35%	52%	100%	59%	56%	55%	54%	61%	52%	60%r	69%or	70%r	45%	71%nor	68%	76%	41%	60%	38%	67%	65%	
Strongly agree	(+2)	52	41	9	2	6	2	2	1	44	25	25	39	13	22	30	27	16	13	20	13	4	7	8	5	13	15	
		28%	27%	29%	69%	14%	18%	14%	21%	23%	31%	29%	25%	27%	27%	29%	32%	33%	24%	34%	36%	19%	29%	29%	26%	35%	25%	
Slightly agree	(+1)	53	43	10	-	13	9	4	3	2	38	23	29	38	13	21	32	30	18	11	22	12	3	9	2	12	24	
		28%	28%	34%	-	31%	29%	22%	31%	77%	27%	27%	30%	27%	31%	31%r	37%or	37%	20%	37%r	32%	57%	13%	32%	13%	32%	40%	
Neither agree nor disagree	(0)	45	37	7	1	14	9	7	3	-	30	18	27	34	11	23	21	15	10	13	12	6	4	6	7	8	5	11
		24%	24%	22%	31%	33%	30%	41%	29%	-	21%	21%	27%	24%	26%	29%	21%	19%	19%	25%	20%	17%	19%	24%	24%	47%	13%	18%
Slightly disagree	(-1)	24	23	2	-	5	3	4	2	-	19	12	12	22	3	10	13	5	2	12	3	2	1	8	*	2	5	7
		13%	15%	6%	-	12%	11%	24%	19%	-	14%	14%	13%	15%	7%	12%	13%pqqs	6%	4%	23%opqs	5%	4%	31%	2%	12%	15%	13%	
Strongly disagree	(-2)	7	6	2	-	3	3	-	-	-	5	4	3	6	2	7	5	3	4	2	3	-	-	4	1	1	3	
		4%	4%	5%	-	6%	8%	-	-	3%	5%	4%	4%	4%	1%	6%	6%	6%	8%	4%	8%	-	-	12%	3%	2%	4%	
NET: Disagree		32	29	3	-	8	6	4	2	-	24	16	16	27	5	11	20	10	5	16	5	5	1	8	4	3	6	10
		17%	19%	11%	-	18%	19%	24%	19%	-	17%	18%	16%	19%	11%	13%	19%pqqs	12%	10%	31%nopqs	9%	13%	4%	31%	14%	15%	16%	17%
Don't know		5	4	1	-	1	1	-	-	-	4	4	2	5	1	1	1	1	-	-	1	-	1	1	-	2	-	
		3%	3%	4%	-	3%	4%	-	-	3%	4%	2%	3%	2%	1%	1%	1%	1%	-	-	2%	-	3%	2%	-	4%	-	
Mean		0.65	0.60	0.80	1.38	0.37	0.38	0.25	0.54	1.23	0.71	0.66	0.61	0.60	0.78	0.69	0.63r	0.85or	0.88r	0.30	0.92or	0.84	0.91	0.40	0.64	0.46	0.87	0.68
Standard deviation		1.15	1.16	1.11	1.24	1.09	1.19	1.00	1.09	0.55	1.16	1.20	1.11	1.17	1.10	1.06	1.21	1.12	1.11	1.29	1.05	1.22	0.76	1.24	1.28	1.12	1.13	1.12
Standard error		0.09	0.10	0.20	0.88	0.18	0.24	0.24	0.41	0.39	0.10	0.13	0.12	0.10	0.18	0.12	0.12	0.13	0.17	0.19	0.14	0.21	0.17	0.25	0.26	0.26	0.18	0.16

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 301

**Q.21 To what extent do you agree or disagree with the following statements?**  
**Streaming games allows me to play games that I wouldn't otherwise be able to play**  
**Base: All who stream games to other devices**

	Total	City																		None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)		Cardiff (s)	Belfast (v)
Unweighted base	174	6	4	7	5	3	2	9	8	10	22	1	5	1	2	52	12	6	4	9	4	2
Weighted base	186	5**	5**	10**	6**	2**	2**	11**	9**	10**	25**	1**	5**	1**	2**	53*	14**	7**	6**	8**	3**	2**
NET: Agree	105 56%	5 90%	1 16%	4 40%	2 36%	2 100%	1 46%	9 76%	2 27%	6 59%	9 34%	1 100%	5 100%	1 100%	1 55%	38 71%	8 54%	2 31%	5 83%	4 42%	-	2 80%
Strongly agree (+2)	52 28%	4 78%	-	3 28%	2 26%	-	-	7 60%	1 13%	1 14%	6 26%	1 100%	2 45%	-	-	16 31%	3 23%	1 18%	-	2 23%	-	2 80%
Slightly agree (+1)	53 28%	1 12%	1 16%	1 12%	1 10%	2 100%	1 46%	2 16%	1 14%	4 45%	2 9%	-	3 55%	1 100%	1 55%	21 40%	5 32%	1 12%	5 83%	2 20%	-	-
Neither agree nor disagree (0)	45 24%	1 10%	3 52%	2 23%	2 32%	-	-	1 6%	2 21%	1 12%	12 50%	-	-	-	1 45%	10 19%	4 29%	3 47%	1 17%	-	1 54%	* 20%
Slightly disagree (-1)	24 13%	-	-	4 37%	1 18%	-	1 54%	2 18%	3 33%	1 10%	2 9%	-	-	-	-	4 8%	1 7%	1 12%	-	3 41%	1 23%	-
Strongly disagree (-2)	7 4%	-	2 32%	-	-	-	-	-	-	2 20%	2 7%	-	-	-	-	-	-	-	-	1 17%	1 23%	-
NET: Disagree	32 17%	-	2 32%	4 37%	1 18%	-	1 54%	2 18%	3 33%	3 29%	4 16%	-	-	-	-	4 8%	1 7%	1 12%	-	5 58%	1 46%	-
Don't know	5 3%	-	-	-	1 14%	-	-	-	2 19%	-	-	-	-	-	-	1 2%	1 9%	1 10%	-	-	-	-
Mean	0.65	1.68	-0.49	0.30	0.50	1.00	-0.08	1.18	0.07	0.25	0.37	2.00	1.45	1.00	0.55	0.96	0.77	0.41	0.83	-0.11	-0.69	1.61
Standard deviation	1.15	0.71	1.22	1.30	1.26	-	1.37	1.22	1.18	1.43	1.18	-	0.56	-	0.70	0.93	0.96	1.04	0.41	1.58	1.03	-
Standard error	0.09	0.29	0.61	0.49	0.63	-	0.97	0.41	0.45	0.45	0.25	-	0.25	-	0.49	0.13	0.29	0.47	0.20	0.53	0.52	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 302

**Q.21 To what extent do you agree or disagree with the following statements?**  
**Streaming games allows me to play games that I wouldn't otherwise be able to play**  
**Base: All who stream games to other devices**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	174	66	59	51	34	45	55	59	64	73	43	57	57	50	135	97	117	65	69	48	51	51	37	38	43
Weighted base	186	78*	72*	59*	43**	54*	65*	72*	77*	80*	52*	66*	63*	59*	146	114*	130*	75*	74*	57*	56*	58*	41*	45*	45*
NET: Agree	105	41	35	32	19	31	42	41	42	46	28	34	39	35	86	70	79	40	43	28	38	30	22	25	23
	56%	53%	49%	54%	46%	56%	65% <sup>bck</sup>	57%	55%	58%	53%	52%	62% <sup>b</sup>	59%	59%	61%	61%	54%	58%	50%	67% <sup>qsuvx</sup>	52%	53%	56%	51%
Strongly agree (+2)	52	21	19	16	9	16	23	18	20	20	12	14	18	16	40	35	39	18	21	13	22	14	9	12	13
	28%	26%	27%	28%	20%	29%	35% <sup>gijk</sup>	25%	26%	25%	22%	21%	29%	28%	27%	31%	30%	24%	28%	22%	39% <sup>nqsuvx</sup>	24%	22%	28%	28%
Slightly agree (+1)	53	21	16	16	11	15	20	23	22	26	16	20	21	18	46	35	40	22	22	16	16	17	13	13	10
	28%	26%	23%	26%	26%	27%	30%	32% <sup>bb</sup>	29%	33% <sup>b</sup>	31%	31%	33% <sup>bb</sup>	31%	32%	31%	31%	30%	30%	27%	29%	28%	31%	28%	23%
Neither agree nor disagree (0)	45	13	13	9	9	9	8	10	9	12	6	10	9	9	30	22	26	12	13	8	8	7	6	7	
	24%	17%	18%	16%	22%	16%	13%	14%	12%	15%	11%	15%	15%	15%	20%	20%	20%	16%	18%	23%	15%	14%	18%	14%	16%
Slightly disagree (-1)	24	16	16	10	10	13	11	16	16	16	13	14	11	11	21	14	17	17	11	10	5	12	7	10	10
	13%	21%	22%	18%	25%	23%	16%	21%	21%	21%	25%	21%	17%	19%	14%	12%	13%	22% <sup>nopt</sup>	15%	18%	9%	21% <sup>ot</sup>	16%	23% <sup>ot</sup>	22% <sup>ot</sup>
Strongly disagree (-2)	7	6	6	6	3	2	2	4	6	4	6	4	4	4	6	5	4	5	4	3	4	7	4	2	5
	4%	8%	8%	10% <sup>f</sup>	8%	4%	4%	6%	8%	5%	11% <sup>ef</sup>	9%	7%	7%	4%	4%	3%	6%	6%	6%	7%	11% <sup>nop</sup>	10% <sup>p</sup>	5%	10% <sup>np</sup>
NET: Disagree	32	22	22	16	14	15	13	20	22	21	19	20	15	16	26	18	21	21	15	14	9	19	11	12	14
	17%	29%	31% <sup>f</sup>	28%	33%	28%	20%	27%	29% <sup>f</sup>	26%	36% <sup>fl</sup>	31%	23%	26%	18%	16%	16%	28% <sup>nopt</sup>	21%	25%	17%	32% <sup>nopt</sup>	26%	28% <sup>ot</sup>	32% <sup>nopt</sup>
Don't know	5	2	2	2	-	-	2	2	3	1	-	2	-	-	4	3	4	2	2	2	1	1	1	1	-
	3%	2%	2%	3%	-	-	3%	2%	4%	1%	-	3%	-	-	3%	3%	3%	2%	3%	3%	1%	1%	2%	2%	-
Mean	0.65	0.44	0.38	0.45	0.25	0.53	0.78 <sup>bcdghijk</sup>	0.50	0.47	0.52	0.28	0.33	0.60 <sup>j</sup>	0.53	0.67 <sup>u</sup>	0.74 <sup>qsux</sup>	0.74 <sup>qsux</sup>	0.44	0.62	0.43	0.84 <sup>qsuvx</sup>	0.33	0.40	0.52	0.37
Standard deviation	1.15	1.31	1.33	1.35	1.27	1.26	1.21	1.25	1.32	1.22	1.36	1.29	1.25	1.28	1.15	1.16	1.13	1.26	1.22	1.22	1.26	1.36	1.30	1.28	1.38
Standard error	0.09	0.16	0.18	0.19	0.22	0.19	0.16	0.16	0.17	0.14	0.21	0.17	0.17	0.18	0.10	0.12	0.11	0.16	0.15	0.18	0.18	0.19	0.22	0.21	0.21

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 303

**Q.21 To what extent do you agree or disagree with the following statements?  
Streaming games allows me to play games that I wouldn't otherwise be able to play**  
Base: All who stream games to other devices

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	174	73	105	63	86	125	61	60	30	102	38	166	163	160	154	164	170	170	169	121	134
Weighted base	186	75*	117*	69*	91*	138	65*	69*	31**	110*	41*	178	173	171	166	172	183	183	182	127*	148
NET: Agree	105 56%	42 56%	65 55%	40 58%	53 58%	85 62%	36 55%	42 61%	21 67%	61 56%	20 50%	99 56%	97 56%	100 58%	95 57%	96 56%	104 57%	103 56%	103 56%	85 67%t	85 58%
Strongly agree (+2)	52 28%	17 23%	34 29%	17 24%	28 31%	40 29%	15 23%	20 29%	13 40%	25 22%	13 32%	47 27%	46 26%	48 28%	47 28%	49 29%k	51 28%	50 27%	52 28%	42 33%	42 29%
Slightly agree (+1)	53 28%	25 33%	30 26%	23 34%	25 27%	45 33%	21 32%	22 32%	8 27%	37 33%	7 18%	52 29%	51 30%	53 31%o	48 29%	47 28%	53 29%	53 29%	51 28%	43 33%	43 29%
Neither agree nor disagree (0)	45 24%	15 21%	29 25%	14 20%	22 24%	25 18%	19 30%e	13 19%	3 9%	25 23%	16 39%	45 25% m	44 25% mn	38 22%	38 23%	41 24%	45 24% m	44 24%	42 23%	24 19%	32 22%
Slightly disagree (-1)	24 13%	16 21%	13 11%	13 19%	10 11%	22 16%	6 10%	9 13%	5 16%	17 15%	2 6%	24 13%	22 13%	22 13%	24 15%	24 14%	24 13%	24 13%	24 13%	11 9%	21 14% s
Strongly disagree (-2)	7 4%	- -	7 6%	1 1%	7 7%	3 2%	3 5%	4 6%	2 6%	4 4%	1 4%	7 4% o	7 4% no	7 4% n	5 3%	6 3%	7 4%	7 4%	7 4%	6 4%	4 3%
NET: Disagree	32 17%	16 21%	20 17%	14 20%	17 18%	25 18%	10 15%	13 19%	7 21%	21 19%	4 10%	31 17%	30 17%	30 17%	29 18%	30 17%	31 17%	32 17%	32 17%	16 13%	25 17%
Don't know	5 3%	2 2%	3 3%	1 1%	- -	2 2%	- -	1 2%	1 3%	2 2%	1 2%	3 2%	2 1%	4 2% l	4 2% l	5 3% kl	4 2% l	5 3%	5 3%	2 1%	5 4%
Mean	0.65	0.59	0.63	0.62	0.63	0.72	0.59	0.66	0.84	0.56	0.70	0.62	0.62	0.66	0.67	0.66	0.65	0.63	0.65	0.84	0.69
Standard deviation	1.15	1.07	1.21	1.09	1.23	1.13	1.10	1.21	1.30	1.13	1.11	1.15	1.14	1.15	1.14	1.15	1.14	1.15	1.16	1.12	1.14
Standard error	0.09	0.13	0.12	0.14	0.13	0.10	0.14	0.16	0.24	0.11	0.18	0.09	0.09	0.09	0.09	0.09	0.09	0.09	0.10	0.10	0.10

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 304

**Q.21 To what extent do you agree or disagree with the following statements?**  
**I rarely experience any technical issues when I stream games**

**Base: All who stream games to other devices**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	174	105	69	37	69	39	21	4	4	59	46	33	36	10	7	13	10	19	15	13	9	34	26	14	4
Weighted base	186	112*	74*	40**	79*	38*	22**	2**	5**	68*	52*	31**	36**	11**	10**	14**	10**	22**	13**	13**	11**	36**	27**	17**	3**
NET: Agree	83	48	35	15	30	25	9	1	4	30	24	16	14	5	4	5	3	11	6	9	4	19	12	5	1
	45%	43%	47%	38%	37%	37%	39%	71%	85%	44%	46%	52%	38%	44%	38%	39%	26%	51%	43%	70%	40%	55%	44%	26%	24%
Strongly agree (+2)	32	16	16	3	13	11	5	-	-	10	11	5	7	2	1	3	*	1	2	7	3	6	5	1	1
	17%	14%	22%	7%	17%	29%	20%	-	-	14%	21%	16%	19%	19%	10%	20%	4%	4%	15%	55%	29%	17%	19%	6%	24%
Slightly agree (+1)	51	32	19	12	16	14	4	1	4	20	13	11	7	3	3	3	2	11	4	2	1	13	7	3	-
	27%	29%	26%	30%	20%	36%	18%	71%	85%	30%	25%	36%	20%	24%	28%	19%	21%	47%	27%	15%	11%	37%	26%	20%	-
Neither agree nor disagree (0)	50	33	17	11	25	6	6	1	1	17	9	11	13	3	4	3	6	8	4	1	3	10	6	3	-
	27%	29%	23%	27%	32%	16%	28%	29%	15%	25%	17%	36%	36%	28%	36%	20%	61%	36%	30%	6%	28%	27%	22%	16%	-
Slightly disagree (-1)	37	24	12	5	21	6	5	-	-	16	12	3	6	2	1	3	1	-	1	3	3	5	7	9	1
	20%	22%	16%	12%	26%	15%	22%	-	-	23%	22%	9%	18%	23%	5%	20%	6%	-	11%	24%	32%	13%	27%	51%	53%
Strongly disagree (-2)	11	4	7	4	2	2	2	-	-	4	5	1	1	1	2	1	-	1	2	-	-	2	1	-	1
	6%	3%	9%	11%	3%	4%	11%	-	-	6%	9%	3%	3%	6%	20%	9%	-	5%	17%	-	-	5%	3%	-	23%
NET: Disagree	47	28	19	9	23	7	7	-	-	20	16	4	7	3	3	4	1	1	4	3	3	7	8	9	2
	25%	25%	25%	23%	29%	19%	33%	-	-	29%	31%	12%	21%	29%	26%	29%	6%	5%	27%	24%	32%	18%	30%	51%	76%
Don't know	6	3	4	5	2	-	-	-	-	2	3	-	2	-	-	2	1	2	-	-	-	-	1	1	-
	3%	2%	5%	12%	2%	-	-	-	-	3%	6%	-	5%	-	-	12%	8%	8%	-	-	-	-	3%	8%	-
Mean	0.32	0.29	0.36	0.12	0.23	0.70	0.15	0.71	0.85	0.24	0.29	0.52	0.35	0.28	0.02	0.24	0.26	0.50	0.14	1.01	0.36	0.48	0.30	-0.20	-0.51
Standard deviation	1.16	1.08	1.27	1.16	1.11	1.18	1.31	0.64	0.40	1.15	1.32	0.98	1.10	1.24	1.31	1.37	0.68	0.81	1.33	1.30	1.26	1.09	1.19	1.03	1.84
Standard error	0.09	0.11	0.16	0.20	0.13	0.19	0.28	0.32	0.20	0.15	0.20	0.17	0.19	0.39	0.49	0.40	0.23	0.19	0.34	0.36	0.42	0.19	0.24	0.29	0.92

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 305  
**Q.21 To what extent do you agree or disagree with the following statements?**  
**I rarely experience any technical issues when I stream games**  
**Base: All who stream games to other devices**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	174	141	31	2	36	26	17	7	2	134	84	88	132	39	78	95	75	44	48	55	34	19	26	26	18	39	50
Weighted base	186	154	30**	2**	42**	31**	17**	9**	2**	141	86*	98*	142	42*	81*	104*	82*	50*	52*	59*	37**	21**	26**	30**	18**	37*	59*
NET: Agree	83 45%	70 46%	12 38%	2 69%	10 23%	9 28%	2 13%	-	1 23%	73 51%	35 41%	48 49%	65 46%	17 41%	32 40%	51 49%r	43 52%r	27 54%	19 37%	29 49%	22 59%	9 44%	11 42%	8 26%	10 59%	18 47%	32 54%
Strongly agree (+2)	32 17%	27 18%	5 16%	-	2 4%	1 4%	1 7%	-	1 23%	30 22%	14 16%	18 18%	26 16%	7 16%	10 13%	22 21%	18 22%	8 16%	10 20%	12 20%	8 22%	2 9%	6 22%	2 6%	2 12%	9 24%	13 22%
Slightly agree (+1)	51 27%	43 28%	7 23%	2 69%	8 19%	7 24%	1 6%	-	-	42 30%	21 25%	30 31%	40 28%	11 26%	22 27%	29 28%r	25 30%r	19 38%r	9 17%	17 29%	14 37%	7 35%	5 20%	6 20%	8 46%	9 23%	19 32%
Neither agree nor disagree (0)	50 27%	38 25%	10 35%	1 31%	20 47%	12 38%	13 74%	5 54%	-	28 20%	24 27%	25 25%	33 23%	16 37%	19 24%	30 29%p	19 23%	13 26%	23 44%nop	19 31%p	8 22%	7 33%	11 44%	10 34%	6 34%	8 23%	6 10%
Slightly disagree (-1)	37 20%	32 21%	5 16%	-	11 26%	9 30%	2 13%	4 46%	2 77%	25 17%	18 21%	18 18%	29 21%	6 15%	20 25%q	16 15%	14 17%q	4 8%	8 15%	11 18%	2 4%	3 16%	3 10%	10 33%	1 7%	7 19%	14 24%
Strongly disagree (-2)	11 6%	9 6%	2 6%	-	-	-	-	-	-	11 7%	7 8%	4 4%	10 7%	1 2%	4 5%	5 5% <sub>s</sub>	4 5% <sub>s</sub>	4 8% <sub>s</sub>	2 4%	1 1%	4 11%	2 7%	-	2 7%	-	3 7%	5 9%
NET: Disagree	47 25%	40 26%	7 22%	-	11 26%	9 30%	2 13%	4 46%	2 77%	35 25%	24 28%	22 22%	39 28%	7 16%	25 31%	21 20%	18 22%	8 17%	10 19%	11 19%	6 15%	5 24%	3 10%	12 39%	1 7%	10 26%	19 33%
Don't know	6 3%	5 3%	1 4%	-	1 3%	1 4%	-	-	-	5 4%	3 4%	3 3%	4 3%	3 3%	5 6%	2 2%	2 2%	2 4%	-	-	2 5%	-	1 3%	-	-	2 4%	2 3%
Mean	0.32	0.33	0.27	0.69	0.01	0.02	0.07	-0.46	-0.32	0.42	0.22	0.43	0.30	0.42	0.18	0.45	0.48	0.47	0.34	0.50	0.57	0.22	0.57	-0.14	0.64	0.41	0.36
Standard deviation	1.16	1.17	1.14	0.62	0.81	0.86	0.70	0.53	1.64	1.24	1.20	1.13	1.20	1.01	1.15	1.14	1.17	1.14	1.09	1.05	1.23	1.08	0.98	1.02	0.81	1.27	1.32
Standard error	0.09	0.10	0.21	0.44	0.14	0.17	0.17	0.20	1.16	0.11	0.13	0.12	0.11	0.17	0.13	0.12	0.14	0.17	0.16	0.14	0.21	0.25	0.20	0.20	0.19	0.21	0.19

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 306

**Q.21 To what extent do you agree or disagree with the following statements?**  
**I rarely experience any technical issues when I stream games**

**Base: All who stream games to other devices**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	174	6	4	7	5	3	2	9	8	10	22	1	5	1	2	52	12	6	4	9	4	2
Weighted base	186	5**	5**	10**	6**	2**	2**	11**	9**	10**	25**	1**	5**	1**	2**	53*	14**	7**	6**	8**	3**	2**
NET: Agree	83 45%	2 33%	3 55%	4 40%	-	2 100%	1 46%	3 29%	5 53%	4 42%	11 43%	1 100%	5 93%	1 100%	1 55%	26 49%	4 30%	3 36%	1 16%	7 78%	1 24%	2 80%
Strongly agree (+2)	32 17%	-	2 39%	1 11%	-	* 28%	-	2 15%	4 41%	1 14%	1 3%	-	5 93%	1 100%	-	8 15%	2 16%	-	-	5 55%	1 24%	-
Slightly agree (+1)	51 27%	2 33%	1 16%	3 29%	-	1 72%	2 46%	1 13%	1 12%	3 28%	10 39%	1 100%	-	-	1 55%	18 33%	2 15%	3 36%	1 16%	2 23%	-	2 80%
Neither agree nor disagree (0)	50 27%	1 10%	2 45%	3 34%	5 76%	-	-	4 35%	1 14%	2 24%	10 42%	-	* 7%	-	-	15 28%	5 32%	1 10%	-	-	-	* 20%
Slightly disagree (-1)	37 20%	2 45%	-	1 6%	1 10%	-	-	3 25%	1 14%	3 34%	-	-	-	-	-	9 18%	4 28%	4 54%	5 84%	2 22%	1 53%	-
Strongly disagree (-2)	11 6%	1 12%	-	2 21%	-	-	1 54%	1 11%	-	-	2 8%	-	-	-	1 45%	2 3%	-	-	-	-	1 23%	-
NET: Disagree	47 25%	3 58%	-	3 27%	1 10%	-	1 54%	4 36%	1 14%	3 34%	2 8%	-	-	-	1 45%	11 21%	4 28%	4 54%	5 84%	2 22%	2 76%	-
Don't know	6 3%	-	-	-	1 14%	-	-	-	2 19%	-	2 7%	-	-	-	-	1 2%	1 9%	-	-	-	-	-
Mean	0.32	-0.37	0.93	0.02	-0.12	1.28	-0.63	-0.04	0.98	0.23	0.32	1.00	1.86	2.00	-0.35	0.40	0.19	-0.19	-0.68	1.12	-0.51	0.80
Standard deviation	1.16	1.18	1.01	1.34	0.36	-	2.06	1.26	1.26	1.13	0.92	-	0.56	-	2.09	1.07	1.11	1.00	0.80	1.26	1.84	-
Standard error	0.09	0.48	0.51	0.51	0.18	-	1.46	0.42	0.48	0.36	0.20	-	0.25	-	1.48	0.15	0.33	0.41	0.40	0.42	0.92	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 307  
**Q.21 To what extent do you agree or disagree with the following statements?**  
**I rarely experience any technical issues when I stream games**  
**Base: All who stream games to other devices**

	Opinion Influencer Activities														Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	174	66	59	51	34	45	55	59	64	73	43	57	57	50	135	97	117	65	69	48	51	51	37	38	43
Weighted base	186	78*	72*	59*	43**	54*	65*	72*	77*	80*	52*	66*	63*	59*	146	114*	130*	75*	74*	57*	56*	58*	41*	45*	45*
NET: Agree	83	35	34	28	19	24	27	35	35	35	25	28	28	31	69	54	63	35	32	26	28	25	14	22	18
	45%	45%	48%	47%	45%	43%	41%	48%	45%	44%	48%	43%	44%	52%	47%	47%	48%	46%	43%	46%	50%v	43%	35%	48%	40%
Strongly agree (+2)	32	14	14	13	10	8	13	13	15	16	12	11	10	14	26	21	24	17	13	14	13	12	7	11	9
	17%	17%	20%	22%	24%	14%	19%	18%	19%	20%	23%	18%	16%	24%e	18%	18%	19%	23%	17%	24%	24%	21%	17%	25%	19%
Slightly agree (+1)	51	22	20	15	9	16	14	22	20	19	13	17	18	16	42	33	39	18	19	13	15	12	7	10	9
	27%	28%	28%	25%	21%	29%	22%	30%	26%	24%	25%	26%	28%	28%	29%	29%	30%	24%	26%	22%	26%	21%	18%	23%	21%
Neither agree nor disagree (0)	50	21	16	15	15	18	16	16	17	18	13	19	17	12	33	26	27	20	20	16	14	14	13	12	14
	27%	27%	22%	25%	36%	33%bghm	25%	22%	22%	23%	25%	29%	26%	20%	23%	23%	21%	26%	27%	27%	24%	24%	31%	27%	32%
Slightly disagree (-1)	37	12	14	10	4	7	14	12	16	18	7	10	14	9	29	22	26	13	15	11	11	13	9	9	8
	20%	16%	20%	18%	9%	13%	22%ae	17%	20%	22%ej	12%	15%	23%ej	16%	20%	19%	20%	18%	20%	19%	19%	22%	23%	19%	19%
Strongly disagree (-2)	11	6	4	3	2	6	6	6	5	7	6	5	4	6	11	8	11	5	4	1	2	5	3	3	3
	6%	8%	5%	5%	5%	11%	9%	8%	6%	8%	11%	7%	7%	10%	7%	7%	8%gs	6%	5%	2%	3%	8%gs	7%	6%	6%
NET: Disagree	47	18	18	13	6	13	20	18	21	24	12	15	19	15	39	29	37	18	18	12	12	18	12	11	11
	25%	23%	25%	22%	15%	24%	31%c	25%	27%	31%	24%	22%	30%	26%	27%	26%	28%	24%	25%	20%	22%	30%	29%	25%	24%
Don't know	6	3	3	3	2	-	2	3	5	2	2	3	-	2	5	4	3	3	3	3	2	2	2	-	2
	3%	4%	5%	6%	4%	-	3%	5%	6%i	2%	3%	5%	-	3%	3%	4%	3%	4%	5%	6%	3%	3%	4%	-	4%
Mean	0.32	0.33	0.39	0.46f	0.51	0.23	0.20	0.34	0.33	0.26	0.37	0.33	0.24	0.41	0.32	0.34	0.32	0.40	0.32	0.52	0.51	0.26	0.17	0.43	0.31
Standard deviation	1.16	1.19	1.20	1.19	1.15	1.19	1.27	1.23	1.23	1.27	1.30	1.18	1.19	1.31	1.21	1.20	1.23	1.22	1.16	1.14	1.16	1.27	1.19	1.23	1.18
Standard error	0.09	0.15	0.16	0.17	0.20	0.18	0.17	0.16	0.16	0.15	0.20	0.16	0.16	0.19	0.11	0.12	0.12	0.15	0.14	0.17	0.16	0.18	0.20	0.20	0.18

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 308  
**Q.21 To what extent do you agree or disagree with the following statements?**  
**I rarely experience any technical issues when I stream games**  
**Base: All who stream games to other devices**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	174	73	105	63	86	125	61	60	30	102	38	166	163	160	154	164	170	170	169	121	134
Weighted base	186	75*	117*	69*	91*	138	65*	69*	31**	110*	41*	178	173	171	166	172	183	183	182	127*	148
NET: Agree	83 45%	37 50%	49 42%	30 44%	38 42%	63 46%	27 42%	33 48%	15 46%	45 41%	21 51%	81 46%	81 47%	77 45%	77 46%	80 47%	82 45%	82 45%	82 45%	60 47%	67 45%
Strongly agree (+2)	32 17%	17 23%	18 15%	11 16%	12 14%	25 18%	8 13%	10 14%	8 24%	21 19%	4 10%	31 17%	30 17%	29 17%	28 17%	32 19%	32 18%	32 17%	32 18%	19 15%	28 19%
Slightly agree (+1)	51 27%	20 27%	31 26%	19 28%	25 28%	38 28%	19 30%	23 34%	7 22%	25 22%	17 41%	50 28%	51 29%	47 27%	49 29%	48 28%	49 27%	50 27%	50 28%	41 32%	39 27%
Neither agree nor disagree (0)	50 27%	21 28%	30 26%	21 31%	24 27%	37 27%	19 29%	17 25%	12 37%	26 23%	12 30%	46 26%	44 25%	45 26%	44 27%	43 25%	50 27%	49 27%	48 26%	31 25%	41 28%
Slightly disagree (-1)	37 20%	9 12%	29 25%	11 16%	24 27%	27 20%	14 21%	15 22%	4 12%	27 25%	6 14%	36 20%	35 20%	37 21%	32 19%	34 20%	37 20%	37 20%	37 19%	35 21%	26 18%
Strongly disagree (-2)	11 6%	6 7%	4 4%	5 8%	3 3%	8 6%	3 5%	2 3%	1 2%	7 7%	2 6%	11 6%	11 6%	9 5%	9 5%	11 6%	11 6%	10 5%	11 6%	6 5%	9 6%
NET: Disagree	47 25%	15 20%	33 28%	16 24%	27 30%	35 26%	17 26%	17 25%	4 14%	35 32%	8 20%	46 26%	45 26%	45 26%	41 26%	45 26%	47 26%	46 26%	46 25%	32 25%	35 24%
Don't know	6 3%	2 2%	5 4%	1 1%	2 2%	2 1%	2 3%	1 2%	1 3%	4 4%	- -	4 2%	3 2%	5 3%	4 2%	4 2%	5 3%	6 4%	6 4%	3 3%	5 3%
Mean	0.32	0.47	0.26	0.29	0.22	0.33	0.25	0.34	0.57	0.22	0.35	0.32	0.32	0.31	0.34	0.34	0.31	0.32	0.33	0.33	0.36
Standard deviation	1.16	1.20	1.12	1.16	1.10	1.17	1.09	1.08	1.07	1.23	1.04	1.17	1.17	1.15	1.15	1.18	1.16	1.15	1.16	1.12	1.17
Standard error	0.09	0.14	0.11	0.15	0.12	0.11	0.14	0.14	0.20	0.12	0.17	0.09	0.09	0.09	0.09	0.09	0.09	0.09	0.10	0.10	0.10

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 309  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
Base: All who don't stream games

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	1200	594	606	169	215	231	235	168	182	292	331	290	287	102	37	117	109	111	103	57	129	149	158	93	35
Weighted base	1205	598	607	167	235	246	232	155	169	311	344	266	284	105*	38*	135	106*	108*	97*	54*	114	168	147	100*	33**
Not interested in doing this	778	378	399	105	142	144	147	110	129	202	224	189	164	65	26	92	72	60	65	35	70	110	93	67	23
	65%	63%	66%	63%	61%	59%	63%	71% <sup>f</sup>	76% <sup>g</sup>	65% <sup>def</sup>	65%	71% <sup>m</sup>	58%	62%	69%	68%	68%	56%	67%	65%	61%	66%	63%	67%	69%
It's too expensive	258	147	111	34	55	52	52	37	27	56	69	62	71	24	8	25	27	19	16	13	31	34	37	17	7
	21%	25% <sup>b</sup>	18%	20%	24%	21%	22%	24%	16%	18%	20%	23%	25%	23%	21%	19%	25%	18%	17%	23%	27%	20%	25%	17%	21%
I don't have enough spare income to spend on a game streaming service	157	81	76	20	22	32	38	23	21	41	40	35	41	15	3	17	12	15	11	6	20	18	24	14	3
	13%	14%	12%	12%	9%	13%	16% <sup>e</sup>	15%	13%	13%	12%	13%	14%	14%	7%	12%	12%	14%	11%	11%	18%	11%	16%	14%	8%
I wasn't aware that this was possible	93	42	51	18	18	26	14	5	12	27	23	20	23	6	1	8	5	10	7	6	9	14	19	7	1
	8%	7%	8%	11% <sup>h</sup>	8%	10% <sup>h</sup>	6%	3%	7%	9%	7%	8%	8%	6%	2%	6%	5%	9%	8%	10%	8%	13% <sup>q</sup>	7%	7%	2%
Concerned about security / being hacked / passwords stolen	90	49	40	10	6	10	22	13	28	28	21	22	18	3	3	9	6	4	6	4	16% <sup>n</sup>	15	16	3	2
	7%	8%	7%	6%	2%	4%	9% <sup>ef</sup>	8% <sup>e</sup>	17% <sup>defg</sup>	9%	6%	8%	6%	3%	9%	6%	6%	4%	6%	8%	16% <sup>n</sup>	9%	11% <sup>n</sup>	3%	6%
My internet connection is not fast / reliable enough	86	54	32	18	23	12	13	7	13	31	21	17	17	12	3	7	5	8	4	6	13	9	12	5	1
	7%	9% <sup>b</sup>	5%	11% <sup>fh</sup>	10%	5%	6%	4%	8%	10%	6%	6%	6%	12%	7%	5%	5%	8%	4%	12%	11%	5%	8%	5%	4%
The games I play don't allow for this facility	66	39	27	5	13	14	10	11	13	19	18	9	20	6	2	4	10	5	8	2	8	6	9	2	3
	5%	7%	4%	3%	5%	6%	4%	7%	8%	6%	5%	3%	7%	6%	4%	3%	9% <sup>x</sup>	5%	8%	4%	7%	4%	6%	2%	10%
The devices I use don't support this	47	24	23	8	9	17	7	4	2	10	18	6	13	4	1	-	8	6	5	2	4	5	5	7	1
	4%	4%	4%	5%	4%	7% <sup>i</sup>	3%	3%	1%	3%	5%	2%	4%	4% <sup>p</sup>	3%	-	7% <sup>p</sup>	5% <sup>p</sup>	5% <sup>p</sup>	5% <sup>p</sup>	3%	3%	3%	7% <sup>p</sup>	4%
Concerned about my safety (e.g. someone contacting me, getting messages I don't want to receive)	43	15	28	6	8	7	6	7	8	13	8	16	5	3	4	5	2	4	1	2	5	6	4	6	1
	4%	2%	5%	3%	3%	3%	3%	5%	5%	4%	2%	6% <sup>km</sup>	2%	3%	9% <sup>qs</sup>	4%	2%	4%	1%	3%	5%	4%	3%	6%	2%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 309  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
 Base: All who don't stream games

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1205	598	607	167	235	246	232	155	169	311	344	266	284	105*	38*	135	106*	108*	97*	54*	114	168	147	100*	33**
It would use too much data from my allowance	40 3%	22 4%	18 3%	6 3%	8 3%	8 3%	7 3%	7 5%	4 2%	12 4%	10 3%	8 3%	9 3%	8 8%pu	1 3%	2 1%	4 3%	5 4%	3 4%	3 6%	2 2%	4 3%	5 3%	2 2%	1 3%
The quality of experience is worse than playing games that are run locally on my device	39 3%	33 6%b	6 1%	9 6%hi	14 6%hi	7 3%i	6 3%i	2 1%	-	10 3%	15 4%l	2 1%	12 4%l	7 7%p	1 2%	-	5 5%p	4 3%	4 5%p	4 7%p	6 5%p	3 2%	3 2%	3 3%	-
I'm worried that I might lose my games if the service closes	37 3%	25 4%b	12 2%	4 2%	7 3%	11 4%	12 5%i	2 1%	1 1%	11 3%	10 3%	7 3%	9 3%	8 8%qw	-	3 2%	2 1%	4 4%	2 2%	3 6%	6 5%	5 3%	3 2%	1 1%	1 2%
I am waiting for services to improve before I use them	36 3%	29 5%b	6 1%	8 5%h	9 4%	11 4%h	5 2%	1 *	2 1%	9 3%	9 3%	4 1%	13 5%l	6 5%w	2 6%w	2 2%	2 2%	3 3%	8 8%px	1 2%	3 3%	6 3%	* *	1 1%	* 1%
Other (Please specify)	28 2%	18 3%	10 2%	1 *	7 3%	5 2%	9 4%	4 2%	3 2%	10 3%	7 2%	4 2%	7 2%	3 3%	-	5 4%	5 4%	5 5%w	2 2%	-	4 3%	2 1%	1 1%	1 1%	1 3%
None of these	84 7%	31 5%	53 9%a	12 7%	19 8%	20 8%	11 5%	10 7%	13 7%	17 5%	33 9%	14 5%	21 7%	9 9%	2 6%	14 10%t	4 3%	10 9%t	4 4%	* 1%	6 5%	13 8%	10 7%	11 11%qt	1 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 310  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
Base: All who don't stream games

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1200	708	289	203	325	162	204	95	13	843	698	495	1080	106	823	370	302	192	124	162	142	79	201	222	231	272	197
Weighted base	1205	755	261	188	303	148	194	85*	11**	869	684	515	1083	107*	832	363	300	187	122	164	138	79*	175	201	219	290	237
Not interested in doing this	778 65%	470 62%	157 60%	150 80%ab	204 67%e	89 60%	133 68%	57 68%	7 60%	555 64%	432 63%	340 66%	711 66%	59 55%	571 69%opqr tu	201 55%	172 57%	104 56%	66 54%	100 61%	78 56%	40 51%	100 57%	135 67%	145 66%	187 65%	157 66%
It's too expensive	258 21%	171 23%c	60 23%c	27 14%	71 23%	35 24%	47 24%	25 29%	2 19%	176 20%	155 23%	102 20%	221 20%	30 28%	175 21%	82 23% s	66 22% s	47 25% s	27 22%	27 16%	33 24%	24 30% s	47 27% y	44 22%	55 25% y	48 17%	50 21%
I don't have enough spare income to spend on a game streaming service	157 13%	94 13%	37 14%	25 13%	46 15%	25 17%	32 17%	13 15%	4 31%	104 12%	87 13%	70 14%	139 13%	16 15%	111 13%	46 13%	34 11%	25 13%	20 16%	16 9%	15 11%	15 19% ps	29 17%	29 15%	32 15%	33 12%	24 10%
I wasn't aware that this was possible	93 8%	59 8%	24 9%	10 5%	28 9%g	14 9%g	16 8%g	2 2%	1 8%	62 7%	51 7%	41 8%	88 8%	5 4%	71 9% u	21 6% u	18 6% u	8 5% u	8 7%	12 7%	8 6%	1 1%	11 6%	11 6%	17 8%	21 7%	23 10%
Concerned about security / being hacked / passwords stolen	90 7%	51 7%	11 4%	27 15%ab	34 11% ei	10 7%	27 14% ei	8 9%	1 6%	51 6%	43 6%	47 9%	82 8%	7 7%	69 8% r	20 6%	19 6%	14 7%	3 3%	9 6%	9 7%	9 9%	9 5%	20 10%	19 9%	20 7%	17 7%
My internet connection is not fast / reliable enough	86 7%	52 7%	22 9%	11 6%	24 8%	14 9%	18 9%	5 6%	2 16%	58 7%	41 6%	45 9%	77 7%	8 7%	64 8%	20 6%	16 5%	11 6%	6 5%	7 4%	5 4%	6 8%	8 5%	12 6%	15 7%	20 7%	24 10%
The games I play don't allow for this facility	66 5%	36 5%	17 7%	14 7%	20 7%	9 6%	17 9%	7 8%	2 19%	42 5%	32 5%	34 7%	61 6%	5 5%	51 6%	15 4%	12 4%	5 3%	6 5%	9 6%	3 2%	2 3%	9 5%	12 6%	13 6%	11 4%	18 7%
The devices I use don't support this	47 4%	30 4% c	17 6% c	1 *	15 5%	9 6%	12 6%	7 9% i	1 12%	28 3%	28 4%	19 4%	40 4%	7 7%	33 4%	14 4% pq	7 2%	4 2%	10 8% nopqs	4 3%	4 3%	2 2%	5 3%	12 6%	13 6%	9 3%	7 3%
Concerned about my safety (e.g. someone contacting me, getting messages I don't want to receive)	43 4%	26 3%	9 3%	8 4%	16 5%	7 5%	13 7% i	7 8% i	1 5%	24 3%	23 3%	20 4%	36 3%	6 6%	34 4%	9 2%	8 3%	6 3%	3 2%	3 2%	4 3%	1 2%	4 3%	9 4%	7 3%	11 4%	10 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 310  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
**Base: All who don't stream games**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1205	755	261	188	303	148	194	85*	11**	869	684	515	1083	107*	832	363	300	187	122	164	138	79*	175	201	219	290	237
It would use too much data from my allowance	40	31	6	3	8	4	7	2	-	29	25	15	33	5	24	16	13	4	6	9	2	2	5	4	11	9	9
The quality of experience is worse than playing games that are run locally on my device	39	24	14	1	10	6	7	4	-	27	18	21	35	3	30	8	5	3	4	3	1	1	5	11	3	5	13
I'm worried that I might lose my games if the service closes	37	28	7	1	5	2	2	3	1	26	15	21	31	5	26	11	11	5	-	6	3	4	5	3	9	7	11
I am waiting for services to improve before I use them	36	26	8	2	6	3	4	1	-	28	15	21	32	3	25	11	7	5	7	5	5	-	4	7	2	8	11
Other (Please specify)	28	18	7	3	10	5	5	1	1	17	12	16	23	5	17	11	7	3	7	4	3	3	5	4	5	7	7
None of these	84	55	17	13	14	9	8	4	1	67	54	30	69	12	49	33	27	19	9	13	13	8	16	12	14	22	15

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 311

**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**

**Base: All who don't stream games**

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1200	50	44	36	52	22	47	94	35	61	96	52	47	29	17	272	33	44	36	42	35	56
Weighted base	1205	52*	46*	37*	50*	23**	46*	110*	36*	54*	92*	46*	44*	28**	19**	283	33**	46*	36*	42*	33**	49*
Not interested in doing this	778 65%	32 62%	28 61%	25 68%	38 75% <sup>ejl</sup>	10 45%	29 63%	70 63%	29 80% <sup>ejl</sup>	41 77% <sup>ejl</sup>	49 53%	32 69% <sup>ejl</sup>	20 44%	17 61%	16 86%	178 63% <sup>ejl</sup>	19 57%	29 63%	26 73% <sup>ejl</sup>	27 64%	23 69%	39 81% <sup>gjjlo</sup>
It's too expensive	258 21%	9 18%	13 28%	10 26%	8 16%	9 42%	14 30% <sup>ir</sup>	23 21%	7 21%	6 11%	16 18%	13 28% <sup>ei</sup>	10 22%	7 26%	4 23%	61 21%	10 29%	11 23%	3 10%	8 18%	7 21%	9 19%
I don't have enough spare income to spend on a game streaming service	157 13%	4 8%	11 24% <sup>ac</sup>	1 2%	7 14%	3 13%	3 7%	16 14%	5 13%	7 13%	10 11%	7 16%	4 10%	3 11%	2 12%	42 15%	8 25%	3 7%	5 13%	6 14%	3 8%	7 13%
I wasn't aware that this was possible	93 8%	4 8%	2 3%	1 2%	2 4%	-	6 13%	6 5%	3 8%	3 5%	9 10%	4 9%	7 16% <sup>g</sup>	3 12%	4 22%	19 7%	4 12%	5 10%	3 7%	4 11%	1 2%	4 7%
Concerned about security / being hacked / passwords stolen	90 7%	1 2%	1 2%	4 11%	2 5%	2 7%	3 6%	6 5%	3 8%	4 8%	4 4%	6 14% <sup>r</sup>	5 12%	6 22%	-	23 8%	8 25%	1 2%	-	3 6%	2 6%	5 11%
My internet connection is not fast / reliable enough	86 7%	7 13%	5 10%	3 7%	2 4%	2 11%	2 3%	5 5%	4 12%	4 7%	7 7%	7 15% <sup>go</sup>	2 4%	3 12%	2 8%	17 6%	2 6%	3 8%	2 5%	5 12%	1 4%	2 4%
The games I play don't allow for this facility	66 5%	-	6 13% <sup>agoq</sup>	2 4%	5 10% <sup>caq</sup>	2 8%	3 6%	3 3%	1 4%	7 13% <sup>agoq</sup>	5 6%	2 5%	3 7%	2 8%	3 14%	12 4%	2 5%	-	1 2%	2 6%	3 10%	2 4%
The devices I use don't support this	47 4%	3 5% <sup>g</sup>	1 2%	1 3%	3 6% <sup>g</sup>	3 14%	3 7% <sup>g</sup>	-	1 3%	1 5% <sup>g</sup>	5 1%	4 9% <sup>g</sup>	-	2 12%	8 3%	3 8%	3 5% <sup>g</sup>	1 2%	1 4%	1 4%	1 4%	2 4%
Concerned about my safety (e.g. someone contacting me, getting messages I don't want to receive)	43 4%	2 3%	3 6%	2 5%	-	-	2 4%	1 1%	4 11% <sup>dgq</sup>	1 1%	4 5%	2 5%	2 5%	1 5%	2 12%	10 3%	-	-	2 7%	2 4%	1 2%	2 3%
It would use too much data from my allowance	40 3%	3 5%	6 12% <sup>go</sup>	1 3%	1 3%	1 3%	1 3%	2 1%	-	2 3%	5 6% <sup>o</sup>	1 2%	1 1%	1 3%	-	4 2%	4 11%	1 2%	1 4%	3 7% <sup>o</sup>	1 3%	2 3%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 311

**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**

**Base: All who don't stream games**

	Total	City																			None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)	
Weighted base	1205	52*	46*	37*	50*	23**	46*	110*	36*	54*	92*	46*	44*	28**	19**	283	33**	46*	36*	42*	33**	49*	
The quality of experience is worse than playing games that are run locally on my device	39 3%	4 8%g	2 5%	1 2%	2 4%	2 11%	2 5%g	-	1 3%	3 5%g	4 4%	2 5%g	1 2%	-	1 4%	7 2%	* 1%	3 7%g	-	3 6%g	-	1 2%	
I'm worried that I might lose my games if the service closes	37 3%	3 6%g	4 8%g	-	-	1 5%	* 1%	-	4 11% <sup>dgoq</sup>	2 4%	4 4%	3 6%g	1 1%	-	-	7 2%	4 11%	-	-	2 5%g	1 2%	1 3%	
I am waiting for services to improve before I use them	36 3%	3 5%	3 6%	2 7%	-	2 11%	2 4%	1 1%	1 3%	1 1%	3 3%	-	6 13% <sup>dgiijk</sup> or	-	-	8 3%	* 1%	1 2%	-	1 3%	* 1%	1 3%	
Other (Please specify)	28 2%	2 3%	2 4%	-	3 7% <sup>o</sup>	1 5%	-	5 4%	-	2 3%	5 6% <sup>o</sup>	1 2%	2 4%	-	-	4 1%	-	1 2%	-	-	-	1 3%	-
None of these	84 7%	6 11% <sup>f</sup>	1 3%	2 6%	4 7%	-	-	12 11% <sup>f</sup>	2 6%	1 2%	10 11% <sup>f</sup>	2 4%	8 17% <sup>bbfis</sup>	3 9%	1 4%	21 7%	2 5%	6 12% <sup>fis</sup>	2 4%	* 1%	1 3%	3 6%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 312  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
Base: All who don't stream games

	Total	Opinion Influencer Activities													Opinion Influencer Network										
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1200	71	80	104	53	104	117	85	133	177	61	65	135	40	650	291	474	165	240	137	89	104	35	40	77
Weighted base	1205	79*	85*	108*	54*	109*	120*	97*	141	185	65*	72*	141	43*	670	313	507	187	270	150	100*	111*	35**	42*	75*
Not interested in doing this	778 65%	46 58%	48 57% <sub>m</sub>	73 68% <sub>fm</sub>	33 61% <sub>m</sub>	67 62% <sub>m</sub>	68 57% <sub>m</sub>	58 60% <sub>m</sub>	84 60% <sub>m</sub>	115 62% <sub>m</sub>	40 62% <sub>m</sub>	40 55%	86 61% <sub>m</sub>	15 36%	435 65% <sub>oqux</sub>	183 59%	319 63% <sub>x</sub>	106 57%	171 63% <sub>x</sub>	88 58%	58 58%	60 54%	19 52%	21 49%	35 47%
It's too expensive	258 21%	16 20%	12 14%	22 20%	7 13%	15 14%	22 19%	19 20%	29 21%	41 22%	18 28% <sub>b</sub>	18 25%	34 24% <sub>e</sub>	11 24%	143 21%	80 25% <sub>nrs</sub>	111 22%	43 23%	52 19%	26 17%	26 26%	24 22%	8 23%	9 22%	20 27%
I don't have enough spare income to spend on a game streaming service	157 13%	11 14%	14 16%	22 21% <sub>i</sub>	8 15%	21 19% <sub>i</sub>	23 19% <sub>i</sub>	18 19%	22 16%	21 11%	10 16%	11 15%	18 13%	10 23% <sub>i</sub>	74 11%	33 11%	64 13%	15 8%	28 10%	19 13%	9 9%	15 13%	2 5%	4 10%	9 12%
I wasn't aware that this was possible	93 8%	5 6%	6 7%	10 9%	1 3%	9 8% <sub>d</sub>	10 8%	8 9%	9 6%	16 9%	6 9%	7 9%	14 10%	4 9%	52 8%	22 7%	44 9%	22 12% <sub>o</sub>	28 10%	16 10%	7 7%	12 11%	2 7%	2 4%	5 7%
Concerned about security / being hacked / passwords stolen	90 7%	7 9%	4 5%	8 8%	3 5%	15 14% <sub>bdfi</sub>	10 8%	7 7%	13 9%	14 7%	6 10%	4 6%	13 9%	4 9%	51 8%	18 6%	31 6%	10 5%	15 5%	6 4%	7 7%	8 8%	4 11%	3 7%	2 3%
My internet connection is not fast / reliable enough	86 7%	10 13%	10 11%	10 10%	4 7%	12 11%	11 9%	5 5%	9 6%	19 10%	3 4%	2 3%	10 7%	2 5%	44 7%	22 7%	41 8%	16 9%	23 9%	11 8%	5 5%	11 10%	2 6%	3 6%	7 9%
The games I play don't allow for this facility	66 5%	4 5%	5 6%	4 4%	3 6%	7 6% <sub>i</sub>	6 5%	3 3%	5 3%	4 2%	2 3%	4 5%	6 4%	- -	40 6%	23 7%	27 5%	11 6%	15 6%	11 7%	3 3%	10 9%	1 2%	3 7%	6 8%
The devices I use don't support this	47 4%	1 1%	3 3%	2 2%	2 4%	4 3%	4 3%	4 4%	5 4%	6 3%	2 4%	2 3%	8 5%	1 1%	23 4%	13 4%	18 4%	8 4%	6 2%	3 2%	2 2%	3 3%	1 2%	- -	3 4%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 312  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
 Base: All who don't stream games

	Total	Opinion Influencer Activities													Opinion Influencer Network										
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	1205	79*	85*	108*	54*	109*	120*	97*	141	185	65*	72*	141	43*	670	313	507	187	270	150	100*	111*	35**	42*	75*
Concerned about my safety (e.g. someone contacting me, getting messages I don't want to receive)	43 4%	4 5%	5 6%	6 6%	4 8%h	7 6%	8 7%h	5 6%	3 2%	9 5%	4 7%	4 6%	9 7%h	3 8%	22 3%	14 4%	17 3%	9 5%	10 4%	6 4%	10 10%no	7 6%	4 11%	4 10%n	3 4%
It would use too much data from my allowance	40 3%	3 4%	4 4%	5 5%	3 6%	5 4%	5 4%	4 4%	4 3%	8 4%	2 3%	6 8%	6 5%	1 3%	25 4%	15 5%	20 4%	6 3%	12 5%	5 3%	3 3%	2 2%	1 1%	1 3%	3 4%
The quality of experience is worse than playing games that are run locally on my device	39 3%	2 3%	4 5%	6 6%	2 5%	3 3%	4 3%	1 1%	3 2%	5 3%	2 2%	1 2%	3 2%	1 2%	25 4%	10 3%	16 3%	7 4%	9 3%	4 2%	1 1%	4 4%	1 2%	1 1%	5 6%
I'm worried that I might lose my games if the service closes	37 3%	2 3%	4 5%	3 3%	-	3 3%	1 1%	1 1%	4 3%	3 2%	1 2%	1 2%	4 3%	-	17 3%	8 2%	19 4%n	5 2%	10 4%	5 3%	2 2%	4 4%	3 8%	2 5%	2 3%
I am waiting for services to improve before I use them	36 3%	4 5%	2 3%	4 4%	-	1 1%	5 4%e	1 2%	5 3%	5 3%	3 4%	1 2%	4 3%	1 2%	22 3%	12 4%	12 2%	7 4%	7 3%	2 1%	1 1%	4 4%	1 2%	1 3%	4 5%
Other (Please specify)	28 2%	-	1 1%	4 4%f	-	2 2%	1 1%	3 3%	5 3%	3 2%	1 2%	1 2%	5 3%	-	15 2%	7 2%	12 2%	5 3%	12 4%n	5 4%	-	3 3%	-	-	1 2%
None of these	84 7%	1 1%	5 6%	1 1%	5 9%cgi	5 5%	5 4%	1 1%	8 6%g	5 3%	2 2%	2 2%	6 4%	6 15%ctfgijk	40 6%	18 6%	27 5%	10 6%	14 5%	8 5%	8 8%	7 7%	3 9%	5 13%	7 9%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 313  
**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**  
Base: All who don't stream games

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1200	378	494	329	342	288	237	244	352	635	116	1089	1053	861	590	1055	1120	1036	924	918	496
Weighted base	1205	403	492	357	329	299	255	250	353	639	113*	1099	1061	888	614	1067	1125	1046	929	915	497
Not interested in doing this	778 65%	254 63%	310 63%	212 59%	204 62%	170 57%	131 51%	155 62% <sup>f</sup>	241 68% <sup>i</sup>	390 61%	74 65%	716 65% <sup>mn</sup>	686 65% <sup>mn</sup>	549 62%	370 60%	683 64% <sup>mn</sup>	719 64% <sup>mn</sup>	662 63%	569 61%	592 65% <sup>t</sup>	275 55%
It's too expensive	258 21%	83 20%	120 24%	78 22%	70 21%	77 26%	56 22%	65 26%	84 24%	135 21%	17 15%	239 22%	232 22%	196 22%	132 21%	234 22%	238 21%	230 22%	217 23%	211 23%	113 23%
I don't have enough spare income to spend on a game streaming service	157 13%	52 13%	55 11%	58 16%	40 12%	37 12%	33 13%	39 16%	53 15%	78 12%	17 15%	146 13%	142 13%	117 13%	79 13%	139 13%	148 13%	132 13%	131 14%	139 15%	68 14%
I wasn't aware that this was possible	93 8%	43 11% <sup>b</sup>	33 7%	33 9%	21 6%	18 6%	24 9%	23 9%	25 7%	51 8%	7 6%	85 8%	82 8%	72 8%	55 9%	88 8%	88 8%	89 9%	75 8%	77 8%	54 11%
Concerned about security / being hacked / passwords stolen	90 7%	31 8%	29 6%	27 8%	32 10%	22 7%	15 6%	22 9%	27 8%	49 8%	8 7%	87 8% <sup>mn</sup>	87 8% <sup>mn</sup>	55 6%	36 6%	84 8% <sup>mn</sup>	85 8% <sup>mn</sup>	74 7%	78 8% <sup>q</sup>	76 8%	33 7%
My internet connection is not fast / reliable enough	86 7%	28 7%	33 7%	33 9%	16 5%	32 11%	23 9%	20 8%	49 14% <sup>ij</sup>	29 5%	1 1%	80 7%	75 7%	66 7%	52 8%	77 7%	83 7%	73 7%	74 8%	69 7%	47 9%
The games I play don't allow for this facility	66 5%	22 6%	31 6%	17 5%	23 7%	10 3%	18 7%	10 4%	23 6%	31 5%	7 6%	60 5%	55 5%	44 5%	31 5%	58 5%	63 6%	60 6%	52 6%	57 6%	42 8% <sup>s</sup>
The devices I use don't support this	47 4%	18 4%	22 4%	18 5%	18 6%	10 3%	14 5%	10 4%	11 3%	21 3%	8 7%	44 4%	43 4%	38 4%	27 4%	44 4%	43 4%	46 4%	42 5%	41 4%	36 7% <sup>s</sup>
Concerned about my safety (e.g. someone contacting me, getting messages I don't want to receive)	43 4%	18 5%	12 2%	16 4%	12 4%	12 4%	9 3%	6 2%	11 3%	22 3%	7 7%	39 4%	39 4%	30 3%	21 3%	36 3%	41 4%	36 3%	32 3%	40 4%	17 3%
It would use too much data from my allowance	40 3%	8 2%	24 5% <sup>a</sup>	9 2%	14 4%	12 4%	14 6%	19 8% <sup>e</sup>	15 4%	18 3%	3 3%	40 4%	38 4%	30 3%	22 4%	37 4%	37 3%	38 4%	34 4%	36 4%	25 5%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 313

**Q.21b You said that you do not currently stream games. Which, if any, of the following are you reasons for this?**

**Base: All who don't stream games**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1205	403	492	357	329	299	255	250	353	639	113*	1099	1061	888	614	1067	1125	1046	929	915	497
The quality of experience is worse than playing games that are run locally on my device	39 3%	6 2%	22 4%a	6 2%	11 3%	16 5%	16 6%	13 5%	10 3%	22 4%	5 5%	36 3%	35 3%	35 4%	25 4%	37 3%	38 3%	29 3%	39 4%q	34 4%	33 7% s
I'm worried that I might lose my games if the service closes	37 3%	9 2%	13 3%	11 3%	10 3%	17 6%	11 4%	20 8%	15 4%	16 2%	2 1%	31 3%	34 3%	30 3%	20 3%	32 3%	36 3%	32 3%	34 4%	33 4%	25 5%
I am waiting for services to improve before I use them	36 3%	12 3%	17 3%	14 4%	8 2%	20 7%	14 5%	12 5%	8 2%	18 3%	7 6%	33 3%	33 3%	33 4%	30 5% klop	35 3%	35 3%	33 3%	35 4%	30 3%	27 6% s
Other (Please specify)	28 2%	8 2%	13 3%	5 1%	4 1%	6 2%	11 4%	5 2%	2 1%	18 3% h	5 4% h	26 2%	26 2%	20 2%	13 2%	25 2%	27 2%	22 2%	26 3%	23 3%	17 3%
None of these	84 7%	23 6%	35 7%	26 7%	28 8%	18 6%	25 10% g	11 4%	14 4%	52 8% h	9 8%	74 7%	67 6%	61 7%	40 7%	70 7%	79 7%	74 7%	60 6%	55 6%	29 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 314  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
 Base: All who play games on a mobile phone or smart phone

	Gender		Age							Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)	
Unweighted base	1076	529	547	183	259	233	210	101	90	277	302	248	249	85	34	95	93	110	94	57	95	157	148	81	27	
Weighted base	1106	547	559	183	288	246	210	95*	84*	304	322	228	253	87*	39**	109*	91*	111*	87*	57*	89*	173	146	92*	24**	
Apple iPhone	477	208	269	107	124	89	90	36	33	149	134	91	104	26	15	56	35	41	36	20	40	88	67	43	10	
	43%	38%	48% <sup>a</sup>	58% <sup>efg</sup>	43%	36%	43%	38%	39%	49%	42%	40%	41%	30%	38%	51% <sup>n</sup>	39%	37%	41%	35%	45%	51% <sup>nr</sup>	46% <sup>n</sup>	47% <sup>n</sup>	40%	
BlackBerry	10	7	3	1	4	3	1	-	-	4	3	2	1	-	-	-	2	1	1	3	-	-	1	-	1	
	1%	1%	*	*	2%	1%	1%	-	-	1%	1%	1%	*	-	-	-	3%	1%	1%	6% <sup>n</sup>	puv	-	-	*	-	3%
Google	43	32	11	11	18	7	4	1	2	17	14	6	7	2	1	5	6	5	3	3	1	5	7	6	1	
	4%	6% <sup>b</sup>	2%	6%	6% <sup>gh</sup>	3%	2%	1%	2%	5%	4%	2%	3%	2%	3%	4%	6%	5%	3%	5%	1%	3%	5%	6%	4%	
HTC	8	4	4	-	6	2	-	-	-	1	4	4	-	-	-	-	2	2	1	-	2	1	-	1	-	
	1%	1%	1%	-	2%	1%	-	-	-	*	1%	2%	-	-	-	-	2%	2%	1%	-	2%	*	-	1%	-	
LG	3	1	2	1	-	2	1	-	-	1	1	2	-	-	-	-	-	1	-	1	1	-	1	-	-	
	*	*	*	*	-	1%	*	-	-	*	*	1%	-	-	-	-	-	1%	-	2%	1%	-	1%	-	-	
Motorola	44	26	17	4	10	5	7	9	9	12	13	4	14	3	1	7	3	5	2	1	6	4	7	4	-	
	4%	5%	3%	2%	3%	2%	4%	9% <sup>def</sup>	11% <sup>defg</sup>	4%	4%	2%	6% <sup>l</sup>	3%	4%	7%	3%	4%	3%	1%	7%	2%	5%	5%	-	
Nexus	3	3	-	-	2	-	1	-	-	1	2	-	1	1	-	-	2	-	-	-	-	-	1	-	-	
	*	1%	-	-	1%	-	1%	-	-	*	1%	-	*	1%	-	-	2%	-	-	-	-	-	*	-	-	
Nokia	16	9	7	*	6	1	3	3	2	3	7	2	4	2	1	-	5	1	*	1	-	1	2	-	1	
	1%	2%	1%	*	2%	*	1%	3%	2%	1%	2%	1%	2%	2%	3%	-	5% <sup>p</sup>	1%	*	2%	-	1%	2%	-	3%	
Samsung Galaxy	328	169	159	40	86	89	65	19	29	87	95	76	70	32	12	28	35	37	26	12	27	43	45	23	8	
	30%	31%	28%	22%	30%	36% <sup>dh</sup>	31%	20%	35% <sup>dh</sup>	29%	30%	33%	28%	36%	31%	26%	39% <sup>tv</sup>	33%	30%	22%	30%	25%	31%	25%	31%	
Sony Xperia	44	24	19	1	12	18	6	3	3	14	17	6	6	5	5	7	1	9	4	-	3	5	5	1	-	
	4%	4%	3%	1%	4% <sup>d</sup>	7% <sup>d</sup>	3%	3%	3%	5%	5%	2%	2%	6%	12%	6%	1%	8% <sup>qx</sup>	4%	-	4%	3%	3%	1%	-	
OnePlus	18	13	6	4	8	2	1	3	1	3	11	1	2	2	-	1	4	-	1	2	-	4	2	2	1	
	2%	2%	1%	2%	3%	1%	*	3%	1%	1%	4% <sup>l</sup>	1%	1%	2%	-	1%	5% <sup>r</sup>	-	1%	3%	-	3%	1%	3%	3%	

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 314  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
**Base: All who play games on a mobile phone or smart phone**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (g)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1106	547	559	183	288	246	210	95*	84*	304	322	228	253	87*	39**	109*	91*	111*	87*	57*	89*	173	146	92*	24**
Oppo	4*	1*	3*	1*	*	1*	*	2	-	1	-	1	2	1	-	-	1	-	-	2	-	*	-	-	-
Huawei	125	70	55	18	34	33	25	11	4	28	36	25	36	13	7	8	9	9	15	13	9	18	11	9	4
	11%	13%	10%	10%	12%	13% <sub>hi</sub>	12%	5%	9%	11%	11%	14%	15%	17%	8%	10%	8%	17% <sub>w</sub>	22% <sub>prvw</sub>	10%	11%	7%	10%	15%	
Other (Please specify)	37	17	20	6	4	8	6	10	2	9	5	10	12	3	1	4	2	3	3	1	2	7	3	8	-
	3%	3%	4%	3%	1%	3%	3%	11% <sub>defghi</sub>	3%	3%	1%	5% <sub>k</sub>	5% <sub>k</sub>	3%	2%	4%	2%	3%	4%	2%	2%	4%	2%	8% <sub>w</sub>	-
NET: iOS	477	208	269	107	124	89	90	36	33	149	134	91	104	26	15	56	35	41	36	20	40	88	67	43	10
	43%	38%	48% <sub>a</sub>	58% <sub>efghi</sub>	43%	36%	43%	38%	39%	49%	42%	40%	41%	30%	38%	51% <sub>n</sub>	39%	37%	41%	35%	45%	51% <sub>nr</sub>	46% <sub>n</sub>	47% <sub>n</sub>	40%
NET: Non-iOS	609	335	273	75	168	153	114	49	50	155	187	127	139	58	25	50	56	68	49	38	46	80	80	44	15
	55%	61% <sub>b</sub>	49%	41%	58% <sub>d</sub>	62% <sub>d</sub>	54% <sub>d</sub>	52%	59% <sub>d</sub>	51%	58%	56%	55%	67% <sub>pvx</sub>	65%	46%	62% <sub>pv</sub>	61% <sub>pv</sub>	56%	67% <sub>pvx</sub>	52%	46%	55%	48%	60%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 315  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
 Base: All who play games on a mobile phone or smart phone

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1076	720	262	94	266	159	149	70	11	781	622	447	933	128	649	420	341	211	160	203	164	85	171	176	191	246	215
Weighted base	1106	778	242	86*	264	156	149	69*	11**	814	623	475	958	132	672	427	350	216	162	210	167	88*	154	164	185	260	255
Apple iPhone	477 43%	350 45%	95 39%	33 38%	112 42%	70 45%	59 40%	27 39%	3 24%	350 43%	258 41%	216 45%	402 42%	70 53%l	309 46%opqt	166 39%	133 38%	79 37%	69 42%	79 38%	59 35%	30 34%	58 37%	47 29%	78 42%w	127 49%vw	120 47%w
BlackBerry	10 1%	10 1%	-	-	2 1%	-	2 1%	2 2%	-	8 1%	3 1%	6 1%	9 1%	1 1%	3 *	7 2%	4 1%	2 1%	5 3%nps	2 1%	2 1%	-	2 1%	-	1 1%	4 1%	1 *
Google	43 4%	36 5%	6 3%	1 1%	4 1%	1 *	3 2%	2 2%	-	38 5%de	16 3%	25 5%j	30 3%	12 9%l	20 3%	23 5%qtu	20 6%qtu	4 2%	12 8%nqtu	17 8%nopqt	4 2%	1 1%	5 3%	3 2%	5 3%	8 3%	14 6%
HTC	8 1%	8 1%	-	-	3 1%	2 1%	2 1%	2 2%	-	5 1%	4 1%	4 1%	5 1%	3 2%	1 *	7 2%np	1 *	-	6 4%nopqs	1 *	-	-	2 2%	2 1%	2 1%	-	2 1%
LG	3 *	2 *	1 *	-	-	-	-	-	-	2 *	1 *	2 *	3 *	-	1 *	2 *	2 1%	1 1%	-	1 1%	2 1%	1 1%	-	-	-	2 1%	-
Motorola	44 4%	25 3%	12 5%	8 9%a	15 6%	7 4%	9 6%	5 7%	-	26 3%	22 4%	21 5%	42 4%	2 1%	35 5%opqs	8 2%p	4 1%	3 1%	4 3%	3 1%	3 2%	1 1%	7 4%	8 5%	9 5%	13 5%	4 2%
Nexus	3 *	2 *	1 *	-	2 1%	-	2 1%ai	2 3%ai	-	1 *	1 *	2 1%	3 *	-	1 *	2 *	-	-	2 1%	-	-	-	2 1%	-	-	1 *	-
Nokia	16 1%	11 1%	3 1%	2 2%	8 3%ei	* *	7 5%ei	2 3%	1 8%	6 1%	7 1%	8 2%	15 2%	-	12 2%	4 1%p	1 *	1 *	3 2%	-	1 1%	1 1%	6 4%xyz	5 3%xyz	-	1 *	-
Samsung Galaxy	328 30%	229 29%	69 29%	30 35%	71 27%	40 25%	41 28%	25 37%	3 32%	252 31%	197 32%	130 27%	283 30%	38 29%	168 25%	156 37%n	129 37%n	85 39%n	58 36%n	77 37%n	67 40%n	33 37%n	47 31%	63 39%y	58 31%	64 25%	75 29%
Sony Xperia	44 4%	32 4%	6 2%	6 7%	7 3%	4 3%	5 3%	3 4%	-	35 4%	27 4%	16 3%	40 4%	4 3%	22 3%	22 5%	20 6%	9 4%	7 4%	14 7%an	6 4%	6 4%	8 5%	7 4%	8 4%	9 3%	12 5%
OnePlus	18 2%	15 2%	2 1%	1 1%	5 2%	3 2%	2 1%	2 2%	-	13 2%	11 2%	8 2%	15 2%	3 2%	12 2%	6 1%	3 1%	2 1%	3 2%	1 *	2 1%	-	4 3%	1 1%	3 2%	4 2%	5 2%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 315  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
 Base: All who play games on a mobile phone or smart phone

	Working status			Disability				Educational level		Ethnicity		Kids in household						Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1106	778	242	86*	264	156	149	69*	11**	814	623	475	958	132	672	427	350	216	162	210	167	88*	154	164	185	260	255
Oppo	4	1	3	-	2	*	2	-	-	2	*	4	-	2	2	2	1	*	1	1	-	-	1	1	2	-	
	*	*	1%	-	1%	*	2% <sup>ai</sup>	-	*	*	*	*	-	*	*	*	*	*	*	*	*	-	-	*	1%	1%	-
Huawei	125	82	38	4	39	25	18	5	3	84	70	54	111	10	71	54	47	29	18	30	22	15	23	23	19	31	26
	11%	11%	16% <sup>ac</sup>	5%	15%	16%	12%	7%	24%	10%	11%	11%	12%	8%	11%	13%	13%	13%	11%	14%	13%	17%	15%	14%	10%	12%	10%
Other (Please specify)	37	20	15	3	13	9	9	5	2	23	24	13	35	2	29	8	8	4	3	5	3	2	6	14	5	3	6
	3%	3%	6% <sup>a</sup>	3%	5%	6%	6%	7%	18%	3%	4%	3%	4%	1%	4%	2%	2%	2%	2%	2%	2%	2%	4%	8% <sup>xyz</sup>	3%	1%	2%
NET: iOS	477	350	95	33	112	70	59	27	3	350	258	216	402	70	309	166	133	79	69	79	59	30	58	47	78	127	120
	43%	45%	39%	38%	42%	45%	40%	39%	24%	43%	41%	45%	42%	53% <sup>l</sup>	46% <sup>opqt</sup>	39%	38%	37%	42%	38%	35%	34%	37%	29%	42% <sup>w</sup>	49% <sup>vw</sup>	47% <sup>w</sup>
NET: Non-iOS	609	422	135	51	145	78	83	39	7	453	351	254	533	66	340	263	217	135	99	133	106	57	94	107	104	134	133
	55%	54%	56%	60%	55%	50%	55%	56%	65%	56%	56%	54%	56%	50%	51%	62% <sup>n</sup>	62% <sup>n</sup>	62% <sup>n</sup>	61% <sup>n</sup>	63% <sup>n</sup>	64% <sup>n</sup>	64% <sup>n</sup>	61%	65% <sup>yz</sup>	56%	52%	52%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 316

**Q.22 What brand of mobile phone or smart phone do you use for playing games?****Base: All who play games on a mobile phone or smart phone**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1076	47	35	33	42	20	40	77	35	57	101	37	38	24	14	268	39	34	34	41	27	33
Weighted base	1106	47*	38**	37**	42*	20**	39*	93*	36*	50*	101*	34*	38**	23**	16**	279	43*	37**	37**	42*	24**	30**
Apple iPhone	477 43%	14 30%	13 35%	14 38%	16 37%	9 45%	16 41%	46 49%	22 61%aijs	16 31%	38 38%	16 46%	14 38%	9 38%	9 58%	144 52%aijs	20 46%	13 36%	16 44%	13 30%	10 40%	10 34%
BlackBerry	10 1%	-	-	2 4%	1 2%	-	-	1 2%	-	-	1 1%	-	-	-	-	1 *	-	-	-	3 8%jo	1 3%	-
Google	43 4%	-	2 5%	3 8%	3 6%	2 8%	-	5 5%	1 2%	2 3%	6 6%	-	-	2 7%	-	7 2%	5 10%o	7 18%	-	1 2%	1 4%	-
HTC	8 1%	-	-	2 4%	-	-	-	-	-	3 5%go	2 2%	-	-	-	-	1 *	-	1 3%	-	-	-	-
LG	3 *	-	-	-	-	-	-	-	* 1%	-	1 1%	-	1 4%	-	-	-	-	-	-	1 2%o	-	-
Motorola	44 4%	1 2%	* 1%	-	1 2%	1 3%	2 6%	4 4%	4 10%o	3 7%	5 5%	2 6%	1 1%	-	4 27%	8 3%	2 5%	-	3 9%	1 2%	-	2 8%
Nexus	3 *	-	1 2%	2 4%	-	-	-	-	-	-	-	-	1 1%	-	-	-	-	-	-	-	-	-
Nokia	16 1%	1 2%	1 2%	3 8%	3 8%gjo	-	-	-	-	* 1%	* *	-	-	2 8%	-	2 1%	-	-	-	1 3%	1 3%	1 3%
Samsung Galaxy	328 30%	21 43%h	11 29%	15 39%	17 41%h	6 30%	13 34%	24 26%	5 13%	17 35%h	37 36%h	10 29%	11 30%	5 20%	2 10%	77 28%	14 31%	12 33%	10 27%	9 23%	8 31%	6 20%
Sony Xperia	44 4%	1 2%	3 8%	4 11%	-	1 4%	1 4%	7 8%o	-	1 3%	7 7%o	1 2%	2 6%	2 8%	-	5 2%	2 4%	-	1 2%	-	-	4 14%
OnePlus	18 2%	2 4%	-	2 4%	2 4%	-	1 2%	1 1%	-	-	1 1%	-	2 6%	1 4%	-	5 2%	-	-	-	2 4%	1 3%	-
Oppo	4 *	1 1%	1 1%	-	-	-	1 2%	-	-	-	-	-	-	-	-	* *	-	-	-	2 5%o	-	-
Huawei	125 11%	9 18%	4 10%	7 18%	3 8%	2 9%	3 8%	8 9%	2 5%	9 18%	9 9%	4 13%	4 12%	2 8%	1 6%	26 9%	4 8%	2 5%	6 15%	11 26%ghjo	4 15%	6 21%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 316

**Q.22 What brand of mobile phone or smart phone do you use for playing games?****Base: All who play games on a mobile phone or smart phone**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1106	47*	38**	37**	42*	20**	39*	93*	36*	50*	101*	34*	38**	23**	16**	279	43*	37**	37**	42*	24**	30**
Other (Please specify)	37 3%	* 1%	2 6%	1 2%	- -	1 3%	1 3%	3 4%	3 7%	2 4%	1 1%	1 1%	3 7%	1 3%	- -	9 3%	* 1%	2 6%	5 15%	* 1%	- -	1 3%
NET: iOS	477 43%	14 30%	13 35%	14 38%	16 37%	9 45%	16 41%	46 49%	22 61%aijs	16 31%	38 38%	16 46%	14 38%	9 38%	9 58%	144 52%aijs	20 46%	13 36%	16 44%	13 30%	10 40%	10 34%
NET: Non-iOS	609 55%	33 69%g	22 59%h	26 69%	26 63%h	11 54%	22 56%	44 48%	11 31%	32 65%ho	64 63%ho	18 52%	21 55%	14 59%	7 42%	129 46%	26 59%h	22 58%	17 47%	31 74%gho	15 60%	19 66%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 317  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
**Base: All who play games on a mobile phone or smart phone**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1076	128	126	134	70	118	150	130	170	209	92	110	169	85	646	343	512	210	274	164	121	132	65	70	110
Weighted base	1106	148	144	146	80*	134*	162	155	186	222	104*	126*	182	96*	681	385	556	242	307	187	139*	149	70*	80*	112*
Apple iPhone	477	72	67	69	39	70	80	76	96	104	51	62	81	48	313	184	268	123	158	98	68	65	34	38	50
	43%	49%	47%	47%	49%	52%	49%	49%	51%	47%	50%	49%	44%	50%	46%	48%	48%	51%	52%	49%	44%	44%	49%	48%	44%
BlackBerry	10	6	6	6	6	6	6	6	6	6	6	6	6	6	10	7	4	6	9	3	6	3	5	6	6
	1%	4%	4%	4%	7%	4%	3%	4%	3%	3%	5%	4%	4%	6%	1%p	2%p	1%	3%p	3%p	3%p	2%	4%np	5%np	7%nopt	6%nop
Google	43	15	15	12	12	11	8	13	14	13	11	13	9	11	31	22	23	16	17	15	10	11	12	11	9
	4%	10%	10%fl	8%	15%efhil	8%	5%	8%	7%	6%	11%fl	11%fl	5%	11%fl	5%	6%	4%	7%	6%	8%p	7%	8%	17%nopqr	14%nopqr	8%
HTC	8	6	6	6	4	4	5	3	6	4	5	6	7	3	4	4	2	2	3	1	1	4	2	2	1
	1%	4%	4%	4%	5%	3%	3%	2%	3%	2%	5%	5%	4%	4%	1%	1%p	*	1%	1%	1%	1%	2%np	4%nps	3%np	1%
LG	3	-	-	-	-	-	-	-	-	-	-	-	-	-	2	1	-	-	1	1	-	-	1	-	1
	*	-	-	-	-	-	-	-	-	-	-	-	-	-	*	*	-	-	*	*	-	-	1%	-	1%
Motorola	44	5	6	12	1	1	7	5	9	9	7	5	6	4	20	7	12	4	8	5	3	8	1	1	4
	4%	3%	4%e	8%bdegil	1%	1%	4%e	3%	5%e	4%e	7%e	4%	3%e	5%e	3%	2%	2%	2%	3%	2%	2%	5%opq	2%	2%	4%
Nexus	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	2	2	1	-	-	2	2	-
	*	2%	2%	2%	2%	1%	2%	2%	1%	1%	2%	1%	1%	1%	*	1%	*	1%p	1%	*	-	-	2%np	2%p	-
Nokia	16	3	3	4	2	2	3	3	2	3	2	3	5	2	5	3	5	3	5	1	2	2	3	5	2
	1%	2%	2%	2%	2%	1%	2%	2%	1%	2%	2%	3%	2%	2%	1%	1%	1%	1%	2%	*	1%	1%	4%nops	6%nopqrs	2%
Samsung Galaxy	328	37	39	40	25	40	49	43	46	70	25	34	55	32	193	120	157	66	79	43	46	45	22	29	34
	30%	25%	27%	28%	31%	31%	28%	25%	32%h	24%	27%	31%	33%	28%	28%	31%ss	28%	27%	26%	23%	33%ss	30%	32%	36%ss	30%
Sony Xperia	44	8	9	4	5	6	5	9	11	10	5	7	7	3	22	10	15	8	3	2	4	3	2	3	1
	4%	5%	6%c	2%	6%	4%	3%	6%	6%	5%	5%	6%	4%	3%	3%r	3%r	3%r	3%r	1%	1%	3%	2%	4%	4%r	1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 317  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
**Base: All who play games on a mobile phone or smart phone**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1106	148	144	146	80*	134*	162	155	186	222	104*	126*	182	96*	681	385	556	242	307	187	139*	149	70*	80*	112*
OnePlus	18 2%	3 2%	3 2%	3 2%	2 2%	4 3%	2 1%	3 2%	3 2%	3 1%	2 2%	3 2%	2 1%	5 5%fgil	14 2%	9 2%	12 2%	3 1%	7 2%	4 2%	3 2%	1 1%	2 2%	3 3%	2 2%
Oppo	4 *	-	1 *	-	1 1%	1 *	-	-	-	-	-	-	-	-	3 *p	1 *	1 *	-	-	-	-	-	-	-	-
Huawei	125 11%	16 11%	12 8%	10 7%	5 6%	13 10%	11 7%	18 12%am	14 8%	21 9%	7 7%	14 11%	18 10%	5 5%	81 12%	37 10%	66 12%	29 12%	36 12%	20 11%	12 9%	18 12%	4 5%	8 9%	8 7%
Other (Please specify)	37 3%	3 2%	4 3%	4 3%	-	1 1%	4 3%	3 2%	5 3%	7 3%	2 2%	1 1%	9 5%ek	2 3%	18 3%os	5 1%	13 2%	3 1%	4 1%	1 *	* *	* *	1 1%	-	-
NET: iOS	477 43%	72 49%	67 47%	69 47%	39 49%	70 52%	80 49%	76 49%	96 51%	104 47%	51 50%	62 49%	81 44%	48 50%	313 46%	184 48%	268 48%	123 51%	158 52%an	98 52%	68 49%	65 44%	34 49%	38 48%	50 44%
NET: Non-iOS	609 55%	80 54%	81 56%	81 55%	47 59%	70 52%	85 52%	85 55%	94 51%	122 55%	56 54%	71 57%	102 56%	55 58%	363 53%	204 53%	283 51%	122 51%	153 50%	92 49%	76 55%	88 59%qrs	39 56%	48 60%	65 58%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 318  
Q.22 What brand of mobile phone or smart phone do you use for playing games?  
Base: All who play games on a mobile phone or smart phone

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1076	451	599	329	361	356	263	260	290	569	128	981	959	861	647	970	1029	1076	854	842	540
Weighted base	1106	477	609	360	363	384	279	279	299	587	130	1012	988	903	683	997	1056	1106	882	854	564
Apple iPhone	477 43%	477 100% <sup>b</sup>	15 2%	248 69% <sup>d</sup>	59 16%	163 43%	106 38%	128 46%	131 44%	259 44%	50 38%	450 44% <sup>p</sup>	436 44% <sup>p</sup>	406 45% <sup>p</sup>	318 46% <sup>p</sup>	439 44% <sup>p</sup>	451 43%	477 43%	368 42%	362 42%	232 41%
BlackBerry	10 1%	4 1%	10 2%	3 1%	6 2%	10 3%	2 1%	4 1%	1 *	8 1%	1 1%	7 1%	9 1%	9 1%	7 1%	7 1%	9 1%	10 1%	10 1%	5 1%	9 2% <sup>s</sup>
Google	43 4%	5 1%	43 7% <sup>a</sup>	16 4%	19 5%	20 5%	19 7%	11 4%	4 1%	24 4%	12 9% <sup>hi</sup>	41 4%	36 4%	34 4%	33 5% <sup>lm</sup>	38 4%	41 4%	43 4%	39 4%	26 3%	33 6% <sup>s</sup>
HTC	8 1%	2 *	8 1%	- -	8 2% <sup>c</sup>	5 1%	2 1%	4 1%	2 1%	6 1%	- -	8 1%	8 1%	7 1%	8 1%	7 1%	8 1%	8 1%	8 1%	2 *	5 1% <sup>s</sup>
LG	3 *	- -	3 1%	1 *	1 *	- -	1 *	- -	1 *	* *	1 1%	3 *	2 *	2 *	- -	3 *	3 *	3 *	2 *	3 *	1 *
Motorola	44 4%	1 *	44 7% <sup>a</sup>	7 2%	19 5% <sup>c</sup>	8 2%	12 4%	8 3%	18 6%	20 3%	3 2%	38 4%	41 4%	31 3%	21 3%	38 4%	44 4% <sup>mn</sup>	44 4%	34 4%	34 4%	20 3%
Nexus	3 *	2 *	3 *	- -	2 *	2 1%	- -	2 1%	1 *	2 *	- -	3 *	2 *	2 *	2 *	3 *	3 *	3 *	2 *	2 *	3 1%
Nokia	16 1%	2 *	16 3% <sup>a</sup>	- -	12 3% <sup>c</sup>	4 1%	2 1%	3 1%	5 2%	7 1%	- -	13 1%	15 2% <sup>mn</sup>	9 1%	5 1%	14 1% <sup>n</sup>	16 1% <sup>mn</sup>	16 1%	12 1%	14 2%	8 1%
Samsung Galaxy	328 30%	9 2%	328 54% <sup>a</sup>	61 17%	163 45% <sup>c</sup>	124 32%	90 23%	90 32%	75 25%	185 31%	39 30%	303 30%	292 30%	269 30%	207 30%	301 30%	315 30%	328 30%	279 32% <sup>q</sup>	262 31%	185 33%
Sony Xperia	44 4%	2 *	44 7% <sup>a</sup>	7 2%	23 6% <sup>c</sup>	22 6%	18 6%	16 6%	13 4%	20 3%	7 5%	40 4%	39 4%	35 4%	29 4%	38 4%	42 4%	44 4%	36 4%	34 4%	24 4%
OnePlus	18 2%	3 1%	18 3% <sup>a</sup>	2 1%	11 3% <sup>c</sup>	9 2%	3 1%	4 2%	3 1%	13 2%	2 2%	17 2%	15 2%	17 2%	14 2%	17 2%	18 2%	18 2%	14 2%	15 2%	12 2%
Oppo	4 *	- -	4 1%	2 *	- -	* *	1 *	2 1%	- -	3 1%	1 1%	4 * <sup>p</sup>	4 * <sup>p</sup>	4 * <sup>p</sup>	3 * <sup>p</sup>	4 * <sup>p</sup>	1 *	4 *	2 *	4 *	1 *

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 318  
**Q.22 What brand of mobile phone or smart phone do you use for playing games?**  
**Base: All who play games on a mobile phone or smart phone**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1106	477	609	360	363	384	279	279	299	587	130	1012	988	903	683	997	1056	1106	882	854	564
Huawei	125	2	125	25	61	51	37	34	40	59	20	104	106	105	67	109	122	125	102	98	72
	11%	1%	21%a	7%	17%c	13%	13%	12%	13%	10%	15%	10%	11%	12%kn	10%	11%	12%kl	11%	12%	12%	13%
Other (Please specify)	37	-	2	3	20	8	7	7	14	14	4	32	35	21	15	31	36	37	25	32	11
	3%	-	*	1%	5%c	2%	3%	2%	5%	2%	3%	3%mn	4%mn	2%	3%mn	3%mn	3%	3%	3%	4%t	2%
NET: iOS	477	477	15	248	59	163	106	128	131	259	50	450	436	406	318	439	451	477	368	362	232
	43%	100%b	2%	69%d	16%	43%	38%	46%	44%	44%	38%	44%p	44%p	45%p	46%p	44%p	43%	43%	42%	42%	41%
NET: Non-iOS	609	15	609	114	295	227	174	152	156	326	77	546	534	492	366	543	587	609	506	473	337
	55%	3%	100%a	32%	81%c	59%	62%g	54%	52%	56%	60%	54%	54%	55%	54%	54%	56%kl	55%	57%q	55%	60%e

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 319  
Q.23 What brand of tablet do you use for playing games?  
Base: All who play games on a tablet

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	806	403	403	96	170	164	166	98	112	209	218	205	174	61	24	78	58	80	76	42	80	107	115	62	23
Weighted base	833	417	416	101*	189	175	173	92*	103	234	233	191	176	63*	29**	94*	59*	85*	73*	37*	74*	113*	114*	73*	21**
Apple iPad	426	206	220	69	104	81	86	43	43	145	107	93	81	31	14	53	23	40	36	17	38	66	62	31	16
	51%	49%	53%	69%efg	55%hi	46%	50%	47%	42%	62%klm	46%	49%	46%	49%	48%	57%	39%	47%	50%	46%	51%	59%q	54%	43%	75%
Lenovo	52	29	23	2	10	14	12	6	9	14	16	12	9	2	2	4	3	6	4	3	4	11	8	5	-
	6%	7%	6%	2%	5%	8%	7%	6%	8%	6%	7%	7%	5%	2%	7%	4%	6%	8%	6%	8%	5%	10%	7%	7%	-
Samsung Galaxy	237	124	113	21	55	50	58	23	30	64	68	52	54	17	11	25	24	30	18	10	18	29	32	21	3
	29%	30%	27%	20%	29%	29%	34%cd	25%	29%	27%	29%	27%	31%	27%	40%	27%	40%	35%	25%	26%	24%	25%	28%	29%	13%
Sony Xperia	10	7	3	-	5	3	-	1	1	3	2	4	1	1	1	-	3	-	1	-	1	1	1	1	-
	1%	2%	1%	-	3%	2%	-	1%	1%	1%	1%	2%	1%	2%	4%	1%	-	3%	-	3%	-	1%	1%	2%	-
Other (Please specify)	129	70	59	9	23	36	20	21	20	20	44	32	33	12	11	10	11	16	8	17	10	15	15	3	
	16%	17%	14%	9%	12%	21%dg	11%	23%deg	20%	9%	19%j	17%j	19%j	20%	6%	11%	17%	21%v	23%v	22%v	9%	13%	21%v	16%	
NET: iOS	426	206	220	69	104	81	86	43	43	145	107	93	81	31	14	53	23	40	36	17	38	66	62	31	16
	51%	49%	53%	69%efg	55%hi	46%	50%	47%	42%	62%klm	46%	49%	46%	49%	48%	57%	39%	47%	50%	46%	51%	59%q	54%	43%	75%
NET: Non-iOS	420	224	197	32	87	101	88	51	60	96	129	98	97	32	15	40	37	47	38	22	38	49	54	42	6
	50%	54%	47%	32%	46%cd	58%cd	51%cd	55%cd	58%cd	41%	55%j	51%	55%j	51%	52%	43%	63%pv	55%	52%	60%	52%	43%	48%	58%	28%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 320  
**Q.23 What brand of tablet do you use for playing games?**  
 Base: All who play games on a tablet

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	806	508	172	126	221	116	145	66	9	565	461	340	706	90	493	309	259	159	115	153	124	65	129	139	151	181	156
Weighted base	833	560	159	114	226	118*	144	66*	8**	586	470	357	736	86*	515	313	265	161	115*	159	125*	67*	122	134	144	191	187
Apple iPad	426 51%	305 55%bc	71 45%	49 43%	97 43%	55 47%	59 41%	31 47%	4 53%	312 53%df	227 48%	196 55%	366 50%	52 61%	274 53%	147 47%	128 48%	83 52%	51 44%	70 44%	67 53%	28 42%	58 47%	52 39%	67 46%	94 49%	120 64%vwxy
Lenovo	52 6%	30 5%	12 7%	10 9%	13 6%	10 8%	5 4%	3 4%	-	37 6%	29 6%	22 6%	40 5%	12 14%l	23 4%	29 9%n	27 10%ns	19 12%n	8 7%	11 7%	16 13%n	13 19%nopqr	6 5%	9 7%	17 12%z	11 6%	7 4%
Samsung Galaxy	237 29%	164 29%	40 25%	33 29%	64 28%	30 26%	39 27%	20 31%	2 24%	171 29%	135 29%	102 29%	211 29%	24 28%	136 26%	101 32%	83 31%	45 28%	37 32%	56 35%	35 28%	20 29%	33 27%	43 32%	40 28%	56 29%	52 28%
Sony Xperia	10 1%	8 1%	1 1%	1 1%	4 2%	3 2%	1 1%	-	-	6 1%	4 1%	6 2%	8 1%	3 3%	4 1%	7 2%p	3 1%	-	6 5%nopqt	3 2%	-	-	* *	3 2%	3 2%	2 1%	1 1%
Other (Please specify)	129 16%	73 13%	35 22%a	21 19%	54 24%i	23 19%	44 30%degi	13 19%	2 23%	75 13%	82 17%	46 13%	122 17%	7 8%	84 16%	46 15%t	36 14%	19 12%	21 18%t	27 17%t	11 9%	10 14%	25 21%z	29 21%z	22 16%	33 17%z	15 8%
NET: iOS	426 51%	305 55%bc	71 45%	49 43%	97 43%	55 47%	59 41%	31 47%	4 53%	312 53%df	227 48%	196 55%	366 50%	52 61%	274 53%	147 47%	128 48%	83 52%	51 44%	70 44%	67 53%	28 42%	58 47%	52 39%	67 46%	94 49%	120 64%vwxy
NET: Non-iOS	420 50%	267 48%	88 56%	65 57%	133 59%i	64 54%	89 62%i	36 54%	4 47%	283 48%	248 53%	170 48%	378 51%	40 46%	245 48%	175 56%nt	144 54%	81 50%	69 60%n	94 59%nt	60 48%	41 61%q	65 53%z	83 62%z	81 57%z	100 53%z	71 38%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 321

**Q.23 What brand of tablet do you use for playing games?****Base: All who play games on a tablet**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	806	31	28	24	21	13	32	62	25	45	72	31	34	18	11	194	28	31	21	31	23	31
Weighted base	833	33**	29**	27**	23**	12**	33**	77*	28**	42*	76*	30**	34**	18**	11**	196	33**	34**	23**	27**	21**	28**
Apple iPad	426 51%	14 43%	16 57%	10 36%	6 27%	8 72%	15 45%	42 55%	18 65%	18 43%	39 51%	15 52%	14 41%	7 39%	5 50%	118 60%	20 61%	12 35%	11 46%	13 48%	16 75%	9 31%
Lenovo	52 6%	1 3%	1 2%	2 8%	2 7%	2 13%	- -	4 5%	1 4%	4 8%	6 8%	3 9%	4 12%	1 4%	1 6%	14 7%	2 5%	1 4%	1 6%	2 6%	- -	3 11%
Samsung Galaxy	237 29%	10 31%	6 21%	14 51%	12 50%	1 6%	10 31%	22 29%	5 18%	14 33%	27 36%	6 21%	10 30%	7 38%	1 13%	43 22%	12 36%	11 34%	7 31%	7 24%	3 13%	9 31%
Sony Xperia	10 1%	1 3%	- -	1 4%	- -	- -	- -	- -	1 4%	- -	3 4%	- -	- -	* 2%	- -	2 1%	- -	1 4%	- -	1 3%	- -	- -
Other (Please specify)	129 16%	7 20%	6 20%	2 6%	4 15%	2 15%	8 24%	9 12%	3 9%	7 15%	8 10%	6 19%	6 19%	3 17%	3 31%	25 13%	2 7%	8 24%	5 20%	7 27%	3 16%	7 26%
NET: iOS	426 51%	14 43%	16 57%	10 36%	6 27%	8 72%	15 45%	42 55%	18 65%	18 43%	39 51%	15 52%	14 41%	7 39%	5 50%	118 60%	20 61%	12 35%	11 46%	13 48%	16 75%	9 31%
NET: Non-iOS	420 50%	19 57%	12 43%	17 64%	17 73%	4 34%	18 55%	35 45%	10 35%	24 57%	39 52%	14 48%	21 61%	11 61%	5 50%	82 42%	14 43%	22 65%	13 58%	16 60%	6 28%	20 69%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 322  
**Q.23 What brand of tablet do you use for playing games?**  
**Base: All who play games on a tablet**

	Opinion Influencer Activities												Opinion Influencer Network												
	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)	
Unweighted base	806	107	102	103	66	113	117	102	127	169	74	97	131	69	498	276	360	153	196	120	109	107	57	63	89
Weighted base	833	119*	119*	113*	73*	126*	125*	118*	141	185	82*	110*	143	77*	525	311	393	179	222	137*	124*	120*	62*	72*	92*
Apple iPad	426 51%	67 57%	67 57%	61 54%	42 58%	76 61%	78 62% <sup>ai</sup>	67 57%	86 61%	101 54%	43 53%	64 58%	79 55%	40 52%	284 54%	178 57%	219 56%	105 59%	132 59%	80 58%	63 51%	60 50%	32 53%	35 48%	46 51%
Lenovo	52 6%	11 10%	10 9%	11 10%	10 13%	11 9%	10 8%	11 10%	12 9%	16 9%	10 12%	12 11%	14 10%	13 17% <sup>befghi</sup>	34 6%	16 5%	24 6%	12 7%	14 6%	11 8%	16 13% <sup>nopqr</sup>	14 12% <sup>nopr</sup>	9 15% <sup>nopqr</sup>	10 14% <sup>nopqr</sup>	11 12% <sup>opr</sup>
Samsung Galaxy	237 29%	37 31%	35 30%	31 28%	20 28%	29 23%	30 24%	35 30%	39 28%	55 30%	27 32%	36 33% <sup>ae</sup>	41 28%	29 38% <sup>ef</sup>	143 27%	81 26%	104 26%	43 24%	58 26%	32 23%	38 31%	40 33% <sup>qs</sup>	21 34%	26 36% <sup>qs</sup>	28 31%
Sony Xperia	10 1%	5 4%	4 3%	5 4%	3 4%	4 3%	4 3%	4 3%	6 4%	5 3%	6 7% <sup>il</sup>	5 4%	3 2%	4 5%	7 1%	7 2% <sup>p</sup>	3 1%	4 2%	3 1%	2 1%	3 3%	3 3%	2 3%	2 3%	1 1%
Other (Please specify)	129 16%	12 10%	13 11% <sup>am</sup>	15 13% <sup>hm</sup>	6 9%	14 11%	11 8%	10 9%	10 7%	23 12% <sup>hmn</sup>	6 7%	8 7%	15 10% <sup>m</sup>	2 3%	74 14%	45 14%	55 14%	23 13%	28 13%	22 16% <sup>w</sup>	13 11%	13 11%	6 10%	5 7%	13 14%
NET: iOS	426 51%	67 57%	67 57%	61 54%	42 58%	76 61%	78 62% <sup>ai</sup>	67 57%	86 61%	101 54%	43 53%	64 58%	79 55%	40 52%	284 54%	178 57%	219 56%	105 59%	132 59%	80 58%	63 51%	60 50%	32 53%	35 48%	46 51%
NET: Non-iOS	420 50%	60 50%	58 49%	57 50%	35 47%	54 43%	52 42%	55 47%	61 44%	92 50% <sup>f</sup>	44 53%	54 49%	69 49%	43 55% <sup>efh</sup>	251 48%	143 46%	184 47%	79 44%	100 45%	64 47%	66 54%	66 55% <sup>qr</sup>	34 56%	40 56% <sup>q</sup>	51 56% <sup>qr</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 323  
**Q.23 What brand of tablet do you use for playing games?**  
**Base: All who play games on a tablet**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	806	284	379	392	428	256	187	216	208	457	92	761	735	625	477	740	764	806	647	631	383
Weighted base	833	301	401	426	420	282	200	230	215	472	95*	781	755	656	503	763	786	833	669	649	409
Apple iPad	426	248	114	426	13	139	98	126	122	233	44	403	385	353	279	396	399	426	330	334	202
	51%	82% <sup>b</sup>	29%	100% <sup>d</sup>	3%	49%	49%	55%	57%	49%	46%	52%	51%	54% <sup>lp</sup>	55% <sup>klop</sup>	52%	51%	51%	49%	51%	50%
Lenovo	52	5	37	2	52	24	14	12	16	26	7	51	50	37	31	49	52	52	45	36	31
	6%	2%	9% <sup>a</sup>	1%	12% <sup>c</sup>	9%	7%	5%	8%	6%	7%	7%	7%	6%	6%	6%	7%	6%	7%	6%	8%
Samsung Galaxy	237	30	186	10	237	85	71	67	47	143	31	218	220	183	141	210	225	237	201	182	130
	29%	10%	46% <sup>a</sup>	2%	56% <sup>c</sup>	30%	35%	29%	22%	30% <sup>h</sup>	32%	28%	29% <sup>o</sup>	28%	28%	27%	29%	29%	30%	28%	32%
Sony Xperia	10	3	6	1	10	9	4	1	2	4	4	8	10	8	7	9	10	10	9	4	8
	1%	1%	2%	*	2% <sup>c</sup>	3% <sup>g</sup>	2%	1%	1%	1%	5% <sup>i</sup>	1%	1%	1%	1%	1%	1%	1%	1%	1%	2% <sup>s</sup>
Other (Please specify)	129	24	75	2	129	40	28	30	34	80	11	120	112	96	63	118	123	129	105	108	56
	16%	8%	19% <sup>a</sup>	*	31% <sup>c</sup>	14%	14%	13%	16%	17%	12%	15% <sup>n</sup>	15%	15% <sup>n</sup>	13%	15% <sup>n</sup>	16% <sup>n</sup>	16%	16%	17%	14%
NET: iOS	426	248	114	426	13	139	98	126	122	233	44	403	385	353	279	396	399	426	330	334	202
	51%	82% <sup>b</sup>	29%	100% <sup>d</sup>	3%	49%	49%	55%	57%	49%	46%	52%	51%	54% <sup>lp</sup>	55% <sup>klop</sup>	52%	51%	51%	49%	51%	50%
NET: Non-iOS	420	59	295	13	420	152	111	107	97	247	52	389	382	316	236	378	401	420	352	324	219
	50%	20%	74% <sup>a</sup>	3%	100% <sup>c</sup>	54%	56% <sup>g</sup>	47%	45%	52%	55%	50%	51% <sup>mn</sup>	48%	47%	50%	51% <sup>mno</sup>	50%	53% <sup>q</sup>	50%	54%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 324

Q.24 What type of games console do you use for playing games?

Base: All who play games on a games console

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	763	436	327	143	204	187	138	60	31	213	221	184	145	69	25	70	65	78	61	38	72	100	97	65	23
Weighted base	798	462	336	145	228	200	143	54*	29**	241	233	172	151	72*	31**	82*	63*	87*	59*	39*	69*	115*	91*	72*	18**
Sony PlayStation 3	122 15%	68 15%	54 16%	23 16%	30 13%	30 15%	25 18%	6 11%	7 23%	35 15%	36 15%	23 13%	27 18%	9 13%	6 20%	10 12%	11 18%	11 13%	10 17%	7 18%	16 23%	14 13%	14 15%	9 13%	3 15%
Sony PlayStation 4	353 44%	223 48%b	130 39%	60 41%h	129 57%dfg	87 44%h	63 44%h	7 14%	7 26%	106 44%	104 45%	72 42%	72 47%	30 42%	19 59%	31 37%	28 45%	36 41%	20 34%	20 50%	27 39%	65 57%psu	43 47%	28 38%	8 41%
Xbox 360	134 17%	78 17%	56 17%	21 15%	33 15%	39 20%	23 16%	11 21%	6 22%	43 18%	30 13%	28 16%	33 22%	16 21%v	4 13%	12 14%	9 14%	25 28%v	11 19%v	7 19%	12 18%	9 8%	17 19%v	10 14%	2 12%
Xbox One	225 28%	142 31%	83 25%	51 35%h	63 28%	62 31%	36 25%	10 19%	3 9%	75 31%	57 25%	42 24%	50 33%	21 30%v	12 38%	23 28%	16 26%	30 35%v	12 21%	10 26%	19 28%	17 15%	29 32%v	25 35%v	8 44%
Nintendo Switch	135 17%	68 15%	68 20%	23 16%	48 21%h	34 17%	25 18%	4 7%	2 7%	45 19%	45 19%	23 13%	23 15%	13 18%	6 19%	22 27%qs	6 10%	15 17%	5 8%	8 21%	10 15%	18 16%	14 16%	14 20%	4 21%
Nintendo Wii	154 19%	62 13%	92 27%a	23 16%	44 19%	35 18%	31 22%	13 23%	9 30%	46 19%	47 20%	31 18%	31 21%	17 23%	2 6%	21 26%	10 17%	11 13%	13 22%	5 12%	21 31%r	20 17%	16 18%	12 16%	6 33%
Nintendo Wii U	42 5%	27 6%	15 5%	6 4%	16 7%	5 3%	10 7%	3 5%	1 3%	17 7%	6 3%	7 4%	12 8%k	5 7%x	-	2 2%	5 7%x	8 9%x	2 3%	3 8%x	2 4%	6 5%	9 10%x	-	-
Sony PS Vita	17 2%	15 3%b	2 1%	1 1%	10 4%	5 2%	1 *	-	-	7 3%	4 2%	3 2%	3 2%	2 2%	2 5%	1 1%	4 6%r	-	1 2%	1 4%	-	1 1%	2 3%	2 3%	1 4%
Sony PSP	30 4%	16 3%	14 4%	7 4%	7 3%	6 3%	4 3%	3 6%	2 8%	13 5%	6 2%	6 4%	6 4%	2 3%	4 11%	2 3%	3 5%	1 1%	2 4%	1 4%	4 5%	5 4%	4 4%	2 3%	-
Nintendo DS	49 6%	15 3%	34 10%a	17 12%f	13 6%	8 4%	8 6%	3 5%	* 2%	15 6%	14 6%	9 5%	10 7%	7 10%	2 6%	3 4%	4 7%	6 7%	5 9%	2 5%	4 6%	8 7%	4 4%	4 6%	-
Nintendo 2DS or 3DS	69 9%	37 8%	33 10%	16 11%	27 12%f	11 6%	13 9%	2 4%	-	12 5%	19 8%	14 8%	25 17%jkl	6 8%	-	6 7%	3 4%	10 11%	6 9%	3 7%	6 8%	14 12%	9 10%	8 12%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 324  
**Q.24 What type of games console do you use for playing games?**  
 Base: All who play games on a games console

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	798	462	336	145	228	200	143	54*	29**	241	233	172	151	72*	31**	82*	63*	87*	59*	39*	69*	115*	91*	72*	18**
Other (Please specify)	49	30	19	3	17	6	10	10	3	13	10	14	12	5	1	2	5	1	11	2	3	8	3	7	-
	6%	6%	6%	2%	7%	3%	7%	19%	12%	5%	4%	8%	8%	6%	3%	3%	9%	2%	18%	4%	5%	7%	3%	10%	-
NET: Sony	437	269	168	78	146	104	81	15	12	131	128	89	88	39	21	38	34	43	27	24	39	75	52	35	9
	55%	58% <sup>b</sup>	50%	54% <sup>h</sup>	64% <sup>f</sup>	52% <sup>h</sup>	57% <sup>h</sup>	29%	43%	54%	55%	52%	58%	54%	68%	46%	54%	50%	46%	62%	56%	66% <sup>ps</sup>	58%	49%	51%
NET: Xbox	319	192	127	64	89	85	53	19	9	104	84	62	70	30	14	33	22	46	21	17	29	26	39	33	9
	40%	41%	38%	44%	39%	42%	37%	36%	31%	43%	36%	36%	46%	42% <sup>v</sup>	45%	40% <sup>v</sup>	35%	54% <sup>qv</sup>	36%	43% <sup>v</sup>	42% <sup>v</sup>	22%	43% <sup>v</sup>	45% <sup>v</sup>	51%
NET: Nintendo	319	134	184	54	101	73	58	20	12	101	92	59	67	33	7	35	23	35	22	13	32	51	34	26	9
	40%	29%	55% <sup>a</sup>	37%	44%	37%	41%	38%	42%	42%	39%	34%	44%	45%	21%	43%	36%	40%	37%	33%	46%	44%	37%	37%	47%
NET: Gen 4 console	575	360	215	109	180	156	100	19	11	176	164	122	112	52	28	61	41	65	32	28	44	87	67	53	15
	72%	78% <sup>b</sup>	64%	75% <sup>h</sup>	79% <sup>h</sup>	78% <sup>h</sup>	70% <sup>h</sup>	34%	39%	73%	70%	71%	74%	72%	89%	74% <sup>s</sup>	66%	75% <sup>s</sup>	54%	73%	64%	76% <sup>s</sup>	74% <sup>s</sup>	74% <sup>s</sup>	80%
NET: Gen 3 console	442	275	167	81	148	103	83	14	13	131	128	91	93	40	21	38	36	47	28	23	37	74	52	35	9
	55%	59% <sup>b</sup>	50%	56% <sup>h</sup>	65% <sup>f</sup>	52% <sup>h</sup>	58% <sup>h</sup>	25%	46%	54%	55%	53%	61%	55%	68%	46%	58%	55%	48%	60%	54%	65% <sup>p</sup>	58%	49%	51%
NET: Handheld only	107	47	61	28	38	17	20	5	*	26	28	21	31	12	2	7	7	16	10	4	9	19	11	11	-
	13%	10%	18% <sup>a</sup>	19% <sup>f</sup>	16% <sup>f</sup>	8%	14%	9%	2%	11%	12%	12%	21% <sup>jk</sup>	16%	6%	9%	11%	18%	16%	11%	12%	17%	13%	16%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 325  
**Q.24 What type of games console do you use for playing games?**  
**Base: All who play games on a games console**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- a- b- ility (g)	Yes - o- ther (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	763	542	179	42	172	113	90	40	5	566	420	339	651	97	438	319	266	159	118	163	127	59	95	127	131	176	180
Weighted base	798	596	164	38*	169	112*	85*	34**	4**	602	427	368	674	108*	458	330	275	164	124*	169	127	64*	91*	122	121	187	217
Sony PlayStation 3	122 15%	83 14%	31 19%	8 21%	32 19%	22 19%	21 24% <i>i</i>	5 14%	-	86 14%	60 14%	61 17%	106 16%	15 14%	75 16% <i>q</i> t	46 14% <i>q</i> t	36 13% <i>q</i> t	15 9%	18 14%	30 18% <i>p</i> q	10 8%	8 12%	14 15%	26 22% <i>y</i> z	23 19%	23 12%	27 12%
Sony PlayStation 4	353 44%	272 46% <i>c</i>	75 46% <i>c</i>	7 18%	71 42%	49 44%	32 38%	13 37%	3 67%	270 45%	184 43%	166 45%	287 43%	58 43%	187 41%	161 49%	135 49%	93 56% <i>n</i> o <p></p>	60 49%	82 48%	74 58% <i>n</i> o <p></p>	35 54%	40 44%	48 39%	43 36%	89 47%	104 48%
Xbox 360	134 17%	104 18%	21 13%	8 21%	29 17%	20 17%	15 17%	9 27%	-	99 16%	69 16%	65 18%	119 18%	14 13%	73 16%	61 18%	50 18%	30 18%	22 18%	32 19%	25 20%	9 14%	15 16%	31 26% <i>z</i>	21 17%	32 17%	30 14%
Xbox One	225 28%	178 30% <i>c</i>	44 27% <i>c</i>	3 7%	40 23%	24 21%	24 28%	12 36%	1 17%	180 30%	133 31%	91 25%	201 30% <i>m</i>	21 19%	114 25%	107 32% <i>n</i>	84 31%	55 34%	42 34%	48 28%	47 37% <i>n</i>	17 26%	26 29%	40 33%	30 25%	56 30%	62 29%
Nintendo Switch	135 17%	104 18%	27 16%	4 10%	36 21%	24 20%	17 20%	10 30%	-	97 16%	80 19%	55 15%	121 18%	11 10%	58 13%	77 23% <i>n</i>	69 25% <i>n</i>	37 22% <i>n</i>	28 23% <i>n</i>	48 29% <i>n</i> o	31 25% <i>n</i>	12 19%	18 20%	20 16%	20 16%	35 19%	31 14%
Nintendo Wii	154 19%	108 18%	36 22%	10 26%	40 24%	29 26%	21 25%	9 26%	-	108 18%	78 18%	75 21%	136 20%	15 13%	90 20%	63 19%	55 20%	30 18%	22 18%	32 19%	21 17%	17 26%	16 17%	24 19%	30 25%	36 19%	38 18%
Nintendo Wii U	42 5%	34 6%	6 4%	2 4%	10 6%	8 8%	7 8%	3 9%	-	31 5%	25 6%	17 5%	39 6%	3 3%	20 4%	22 7%	22 8%	17 10% <i>n</i> o	8 6%	16 10% <i>n</i>	13 10% <i>n</i>	6 9%	4 5%	9 8%	7 6%	8 4%	13 6%
Sony PS Vita	17 2%	13 2%	4 2%	-	7 4%	3 3%	4 5%	2 5%	-	10 2%	6 1%	11 3%	15 2%	2 2%	4 1%	12 4% <i>n</i>	8 3%	4 2%	8 7% <i>n</i>	7 4% <i>n</i>	2 2%	2 3%	2 2%	3 3%	3 2%	2 1%	6 3%
Sony PSP	30 4%	20 3%	8 5%	3 8%	11 6%	7 6%	8 9% <i>i</i>	4 12%	-	19 3%	19 4%	11 3%	28 4%	3 2%	17 4%	12 4%	11 4%	4 2%	7 6%	9 5%	3 2%	2 3%	2 2%	7 6%	3 3%	8 4%	11 5%
Nintendo DS	49 6%	32 5%	16 10%	2 5%	10 6%	7 7%	6 7%	5 15%	-	36 6%	29 7%	19 5%	34 5%	14 13% <i>l</i>	30 6%	16 6%	12 7%	10 8%	12 7%	7 5%	6 9%	7 7%	8 7%	8 7%	11 8%	10 5%	
Nintendo 2DS or 3DS	69 9%	46 8%	23 14% <i>a</i> c	1 2%	19 11%	15 14%	11 13%	5 16%	-	49 8%	43 10%	26 7%	61 9%	6 6%	35 8%	35 11%	34 12% <i>o</i> r	23 14% <i>n</i> r	8 6%	24 14% <i>n</i> r	15 12%	8 12%	8 9%	7 5%	10 8%	21 11%	18 8%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 325  
Q.24 What type of games console do you use for playing games?  
Base: All who play games on a games console

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bilty (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	798	596	164	38*	169	112*	85*	34**	4**	602	427	368	674	108*	458	330	275	164	124*	169	127	64*	91*	122	121	187	217
Other (Please specify)	49	30	13	6	23	16	9	7	1	26	28	21	45	2	42	7	6	2	3	4	1	1	10	6	9	11	9
	6%	5%	8%	15%a	13%i	14%i	10%i	22%	15%	4%	7%	6%	7%	2%	9%opqrs	2%	2%	1%	3%	2%	1%	2%	11%z	5%	7%	6%	4%
NET: Sony	437	326	97	14	95	64	47	18	3	326	222	211	358	69	241	189	157	96	75	102	76	37	49	64	63	101	122
	55%	55%c	59%c	37%	56%	57%	55%	53%	67%	54%	52%	57%	53%	63%	53%	57%	57%	58%	60%	60%	60%	57%	54%	53%	53%	54%	57%
NET: Xbox	319	249	59	11	60	41	32	17	1	251	175	143	282	35	171	144	117	73	53	70	61	25	37	63	47	78	81
	40%	42%	36%	28%	36%	36%	38%	50%	17%	42%	41%	39%	42%	32%	37%	44%	43%	45%	43%	41%	48%	38%	40%	52%z	39%	41%	37%
NET: Nintendo	319	228	76	15	72	53	38	17	-	237	173	144	277	36	169	149	131	78	50	89	60	32	38	45	55	74	82
	40%	38%	46%	39%	43%	47%	45%	52%	-	39%	41%	39%	41%	33%	37%	45%n	48%n	48%n	41%	52%nor	47%	50%	41%	37%	46%	40%	38%
NET: Gen 4 console	575	449	114	12	113	74	53	22	4	442	316	256	484	77	306	259	218	139	93	133	111	51	66	86	69	141	168
	72%	75%c	70%c	31%	67%	66%	62%	67%	85%	73%	74%	70%	72%	71%	67%	78%n	79%n	85%noprs	75%	78%n	80%	80%	73%ax	71%ax	57%	75%ax	78%ax
NET: Gen 3 console	442	333	95	14	93	63	45	17	3	332	225	213	362	70	244	192	159	100	75	101	79	38	52	65	64	101	123
	55%	56%c	58%c	37%	55%	56%	53%	50%	67%	55%	53%	58%	54%	64%	53%	58%	58%	61%	60%	60%	62%	58%	57%	53%	53%	54%	57%
NET: Handheld only	107	73	32	2	26	20	16	10	-	77	63	44	87	18	59	48	45	29	16	33	20	10	12	14	18	28	24
	13%	12%	19%a	6%	15%	18%	18%	30%	-	13%	15%	12%	13%	17%	13%	15%	16%	18%	13%	19%o	15%	16%	13%	12%	15%	15%	11%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 326

**Q.24 What type of games console do you use for playing games?****Base: All who play games on a games console**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	763	34	33	24	28	16	30	58	24	37	72	25	29	13	9	174	33	32	24	28	23	17
Weighted base	798	34**	38**	29**	26**	16**	29**	73*	25**	34*	78*	24**	28**	12**	10**	185	35**	33**	26**	28**	18**	17**
Sony PlayStation 3	122 15%	2 7%	7 18%	4 14%	5 18%	5 28%	4 14%	10 13%	3 12%	6 18%	13 17%	5 20%	4 14%	*	25 3%	7 21%	2 6%	6 25%	6 22%	3 15%	3 16%	
Sony PlayStation 4	353 44%	20 58%	12 31%	18 63%	12 45%	8 51%	8 29%	26 36%	13 53%	12 36%	33 43%	9 37%	12 44%	4 35%	3 28%	98 53%g	17 48%	16 49%	5 18%	12 43%	8 41%	7 40%
Xbox 360	134 17%	7 20%	7 17%	4 14%	3 12%	3 18%	3 10%	13 18%	2 7%	7 20%	23 29%o	5 21%	3 12%	3 24%	-	20 11%	7 21%	3 8%	6 24%	7 26%	2 12%	6 34%
Xbox One	225 28%	11 31%	10 26%	12 41%	7 25%	6 35%	6 21%	21 29%	6 26%	7 21%	25 33%o	9 35%	9 31%	5 41%	8 74%	34 18%	10 28%	15 45%	7 27%	7 24%	8 44%	4 25%
Nintendo Switch	135 17%	6 17%	6 17%	8 27%	2 6%	1 5%	3 10%	16 23%	9 35%	4 11%	13 17%	4 18%	4 13%	2 17%	1 14%	27 15%	8 21%	6 19%	5 18%	4 13%	4 21%	4 23%
Nintendo Wii	154 19%	3 10%	12 33%	2 6%	5 18%	1 7%	6 22%	21 28%j	4 14%	12 34%jo	9 12%	4 17%	6 22%	2 13%	1 14%	32 17%	13 36%	2 6%	7 25%	3 11%	6 33%	3 20%
Nintendo Wii U	42 5%	1 3%	3 8%	-	3 10%	1 4%	2 7%	2 2%	1 2%	1 4%	8 10%	-	2 6%	-	-	12 6%	4 12%	-	-	3 10%	-	1 7%
Sony PS Vita	17 2%	-	2 5%	3 11%	1 2%	2 11%	1 4%	1 1%	1 6%	-	-	-	-	-	1 8%	2 1%	1 2%	2 6%	-	-	1 4%	-
Sony PSP	30 4%	-	2 6%	4 12%	-	2 11%	3 9%	1 2%	2 7%	-	1 2%	-	3 9%	-	-	8 4%	2 5%	1 3%	-	1 3%	-	2 13%
Nintendo DS	49 6%	4 13%	3 8%	3 12%	1 5%	-	1 3%	3 4%	1 5%	4 12%	6 8%	-	1 4%	-	-	13 7%	3 9%	-	1 3%	1 3%	-	2 13%
Nintendo 2DS or 3DS	69 9%	2 7%	3 8%	-	2 8%	-	1 2%	7 9%	2 7%	4 13%	8 10%	3 11%	1 4%	-	-	19 11%	6 18%	3 8%	5 18%	2 7%	-	2 9%
Other (Please specify)	49 6%	1 2%	3 7%	1 3%	3 13%	-	7 23%	2 3%	1 4%	4 11%	1 2%	2 8%	1 5%	1 8%	1 6%	12 7%	-	5 16%	2 8%	1 2%	-	1 7%
NET: Sony	437 55%	20 58%	20 52%	19 65%	14 55%	10 58%	12 40%	34 47%	15 60%	17 51%	41 53%	11 48%	17 61%	4 35%	3 31%	116 63%	21 60%	17 52%	11 43%	16 56%	9 51%	9 54%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 326

**Q.24 What type of games console do you use for playing games?****Base: All who play games on a games console**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	798	34**	38**	29**	26**	16**	29**	73*	25**	34*	78*	24**	28**	12**	10**	185	35**	33**	26**	28**	18**	17**
NET: Xbox	319 40%	14 40%	15 39%	14 49%	8 31%	7 45%	9 31%	31 43%o	8 32%	13 39%	41 53%o	14 57%	10 36%	6 49%	8 74%	48 26%	15 42%	15 45%	13 51%	13 47%	9 51%	9 53%
NET: Nintendo	319 40%	13 39%	18 48%	8 29%	10 39%	3 16%	11 37%	31 43%o	12 47%	20 57%	29 38%	7 31%	9 34%	4 30%	3 28%	77 42%	21 60%	7 22%	11 44%	7 27%	9 47%	6 37%
NET: Gen 4 console	575 72%	28 83%	24 63%	28 95%	16 60%	14 83%	14 50%	53 73%	18 73%	19 55%	57 73%	17 70%	20 72%	9 76%	9 89%	136 74%ci	24 68%	29 89%	13 51%	20 70%	15 80%	12 72%
NET: Gen 3 console	442 55%	20 58%	19 52%	19 65%	17 62%	10 58%	12 42%	34 47%	14 57%	18 52%	46 59%	11 48%	15 55%	4 35%	3 31%	114 62%	22 63%	17 52%	11 43%	16 56%	9 51%	10 60%
NET: Handheld only	107 13%	5 16%	6 17%	3 12%	4 13%	-	1 5%	8 11%	3 10%	8 24%	14 18%	3 11%	2 8%	-	-	29 16%	7 20%	3 8%	5 21%	3 10%	-	2 13%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 327  
Q.24 What type of games console do you use for playing games?  
Base: All who play games on a games console

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	763	107	100	107	59	92	119	105	141	170	76	93	136	79	479	267	376	168	217	141	98	112	54	64	92
Weighted base	798	128*	116*	119*	68*	104*	133*	124*	160	188	89*	109*	148	91*	515	302	417	197	244	164	113*	129*	59*	74*	97*
Sony PlayStation 3	122 15%	22 17%	16 14%	25 21%	16 24%b	23 23%b	26 19%	25 21%	31 19%	29 15%	14 16%	18 17%	33 22%bi	15 17%	80 16%	48 16%	67 16%	31 16%	38 16%	28 17%	15 13%	27 21%t	12 20%	13 18%	19 19%
Sony PlayStation 4	353 44%	74 57%	64 55%	56 47%	32 48%	54 52%	70 53%	73 59%c	84 53%	100 53%	49 56%	60 55%	74 50%	49 54%	232 45%	160 53%np	196 47%	111 57%np	113 46%	81 50%	51 45%	62 48%	30 50%	37 50%	46 48%
Xbox 360	134 17%	20 16%	19 16%	18 15%	16 24%	23 22%	23 17%	30 24%bci	29 18%	32 17%	15 17%	26 24%j	26 18%	19 21%	87 17%	49 16%	63 15%	31 16%	47 19%	27 16%	23%op	24 19%	14 24%	16 22%	18 18%
Xbox One	225 28%	28 22%	18 16%	24 20%	16 23%	21 21%	27 20%	27 22%	42 26%b	46 24%b	25 28%b	32 29%b	23 22%	23 26%b	143 28%t	85 28%t	120 29%t	51 26%t	72 30%t	47 29%t	19 17%	33 26%t	11 18%	14 19%	23 24%
Nintendo Switch	135 17%	19 15%	20 17%	17 15%	13 20%	19 19%	20 15%	21 17%	33 21%	33 17%	21 24%cl	20 18%	22 15%	17 19%	89 17%	52 17%	70 17%	39 20%	46 19%	28 17%	18 16%	25 20%	14 23%	19 26%tx	16 16%
Nintendo Wii	154 19%	17 13%	17 15%	16 13%	6 9%	17 17%dm	16 12%	20 16%am	27 17%am	34 18%fjm	9 10%	15 13%	25 17%am	8 9%	102 20%	51 17%	80 19%	34 17%	42 17%	29 18%	18 16%	20 16%	8 14%	15 20%	20 20%
Nintendo Wii U	42 5%	11 9%	11 10%	9 7%	7 10%	12 11%	10 8%	10 8%	16 10%	16 8%	7 7%	10 9%	14 10%	8 9%	28 5%	21 7%	24 6%	14 7%	20 8%	9 5%	6 6%	7 6%	6 10%	6 8%	7 8%
Sony PS Vita	17 2%	7 6%	5 5%	8 6%	6 9%	5 5%	6 5%	8 6%	7 4%	7 4%	5 6%	5 5%	7 5%	5 6%	14 3%	9 3%	11 3%	8 4%	8 3%	5 3%	3 3%	5 4%	6 11%nopqrs tu	5 7%	5 5%
Sony PSP	30 4%	7 6%	9 8%	12 10%	5 7%	7 7%	9 7%	9 8%	9 6%	13 7%	7 8%	7 6%	8 6%	8 9%	24 5%	20 7%	20 5%	14 7%r	9 4%	7 4%	10 9%r	7 6%	6 10%r	7 9%	5 5%
Nintendo DS	49 6%	10 8%	9 7%	8 7%	5 7%	8 5%	7 5%	10 8%	12 8%	14 8%	10 11%	12 11%	10 7%	7 8%	35 7%	23 8%	26 6%	15 8%	14 6%	9 5%	8 7%	10 8%	7 11%	9 12%rs	8 8%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 327  
**Q.24 What type of games console do you use for playing games?**  
**Base: All who play games on a games console**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	798	128*	116*	119*	68*	104*	133*	124*	160	188	89*	109*	148	91*	515	302	417	197	244	164	113*	129*	59*	74*	97*
Nintendo 2DS or 3DS	69	9	7	7	3	5	14	13	13	15	5	10	12	6	46	31	43	17	20	10	5	6	1	2	9
	9%	7%	6%	6%	4%	5%	11% <sup>cde</sup>	10%	8%	8%	6%	9%	8%	7%	9% <sup>v</sup>	10% <sup>tuvw</sup>	10% <sup>uvw</sup>	9% <sup>v</sup>	8% <sup>v</sup>	6%	5%	5%	1%	3%	9% <sup>uvw</sup>
Other (Please specify)	49	3	4	3	4	4	8	4	4	11	2	5	9	3	33	14	24	9	17	7	10	7	2	1	5
	6%	3%	3%	2%	6%	4%	6% <sup>c</sup>	3%	3%	6%	3%	4%	6%	3%	6%	4%	6%	4%	7% <sup>w</sup>	4%	9% <sup>uw</sup>	5% <sup>w</sup>	3%	1%	5%
NET: Sony	437	91	78	80	47	71	91	91	105	122	60	71	97	63	289	190	243	133	138	100	65	81	38	49	61
	55%	71%	68%	67%	69%	68%	69%	73%	66%	65%	68%	65%	66%	69%	56%	63% <sup>n</sup>	58%	68% <sup>nprt</sup>	57%	61%	57%	63%	64%	66%	63%
NET: Xbox	319	45	36	40	28	40	47	53	62	70	35	49	53	40	210	117	168	69	101	62	41	54	23	29	38
	40%	35%	31%	34%	42%	38%	36%	43% <sup>bc</sup>	39%	37%	39%	45% <sup>bc</sup>	36%	44% <sup>bc</sup>	41%	39%	40%	35%	41%	38%	36%	42%	39%	40%	39%
NET: Nintendo	319	47	46	40	22	42	48	46	65	75	35	41	57	33	215	126	175	86	99	67	39	47	27	36	42
	40%	36%	40%	33%	33%	40%	36%	37%	41%	40%	39%	37%	39%	36%	42%	42%	42%	44% <sup>t</sup>	41%	41%	34%	37%	45%	48% <sup>tu</sup>	44%
NET: Gen 4 console	575	100	86	83	47	78	100	98	127	150	72	90	110	75	371	238	312	157	185	126	74	91	41	53	66
	72%	78%	74%	69%	70%	75%	76%	79% <sup>c</sup>	79% <sup>c</sup>	80% <sup>c</sup>	81% <sup>cd</sup>	82% <sup>cd</sup>	74%	82% <sup>cd</sup>	72%	79% <sup>ntux</sup>	75% <sup>nt</sup>	80% <sup>ntux</sup>	76% <sup>t</sup>	77% <sup>t</sup>	65%	70%	69%	71%	68%
NET: Gen 3 console	442	92	78	79	47	73	91	92	107	121	62	76	97	62	290	189	242	134	140	98	62	81	38	48	60
	55%	72%	68%	66%	69%	70%	69%	74% <sup>il</sup>	67%	64%	69%	69%	66%	68%	56%	63% <sup>n</sup>	58%	68% <sup>nprt</sup>	57%	60%	55%	63%	64%	65%	62%
NET: Handheld only	107	18	15	15	8	13	21	19	20	27	14	19	21	13	75	49	65	30	31	17	11	14	7	10	15
	13%	14%	13%	12%	11%	13%	16%	16%	13%	14%	16%	18%	14%	15%	15%	16% <sup>s</sup>	16%	15%	13%	10%	10%	11%	12%	13%	16%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 328

**Q.24 What type of games console do you use for playing games?****Base: All who play games on a games console**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	763	268	369	237	253	413	298	304	189	418	101	703	678	635	510	688	735	684	763	569	472
Weighted base	798	292	387	259	257	437	319	319	196	439	105*	736	709	670	542	713	772	718	798	584	498
Sony PlayStation 3	122	40	59	32	46	122	41	53	34	66	16	108	111	101	78	109	118	105	122	94	75
	15%	14%	15%	12%	18%	28%fg	13%	16%	17%	15%	15%	15%	16%	15%	14%	15%	15%	15%	15%	16%	15%
Sony PlayStation 4	353	137	185	120	117	353	78	119	88	185	55	332	307	319	265	316	343	326	353	262	247
	44%	47%	48%	46%	46%	81%fg	24%	38%fg	45%	42%	53%	45%fg	43%	48%klop	49%klop	44%	44%	45%	44%	45%	50%st
Xbox 360	134	37	80	49	60	56	134	56	28	81	19	122	121	117	91	120	131	123	134	107	96
	17%	12%	21%a	19%	23%	13%	42%eg	17%e	14%	18%	18%	17%	17%	17%	17%	17%	17%	17%	17%	18%	19%
Xbox One	225	82	115	62	70	60	225	66	44	140	29	207	196	193	157	202	214	202	225	168	153
	28%	28%	30%	24%	27%	14%	70%eg	21%e	22%	32%h	28%	28%	28%	29%	29%	28%	28%	28%	28%	29%	31%
Nintendo Switch	135	58	70	52	50	71	51	135	30	77	19	121	121	122	110	128	132	131	135	106	87
	17%	20%	18%	20%	20%	16%	16%	42%ef	15%	18%	18%	16%	17%	18%k	20%klop	18%k	17%	18%r	17%	18%	17%
Nintendo Wii	154	53	73	58	56	62	49	154	42	89	10	146	142	122	89	142	151	140	154	120	85
	19%	18%	19%	22%	22%	14%	15%	48%ef	21%j	20%j	9%	20%n	20%n	18%	16%	20%mn	20%n	20%	19%	21%t	17%
Nintendo Wii U	42	15	22	19	18	29	16	42	4	30	7	41	37	39	32	40	41	39	42	38	32
	5%	5%	6%	7%	7%	7%	5%	13%ef	2%	7%h	6%	6%	5%	6%	6%	6%	5%	5%	5%	7%	6%
Sony PS Vita	17	9	12	4	9	17	6	12	3	11	3	16	15	15	16	15	17	17	17	14	14
	2%	3%	3%	2%	4%	4%	2%	4%	2%	2%	3%	2%	2%	2%	3%	2%	2%	2%	2%	2%	3%
Sony PSP	30	11	16	9	16	30	15	21	3	21	5	30	28	28	19	30	30	27	30	24	22
	4%	4%	4%	4%	6%	7%	5%	7%	2%	5%	5%	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%
Nintendo DS	49	22	27	18	18	32	20	49	7	30	6	46	45	41	35	43	49	48	49	41	32
	6%	8%	7%	7%	7%	7%	6%	15%ef	3%	7%	6%	6%	6%	6%	6%	6%	6%	7%	6%	7%	7%
Nintendo 2DS or 3DS	69	31	36	27	27	48	37	69	14	44	7	64	57	60	57	64	69	69	69	62	54
	9%	11%	9%	10%	10%	11%	11%	22%ef	7%	10%	7%	9%	8%	9%	11%kimp	9%	9%	10%r	9%	11%	11%
Other (Please specify)	49	15	18	13	17	10	10	17	16	21	8	43	41	33	24	42	46	40	49	34	18
	6%	5%	5%	5%	7%	2%	3%	5%e	8%	5%	7%	6%n	6%	5%	4%	6%mn	6%mn	6%	6%	6%t	4%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 328  
**Q.24 What type of games console do you use for playing games?**  
**Base: All who play games on a games console**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	798	292	387	259	257	437	319	319	196	439	105*	736	709	670	542	713	772	718	798	584	498
NET: Sony	437	163	227	139	152	437	103	153	114	229	65	409	384	386	316	390	424	400	437	322	296
		55%	56%	59%	54%	59%	100%fg	32%	48%f	58%	52%	62%	56%	54%	58%lop	58%lop	55%	55%	56%	55%	60% <sup>s</sup>
NET: Xbox	319	106	174	98	111	103	319	104	66	194	41	292	282	276	220	286	307	289	319	241	217
		40%	36%	45% <sup>a</sup>	38%	43%	24%	100% <sup>eg</sup>	33% <sup>e</sup>	34%	44% <sup>h</sup>	39%	40%	40%	41%	40%	40%	40%	40%	41%	44%
NET: Nintendo	319	128	152	126	107	153	104	319	80	180	32	292	287	266	217	294	311	299	319	252	195
		40%	44%	39%	49%	42%	35%	32%	100% <sup>ef</sup>	41%	41%	30%	40%	41%	40%	41% <sup>k</sup>	40%	42% <sup>r</sup>	40%	43% <sup>t</sup>	39%
NET: Gen 4 console	575	217	290	184	180	364	253	205	133	323	80	531	503	507	420	518	556	524	575	426	386
		72%	74%	75%	71%	70%	83% <sup>g</sup>	79% <sup>g</sup>	64%	67%	74%	77%	72%	71%	76% <sup>klop</sup>	77% <sup>klop</sup>	73% <sup>l</sup>	72%	73%	72%	73% <sup>s</sup>
NET: Gen 3 console	442	166	228	145	150	428	108	161	114	231	68	414	388	389	321	392	429	405	442	328	302
		55%	57%	59%	56%	58%	98% <sup>fg</sup>	34%	50% <sup>f</sup>	58%	53%	65%	56%	55%	58% <sup>lop</sup>	59% <sup>lop</sup>	55%	56%	56%	55%	61% <sup>s</sup>
NET: Handheld only	107	51	55	43	39	70	53	107	17	68	13	99	92	92	84	98	107	106	107	94	77
		13%	18%	14%	17%	15%	16%	16%	34% <sup>ef</sup>	8%	16% <sup>h</sup>	13%	13%	13%	14%	16% <sup>kl</sup>	14%	14%	15% <sup>r</sup>	13%	16%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 329  
**Q.25 Which of these fixed broadband services does your household have?**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: Any broadband	1288	665	622	174	298	261	240	150	165	350	366	276	295	108	45	138	103	121	97	64	118	188	163	110	32
	93%	94%	91%	84%	95% <sup>d</sup>	92% <sup>d</sup>	94% <sup>d</sup>	96% <sup>d</sup>	95% <sup>d</sup>	92%	92%	93%	93%	94%	94%	93%	89%	93%	88%	96%	95%	92%	94%	94%	89%
Standard broadband - Broadband through a phone line or cable service - which is not superfast, so the download speed is less than 30MB/second	384	197	187	56	95	64	66	45	58	106	102	74	103	29	8	35	36	24	29	14	37	70	61	31	9
	28%	28%	26%	27%	30%	22%	26%	29%	33% <sup>f</sup>	26%	26%	25%	32%	25%	16%	24%	31% <sup>r</sup>	18%	27%	21%	30% <sup>r</sup>	35% <sup>or</sup>	35% <sup>or</sup>	27%	26%
Superfast broadband - A premium service that delivers higher speeds through either fibre optic or cable service - so the download speed is 30MB/second or higher	749	385	365	93	161	162	145	93	95	203	221	158	167	69	30	84	56	73	58	41	74	94	85	65	20
	54%	54%	54%	45%	51%	57% <sup>d</sup>	57% <sup>d</sup>	59% <sup>d</sup>	54%	53%	56%	53%	52%	60% <sup>v</sup>	62%	57%	48%	56%	52%	61%	59% <sup>v</sup>	46%	49%	56%	56%
Ultrafast broadband - the download speed is 100MB/second or higher	154	84	70	24	41	36	29	12	12	41	43	44	26	10	8	19	11	24	10	9	7	23	17	13	2
	11%	12%	10%	12%	13% <sup>i</sup>	13%	11%	8%	7%	11%	11%	15% <sup>m</sup>	8%	9%	16%	13%	9%	18% <sup>uw</sup>	9%	14%	6%	11%	10%	11%	7%
Don't have broadband at home	17	10	7	2	4	6	3	2	1	1	4	4	9	*	1	3	1	2	2	*	1	3	*	2	-
	1%	1%	1%	1%	1%	2%	1%	1%	*	*	1%	1%	3% <sup>j</sup>	*	2%	2%	1%	2%	2%	*	1%	1%	*	2%	-
Don't know	86	34	52	31	12	17	12	5	9	28	26	17	15	7	2	8	12	7	10	2	5	13	10	5	4
	6%	5%	8%	15% <sup>e</sup> <sup>f</sup> <sup>g</sup> <sup>h</sup>	4%	6%	5%	3%	5%	7%	7%	6%	5%	6%	5%	5%	10%	6%	9%	3%	4%	6%	6%	4%	11%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 330  
**Q.25 Which of these fixed broadband services does your household have?**  
 Base: All gamers

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: Any broadband	1288	853	251	183	319	163	200	89	13	940	704	576	1136	136	833	448	366	224	168	217	165	95	185	224	219	307	283
	93%	94% <sup>b</sup>	86%	96% <sup>b</sup>	92%	91%	94%	96%	91%	93%	91%	94%	93%	91%	91%	96% <sup>n</sup>	96% <sup>n</sup>	94%	97% <sup>n</sup>	97% <sup>n</sup>	94%	95%	92%	97% <sup>v</sup>	93%	94%	96%
Standard broadband - Broadband through a phone line or cable service - which is not superfast, so the download speed is less than 30MB/second	384	239	78	68	88	41	55	24	5	286	201	180	343	38	277	107	86	53	41	48	39	23	60	59	70	91	76
	28%	26%	27%	35% <sup>a</sup>	26%	23%	26%	26%	33%	28%	26%	29%	28%	25%	30% <sup>o</sup>	23%	22%	22%	24%	22%	22%	23%	30%	26%	30%	28%	26%
Superfast broadband - A premium service that delivers higher speeds through either fibre optic or cable service - so the download speed is 30MB/second or higher	749	502	143	104	201	103	126	55	5	534	413	332	665	74	462	281	226	145	104	132	108	62	105	145	118	176	169
	54%	55%	49%	54%	58%	57%	59%	59%	39%	53%	54%	54%	54%	50%	51%	60% <sup>n</sup>	59% <sup>n</sup>	61% <sup>n</sup>	60% <sup>n</sup>	59% <sup>n</sup>	61% <sup>n</sup>	62%	52%	63% <sup>vxy</sup>	50%	54%	57%
Ultrafast broadband - the download speed is 100MB/second or higher	154	112	30	12	30	19	19	11	3	120	90	64	128	24	93	59	54	27	23	36	18	11	19	20	31	41	38
	11%	12% <sup>c</sup>	10%	6%	9%	10%	9%	12%	19%	12%	12%	10%	10%	16%	10%	13%	14%	11%	13%	16% <sup>n</sup>	10%	11%	9%	9%	13%	12%	13%
Don't have broadband at home	17	8	9	-	8	7	2	1	1	9	15	2	16	2	11	6	3	3	3	1	3	1	9	3	2	1	1
	1%	1%	3% <sup>ac</sup>	-	2% <sup>fi</sup>	4% <sup>fi</sup>	1%	1%	4%	1%	2% <sup>ak</sup>	*	1%	1%	1%	1%	1%	1%	2%	*	2%	1%	5% <sup>xyz</sup>	1%	1%	*	*
Don't know	86	48	31	7	18	9	10	3	1	61	51	34	73	11	69	14	13	11	3	6	8	4	7	4	16	19	12
	6%	5%	11% <sup>ac</sup>	4%	5%	5%	5%	3%	5%	6%	7%	6%	6%	8%	8% <sup>oprs</sup>	3%	3%	4%	2%	3%	4%	4%	3%	2%	7% <sup>w</sup>	6% <sup>w</sup>	4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 331

**Q.25 Which of these fixed broadband services does your household have?****Base: All gamers**

	City																					
	Total	Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: Any broadband	1288	53 93%	49 95%	44 93%	47 84%	22 93%	44 91%	113 93%	43 96%	56 89%	110 94%	45 95%	44 90%	26 93%	21 100%	310 93%	46 96%	49 92%	40 96%	48 95%	32 89%	46 91%
Standard broadband - Broadband through a phone line or cable service - which is not superfast, so the download speed is less than 30MB/second	384	10 28%	15 18%	9 29%	20 18%	4 35%j	16 18%	28 34%	13 23%	15 23%	22 19%	20 42%acgj	11 23%	13 45%	7 32%	110 33%aj	12 26%	13 24%	16 38%aj	9 18%	9 26%	13 25%
Superfast broadband - A premium service that delivers higher speeds through either fibre optic or cable service - so the download speed is 30MB/second or higher	749	37 54%	27 65%o	31 53%	25 66%o	13 44%	23 55%	70 48%	25 58%	34 57%	65 54%	25 52%	31 63%	12 42%	12 54%	162 48%	29 60%	26 49%	24 58%	29 59%	20 56%	29 57%
Ultrafast broadband - the download speed is 100MB/second or higher	154	5 11%	7 9%	4 13%kr	3 9%	5 20%	4 9%	15 12%kr	4 9%	7 12%kr	24 20%dklor	1 1%	2 4%	2 5%	3 14%	38 11%kr	5 10%	10 19%dklr	-	9 18%klr	2 7%	5 9%
Don't have broadband at home	17	* 1%	-	1 2%	1 1%	1 3%	2 3%	3 2%	-	1 1%	2 2%	-	-	-	5 1%	-	2 4%	-	-	* 1%	-	-
Don't know	86	4 6%	2 8%	2 5%	8 15%gjo	1 4%	3 6%	6 5%	2 4%	6 10%	5 4%	2 5%	5 10%	2 7%	-	20 6%	2 4%	2 3%	2 4%	2 5%	4 11%	5 9%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 332  
**Q.25 Which of these fixed broadband services does your household have?**  
 Base: All gamers

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: Any broadband	1288	152	148	156	90	152	175	159	202	250	116	134	189	101	761	402	593	244	325	203	151	159	73	83	114
	93%	96%	95%	93%	94%	93%	94%	94%	93%	95%	99% hil	97% l	92%	99% ghil	93%	94%	93%	93%	95%	98% u	97%	94%	96%	96%	95%
Standard broadband - Broadband through a phone line or cable service - which is not superfast - so the download speed is less than 30MB/second	384	49	54	42	27	43	52	52	62	81	39	37	54	24	211	113	166	72	86	60	43	47	19	24	31
	28%	31%	35% clm	25%	28%	26%	28%	31%	28%	31%	33%	27%	26%	24%	26%	26%	26%	27%	25%	29%	28%	28%	25%	27%	26%
Superfast broadband - A premium service that delivers higher speeds through either fibre optic or cable service - so the download speed is 30MB/second or higher	749	85	80	97	55	95	103	88	122	143	65	84	114	70	454	232	352	140	200	120	84	89	38	45	63
	54%	54%	51%	58%	57%	58%	56%	52%	56%	54%	55%	61% ab	56%	69% j	56%	54%	55%	53%	58%	58%	54%	53%	50%	52%	53%
Ultrafast broadband - the download speed is 100MB/second or higher	154	17	14	16	8	14	19	19	18	26	12	13	21	7	96	57	75	33	39	23	24	23	16	15	20
	11%	11%	9%	10%	9%	9%	10%	11%	8%	10%	11%	10%	10%	6%	12%	13%	12%	13%	11%	11%	15%	14%	21% nprs	17%	16%
Don't have broadband at home	17	2	1	-	-	2	4	2	2	6	1	-	3	1	9	5	10	3	5	2	1	3	-	2	1
	1%	1%	1%	-	-	1%	2%	1%	1%	2%	1%	-	2%	1%	1%	1%	2%	1%	1%	1%	1%	2%	-	2%	1%
Don't know	86	4	7	11	6	9	6	8	13	8	1	4	13	*	46	21	34	14	13	3	3	8	3	1	4
	6%	2%	5% jm	7% ijm	6% jm	5% jm	3%	5% jm	6% jm	3%	1%	3% j	6% ijm	*	6% s	5% s	5% s	5% s	4% s	1%	2%	4% s	4%	1%	4%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 333  
Q.25 Which of these fixed broadband services does your household have?  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Any broadband	1288	440	560	399	396	408	302	292	384	749	154	1183	1144	987	730	1154	1210	1133	1032	966	598
	93%	92%	92%	94%	94%	94%	95%	92%	100%	100%	100%	93%	93%	93%	94%	93%	93%	92%	93%	93%	93%
Standard broadband - Broadband through a phone line or cable service - which is not superfast, so the download speed is less than 30MB/second	384	131	156	122	97	114	66	80	384	-	-	354	346	278	199	330	359	330	296	282	150
	28%	28%	26%	29%	23%	26%	21%	25%	100%ij	-	-	28%o	28%mo	26%	26%	27%	27%	27%	27%	27%	23%
Superfast broadband - A premium service that delivers higher speeds through either fibre optic or cable service - so the download speed is 30MB/second or higher	749	259	326	233	247	229	194	180	-	749	-	687	664	581	433	690	700	660	600	572	353
	54%	54%	54%	55%	59%	52%	61%e	56%	-	100%hj	-	54%	54%	55%	55%	56%klp	54%	54%	54%	55%	55%
Ultrafast broadband - the download speed is 100MB/second or higher	154	50	77	44	52	65	41	32	-	-	154	141	135	127	98	134	151	143	136	112	96
	11%	10%	13%	10%	12%	15%g	13%	10%	-	-	100%hi	11%	11%	12%o	13%	11%	12%o	12%	12%	11%	15%t
Don't have broadband at home	17	5	9	5	2	3	3	5	-	-	-	16	17	12	7	14	16	15	13	13	6
	1%	1%	1%	1%	1%	1%	1%	1%	-	-	-	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
Don't know	86	32	40	21	23	25	14	22	-	-	-	78	73	60	43	71	81	81	66	63	41
	6%	7%	7%	5%	5%	6%	4%	7%	-	-	-	6%	6%	6%	6%	6%	6%	7%	6%	6%	6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 334  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Summary**  
**Base: All gamers**

	Activities					
	Watch live TV	Listen to live radio	Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video	Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music	Watch catch-up TV services	Watch online video clips e.g. YouTube
Unweighted base	1374	1374	1374	1374	1374	1374
Weighted base	1391	1391	1391	1391	1391	1391
Several times a day	529 38%	339 24%	228 16%	224 16%	145 10%	306 22%
Once a day	268 19%	255 18%	207 15%	120 9%	193 14%	214 15%
Several times a week	203 15%	294 21%	337 24%	212 15%	404 29%	352 25%
Once a week	71 5%	76 5%	80 6%	39 3%	154 11%	112 8%
Several times a month	79 6%	95 7%	92 7%	53 4%	145 10%	140 10%
Once a month	32 2%	30 2%	36 3%	22 2%	58 4%	49 4%
Less often	94 7%	145 10%	79 6%	110 8%	140 10%	136 10%
Never	104 8%	145 10%	319 23%	593 43%	141 10%	76 5%
Don't know	10 1%	13 1%	13 1%	18 1%	12 1%	7 *
NET: At least daily	797 57%	594 43%	435 31%	345 25%	338 24%	520 37%
NET: At least weekly	1072 77%	963 69%	852 61%	596 43%	896 64%	984 71%
NET: At least monthly	1183 85%	1089 78%	980 70%	670 48%	1099 79%	1173 84%
NET: Ever	1277 92%	1234 89%	1059 76%	780 56%	1238 89%	1308 94%

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 335  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	529 38%	262 37%	268 39%	36 17%	81 26% <sup>d</sup>	95 33% <sup>d</sup>	124 49% <sup>def</sup>	76 48% <sup>def</sup>	119 68% <sup>def</sup>	143 38%	126 32%	126 43% <sup>k</sup>	134 42% <sup>k</sup>	31 27%	27 56% <sup>nvx</sup>	57 39%	49 42% <sup>nvx</sup>	53 41% <sup>n</sup>	56 51% <sup>nvx</sup>	24 37%	51 41% <sup>n</sup>	60 29%	67 39%	33 28%	20 56% <sup>nvx</sup>
Once a day	268 19%	159 22% <sup>b</sup>	109 16%	42 21%	54 17%	62 22%	50 20%	32 21%	27 15%	79 21%	79 20%	58 20%	52 16%	27 23%	7 14%	33 22%	25 21%	25 19%	21 19%	17 25%	17 14%	43 21%	29 17%	23 19%	3 9%
Several times a week	203 15%	117 17%	86 13%	32 16% <sup>gi</sup>	67 21% <sup>ghi</sup>	50 18% <sup>gi</sup>	20 8%	20 13%	13 7%	54 14%	70 18%	40 14%	39 12%	19 16% <sup>s</sup>	7 15%	22 15% <sup>s</sup>	15 13%	17 13%	6 5%	6 9%	27 22% <sup>st</sup>	37 18% <sup>s</sup>	26 15% <sup>s</sup>	17 14% <sup>s</sup>	3 9%
Once a week	71 5%	39 5%	32 5%	14 7% <sup>i</sup>	20 6% <sup>i</sup>	15 5%	12 5%	7 5%	3 2%	24 6%	16 4%	16 5%	15 5%	7 6%	1 2%	5 4%	8 6%	8 6%	4 3%	4 6%	8 6%	12 6%	8 4%	4 4%	3 7%
Several times a month	79 6%	34 5%	45 7%	19 9% <sup>f</sup>	20 6%	8 3%	16 6%	10 6%	7 4%	20 5%	32 8% <sup>l</sup>	12 4%	15 5%	10 9%	1 2%	6 4%	4 5%	7 3%	3 10%	6 10%	8 6%	12 6%	15 9%	5 4%	1 3%
Once a month	32 2%	11 2%	21 3%	17 8% <sup>efgh</sup>	6 2%	3 1%	5 2%	2 1%	-	10 3%	7 2%	7 2%	8 3%	2 2%	-	2 1%	1 1%	2 1%	-	1 1%	2 2%	10 5% <sup>s</sup>	6 3%	5 5% <sup>s</sup>	1 3%
Less often	94 7%	38 5%	57 8% <sup>a</sup>	29 14% <sup>fghi</sup>	28 9% <sup>hi</sup>	18 6%	11 4%	4 3%	4 2%	25 7%	31 8%	17 6%	20 6%	7 6%	13 2%	13 9%	6 5%	8 6%	12 11%	3 4%	7 5%	11 5%	12 7%	14 12%	1 4%
Never	104 8%	44 6%	61 9%	15 7% <sup>i</sup>	37 12% <sup>ghi</sup>	30 11% <sup>ghi</sup>	14 5% <sup>i</sup>	6 4%	2 1%	22 6%	34 9%	18 6%	31 10%	11 10%	3 7%	9 6%	8 7%	11 8%	8 8%	5 7%	5 4%	17 8%	10 6%	13 12% <sup>u</sup>	3 9%
Don't know	10 1%	6 1%	3 *	3 2%	1 *	3 1%	3 1%	-	-	3 1%	2 *	2 1%	4 1%	1 1%	1 2%	1 *	1 1%	*	1 1%	1 2%	-	1 *	1 *	2 2%	-
NET: At least daily	797 57%	421 59%	377 55%	78 38%	135 43%	157 55% <sup>de</sup>	174 68% <sup>def</sup>	108 69% <sup>def</sup>	145 84% <sup>def</sup>	222 59%	205 52%	184 62% <sup>k</sup>	186 58%	58 50%	34 70% <sup>nvx</sup>	90 60%	74 63% <sup>vx</sup>	78 59%	77 70% <sup>nuv</sup>	41 61%	68 55%	103 51%	96 55%	56 48%	23 64%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 335  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	1072 77%	577 81%b	495 73%	124 60%	223 71%d	222 78%d	206 81%de	135 86%def	161 93%def	300 79%	291 73%	241 81%k	240 75%	84 73%	43 88%x	117 79%x	96 83%x	103 79%x	86 78%	51 76%	103 83%x	153 75%	130 75%	77 66%	29 80%
NET: At least monthly	1183 85%	622 88%b	561 82%	160 77%	248 79%	234 82%	227 89%def	147 94%def	168 96%def	329 87%	330 83%	260 88%	264 83%	97 84%	43 89%	125 84%	101 87%x	112 86%	89 81%	58 87%	113 91%sx	175 86%x	151 87%x	87 75%	31 87%
NET: Ever	1277 92%	660 93%	617 91%	188 91%	276 88%	251 88%	238 94%e	151 96%ef	172 99%def	355 94%	361 91%	277 93%	284 89%	103 90%	44 91%	139 93%	107 92%	120 92%	101 92%	61 91%	120 96%x	186 91%	163 94%	101 87%	33 91%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 336  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	529 38%	305 34%	98 34%	127 67%ab	157 46%i	75 42%	111 53%dei	45 49%i	3 20%	365 36%	329 43%k	200 33%	492 40%am	36 24%	352 39%r	173 37%rs	153 40%ors	110 47%no	47 27%	70 32%	81 46%oprs	52 52%no	81 40%	103 45%z	97 41%z	132 41%z	92 31%
Once a day	268 19%	190 21%	50 17%	28 15%	54 16%	22 13%	34 16%	23 25%def	4 27%	208 21%e	125 16%	140 23%j	238 19%	24 16%	173 19%	93 20%	79 21%	43 18%	34 20%	55 24%	32 18%	15 15%	34 17%	38 17%	41 17%	57 17%	68 23%
Several times a week	203 15%	146 16%c	40 14%	17 9%	31 9%	15 8%	18 8%	7 7%	-	160 16%defg	99 13%	102 17%	167 14%	31 21%l	129 14%	69 15%p	50 13%	33 14%	33 19%su	27 12%	28 16%	9 9%	24 12%	18 8%	37 15%w	44 14%w	64 22%vwy
Once a week	71 5%	53 6%	13 5%	4 2%	16 5%	6 3%	10 5%	6 6%	1 5%	55 5%	33 4%	39 6%	58 5%	11 8%	44 5%	28 6%	21 5%	14 6%	11 7%	14 6%	12 7%	5 5%	13 6%	15 7%	9 4%	15 5%	16 5%
Several times a month	79 6%	55 6%	18 6%	7 3%	19 6%	11 6%	13 6%	5 5%	1 5%	59 6%	47 6%	32 5%	68 6%	11 7%	53 6%	26 6%p	17 4%	9 4%	13 7% s	8 3%	5 3%	3 3%	10 5%	18 8%	9 4%	20 6%	18 6%
Once a month	32 2%	21 2%	10 3% c	1 1%	11 3% f	8 5% f	2 1%	1 1%	1 5%	19 2%	16 2%	16 3%	26 2%	6 4%	24 3%	8 2%	6 2%	5 2% t	3 1%	5 2%	1 4%	4 4%	*	4 2%	10 4% v	6 2%	8 3%
Less often	94 7%	66 7% c	23 8% c	4 2%	29 9% fg	19 11% fgi	12 6%	3 4%	2 13%	62 6%	54 7%	38 6%	80 7%	13 9%	66 7% t	28 6% t	23 6% qt	9 4%	13 8% t	17 8% t	5 3%	5 5%	12 6%	10 4%	19 8%	22 7%	18 6%
Never	104 8%	66 7% c	36 12% ac	2 1%	27 8% fg	22 12% dfgi	10 5%	3 3%	3 25%	73 7%	59 8%	44 7%	86 7%	16 11%	67 7%	37 8% q	28 7% q	12 5%	18 11% q	24 11% pq	10 6%	6 6%	24 12% xz	22 10% z	14 6%	27 8%	12 4%
Don't know	10 1%	7 1%	3 1%	-	1 *	1 *	* *	* *	-	9 1%	9 1% k	1 *	9 1%	1 1%	5 1%	5 1%	5 1%	2 1%	2 1%	4 2%	1 1%	1 1%	2 1%	2 1%	-	3 1%	-
NET: At least daily	797 57%	494 54%	148 51%	155 81% ab	211 61% e	97 54%	146 69% dei	69 74% dei	6 46%	573 57%	454 59%	340 55%	731 60% m	60 40%	525 58% r	266 57% r	233 61% or	153 65% ors	81 47%	125 56% r	114 65% or	67 67% or	115 57%	141 61%	139 59%	189 58%	160 54%
NET: At least weekly	1072 77%	694 76% b	201 69%	176 93% ab	257 75% e	118 66%	173 82% de	81 87% de	7 51%	788 78% e	586 76%	480 78%	956 78% m	102 68%	699 77%	363 78% r	303 79% rs	201 85% no	125 72% s	166 74%	154 88% no	81 81% s	152 76%	174 75%	185 78%	249 76%	240 81%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 336  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least monthly	1183	770	229	184	287	137	188	87	9	866	648	529	1049	119	775	397	326	215	140	178	160	88	162	197	204	275	266
	85%	85% <sup>b</sup>	79%	96% <sup>ab</sup>	83% <sup>e</sup>	77%	89% <sup>de</sup>	93% <sup>de</sup>	61%	86% <sup>ae</sup>	84%	86%	86%	80%	85%	85% <sup>s</sup>	85% <sup>s</sup>	90% <sup>opr</sup>	81%	80%	91% <sup>nopr</sup>	88%	81%	85%	86%	84%	90% <sup>v</sup>
NET: Ever	1277	836	253	188	317	157	201	90	10	928	702	568	1129	132	841	425	349	224	154	195	165	93	174	207	222	297	284
	92%	92% <sup>b</sup>	87%	99% <sup>ab</sup>	92% <sup>e</sup>	87%	95% <sup>de</sup>	97% <sup>de</sup>	75%	92%	91%	93%	92%	89%	92%	91% <sup>s</sup>	91% <sup>s</sup>	94% <sup>opr</sup>	88%	87%	94% <sup>s</sup>	93%	87%	90%	94% <sup>v</sup>	91%	96% <sup>wy</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 337  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	529 38%	14 24%	14 27%	26 56%abop q	24 43%	8 35%	19 39%	48 40%	16 35%	32 51%aboq	48 41%	24 51%abo	22 45%a	12 42%	4 19%	109 32%	15 31%	16 30%	16 40%	19 37%	20 56%abop q	23 45%a
Once a day	268 19%	12 21%	14 27%	6 13%	14 25%	5 20%	13 26%	26 21%	12 28%	11 17%	20 17%	6 12%	8 17%	4 14%	6 29%	63 19%	8 16%	7 14%	8 18%	12 25%	3 9%	10 19%
Several times a week	203 15%	13 23%l	5 9%	6 12%	6 10%	4 16%	6 12%	17 14%	5 11%	6 9%	18 15%	7 14%	3 7%	2 4%	6 30%	64 19%	11 23%l	7 13%	5 11%	4 9%	3 9%	6 11%
Once a week	71 5%	3 5%	4 8%	1 3%	4 7%	3 12%	1 1%	5 4%	1 2%	1 1%	8 7%	2 4%	2 4%	1 3%	1 5%	21 6%	-	1 2%	3 8%	3 5%	3 7%	5 9%
Several times a month	79 6%	6 10%	5 9%	2 5%	1 2%	1 5%	1 1%	6 5%	3 6%	2 4%	6 5%	2 4%	4 9%	2 5%	4 17%	22 7%	2 5%	3 5%	2 4%	4 8%	1 3%	1 3%
Once a month	32 2%	1 2%	1 2%	-	-	-	1 1%	2 2%	-	-	2 2%	2 3%	3 6%	2 7%	-	11 3%	-	4 7%l	1 4%	1 1%	1 3%	-
Less often	94 7%	5 8%	2 5%	1 2%	3 5%	1 6%	4 8%	10 8%	3 7%	7 11%	8 7%	3 7%	3 7%	3 11%	-	17 5%	8 16%cor sw	10 19%cdjor sw	1 2%	2 4%	1 4%	2 5%
Never	104 8%	4 7%	5 11%	3 7%	4 7%	1 6%	5 11%	6 5%	5 11%	3 4%	8 6%	3 6%	3 5%	2 8%	-	28 8%	4 7%	4 7%	5 12%	4 9%	3 9%	4 8%
Don't know	10 1%	-	1 2%	1 2%	1 1%	-	-	1 1%	-	1 1%	* *	-	-	* 2%	-	1 *	* 1%	2 3%o	* 1%	1 3%o	-	-
NET: At least daily	797 57%	26 45%	28 55%	32 69%aoq	38 68%aoq	13 55%	32 65%	74 61%	28 63%	43 68%aopq	68 58%	29 62%	30 62%	16 56%	10 47%	172 51%	22 47%	23 44%	24 58%	31 62%	23 64%	33 64%
NET: At least weekly	1072 77%	42 73%	37 72%	39 84%q	48 85%q	20 83%	38 79%	96 80%q	34 76%	50 79%q	94 80%q	38 80%q	36 73%	19 67%	18 83%	256 76%q	33 70%	31 59%	32 77%	38 76%	29 80%	43 84%q
NET: At least monthly	1183 85%	49 85%	43 83%	42 89%q	49 87%	21 88%	39 81%	105 86%q	37 81%	52 83%	102 87%q	41 87%	43 88%	23 80%	21 100%	290 86%q	36 75%	37 71%	35 85%	43 85%	31 87%	44 87%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 337

Q.26 How often, if at all, do you watch or listen to any of the following?

Watch live TV

Base: All gamers

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*	
NET: Ever	1277	54	45	42	51	23	43	115	40	60	109	44	47	25	21	307	44	47	36	44	33	46	
		92%	93%	88%	91%	91%	94%	89%	95%	89%	94%	93%	94%	95%	90%	100%	92%	92%	89%	87%	89%	91%	92%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 338  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	529 38%	57 36%	47 30%	62 37%	46 48%bcghl 50%bcghl ij	81 50%bcfgh 42%bh ij	78 42%bh	63 37%h	63 29%	102 39%bh	51 43%bh	61 44%bh	77 37%h	43 42%bh	300 37%pr	154 36%	206 32%	84 32%	105 31%	64 31%	66 42%pqrs	65 38%	28 37%	35 40%	51 42%pqrs
Once a day	268 19%	39 25%	40 25%cf	30 18%	21 22%	36 22%	33 18%	43 25%cf	48 22%	57 21%	26 22%	30 22%	46 23%	22 22%	163 20%	86 20%	135 21%	57 22%	76 22%	42 20%	39 25%	33 20%	21 28%	23 26%	26 22%
Several times a week	203 15%	28 18%	23 15%	27 16%de	8 9%	15 9%	23 12%	25 15%e	36 17%de	35 13%	12 10%	23 17%dej	26 12%	14 14%	119 15%wx	69 16%tvwx	103 16%tvwx	39 15%vwx	67 19%ntuvw x	37 18%tvwx	15 9%	19 11%w	5 6%	4 4%	9 7%
Once a week	71 5%	8 5%	9 6%	9 5%	4 4%	8 5%	8 4%	6 4%	14 7%	13 5%	6 5%	6 4%	10 5%	3 3%	44 5%	26 6%	37 6%	16 6%	17 5%	9 4%	7 5%	8 5%	3 4%	3 3%	8 7%
Several times a month	79 6%	14 9%	16 10%	14 8%	10 11%	14 8%	14 8%	17 10%	22 10%	18 7%	9 7%	8 6%	16 8%	9 9%	51 6%	27 6%	43 7%	21 8%	27 8%	17 8%	11 7%	15 9% x	6 8%	8 9% x	4 3%
Once a month	32 2%	3 2%	5 3%	3 2%	- 1%	1 1%	3 1%	2 1%	6 3%	4 2%	1 1%	1 1%	3 1%	2 2% o	15 2%	4 1%	11 2%	4 1%	3 1%	3 1%	1 1%	2 1%	- -	- -	3 3%
Less often	94 7%	7 4%	7 5%	13 8%	4 4%	7 4%	13 7%	9 5%	16 7%	18 7%	6 5%	4 3%	13 6%	3 3%	64 8%	29 7%	48 7%	16 6%	20 6%	17 8%	7 4%	12 7%	5 7%	7 8%	8 6%
Never	104 8%	3 2%	9 6%eg	8 5%e	2 2%e	1 *	14 7%deg	4 2%	13 6%eg	17 6%eg	6 6%e	4 3%	14 7%e	5 5%e	57 7%	29 7%	52 8%	24 9%	26 8%	20 10%	11 7%	15 9%	7 10%	8 9%	11 9%
Don't know	10 1%	-	1 1%	1 1%	-	-	-	-	-	-	-	-	-	-	5 1%	3 1%	4 1%	2 1%	2 1%	* -	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 338  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	797 57%	96 61%	87 55%	92 55%	68 70%bcfh	117 72%bcfgh 60%h ii	111 63%h	106 51%	110 60%h	159 60%h	77 65%ch	91 66%bch 60%h	123 64%h	65 64%h	463 57%p	240 56%	340 53%	140 54%	181 53%	105 51%	105 67%nopqr su	98 58%	49 65%rs	57 66%pqrs	76 64%pqrs
NET: At least weekly	1072 77%	131 83%	118 75%	128 77%	80 83%	140 86%bcfhi 77% i	142 81%h	138 74%	160 78%	208 78%	95 81%	120 87%bcfhi 77% i	159 87%h	82 81%	626 77%	335 78%	480 75%	196 75%	265 77%	151 73%	127 81%su	125 74%	57 75%	64 73%	94 78%
NET: At least monthly	1183 85%	148 94%	140 89%	145 87%	90 93%f	155 95%bcfhi 86% i	159 86%	157 93%cfhij	188 87%	230 87%	105 90%	129 94%cfhij 87% i	178 87%	94 92%	691 85%	366 86%	534 84%	220 84%	295 86%	170 82%	139 89%	142 84%	63 84%	72 83%	101 84%
NET: Ever	1277 92%	155 98%	147 94%	158 95%	94 98%f	162 100%bcdh 93% ijm	172 93%	166 98%bcfhi	204 94%	248 94%	111 94%	134 97%	190 93%	97 95%	755 93%	395 92%	581 91%	236 90%	315 92%	187 90%	145 93%	154 91%	69 90%	78 91%	108 91%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 339  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Watch live TV  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	529 38%	146 31%	246 40%a	168 39%	189 45%	169 39%f	100 31%	123 39%f	137 36%	297 40%	54 35%	529 41%lmno	492 40%mp	357 34%	253 32%	500 40%mp	491 38%mn	467 38%	424 38%	412 40%t	216 34%
Once a day	268 19%	118 25%b	97 16%	87 20%	77 18%	75 17%	60 19%	52 16%	83 22%	134 18%	35 23%	268 21%mp	253 21%mp	199 19%	155 20%	242 20%	258 20%	234 19%	207 19%	190 18%	120 19%
Several times a week	203 15%	78 16%	78 13%	63 15%	49 12%	75 17%	57 18%	53 17%	58 15%	111 15%	27 17%	203 16%p	185 15%	175 17%lp	125 16%	192 16%p	191 15%	168 14%	167 15%	145 14%	108 17%st
Once a week	71 5%	26 5%	37 6%	26 6%	20 5%	25 6%	21 7%	16 5%	20 5%	38 5%	5 3%	71 6%l	61 5%	60 6%	42 5%	64 5%	69 5%	70 6%	54 5%	32 5%	32 5%
Several times a month	79 6%	29 6%	38 6%	25 6%	19 5%	27 6%	20 6%	17 5%	17 4%	54 7%j	4 2%	79 6%l	69 6%	67 6%	57 7%lp	75 6%	77 6%	74 6%	62 6%	65 6%	44 7%
Once a month	32 2%	13 3%	12 2%	7 2%	5 1%	15 4%	6 2%	6 2%	13 3%	12 2%	3 2%	32 2%lo	25 2%	28 3%o	22 3%o	23 2%	31 2%o	26 2%	27 2%	25 2%	21 3%
Less often	94 7%	40 8%	39 6%	28 7%	29 7%	22 5%	27 8%	25 8%	25 7%	41 5%	14 9%	94 7%lop	73 6%	78 7%lo	64 8%lop	76 6%	86 7%l	88 7%	78 7%	73 7%	39 6%
Never	104 8%	24 5%	57 9%a	20 5%	31 7%	25 6%	25 8%	25 8%	30 8%	54 7%	12 8%	- -	70 6%ko	88 8%klo	56 7%klo	61 5%k	98 8%klo	92 8%	85 8%	73 7%	59 9%st
Don't know	10 1%	3 1%	5 1%	2 *	* *	3 1%	2 1%	1 *	- -	8 1%	- -	- -	6 *k	7 1%k	6 1%ko	5 *k	6 *k	9 1%	7 1%	5 *	6 1%
NET: At least daily	797 57%	264 55%	342 56%	255 60%	266 63%	244 56%	161 50%	175 55%	220 57%	431 57%	88 57%	797 62%lmno	745 60%mp	556 53%	408 52%	742 60%mp	750 57%mn	701 57%	630 57%	602 58%t	336 52%
NET: At least weekly	1072 77%	368 77%	457 75%	343 81%	335 80%	344 79%	239 75%	244 77%	299 78%	580 77%	120 78%	1072 84%lmno	992 80%mp	791 75%	575 74%	999 81%mp	1010 77%mn	939 76%	852 77%	802 77%	476 74%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 339  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch live TV**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	1183 85%	410 86%	507 83%	375 88%	359 85%	387 89%fg	265 83%	267 84%	329 86%	647 86%	128 83%	1183 93%lmno	1086 88%mp	886 84%	653 84%	1097 89%mp	1118 85%pm	1039 85%	941 85%	893 86%	541 84%
NET: Ever	1277 92%	450 94%b	546 90%	403 95%	389 92%	409 94%	292 91%	292 92%	354 92%	687 92%	141 92%	1277 100%lmno	1158 94%mp	964 91%	717 92%	1173 95%lmp	1204 92%	1128 92%	1019 92%	966 93%t	580 90%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 340  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	339 24%	191 27% <sup>b</sup>	148 22%	34 17%	42 13%	68 24% <sup>e</sup>	85 33% <sup>def</sup>	61 39% <sup>def</sup>	48 28% <sup>de</sup>	97 26%	91 23%	87 29% <sup>m</sup>	63 20%	21 18%	18 37% <sup>nx</sup>	33 22%	29 25%	31 24%	31 28%	20 30%	34 27%	47 23%	42 24%	22 19%	12 32%
Once a day	255 18%	132 19%	123 18%	26 13%	55 18%	62 22% <sup>d</sup>	53 21% <sup>d</sup>	26 16%	33 19%	71 19%	69 17%	55 19%	59 19%	19 17%	9 18%	23 16%	19 16%	24 19%	19 18%	11 17%	36 29% <sup>npq</sup>	28 14%	37 21%	24 20%	5 14%
Several times a week	294 21%	147 21%	146 21%	31 15%	78 25% <sup>d</sup>	75 26% <sup>di</sup>	50 20%	30 19%	30 17%	86 23%	94 24% <sup>m</sup>	63 21%	51 16%	24 20%	4 9%	33 22%	30 26% <sup>ov</sup>	30 23%	28 26% <sup>ov</sup>	17 25%	27 22%	30 15%	37 21%	24 20%	10 27%
Once a week	76 5%	39 6%	37 5%	17 8% <sup>f</sup>	28 9% <sup>fghi</sup>	9 3%	10 4%	5 3%	6 3%	25 7%	22 6%	15 5%	13 4%	7 6%	2 4%	12 8%	4 4%	8 6%	3 2%	3 4%	6 5%	11 5%	13 7%	7 6%	1 2%
Several times a month	95 7%	48 7%	47 7%	12 6%	29 9%	22 8%	14 5%	10 6%	7 4%	27 7%	26 6%	16 6%	26 8%	16 14% <sup>suw</sup>	2 4%	12 8% <sup>s</sup>	7 6%	8 6%	2 2%	5 7%	5 4%	19 9% <sup>s</sup>	9 5%	11 9% <sup>s</sup>	1 2%
Once a month	30 2%	15 2%	15 2%	9 4% <sup>fh</sup>	11 3% <sup>fh</sup>	2 1%	3 1%	-	5 3% <sup>h</sup>	13 3%	9 2%	4 1%	5 1%	4 4%	-	1 1%	1 1%	2 1%	-	1 1%	1 1%	9 4%	7 4%	4 3%	1 1%
Less often	145 10%	65 9%	80 12%	34 16% <sup>efg</sup>	24 8%	24 9%	20 8%	17 11%	26 15% <sup>eg</sup>	29 8%	42 11%	28 9%	47 15% <sup>ej</sup>	10 8%	6 12%	17 12%	12 10%	14 11%	11 10%	6 5%	6 5%	30 15% <sup>u</sup>	16 9%	14 12%	3 8%
Never	145 10%	65 9%	80 12%	33 16% <sup>fgh</sup>	45 14% <sup>fgh</sup>	20 7%	20 8%	7 4%	19 11% <sup>h</sup>	31 8%	40 10%	26 9%	48 15% <sup>jl</sup>	14 12%	8 16%	16 11%	14 12%	12 9%	13 12%	3 5%	11 9%	27 13%	11 6%	11 9%	5 13%
Don't know	13 1%	6 1%	7 1%	9 5% <sup>efgi</sup>	* *	2 1%	-	1 1%	-	1 *	4 1%	1 *	7 2%	-	-	2 1%	1 1%	1 1%	3 3%	-	-	2 1%	2 1%	1 1%	-
NET: At least daily	594 43%	323 46% <sup>b</sup>	270 40%	60 29%	98 31%	130 46% <sup>de</sup>	138 54% <sup>de</sup>	87 55% <sup>de</sup>	81 47% <sup>de</sup>	168 44%	160 40%	142 48% <sup>m</sup>	123 38%	41 35%	27 55% <sup>nv</sup>	56 38%	47 41%	56 43%	50 46%	31 47%	69 56% <sup>npq</sup>	75 37%	78 45%	46 39%	17 46%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 340  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	963 69%	510 72%	453 66%	108 52%	204 65% <sup>d</sup>	214 75% <sup>de</sup>	198 78% <sup>dei</sup>	122 78% <sup>dei</sup>	117 67% <sup>d</sup>	279 74% <sup>m</sup>	277 70% <sup>m</sup>	221 74% <sup>m</sup>	187 59%	71 62%	33 68%	101 68%	82 71% <sup>qv</sup>	93 71% <sup>qv</sup>	82 74% <sup>qv</sup>	51 76% <sup>qv</sup>	103 82% <sup>npqv</sup>	117 57%	128 74% <sup>qv</sup>	76 65%	27 76%
NET: At least monthly	1089 78%	574 81% <sup>b</sup>	515 76%	130 63%	244 78% <sup>d</sup>	238 84% <sup>di</sup>	215 84% <sup>di</sup>	132 84% <sup>di</sup>	129 74% <sup>d</sup>	319 84% <sup>m</sup>	311 78% <sup>m</sup>	241 81% <sup>m</sup>	218 68%	91 79%	35 72%	114 77%	90 77%	103 79%	83 76%	57 85% <sup>v</sup>	108 87% <sup>ops</sup>	144 71%	144 83% <sup>v</sup>	91 78%	28 79%
NET: Ever	1234 89%	639 90%	595 87%	164 79%	269 85%	263 92% <sup>de</sup>	235 92% <sup>de</sup>	148 95% <sup>de</sup>	155 89% <sup>d</sup>	347 92% <sup>m</sup>	353 89% <sup>m</sup>	269 91% <sup>m</sup>	264 83%	101 88%	41 84%	131 88%	101 87%	117 90%	95 86%	63 95%	114 91%	174 86%	160 92%	105 90%	31 87%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 341  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,000 to £21,000 (w)	£21,000 to £28,000 (x)	£28,000 to £41,000 (y)	£41,000 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	339 24%	242 27%b	45 15%	52 27%b	73 21%e	28 15%	53 25%de	21 22%	2	258 26%e	187 24%	151 25%	315 26% <sup>m</sup>	18 12%	210 23%	127 27% <sup>r</sup>	111 29% <sup>nrs</sup>	83 35% <sup>nopr</sup>	32 19%	53 24%	61 35% <sup>nors</sup>	39 38% <sup>nopr</sup>	38 19%	47 20%	50 21%	103 32% <sup>vw</sup>	81 28% <sup>x</sup>
Once a day	255 18%	182 20% <sup>b</sup>	36 12%	36 19%	51 15%	27 15%	34 16%	20 22% <sup>d</sup>	3 19%	196 19%	131 17%	119 19%	230 19%	20 13%	161 18%	93 20%	80 21% <sup>u</sup>	41 17%	36 21%	53 24% <sup>u</sup>	39 22% <sup>q</sup>	13 13%	24 12%	51 22% <sup>v</sup>	45 19%	55 17%	55 18%
Several times a week	294 21%	209 23% <sup>b</sup>	46 16%	39 20%	54 16%	27 15%	33 15%	9 10%	1	234 23% <sup>defg</sup>	168 22%	125 20%	260 21%	33 22%	183 20%	108 23%	82 21%	49 20%	47 27%	50 22%	31 18%	21 21%	31 16%	43 18%	62 26% <sup>v</sup>	76 23% <sup>v</sup>	60 20%
Once a week	76 5%	47 5%	23 8%	6 3%	25 7%	12 7%	13 6%	9 10%	2 14%	48 5%	42 5%	34 6%	67 5%	7 4%	53 6%	23 5%	16 4%	13 5%	9 5%	7 3%	11 6%	7 7%	17 8% <sup>y</sup>	10 4%	14 6%	9 3%	20 7%
Several times a month	95 7%	63 7%	21 7%	11 6%	28 8%	15 8%	17 8%	5 6%	3 24%	66 7%	41 5%	54 9% <sup>j</sup>	87 7%	8 6%	60 7%	34 7%	25 7%	14 6%	12 7%	14 6%	10 6%	5 5%	15 7%	10 4%	17 7%	26 8%	24 8%
Once a month	30 2%	18 2%	8 3%	4 2%	10 3%	8 4%	4 2%	4 4%	-	19 2%	15 2%	15 2%	21 2%	9 6% <sup>l</sup>	17 2%	10 2%	9 2%	4 2%	6 4%	7 3%	4 2%	*	5 4% <sup>y</sup>	8 5%	5 2%	3 1%	6 2%
Less often	145 10%	68 8%	52 18% <sup>a</sup>	25 13% <sup>a</sup>	44 13%	18 10%	29 14%	13 14%	2 15%	98 10%	83 11%	62 10%	110 9%	32 22% <sup>l</sup>	115 13% <sup>opqrs</sup>	28 6%	24 6%	15 6% <sup>t</sup>	11 7%	15 7%	6 4%	9 9% <sup>t</sup>	30 15% <sup>x</sup>	29 13% <sup>x</sup>	16 7%	31 9%	30 10%
Never	145 10%	73 8%	57 19% <sup>ac</sup>	15 8%	60 17% <sup>fi</sup>	43 24% <sup>dfgi</sup>	29 14% <sup>gi</sup>	11 12%	1	82 8%	94 12% <sup>k</sup>	49 8%	123 10%	21 14%	101 11%	43 9%	35 9%	19 8%	21 12%	22 10%	14 8%	6 6%	36 18% <sup>yz</sup>	31 13% <sup>yz</sup>	27 11%	23 7%	20 7%
Don't know	13 1%	7 1%	4 1%	1 1%	1 *	* 1%	1 *	* *	-	8 1%	9 1%	3 1%	10 1%	2 1%	12 1% <sup>o</sup>	* *	* *	- -	- -	* *	- -	- -	4 2% <sup>y</sup>	2 1%	1 *	1 *	1 *
NET: At least daily	594 43%	424 47% <sup>b</sup>	81 28%	89 47% <sup>b</sup>	124 36% <sup>e</sup>	55 31%	87 41% <sup>de</sup>	41 44% <sup>e</sup>	5 34%	454 45% <sup>de</sup>	317 41%	270 44%	545 45% <sup>m</sup>	38 25%	371 41%	220 47% <sup>nr</sup>	192 50% <sup>nor</sup>	124 52% <sup>nor</sup>	68 39%	106 48%	100 57% <sup>nopq</sup>	52 51%	62 31%	97 42% <sup>v</sup>	95 40%	158 48% <sup>v</sup>	136 46% <sup>v</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 341  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	963	679	150	134	203	95	132	60	8	736	528	428	873	77	607	351	289	186	123	163	142	80	110	150	171	244	215
	69%	75%b	51%	70%b	59%e	53%	62%e	64%	57%	73%def	69%	70%	71%am	51%	67%	75%an	76%an	78%an	71%	73%	81%nr	79%an	55%	65%v	72%v	75%vw	73%v
NET: At least monthly	1089	761	179	149	240	118	152	69	11	821	584	498	981	94	685	395	323	204	142	185	156	85	130	168	193	272	245
	78%	84%b	61%	78%b	70%	66%	72%	73%	81%	81%def	76%	81%j	80%am	63%	75%	85%an	84%an	86%an	82%	83%an	89%an	85%	65%	73%	82%vw	83%vw	83%vw
NET: Ever	1234	829	230	174	284	136	181	82	13	920	667	560	1091	126	800	424	347	219	153	200	162	94	160	198	209	303	275
	89%	91%b	79%	91%b	82%e	76%	85%e	88%e	96%	91%def	87%	91%j	89%	85%	88%	91%	91%	92%	88%	90%	92%	94%	80%	86%	88%v	93%vw	93%vw

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 342  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	339 24%	7 12%	14 28%w	18 39%agopw	14 25%w	4 18%	16 33%aw	26 22%	11 24%	18 29%aw	27 23%w	14 30%aw	18 36%apw	10 34%	3 12%	77 23%w	7 14%	11 23%	9 23%	19 37%aopw	12 32%aw	4 9%
Once a day	255 18%	14 24%	5 9%	9 19%	6 10%	7 29%	7 14%	18 15%	6 14%	9 14%	27 23%	13 28%bd	10 21%	5 17%	6 30%	57 17%	11 23%	10 19%	11 26%	8 15%	5 14%	12 24%
Several times a week	294 21%	7 12%	16 30%kq	8 18%	14 25%q	5 19%	14 28%kq	27 22%q	10 23%q	18 29%akq	25 21%q	4 9%	10 21%q	3 12%	4 20%	63 19%q	17 35%akoq	3 6%	10 24%q	12 23%q	10 27%kq	13 25%kq
Once a week	76 5%	4 6%	2 5%	2 4%	2 4%	3 13%	1 1%	11 9%i	3 6%	1 1%	6 5%	3 6%	1 1%	2 6%	1 3%	22 6%	2 4%	3 5%	4 11%i	2 4%	1 2%	3 7%
Several times a month	95 7%	9 15%cips	5 10%	-	4 7%	1 6%	1 3%	8 6%	8 18%cfgio	2 2%	8 7%	3 5%	2 5%	4 13%	2 10%	23 7%	-	8 16%ciops	2 5%	1 2%	1 2%	4 7%
Once a month	30 2%	2 4%	2 4%	-	1 2%	-	-	1 1%	-	-	2 2%	1 2%	-	2 6%	2 10%	12 3%	-	1 3%	3 6%	1 2%	1 1%	-
Less often	145 10%	6 11%	1 3%	6 12%	6 10%	2 8%	6 13%	13 10%	4 10%	6 9%	11 10%	2 5%	2 5%	3 6%	3 14%	44 13%	2 5%	10 19%blr	1 2%	5 11%	3 8%	8 17%br
Never	145 10%	10 17%r	5 11%	4 9%	9 16%r	2 8%	4 8%	16 14%	2 5%	9 15%r	11 10%	7 15%	4 7%	2 6%	* 1%	35 10%	8 16%r	5 10%	1 2%	3 6%	5 13%	4 8%
Don't know	13 1%	-	-	-	1 1%	-	-	2 1%	-	1 1%	-	-	2 4%	* 2%	-	3 1%	1 2%	1 2%	* 1%	-	-	1 3%
NET: At least daily	594 43%	21 36%	19 37%	27 57%dgow	20 36%	11 47%	23 47%	44 36%	17 39%	27 43%	54 46%	27 58%adgo	28 57%dgow	14 50%	9 42%	134 40%	18 37%	21 40%	20 49%	26 52%	17 46%	17 33%
NET: At least weekly	963 69%	31 54%	37 72%	37 79%aq	36 64%	19 79%	37 76%aq	82 67%	30 68%	46 73%q	85 72%aq	34 73%q	39 79%aq	19 68%	14 65%	219 65%	36 77%aq	27 50%	35 84%aoq	40 80%aq	27 76%q	33 65%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 342

**Q.26 How often, if at all, do you watch or listen to any of the following?**

**Listen to live radio**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	1089	42	45	37	41	20	39	90	38	47	95	38	41	24	18	253	36	36	39	42	28	37
	78%	73%	87%	79%	73%	84%	79%	75%	86%	75%	81%	80%	84%	87%	85%	75%	77%	69%	95%adgi jopqw	84%	79%	72%
NET: Ever	1234	48	46	43	47	22	45	103	43	53	106	40	44	26	21	297	39	46	40	47	31	45
	89%	83%	89%	91%	83%	92%	92%	85%	95%	84%	90%	85%	89%	93%	99%	89%	82%	88%	97%dp	94%	87%	89%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 343  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	339 24%	48 30%	46 29%	49 29%	24 25%	48 29%	52 28%	52 31%	54 25%	81 31%	36 31%	49 36% <small>hlm</small>	53 26%	25 25%	205 25%	110 26%	158 25%	65 25%	110 32% <small>nopq</small>	61 29%	46 30%	47 28%	20 26%	26 30%	36 30%
Once a day	255 18%	34 22%	31 20%	27 16%	20 21%	41 25% <small>ch</small>	42 22% <small>cc</small>	40 24% <small>ch</small>	37 17%	51 19%	34 29% <small>chi</small>	36 26% <small>ch</small>	47 23%	24 23%	157 19%	94 22%	124 19%	58 22%	65 19%	39 19%	36 23%	37 22%	16 21%	22 26%	21 17%
Several times a week	294 21%	30 19%	33 21%	37 22%	17 18%	31 19%	34 18%	30 18%	44 20%	54 20%	22 18%	29 21%	42 21%	22 22%	162 20%	87 20%	126 20%	49 19%	64 19%	42 20%	33 21%	39 23%	17 23%	17 20%	32 27% <small>qr</small>
Once a week	76 5%	6 4%	6 4%	11 7% <small>ef</small>	2 2%	3 2%	6 3%	8 5%	12 5% <small>e</small>	9 3%	3 3%	4 3%	7 4%	4 4%	49 6%	28 7%	39 6%	19 7%	18 5%	10 5%	9 6%	8 5%	4 5%	3 4%	6 5%
Several times a month	95 7%	19 12%	14 9%	11 7%	12 13%	17 10%	18 10%	15 9%	21 9%	26 10%	12 10%	10 8%	18 9%	13 13%	58 7%	36 8%	52 8%	29 11% <small>n</small>	34 10%	23 11%	12 7%	18 10%	9 12%	8 9%	11 9%
Once a month	30 2%	8 5%	4 2%	8 5%	3 4%	3 2%	11 6% <small>bek</small>	7 4%	9 4%	11 4%	5 4%	3 2%	6 3%	9 8% <small>bekl</small>	25 3%	9 2%	19 3%	6 2%	13 4%	6 3%	2 1%	3 2%	3 3%	3 3%	4 4%
Less often	145 10%	7 4%	10 7% <small>k</small>	10 6% <small>k</small>	10 11% <small>fjkm</small>	12 7% <small>k</small>	9 5%	11 6% <small>k</small>	19 9% <small>km</small>	21 8% <small>k</small>	5 4% <small>k</small>	2 1%	17 8% <small>km</small>	3 3%	74 9% <small>or</small>	29 7%	56 9%	19 7%	21 6%	14 7%	10 6%	11 6%	3 5%	6 6%	5 4%
Never	145 10%	6 4%	12 8% <small>jk</small>	13 8% <small>jk</small>	7 8%	9 5%	14 7% <small>km</small>	7 4%	21 10% <small>gjkm</small>	12 5%	2 2%	4 3%	13 7% <small>m</small>	2 2%	81 10% <small>qrstuw</small>	33 8% <small>u</small>	60 9% <small>qrtuw</small>	13 5%	17 5%	12 6%	7 4%	6 3%	4 5%	2 3%	4 3%
Don't know	13 1%	-	1 1%	1 1%	-	-	-	-	1 1%	-	-	-	-	-	6 1%	2 *	4 1%	4 1%	-	-	1 1%	-	-	-	-
NET: At least daily	594 43%	82 52%	77 49%	76 45%	44 46%	89 55% <small>cdh</small>	94 51% <small>h</small>	92 55% <small>ch</small>	91 42%	132 50% <small>h</small>	69 59% <small>cdhlm</small>	86 62% <small>bcdhilm</small>	100 49%	49 48%	362 44%	204 48%	282 44%	123 47%	176 51% <small>np</small>	100 48%	82 52%	84 50%	35 47%	48 55%	56 47%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base

Prepared by Populus





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 343  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least weekly	963 69%	118 75%	116 74%	124 74%	63 65%	123 75% <sup>d</sup>	134 72%	130 77% <sup>dh</sup>	147 67%	194 73%	94 80% <sup>dh</sup>	119 86% <sup>bcdefghilm</sup>	150 73%	76 74%	572 70%	318 74% <sup>np</sup>	447 70%	191 73%	258 75% <sup>np</sup>	153 74%	124 80% <sup>np</sup>	132 78% <sup>np</sup>	57 75%	68 79%	95 79% <sup>np</sup>
NET: At least monthly	1089 78%	145 92%	134 85%	143 86%	79 82%	143 88% <sup>h</sup>	163 88% <sup>h</sup>	152 90% <sup>dh</sup>	176 81%	231 87% <sup>h</sup>	111 94% <sup>bcdefghil</sup>	132 96% <sup>bcdefghil</sup>	174 85%	97 95% <sup>bcdefhil</sup>	655 80%	363 85% <sup>np</sup>	517 81%	225 86% <sup>np</sup>	305 89% <sup>np</sup>	182 88% <sup>np</sup>	138 88% <sup>np</sup>	153 90% <sup>np</sup>	69 91% <sup>np</sup>	79 91% <sup>np</sup>	110 92% <sup>np</sup>
NET: Ever	1234 89%	152 96%	144 92%	153 92%	89 92%	155 95% <sup>h</sup>	172 93%	163 96% <sup>bch</sup>	195 90%	252 95% <sup>h</sup>	115 98% <sup>bch</sup>	134 97% <sup>bcfh</sup>	191 93%	100 98% <sup>bcfhl</sup>	729 89%	392 92% <sup>n</sup>	573 90%	244 93% <sup>np</sup>	326 95% <sup>np</sup>	195 94% <sup>np</sup>	148 95% <sup>np</sup>	163 97% <sup>np</sup>	72 95%	84 97% <sup>np</sup>	115 97% <sup>np</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 344  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Listen to live radio  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	339 24%	119 25%	144 24%	111 26%	115 27%	100 23%	77 24%	85 27%	93 24%	186 25%	36 23%	321 25%	339 27% p	250 kmno	178 24%	315 25% mn	320 24%	292 24%	281 25%	255 24%	159 25%
Once a day	255 18%	107 23% b	104 17%	109 26% d	71 17%	82 19%	55 17%	56 18%	78 20%	140 19%	22 14%	239 19%	255 21% kmop	192 18%	149 19%	233 19%	238 18%	234 19% r	192 17%	188 18%	120 19%
Several times a week	294 21%	96 20%	140 23%	80 19%	102 24%	95 22%	72 22%	74 23%	70 18%	161 21%	35 22%	280 22%	294 24% kmop	218 21%	169 22%	274 22% m	279 21%	262 21%	237 21%	231 22%	131 20%
Once a week	76 5%	25 5%	40 7%	20 5%	21 5%	29 7%	20 6%	16 5%	26 7%	35 5%	11 7%	71 6%	76 6% kop	66 6% op	46 6%	66 5%	70 5%	72 6%	67 6%	57 5%	41 6%
Several times a month	95 7%	32 7%	40 7%	17 4%	28 7%	25 6%	21 7%	24 8%	25 7%	54 7%	11 7%	87 7%	95 8% ko	74 7%	54 7%	82 7%	93 7%	84 7%	71 6%	65 6%	51 8%
Once a month	30 2%	11 2%	11 2%	4 1%	9 2%	10 2%	14 5%	8 3%	10 3%	17 2%	2 1%	29 2%	30 2%	27 3%	20 3%	28 2%	29 2%	22 2%	27 2% q	20 2%	20 3% s
Less often	145 10%	46 10%	55 9%	43 10%	37 9%	44 10%	23 7%	24 7%	43 11%	71 10%	18 12%	132 10%	145 12% kop	116 11%	86 11%	129 10%	139 11%	127 10%	108 10%	116 11% t	54 8%
Never	145 10%	40 8%	70 12%	36 8%	35 8%	49 11%	33 10%	30 9%	36 9%	78 10%	19 12%	109 9% l	- -	110 10% klo	72 9% l	105 8% l	132 10% klo	127 10%	116 10%	104 10%	63 10%
Don't know	13 1%	1 *	4 1%	4 1%	3 1%	4 1%	5 1%	1 *	3 1%	8 1%	- -	9 1% l	- -	6 1% l	6 1% l	7 1% l	8 1% l	10 1%	12 1%	7 1%	7 1%
NET: At least daily	594 43%	226 47% b	248 41%	221 52% d	186 44%	182 42%	132 41%	141 44%	170 44%	325 43%	58 38%	560 44% mp	594 48% kmno	442 42%	327 42%	548 44% mp	558 43%	526 43%	474 43%	443 43%	279 43%
NET: At least weekly	963 69%	348 73%	427 70%	321 75%	309 73%	305 70%	223 70%	231 73%	267 69%	522 70%	103 67%	911 71% mp	963 78% kmno	726 69%	542 69%	887 72% mp	908 69%	860 70%	778 70%	732 70%	450 70%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 344  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to live radio**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	1089 78%	390 82%	479 79%	342 80%	346 82%	340 78%	259 81%	264 83%	303 79%	592 79%	116 76%	1027 80%mp	1089 88%kmno	827 78%	617 79%	997 81%mp	1030 79%	966 79%	876 79%	816 78%	521 81%
NET: Ever	1234 89%	436 91%	534 88%	385 91%	382 91%	384 88%	282 88%	287 90%	346 90%	664 89%	135 88%	1158 91%mp	1234 100%kmno	943 89%	703 90%	1127 91%mp	1169 89%	1093 89%	984 89%	932 89%	575 89%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 345  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video  
Base: All gamers

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	228 16%	100 14%	128 19%a	59 29%ghi	69 22%ghi	58 20%ghi	26 10%i	10 6%	6 3%	76 20%l	65 16%	34 11%	53 17%	16 14%	6 12%	26 18%	11 10%	20 15%	18 16%	17 25%q	22 18%	31 15%	36 20%q	22 19%	3 9%
Once a day	207 15%	104 15%	103 15%	39 19%ghi	67 21%ghi	46 16%i	30 12%	14 9%	11 6%	71 19%m	58 15%	47 16%m	31 10%	21 18%	7 15%	27 18%	12 10%	20 15%	11 10%	10 15%	21 17%	32 16%	24 14%	17 14%	5 15%
Several times a week	337 24%	193 27%b	144 21%	47 23%i	97 31%hi	80 28%hi	64 25%i	29 18%	20 12%	96 25%	99 25%	79 27%	63 20%	32 28%	10 21%	25 17%	26 22%	26 20%	27 25%	13 20%	34 27%	72 35%pq	38 22%	26 22%	9 25%
Once a week	80 6%	46 6%	34 5%	18 9%	13 4%	22 8%	11 4%	10 6%	7 4%	18 5%	27 7%	19 7%	16 5%	8 7%	6 13%v	9 6%	10 8%	9 7%	7 6%	6 9%	5 4%	7 3%	7 4%	5 4%	* 1%
Several times a month	92 7%	35 5%	58 8%a	13 6%	22 7%	13 4%	23 9%	9 6%	13 7%	22 6%	28 7%	16 5%	27 8%	5 5%	3 7%	10 7%	6 5%	10 8%	10 9%	3 5%	5 4%	17 8%	10 6%	10 9%	3 9%
Once a month	36 3%	19 3%	17 2%	4 2%	4 1%	3 1%	15 6%def	7 4%f	4 2%	7 2%	11 3%	8 3%	10 3%	1 1%	2 4%	4 3%	2 2%	3 2%	3 3%	- -	4 4%	6 3%	5 3%	4 3%	2 6%
Less often	79 6%	36 5%	43 6%	4 2%	13 4%	14 5%	15 6%d	18 12%def	15 8%d	16 4%	22 6%	20 7%	20 6%	6 5%	2 4%	7 5%	6 5%	9 7%	9 8%u	3 5%	2 2%	10 5%	12 7%	10 8%u	3 8%
Never	319 23%	169 24%	150 22%	14 7%	27 9%	49 17%de	71 28%def	60 38%def	97 56%def	73 19%g	86 23%	69 23%	91 29%j	23 20%	12 25%	38 26%v	43 37%ns	33 25%v	25 22%	15 22%	31 25%v	29 14%	41 24%v	20 17%	9 26%
Don't know	13 1%	8 1%	5 1%	9 4%efgh	3 1%	* -	- -	- -	1 1%	* -	1 *	3 1%	9 3%jk	2 2%	- -	2 1%	1 1%	1 1%	1 1%	- -	- -	1 *	1 1%	5 4%uv	- -
NET: At least daily	435 31%	204 29%	230 34%	98 48%fgh	136 43%ghi	104 37%ghi	55 22%i	24 15%	17 10%	148 39%klm	123 31%	81 27%	84 26%	37 32%	13 27%	53 36%q	23 20%	40 30%	29 26%	26 40%q	43 35%q	63 31%	60 34%q	39 33%q	9 24%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 345  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Gender			Age							Social Grade				Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scotland	North East	North West	Yorkshire & Humber	West Midlands	East Midlands	Wales	East of London	London	South East	South West	North Ireland
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	852 61%	443 62%	409 60%	163 79% ghi	246 78% ghi	206 72% ghi	130 51% hi	62 40% i	44 25%	262 69% lm	248 63% m	179 60% m	163 51%	78 67% q	30 61%	87 59%	59 51%	74 57%	62 57%	46 69% q	82 66% q	141 69% qrs	106 61%	69 59%	18 51%
NET: At least monthly	980 70%	497 70%	484 71%	180 87% fgh i	272 86% fgh i	221 78% ghi	168 66% hi	78 50% i	61 35%	290 77% lm	287 72% m	203 69%	200 63%	84 73% q	34 71%	101 68%	66 57%	88 67%	76 69%	49 73% q	91 73% q	164 81% pqr sw	120 69%	83 71%	24 66%
NET: Ever	1059 76%	532 75%	527 77%	184 89% ghi i	285 91% fgh i	235 82% ghi	183 72% hi	97 62% i	76 44%	306 81% m	310 78% m	224 76%	220 69%	90 78% q	37 75%	108 73%	72 62%	97 74%	85 77% q	52 78% q	93 75% q	174 85% pqr uw	132 76% q	92 79% q	27 74%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 346  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	228 16%	167 18% <sup>c</sup>	54 19% <sup>c</sup>	6 3%	52 15% <sup>fg</sup>	37 21% <sup>dfg</sup>	22 11%	7 8%	2 14%	171 17% <sup>fg</sup>	121 16%	106 17%	191 16%	37 25% <sup>l</sup>	134 15%	93 20% <sup>nq</sup>	70 18%	37 16%	40 23% <sup>n</sup>	50 22% <sup>np</sup>	32 18%	14 14%	31 16%	38 17%	33 14%	62 19%	53 18%
Once a day	207 15%	155 17% <sup>c</sup>	41 14% <sup>c</sup>	11 6%	40 12%	26 15%	24 11%	11 12%	1 4%	162 16%	86 11%	116 19% <sup>aj</sup>	185 15%	19 13%	115 13%	91 19% <sup>n</sup>	81 21% <sup>nq</sup>	41 17%	40 23% <sup>n</sup>	55 25% <sup>noq</sup>	30 17%	19 19%	16 8%	34 15% <sup>v</sup>	36 15% <sup>v</sup>	47 14% <sup>v</sup>	57 19% <sup>v</sup>
Several times a week	337 24%	264 29% <sup>abc</sup>	57 19% <sup>c</sup>	17 9%	70 20%	41 23%	39 18%	16 17%	3 22%	255 25% <sup>f</sup>	180 23%	155 25%	282 23%	48 32% <sup>l</sup>	209 23%	121 26%	96 25%	60 25%	47 27%	52 23%	48 28%	22 22%	27 13%	44 19%	57 24% <sup>v</sup>	84 26% <sup>v</sup>	95 32% <sup>vw</sup>
Once a week	80 6%	51 6%	20 7%	9 5%	13 4%	7 4%	8 4%	7 7%	-	63 6%	51 7%	29 5%	71 6%	8 5%	56 6%	24 5% <sup>s</sup>	20 5% <sup>s</sup>	17 7% <sup>rs</sup>	5 3%	6 3%	15 8% <sup>ors</sup>	7 7%	15 7%	7 3%	13 5%	18 5%	21 7%
Several times a month	92 7%	53 6%	23 8%	16 9%	30 9%	19 11% <sup>i</sup>	15 7%	6 7%	-	61 6%	65 8% <sup>k</sup>	26 4%	82 7%	9 6%	58 6%	34 7%	27 7%	16 7%	13 7%	16 7%	13 7%	7 7%	19 10%	15 6%	11 5%	26 8%	14 5%
Once a month	36 3%	20 2%	11 4%	5 3%	11 3% <sup>e</sup>	2 1%	5 2%	8 9% <sup>defi</sup>	1 4%	25 2%	24 3%	13 2%	34 3%	3 2%	22 2%	14 3%	11 3% <sup>s</sup>	10 4% <sup>s</sup>	3 2%	3 1%	8 4%	5 5%	4 2%	7 3%	10 4%	6 2%	10 3%
Less often	79 6%	46 5%	19 7%	13 7%	29 8% <sup>i</sup>	17 9% <sup>i</sup>	22 10% <sup>i</sup>	11 12% <sup>i</sup>	1 5%	47 5%	37 5%	42 7%	72 6%	7 5%	65 7% <sup>ops</sup>	14 3%	10 3%	8 3%	6 3%	6 3%	5 3%	4 4%	17 8%	12 5%	11 5%	21 7%	13 4%
Never	319 23%	145 16%	62 21%	111 58% <sup>ab</sup>	96 28% <sup>ei</sup>	29 16%	75 36% <sup>dei</sup>	25 27% <sup>ee</sup>	7 50%	216 21%	197 26% <sup>k</sup>	120 20%	298 24% <sup>m</sup>	18 12%	243 27% <sup>opqr</sup>	75 16% <sup>r</sup>	65 17% <sup>r</sup>	46 19% <sup>rt</sup>	19 11%	32 14%	25 14%	23 23% <sup>r</sup>	68 34% <sup>yz</sup>	74 32% <sup>yz</sup>	61 26% <sup>z</sup>	62 19% <sup>z</sup>	31 10%
Don't know	13 1%	8 1%	4 2%	1 1%	3 1%	* 2%	2 2%	-	10 1%	9 1%	5 1%	12 1%	2 1%	10 1%	3 1%	3 1%	1 *	3 2%	3 1%	1 *	-	4 2%	* 2%	4 2%	1 *	3 1%	
NET: At least daily	435 31%	322 35% <sup>c</sup>	95 33% <sup>c</sup>	18 9%	92 27% <sup>f</sup>	63 35% <sup>dfg</sup>	46 22%	19 20%	3 19%	332 33% <sup>fg</sup>	207 27%	222 36% <sup>j</sup>	375 31%	55 37%	248 27%	183 39% <sup>nq</sup>	151 39% <sup>nq</sup>	79 33%	79 46% <sup>noq</sup>	104 47% <sup>nopq</sup>	62 35%	33 33%	48 24%	72 31%	69 29%	109 33% <sup>v</sup>	110 37% <sup>v</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 346  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	852 61%	637 70%bc	172 59%c	43 23%	175 51%f	112 62%dfg	92 44%	41 44%	6 41%	650 64%dfg	438 57%	407 66%j	728 59%	111 75%l	513 56%	328 70%n	267 70%n	156 66%n	131 75%nqu	162 73%n	125 71%nq	62 62%	89 44%	124 54%	139 59%v	211 65%vw	226 76%vwxy
NET: At least monthly	980 70%	710 78%bc	206 71%c	65 34%	216 63%f	133 74%dfg	112 53%	56 60%	6 45%	736 73%dfg	527 68%	446 73%	844 69%	123 83%l	594 65%	376 80%n	305 80%n	183 77%n	147 84%nu	182 82%n	145 83%nq	74 74%	112 56%	145 63%	160 68%v	243 74%vw	250 84%vwxy
NET: Ever	1059 76%	756 83%bc	225 77%c	78 41%	245 71%f	150 84%dfg	134 63%	67 72%	7 50%	784 78%df	564 73%	488 80%j	915 75%	130 87%l	659 72%	389 83%n	315 82%n	190 80%n	152 88%nu	188 84%n	150 86%nq	78 77%	129 64%	157 68%	172 73%	265 81%vw	262 89%vwxy

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 347  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Total	City																			None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)	
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58	
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*	
Several times a day	228 16%	8 14%	7 13%	8 16%	5 10%	1 3%	6 12%	20 17%	11 25%w	15 23%w	18 15%	9 19%	9 19%	3 10%	1 4%	57 17%	15 32% vw	8 15%	9 23%	11 22%	3 9%	4 8%	
Once a day	207 15%	12 20%w	10 18%w	7 15%w	5 9%	4 16%	5 10%	19 16%w	12 27% dw	8 12%	20 17%w	9 20%w	5 11%	5 18%	3 16%	47 14%w	6 14%	7 13%w	8 19%w	8 16%w	5 15%w	1 2%	
Several times a week	337 24%	16 28%	14 26%	8 18%	13 24%	7 29%	10 20%	23 19%	5 11%	11 17%	26 22%	8 16%	18 37% ghik	2 5%	8 39%	107 32% ghik	9 20%	14 26%	8 20%	10 20%	9 25%	11 21%	
Once a week	80 6%	8 14% ior	2 5%	6 13% ior	2 3%	3 14%	5 10%	10 8%	2 5%	1 2%	6 5%	2 4%	3 7%	-	-	14 4%	4 8%	2 4%	-	5 11%	* 1%	4 7%	
Several times a month	92 7%	1 1%	4 8%	4 8%	1 2%	1 4%	3 7%	5 4%	3 7%	6 10%	10 9%	2 5%	2 4%	3 9%	1 6%	29 9%	1 2%	3 6%	4 10%	3 6%	3 9%	2 3%	
Once a month	36 3%	-	1 2%	2 4%	1 2%	1 5%	1 1%	4 3%	-	-	2 2%	3 6%	2 3%	* 2%	-	11 3%	2 4%	1 1%	1 4%	-	2 6%	3 6%	
Less often	79 6%	2 4%	3 5%	2 4%	3 4%	1 3%	5 11%	7 6%	1 3%	5 8%	9 7%	2 4%	1 1%	3 10%	4 18%	16 5%	1 3%	6 11%	1 2%	2 4%	3 8%	2 5%	
Never	319 23%	9 16%	12 23%	10 21%	25 44% abcg hijlopq rs	6 26%	14 28%	32 26% o	10 23%	16 26%	26 22%	12 25%	26 18%	9 46%	13 16%	3 16%	53 18%	8 15%	8 23%	9 20%	10 26%	9 26%	23 46% abcghijklpqrs
Don't know	13 1%	1 2%	-	-	1 1%	-	-	2 1%	-	1 1%	1 1%	-	-	-	-	2 1%	-	4 8% gjo	* 1%	-	-	1 2%	
NET: At least daily	435 31%	20 34%w	16 31%w	15 32%w	10 19%	4 18%	11 22%	40 33%w	23 51% dfjo qvw	22 36%w	38 32%w	19 39% dw	15 30%w	8 28%	4 20%	104 31%w	21 45% dfw	15 28%w	17 42% dw	19 38% dw	9 24%	5 10%	
NET: At least weekly	852 61%	44 76% dfij vw	32 62%w	29 62%w	26 45%	15 62%	25 52%	72 59%w	30 68% dw	34 55%	70 59%w	28 60%w	36 73% dw	9 34%	13 59%	225 67% dw	35 73% dw	31 58%	25 61%w	35 69% dw	18 51%	19 38%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 347  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	980 70%	45 78%dw	37 72%dw	35 74%dw	28 49%	17 71%	29 60%	81 67%dw	33 75%dw	41 65%	82 70%dw	33 71%dw	40 80%dw	13 45%	14 65%	264 79%dfgiw	38 79%dw	35 66%	31 75%dw	38 75%dw	24 66%	24 47%
NET: Ever	1059 76%	47 82%dw	40 77%dw	37 79%dw	31 54%	18 74%	35 72%	88 72%dw	35 77%dw	46 73%w	91 77%dw	35 75%dw	40 82%dw	15 54%	18 84%	280 84%dgw	39 82%dw	40 77%dw	32 76%dw	40 80%dw	27 74%	26 52%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 348  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	228 16%	42 27%	45 29%e	44 27%	25 26%	33 20%	48 26%	48 28%e	58 27%	64 24%	30 26%	30 22%	52 25%	37 36%efikl	162 20%	92 22%	136 21%	72 28%noprt	70 20%	45 22%	30 19%	41 24%	16 22%	21 24%	31 26%
Once a day	207 15%	38 24%	35 22%	31 18%	16 17%	30 19%	36 19%	32 19%	42 19%	46 18%	20 17%	31 23%	38 18%	21 21%	143 17%	87 20%	125 20%	59 22%n	76 22%an	53 25%an	30 19%	35 21%	19 26%	26 30%noptu	25 21%
Several times a week	337 24%	34 22%	38 24%	43 26%l	22 23%	30 19%	44 24%l	38 23%	54 25%l	61 23%l	30 26%kl	26 19%	36 17%	23 23%	191 23%w	100 23%w	151 24%w	53 20%	95 28%qtuwx	64 31%nopqt	30 19%	30 17%	13 18%	11 13%	22 18%
Once a week	80 6%	7 5%	9 6%	8 5%	3 3%	8 5%	6 3%	8 5%	10 5%	12 5%	7 6%	8 6%	8 4%	4 4%	46 6%	28 7%	40 6%	19 7%	26 8%	10 5%	11 7%	10 6%	7 9%	5 6%	6 5%
Several times a month	92 7%	9 6%	9 6%	9 6%	6 6%	11 7%	13 7%	10 6%	12 6%	18 7%	6 5%	11 8%	15 7%	5 5%	49 6%	23 5%	38 6%	14 5%	20 6%	11 5%	12 8%	13 8%	7 9%	9 10%	10 9%
Once a month	36 3%	5 3%	3 2%	3 2%	2 2%	3 2%	6 3%	2 1%	4 2%	8 3%	4 3%	4 3%	9 4%g	3 3%	20 2%	13 3%	12 2%	5 2%	6 2%	5 2%	2 1%	2 1%	-	1 1%	-
Less often	79 6%	8 5%	7 4%	6 4%	4 4%	15 9%cdfim	8 4%	10 6%	14 7%	12 5%	6 5%	7 5%	15 7%am	3 3%	44 5%	21 5%	30 5%	12 4%	14 4%	6 3%	7 4%	9 5%	6 8%	3 3%	6 5%
Never	319 23%	15 9%	11 7%	22 13%b	18 18%bhm	32 20%bfghm	25 13%b	20 12%	22 10%	43 16%bhm	14 12%	21 15%bm	31 15%bhm	7 7%	151 18%gopqrs	59 14%qs	99 16%qrs	27 10%	35 10%qs	14 7%	34 22%oqrs	29 17%qrs	7 10%	11 13%	19 16%sw
Don't know	13 1%	-	1 1%	1 1%	-	-	-	-	1 1%	-	-	1 1%	1 1%	-	11 1%	4 1%	6 1%	2 1%	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 348  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	435 31%	80 50%	80 51% <sup>ei</sup>	75 45%	41 43%	63 39%	84 46%	80 47% <sup>ee</sup>	100 46%	110 42%	50 43%	61 44%	90 44%	58 56% <sup>cd</sup> efij	305 37%	179 42% <sup>n</sup>	261 41% <sup>n</sup>	131 50% <sup>no</sup> prt	146 43% <sup>n</sup>	98 47% <sup>n</sup>	60 38%	77 45% <sup>n</sup>	36 47%	47 54% <sup>no</sup> pt	56 47% <sup>n</sup>
NET: At least weekly	852 61%	121 77%	127 81% <sup>defik</sup>	126 75% <sup>el</sup>	66 69%	102 62%	134 72% <sup>el</sup>	127 75% <sup>el</sup>	164 76% <sup>el</sup>	184 69%	87 75% <sup>ee</sup>	95 69%	134 65%	85 83% <sup>defik</sup>	542 66%	307 72% <sup>n</sup>	452 71% <sup>n</sup>	203 77% <sup>no</sup> ptu	267 78% <sup>no</sup> ptu	172 83% <sup>no</sup> pqr	101 65%	116 68%	55 73%	63 73%	84 71%
NET: At least monthly	980 70%	135 86%	138 88% <sup>deikl</sup>	138 83% <sup>ee</sup>	75 78%	116 71%	153 82% <sup>ee</sup>	138 82% <sup>ee</sup>	181 83% <sup>ee</sup>	210 79% <sup>ee</sup>	97 83% <sup>ee</sup>	109 79%	158 77%	92 90% <sup>cdefg</sup>	611 75%	343 80% <sup>n</sup>	503 79% <sup>n</sup>	222 85% <sup>no</sup> ptu	293 85% <sup>no</sup> ptu	187 90% <sup>no</sup> pqr	115 74%	131 78%	63 83%	72 84% <sup>t</sup>	95 79%
NET: Ever	1059 76%	143 91%	145 92% <sup>cdefikl</sup>	144 86%	79 82%	131 80%	161 87% <sup>ee</sup>	149 88% <sup>ee</sup>	195 90% <sup>cdeil</sup>	222 84%	103 88%	116 84%	173 84%	95 93% <sup>deikl</sup>	655 80%	364 85% <sup>nt</sup>	533 84% <sup>n</sup>	233 89% <sup>no</sup> ptu	308 90% <sup>no</sup> ptu	193 93% <sup>no</sup> pqr	122 78%	140 83%	68 90% <sup>nt</sup>	75 87% <sup>t</sup>	101 84%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 349  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	228 16%	98 21%	108 18%	83 19%	80 19%	103 24%	75 23%	80 25%	50 13%	143 19%h	19	199 16%	199 16%	228 22%klop	175 22%klop	203 16%	215 16%k	214 17%	200 18%	172 16%	144 22% s
Once a day	207 15%	85 18%	101 17%	86 20% d	61 14%	86 20%	64 20%	58 18%	70 18%	108 14%	21 14%	187 15%	189 15%	207 20%klop	156 20%klop	188 15%	203 16%k	193 16%	163 15%	157 15%	117 18% s
Several times a week	337 24%	120 25%	153 25%	100 24%	90 21%	117 27%	82 26%	75 24%	82 21%	192 26%	46 30%	315 25%	309 25%	337 32%kln	216 28%klp	325 26%k p	325 25%	302 25%	271 24%	257 25%	160 25%
Once a week	80 6%	28 6%	37 6%	26 6%	17 4%	30 7% g	19 6%	10 3%	22 6%	39 5%	11 7%	75 6%	75 6%	80 8%klop	50 6%	74 6%	78 6%	72 6%	66 6%	58 6%	39 6%
Several times a month	92 7%	36 8%	41 7%	31 7%	30 7%	20 5%	19 6%	25 8% e	27 7%	41 6%	16 10%	81 6%	75 6%	92 9%klnop	47 6%	83 7% l	91 7% kl	86 7%	70 6%	71 7%	42 7%
Once a month	36 3%	12 2%	17 3%	12 3%	14 3%	9 2%	2 1%	5 1%	13 3%	16 2%	3 2%	34 3% l	27 2%	36 3%klnp	19 2%	35 3% l	34 3% l	32 3%	24 2%	28 3%	11 2%
Less often	79 6%	27 6%	35 6%	15 3%	24 6%	21 5%	17 5%	14 5%	15 4%	41 6%	11 7%	72 6%	69 6%	79 7%klnop	39 5%	70 6%	71 5%	72 6%	62 6%	64 6%	29 4%
Never	319 23%	68 14%	111 18%	69 16%	100 24% c	46 11%	34 11%	48 15% e	104 27% j	162 22%	23 15%	301 24% mnop	285 23% mnop	-	72 9% m	256 21% mn	280 21% mn	246 20%	243 22% q	228 22% t	93 14%
Don't know	13 1%	4 1%	6 1%	3 1%	4 1%	4 1%	9 3%	5 1%	2 1%	6 1%	3 2%	11 1% lmo	6 *	-	7 1% lmo	4 *	10 1% lmo	12 1%	13 1%	7 1%	9 1%
NET: At least daily	435 31%	183 38%	209 34%	169 40%	141 34%	189 43%	139 43%	138 43%	120 31%	251 34%	41 26%	386 30%	387 31% k	435 41% klop	331 42% klop	391 32% k	419 32% k	408 33%	362 33%	328 32%	261 40% s
NET: At least weekly	852 61%	331 69%	399 66%	295 69% d	248 59%	336 77% g	239 75%	222 70%	224 58%	482 64%	98 64%	777 61%	772 63% k	852 80% kln	597 77% klop	791 64% k	822 63% k	782 64%	699 63%	644 62%	460 71% s

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 349  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch paid-for video-on-demand e.g. Netflix, Amazon Prime Video**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	980 70%	379 79%	457 75%	338 80% <sup>d</sup>	292 69%	365 84%	260 81%	252 79%	263 68%	540 72%	116 75%	892 70%	874 71%	980 93% <sup>k</sup> <sub>lno</sub>	662 85% <sup>k</sup> <sub>lop</sub>	909 73% <sup>k</sup> <sub>l</sub>	947 72% <sup>k</sup> <sub>l</sub>	899 73% <sup>r</sup>	793 71%	743 71%	514 80% <sup>s</sup>
NET: Ever	1059 76%	406 85%	492 81%	353 83% <sup>d</sup>	316 75%	386 88% <sup>g</sup>	276 87%	266 84%	278 72%	581 78%	127 83% <sup>h</sup>	964 76%	943 76%	1059 100% <sup>k</sup> <sub>lno</sub>	701 90% <sup>k</sup> <sub>lop</sub>	979 79% <sup>k</sup> <sub>lp</sub>	1018 78% <sup>k</sup> <sub>l</sub>	971 79% <sup>r</sup>	855 77%	808 77%	543 84% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 350  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music  
Base: All gamers

	Gender		Age						Social Grade				Region													
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North of Ireland (y)	
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39	
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*	
Several times a day	224 16%	118 17%	107 16%	84 41%efg hi	75 24%fgh i	43 15%ghi	15 6%i	5 3%	2 1%	82 22%lm	63 16%	38 13%	42 13%	16 14%	10 21%	24 16%	14 12%	21 16%	19 17%	12 18%	14 11%	49 24%quw y	25 15%	16 14%	2 7%	
Once a day	120 9%	61 9%	59 9%	25 12%hi	32 10%i	35 12%hi	18 7%i	8 5%	3 2%	43 11%lm	33 8%	25 8%	20 6%	14 12%q	5 10%	14 9%q	3 2%	16 12%q	11 10%q	8 12%q	7 6%	16 8%	15 9%q	10 8%	2 7%	
Several times a week	212 15%	128 18%b	85 12%	32 16%l	71 23%hi	44 15%l	42 16%hi	13 8%	11 6%	65 17%	61 15%	48 16%	38 12%	25 21%	6 12%	23 15%	16 14%	17 13%	14 12%	13 20%	16 13%	37 18%	27 16%	15 13%	3 7%	
Once a week	39 3%	17 2%	23 3%	9 4%i	8 2%	7 3%	10 4%	4 3%	1 1%	13 3%	13 3%	6 2%	8 2%	2 2%	1 2%	5 3%	6 4%	5 4%	4 1%	1 3%	4 3%	6 3%	3 2%	3 1%	1 1%	* 1%
Several times a month	53 4%	25 4%	28 4%	8 4%	8 3%	12 4%	15 6%i	5 3%	3 2%	11 3%	17 4%	9 3%	16 5%	5 5%	- -	5 3%	3 3%	3 2%	5 4%	3 4%	6 5%	7 3%	3 2%	11 10%orvw	2 5%	
Once a month	22 2%	13 2%	9 1%	1 1%	10 3%h	5 2%	4 2%	- -	1 1%	7 2%	8 2%	3 1%	4 1%	4 3%	- -	4 3%	1 1%	1 1%	- -	1 1%	2 2%	5 3%	2 1%	- -	- -	
Less often	110 8%	52 7%	58 9%	12 6%	19 6%	26 9%	26 10%i	19 12%ei	8 5%	29 8%	33 8%	24 8%	24 7%	6 5%	3 7%	11 7%	11 9%	9 7%	10 9%	6 10%	6 5%	11 5%	14 8%	17 15%nuv	6 17%nuv	
Never	593 43%	287 40%	306 45%	30 14%	88 28%d	107 38%de	122 48%def	102 65%defg	144 83%defgh	124 33%	165 42%j	141 48%j	162 51%jkl	43 37%	22 46%	62 42%	57 49%v	57 44%	46 41%	23 34%	68 54%ntv x	67 33%	83 48%v	45 39%	20 56%tv	
Don't know	18 1%	10 1%	8 1%	5 2%	4 1%	6 2%	2 1%	- -	1 *	5 1%	4 1%	3 1%	6 2%	1 1%	1 2%	2 1%	2 2%	2 1%	2 2%	- -	2 1%	5 2%	2 1%	* -	- -	
NET: At least daily	345 25%	179 25%	165 24%	109 53%efg hi	107 34%ghi	78 27%ghi	33 13%i	13 8%i	5 3%	125 33%klm	95 24%	63 21%	61 19%	30 26%	15 31%q	38 25%	17 15%	37 28%q	30 27%q	20 30%qu	21 17%	66 32%quy	41 24%	26 22%	5 13%	

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 350  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	596 43%	323 46%	273 40%	150 73% hi	185 59% i	129 45% fgh	85 33% ghi	31 20% hi	17 10%	203 54% klm	169 43% m	116 39%	107 34%	56 49% quy	22 45% y	66 44% y	40 34%	59 45% y	48 43% y	34 51% quy	41 33%	109 xy	71 54% quw	43 41% y	8 22%
NET: At least monthly	670 48%	361 51%	309 45%	160 77% hi	203 65% i	146 51% fgh	104 41% ghi	36 23% hi	21 12%	222 58% klm	194 49% m	128 43%	127 40%	65 57% quy	22 45% y	75 50% y	46 40%	63 48% y	52 47% y	37 56% quy	49 40%	121 xy	76 59% quw	54 43% y	10 27%
NET: Ever	780 56%	413 58%	367 54%	172 83% hi	222 71% i	172 60% fgh	130 51% ghi	55 35% hi	29 17%	251 66% klm	228 57% m	152 51%	150 47%	71 62% u	25 52%	85 57%	57 49%	72 55%	63 57%	44 66% quy	55 44%	132 y	89 65% quw	71 61% u	16 44%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 351  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	224 16%	163 18% <sup>c</sup>	58 20% <sup>c</sup>	3 2%	41 12%	32 18% <sup>df</sup>	19 9%	14 15%	2 13%	177 18% <sup>df</sup>	118 15%	104 17%	183 15%	39 26% <sup>l</sup>	155 17%	70 15%	53 14%	30 13%	33 19%	40 18% <sup>p</sup>	21 12%	12 12%	25 12%	21 9%	26 11%	60 18% <sup>wx</sup>	71 24% <sup>vwx</sup>
Once a day	120 9%	91 10% <sup>c</sup>	25 9% <sup>c</sup>	4 2%	30 9% <sup>f</sup>	21 12% <sup>f</sup>	11 5%	7 8%	1 4%	86 9%	65 8%	55 9%	107 9%	10 6%	65 7%	54 12% <sup>n</sup>	44 11% <sup>n</sup>	26 11%	23 13% <sup>n</sup>	26 12% <sup>n</sup>	23 13% <sup>n</sup>	11 11%	8 4%	21 9% <sup>v</sup>	21 9% <sup>v</sup>	29 9% <sup>v</sup>	35 12% <sup>w</sup>
Several times a week	212 15%	170 19% <sup>abc</sup>	32 11% <sup>c</sup>	10 5%	33 9%	23 13% <sup>g</sup>	19 9%	5 5%	1 5%	169 17% <sup>d</sup>	102 13%	107 18% <sup>j</sup>	185 15%	23 16%	120 13%	91 19% <sup>np</sup>	67 17%	38 16%	42 24% <sup>np</sup>	44 20% <sup>n</sup>	28 16%	15 15%	26 13%	23 10%	34 15%	51 16%	60 20% <sup>w</sup>
Once a week	39 3%	27 3%	10 4%	2 1%	13 4%	7 4%	8 4%	3 3%	1 5%	25 2%	20 3%	19 3%	33 3%	5 3%	27 3%	12 3%	10 3%	8 3%	4 2%	4 2%	6 3%	4 4%	6 3%	9 4%	8 4%	8 3%	6 2%
Several times a month	53 4%	34 4%	14 5%	4 2%	17 5%	9 5%	10 5%	8 8% <sup>i</sup>	3 19%	36 4%	25 3%	28 5%	51 4%	2 1%	36 4%	17 4% <sup>r</sup>	16 4% <sup>r</sup>	10 4%	2 1%	8 4%	7 4%	6 5%	3 2%	3 1%	8 3%	12 4%	20 7% <sup>vw</sup>
Once a month	22 2%	19 2%	2 1%	1 *	3 1%	2 1%	1 *	1 1%	-	18 2%	11 1%	11 2%	17 1%	4 3%	7 1%	11 2% <sup>n</sup>	10 3% <sup>n</sup>	3 1%	5 3% <sup>n</sup>	8 4% <sup>n</sup>	3 2%	1 1%	1 1%	5 2% <sup>y</sup>	5 2% <sup>y</sup>	1 *	9 3% <sup>y</sup>
Less often	110 8%	72 8%	28 9%	10 5%	28 8%	17 10%	13 6%	9 9%	-	80 8%	68 9%	41 7%	93 8%	17 11%	66 7%	43 9%	38 10%	26 11%	16 9%	16 7%	17 10%	12 12%	17 9%	20 9%	15 6%	28 9%	23 8%
Never	593 43%	320 35%	118 40%	155 82% <sup>ab</sup>	177 51% <sup>ei</sup>	67 38%	129 61% <sup>d</sup>	46 50% <sup>e</sup>	7 54%	404 40%	352 46% <sup>k</sup>	238 39%	541 44% <sup>m</sup>	46 31%	430 47% <sup>opqr</sup>	159 34% <sup>r</sup>	135 35% <sup>rs</sup>	92 39% <sup>rs</sup>	47 27%	68 31%	67 38% <sup>r</sup>	40 40% <sup>r</sup>	112 56% <sup>yz</sup>	128 56% <sup>yz</sup>	115 49% <sup>z</sup>	137 42% <sup>z</sup>	68 23%
Don't know	18 1%	13 1%	4 1%	1 1%	2 1%	2 1%	1 *	1 *	-	16 2%	9 1%	8 1%	14 1%	4 3%	8 1%	10 2%	10 3% <sup>n</sup>	3 1%	1 1%	8 4% <sup>nr</sup>	3 2%	-	2 1%	3 1%	2 1%	5 1%	2 2%
NET: At least daily	345 25%	254 28% <sup>c</sup>	83 29% <sup>c</sup>	7 4%	71 21% <sup>f</sup>	53 30% <sup>df</sup>	30 17%	22 23% <sup>f</sup>	2 17%	263 26% <sup>f</sup>	183 24%	159 26%	290 24%	48 32% <sup>l</sup>	220 24%	124 27%	97 25%	56 24%	57 33% <sup>no</sup>	66 30%	44 25%	23 23%	33 16%	42 18%	47 20%	88 27% <sup>vw</sup>	105 36% <sup>vwx</sup>
NET: At least weekly	596 43%	451 50% <sup>c</sup>	126 43% <sup>c</sup>	19 10%	117 34% <sup>f</sup>	83 46% <sup>dfg</sup>	57 27%	30 32%	4 27%	456 45% <sup>dfg</sup>	306 40%	285 47% <sup>j</sup>	509 42%	76 51%	366 40%	227 49% <sup>npq</sup>	174 45%	103 43%	102 59% <sup>nopq</sup>	114 51% <sup>np</sup>	78 45%	41 41%	65 33%	74 32%	90 38%	148 45% <sup>vw</sup>	171 58% <sup>vwx</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 351  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least monthly	670	504	142	24	138	93	68	38	6	510	341	324	577	82	409	256	200	116	110	130	89	48	70	82	103	160	201
	48%	55% <sup>c</sup>	49% <sup>c</sup>	13%	40% <sup>f</sup>	52% <sup>df</sup>	32%	40%	46%	51% <sup>df</sup>	44%	53% <sup>j</sup>	47%	55%	45%	55% <sup>npq</sup>	52% <sup>n</sup>	49%	63% <sup>nopq</sup>	58% <sup>npq</sup>	50%	48%	35%	36%	44%	49% <sup>vw</sup>	68% <sup>vwxy</sup>
NET: Ever	780	576	170	34	166	110	81	47	6	591	409	365	669	99	475	298	238	142	126	147	106	60	87	102	119	188	223
	56%	63% <sup>c</sup>	58% <sup>c</sup>	18%	48% <sup>f</sup>	61% <sup>df</sup>	38%	50% <sup>f</sup>	46%	58% <sup>df</sup>	53%	60% <sup>j</sup>	55%	67% <sup>l</sup>	52%	64% <sup>n</sup>	62% <sup>n</sup>	60%	72% <sup>nopq</sup>	66% <sup>n</sup>	60%	60%	43%	44%	50%	58% <sup>vw</sup>	75% <sup>vwxy</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 352

**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	224 16%	11 19%	5 9%	8 18%	5 10%	4 15%	8 17%	18 15%	9 21%	10 16%	17 14%	3 7%	13 26%kvw	*	5 23%	67 20%kvw	14 30%bdjkq	5 9%	5 11%	11 22%	2 7%	4 8%
Once a day	120 9%	7 11%w	7 14%dfw	5 10%	1 1%	2 7%	* 1%	10 8%	5 12%w	8 12%dfw	17 15%dfow	2 5%	5 10%	3 10%	1 4%	25 8%	3 5%	7 13%dfw	4 10%	6 13%dfw	2 7%	1 1%
Several times a week	212 15%	15 26%fv	8 16%	5 12%	10 17%	2 7%	4 9%	21 17%	8 17%	8 13%	18 15%	8 17%	9 18%	4 13%	3 12%	54 16%	6 14%	6 11%	6 15%	8 16%	3 7%	6 12%
Once a week	39 3%	2 3%	-	1 3%	3 5%	3 14%	-	3 2%	3 6%	3 4%	5 4%	1 3%	2 3%	1 3%	2 8%	9 3%	-	1 2%	-	1 1%	* 1%	1 1%
Several times a month	53 4%	1 1%	5 9% <i>d</i>	-	-	1 5%	4 8%	4 3%	1 3%	2 3%	3 3%	4 9% <i>do</i>	3 6%	-	-	9 3%	4 9% <i>do</i>	5 10% <i>do</i>	2 5%	2 4%	2 5%	1 2%
Once a month	22 2%	2 4%	2 3%	-	-	1 3%	2 5%	4 3%	-	-	1 *	-	-	1 2%	-	8 2%	-	-	-	1 2%	-	1 2%
Less often	110 8%	5 8%	2 3%	4 9%	5 8%	2 7%	8 17% <i>bop</i>	9 8%	2 4%	4 6%	7 6%	3 6%	2 5%	2 8%	4 20%	17 5%	1 2%	12 24% <i>abdgh</i>	4 9%	6 13%	6 17% <i>bop</i>	3 7%
Never	593 43%	15 26%	23 45%	22 47%	31 55% <i>alqs</i>	10 41%	21 43%	50 42%	17 38%	28 45%	48 41%	24 51% <i>als</i>	14 29%	18 62%	7 34%	140 42%	17 36%	16 31%	21 50% <i>a</i>	15 30%	20 56% <i>alqs</i>	34 67% <i>abfghijlopqs</i>
Don't know	18 1%	1 1%	-	1 2%	2 3%	-	-	2 1%	-	1 1%	2 1%	1 2%	2 4%	-	-	5 1%	2 3%	-	* 1%	-	-	-
NET: At least daily	345 25%	17 30% <i>dkw</i>	12 23%	13 28% <i>dw</i>	6 11%	5 22%	8 17%	28 23% <i>w</i>	15 33% <i>dkw</i>	17 27% <i>dw</i>	34 29% <i>dkw</i>	6 12%	17 35% <i>dkvw</i>	3 12%	6 27%	93 28% <i>dkw</i>	17 35% <i>dkvw</i>	12 22%	9 21%	17 34% <i>dkvw</i>	5 13%	4 9%
NET: At least weekly	596 43%	34 60% <i>dfkq</i>	20 40%	20 42% <i>w</i>	19 34%	10 43%	13 27%	52 43% <i>vw</i>	25 56% <i>dfkv</i>	28 44% <i>vw</i>	56 48% <i>fvw</i>	15 32%	28 57% <i>dfkv</i>	8 27%	10 47%	156 46% <i>fvw</i>	23 49% <i>vw</i>	19 35%	15 35%	26 52% <i>fvw</i>	8 22%	11 22%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 352  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	670	37	27	20	19	12	19	26	30	60	19	31	8	10	173	28	24	17	29	10	13	
	48%	64%dfkr	52%vw	42%	34%	51%	40%	49%vw	59%dvw	47%w	51%dvw	40%	63%dfkv	29%	47%	52%dvw	58%dvw	45%	40%	57%dvw	27%	26%
		vw										w										
NET: Ever	780	42	28	24	23	14	28	69	28	34	68	22	33	11	14	190	29	36	20	35	16	17
	56%	72%dkor	55%w	51%	42%	59%	57%w	57%w	62%w	54%w	58%w	46%	68%dvw	38%	66%	57%w	60%w	69%dkvw	49%	70%dkvw	44%	33%
		vw																				

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 353

**Q.26 How often, if at all, do you watch or listen to any of the following?  
Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music  
Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	224 16%	42 27%	41 26%	41 25%	19 20%	35 21%	55 29%de	40 23%	66 30%deg	73 27%	29 24%	32 24%	53 26%	37 36%cd kl	161 20%	99 23% n	151 24% n	78 30% nop	88 26% n	52 25%	36 23%	39 23%	15 20%	20 24%	27 23%
Once a day	120 9%	24 15%	26 17%	27 16%	16 16%	21 13%	26 14%	26 15%	37 17% i	30 11%	24 21% ilm	27 19% im	27 13%	11 11%	88 11%	54 13%	73 11%	41 16% np	44 13%	34 17% np	25 16%	31 18% np	16 21% np	18 21% nop	18 15%
Several times a week	212 15%	30 19%	27 17%	33 20%	24 25% efil	29 18%	28 15%	35 21% f	38 18%	42 16%	24 21%	26 19%	31 15%	22 22%	129 16%	69 16%	121 19% n	42 16%	65 19%	46 22% no	25 16%	27 16%	14 18%	19 22%	20 16%
Once a week	39 3%	5 3%	4 3%	5 3%	1 1%	4 3%	5 3%	7 4%	8 4%	7 3%	5 4%	6 4%	9 4%	3 3%	25 3%	13 3%	16 3%	10 4%	9 3%	6 3%	5 3%	4 2%	4 6%	3 4%	5 4%
Several times a month	53 4%	7 4%	5 3%	4 2%	3 3%	5 3%	7 4%	6 3%	8 4%	9 3%	6 5%	5 4%	10 5%	5 5%	34 4%	18 4%	27 4%	9 4%	17 5%	8 4%	7 5%	5 3%	4 5%	4 5%	4 4%
Once a month	22 2%	6 4%	2 1%	4 3%	-	-	4 2%	2 1%	4 2%	6 2%	5 4% eg	5 3% e	4 2%	5 5% el	15 2%	8 2%	11 2%	4 1%	4 1%	-	-	-	-	2 2%	1 1%
Less often	110 8%	14 9%	10 7%	7 4%	3 3%	7 4%	11 6%	15 9% ce	12 6%	20 7%	6 5%	13 10% ce	15 8%	6 6%	69 8%	45 11%	55 9%	21 8%	31 9%	18 9%	15 10%	16 10%	5 7%	5 6%	14 12%
Never	593 43%	26 17%	37 23% jm	43 26% hijk	29 30% hijk	61 37% bcfgh ijklm	48 26% hijk	36 22% ajm	39 18% m	75 28% hijk	16 13%	21 16%	53 26% hijk	9 9%	281 34% opqrs tuvwx	112 26% qsw	175 27% qsw	52 20%	80 23% s	38 18%	41 26% sw	44 26% sw	16 21%	14 16%	28 24%
Don't know	18 1%	3 2%	4 3%	3 2%	2 2%	1 1%	3 2%	2 1%	5 2%	3 1%	3 2%	2 1%	4 2%	3 3%	14 2%	8 2%	9 1%	5 2%	5 1%	5 2%	2 1%	3 2%	2 2%	-	2 1%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 353

**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	345 25%	67 42%	67 43%	68 41%	35 36%	55 34%	80 43%e	66 39%	103 47%degil	103 39%	53 45%e	59 43%	80 39%	48 47%e	249 31%	154 36%n	224 35%n	119 46%nopr	132 39%n	86 42%n	60 39%n	70 41%n	31 41%	39 45%n	46 38%
NET: At least weekly	596 43%	102 64%	98 63%	107 64%e	60 62%	89 55%	114 61%	108 64%e	149 69%eil	152 57%	82 70%eil	91 66%e	119 58%	74 72%efil	403 49%	236 55%n	361 57%n	171 65%nop	206 60%n	138 67%nopr	90 58%n	101 60%n	49 65%n	61 70%noptux	70 59%
NET: At least monthly	670 48%	114 72%	106 67%e	115 69%e	63 65%	94 58%	124 67%e	116 68%e	161 74%eil	167 63%	92 79%bcdefgil	101 73%eil	132 65%	84 82%bcdefgil	452 55%	262 61%n	399 63%n	184 70%nopu	227 66%n	146 71%nop	98 63%	106 63%	53 70%n	67 78%noptux	75 63%
NET: Ever	780 56%	128 81%	116 74%e	122 73%e	66 68%	101 62%	135 73%e	131 77%e	173 80%deil	187 71%e	99 84%bcdefil	115 83%bcdefil	148 72%e	90 88%bcdefgil	521 64%	307 72%n	454 71%n	205 78%nop	259 75%n	165 79%nop	113 73%n	123 73%n	58 77%n	72 84%noptux	89 75%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 354

**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	224 16%	119 25% <sup>b</sup>	89 15%	96 22% <sup>d</sup>	51 12%	99 23%	66 21%	74 23%	60 16%	114 15%	29 19%	208 16%	194 16%	215 20% <sup>klop</sup>	224 29% <sup>klmo</sup>	202 16%	222 17% <sup>l</sup>	214 17%	196 18%	186 18%	148 23% <sup>s</sup>
Once a day	120 9%	42 9%	71 12%	46 11%	40 9%	50 11%	33 10%	29 9%	32 8%	69 9%	10 7%	106 8%	111 9% <sup>k</sup>	115 11% <sup>klop</sup>	120 15% <sup>klmop</sup>	115 9% <sup>k</sup>	118 9% <sup>k</sup>	112 9%	107 10%	92 9%	76 12% <sup>s</sup>
Several times a week	212 15%	79 16%	103 17%	65 15%	71 17%	101 23% <sup>g</sup>	64 20%	53 17%	43 11%	132 18% <sup>h</sup>	31 20% <sup>h</sup>	203 16%	191 16%	190 18% <sup>klop</sup>	212 27% <sup>klmo</sup>	201 16%	202 15%	196 16%	176 16%	156 15%	115 18% <sup>s</sup>
Once a week	39 3%	16 3%	16 3%	11 3%	12 3%	12 3%	10 3%	7 2%	10 3%	20 3%	7 5%	34 3%	36 3%	33 3%	39 5% <sup>klmop</sup>	38 3%	37 3%	33 3%	31 3%	27 3%	22 3%
Several times a month	53 4%	17 4%	23 4%	20 5%	12 3%	14 3%	11 4%	15 5%	19 5%	26 3%	5 3%	46 4%	49 4%	41 4%	53 7% <sup>klmop</sup>	45 4%	51 4%	50 4%	43 4%	37 4%	27 4%
Once a month	22 2%	6 1%	10 2%	7 2%	8 2%	5 1%	6 2%	5 2%	5 1%	10 1%	4 3%	19 1%	21 2%	21 2%	22 3% <sup>klop</sup>	19 2%	21 2%	18 1%	17 2%	12 1%	13 2% <sup>s</sup>
Less often	110 8%	40 8%	54 9%	35 8%	42 10%	35 8%	29 9%	33 10%	30 8%	62 8%	12 8%	101 8%	102 8%	86 8%	110 14% <sup>klmop</sup>	99 8%	107 8%	104 8%	89 8%	81 8%	48 7%
Never	593 43%	156 33%	233 38%	144 34%	178 42% <sup>c</sup>	115 26%	94 29%	95 30%	181 47% <sup>j</sup>	305 41%	56 36%	545 43% <sup>mnop</sup>	518 42% <sup>mn</sup>	344 33% <sup>n</sup>	-	508 41% <sup>mn</sup>	536 41% <sup>mn</sup>	486 40%	436 39%	441 42% <sup>t</sup>	192 30%
Don't know	18 1%	4 1%	10 2%	3 1%	7 2%	6 1%	6 2%	7 2%	5 1%	12 2%	-	15 1% <sup>no</sup>	13 1% <sup>n</sup>	13 1% <sup>no</sup>	-	11 1% <sup>n</sup>	15 1% <sup>n</sup>	16 1%	16 1%	11 1%	4 1%
NET: At least daily	345 25%	161 34% <sup>b</sup>	161 26%	141 33% <sup>d</sup>	91 22%	149 34%	100 31%	103 32%	92 24%	183 24%	40 26%	314 25%	305 25%	330 31% <sup>klop</sup>	345 44% <sup>klmo</sup>	318 26% <sup>k</sup>	340 26% <sup>kl</sup>	326 27%	303 27%	278 27%	224 35% <sup>s</sup>
NET: At least weekly	596 43%	255 53% <sup>b</sup>	280 46%	217 51% <sup>d</sup>	174 41%	262 60% <sup>g</sup>	173 54%	164 51%	145 38%	335 45% <sup>h</sup>	77 50% <sup>h</sup>	550 43%	532 43%	553 52% <sup>klop</sup>	596 76% <sup>klmo</sup>	556 45% <sup>kl</sup>	579 44% <sup>k</sup>	555 45%	511 46%	460 44%	361 56% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 354

**Q.26 How often, if at all, do you watch or listen to any of the following?  
 Listen to music via a paid-for streaming e.g. Spotify Premium, Apple Music  
 Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	670 48%	278 58% <sup>b</sup>	312 51%	244 57% <sup>d</sup>	194 46%	281 64% <sup>g</sup>	191 60%	184 58%	169 44%	371 49%	86 56% <sup>h</sup>	616 48%	602 49%	615 58% <sup>klop</sup>	670 86% <sup>klmo</sup>	621 50% <sup>kl</sup>	651 50% <sup>k</sup>	623 51%	571 51%	509 49%	401 62% <sup>s</sup>
NET: Ever	780 56%	318 67%	366 60%	279 65% <sup>d</sup>	236 56%	316 72%	220 69%	217 68%	199 52%	433 58%	98 64% <sup>h</sup>	717 56%	703 57%	701 66% <sup>klop</sup>	780 100% <sup>klmo</sup>	720 58% <sup>k</sup>	758 58% <sup>k</sup>	726 59%	660 59%	591 57%	449 70% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey

### ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 355  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	145 10%	67 9%	78 11%	18 9%	41 13% <i>i</i>	33 12% <i>i</i>	30 12% <i>i</i>	14 9%	8 5%	48 13%	32 8%	23 8%	41 13%	10 8%	6 11%	17 11%	8 7%	10 7%	19 17% <i>qrv</i>	10 15% <i>y</i>	13 10%	14 7%	25 14% <i>vy</i>	14 12%	1 1%
Once a day	193 14%	96 13%	98 14%	36 17% <i>i</i>	45 14%	51 18% <i>gi</i>	27 11%	20 12%	15 8%	67 18% <i>m</i>	53 13%	40 13%	35 11%	13 11%	10 20%	28 19%	16 13%	26 20%	11 10%	9 14%	15 12%	26 13%	22 12%	13 11%	6 16%
Several times a week	404 29%	217 31%	187 27%	44 21%	93 29%	93 33% <i>d</i>	72 28%	46 29%	57 33% <i>d</i>	117 31%	125 31% <i>m</i>	87 29%	75 24%	28 24%	12 25%	39 26%	38 33%	41 32%	35 32%	19 29%	41 33%	62 30%	54 31%	25 22%	9 26%
Once a week	154 11%	76 11%	77 11%	23 11%	34 11%	27 9%	35 14%	19 12%	16 9%	51 13%	42 11%	29 10%	32 10%	13 11%	5 10%	13 9%	16 14%	13 10%	15 13%	6 8%	11 9%	26 13%	18 10%	11 10%	6 18%
Several times a month	145 10%	67 10%	78 11%	19 9%	39 12% <i>f</i>	18 6%	25 10%	21 13% <i>f</i>	23 13% <i>f</i>	24 6%	51 13% <i>j</i>	42 14% <i>j</i>	28 9%	14 12%	5 10%	14 10%	10 9%	6 5%	10 9%	6 10%	13 11%	25 12% <i>r</i>	20 11%	18 15% <i>r</i>	3 7%
Once a month	58 4%	31 4%	26 4%	6 3%	12 4%	8 3%	12 5%	9 6%	10 6%	15 4%	18 5%	15 5%	10 3%	11 9% <i>su</i>	4 9%	5 3%	3 3%	6 4%	2 2%	3 5%	3 2%	9 4%	6 4%	5 4%	1 1%
Less often	140 10%	76 11%	64 9%	27 13%	23 7%	23 8%	25 10%	17 11%	24 14% <i>e</i>	27 7%	38 10%	26 9%	48 15% <i>jl</i>	13 11%	4 7%	15 10%	16 13%	8 6%	10 9%	9 13%	14 11%	20 10%	17 10%	10 9%	6 17%
Never	141 10%	72 10%	68 10%	29 14% <i>e</i>	23 7%	29 10%	27 11%	11 7%	21 12%	26 7%	36 9%	31 10%	48 15% <i>jk</i>	14 12%	4 7%	18 12%	9 7%	19 14% <i>w</i>	7 6%	4 6%	14 11%	19 9%	10 6%	19 17% <i>sw</i>	5 13%
Don't know	12 1%	7 1%	5 1%	5 2% <i>g</i>	5 2%	2 1%	-	-	-	4 1%	1 *	4 1%	2 1%	-	-	-	1 1%	2 1%	1 1%	-	* 2%	4 2%	3 2%	1 1%	-
NET: At least daily	338 24%	162 23%	176 26%	54 26% <i>i</i>	86 27% <i>i</i>	84 30% <i>i</i>	58 23% <i>i</i>	34 22% <i>i</i>	22 13%	115 30% <i>kl</i>	85 21%	63 21%	75 24%	22 19%	15 32%	44 30% <i>v</i>	24 21%	36 27%	30 27%	19 29%	28 22%	39 19%	46 27%	27 23%	6 18%
NET: At least weekly	896 64%	456 64%	440 65%	121 59%	212 68% <i>i</i>	204 72% <i>di</i>	165 65%	98 63%	95 55%	283 75% <i>klm</i>	252 63%	179 60%	182 57%	64 55%	32 67%	97 65%	78 67%	91 69% <i>nx</i>	80 73% <i>nx</i>	44 66%	81 65%	127 62%	118 68% <i>nx</i>	63 54%	22 61%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 355  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least monthly	1099 79%	555 78%	544 80%	146 71%	263 84% <sup>di</sup>	231 81% <sup>d</sup>	202 79%	128 82% <sup>d</sup>	128 74%	322 85% <sup>m</sup>	321 81% <sup>m</sup>	236 80% <sup>m</sup>	220 69%	89 77%	41 85%	116 78%	91 79%	103 79%	92 83%	54 81%	96 77%	161 79%	144 83%	86 74%	25 70%
NET: Ever	1238 89%	631 89%	608 89%	173 84%	286 91% <sup>d</sup>	254 89%	227 89%	146 93% <sup>d</sup>	153 88%	349 92% <sup>m</sup>	360 91% <sup>m</sup>	262 88%	268 84%	101 88%	45 93%	131 88%	107 92%	110 84%	102 93% <sup>x</sup>	63 94% <sup>x</sup>	111 89%	181 89%	161 93% <sup>rx</sup>	96 82%	31 87%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 356  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Working status			Disability					Educational level			Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni-versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	145 10%	104 11% <sup>c</sup>	28 10%	12 6%	42 12%	22 12%	27 13%	14 15%	5 33%	100 10%	85 11%	59 10%	123 10%	20 13%	75 8%	70 15% <sup>n</sup>	62 16% <sup>n</sup>	36 15% <sup>n</sup>	28 16% <sup>n</sup>	40 18% <sup>n</sup>	28 16% <sup>n</sup>	14 13%	28 14%	20 9%	27 11%	37 11%	26 9%
Once a day	193 14%	140 15% <sup>c</sup>	38 13%	15 8%	43 12%	30 17% <sup>d</sup>	23 11%	13 14%	1 4%	143 14%	108 14%	83 14%	174 14%	15 10%	113 12%	79 17% <sup>n</sup>	63 16%	34 14%	33 19% <sup>n</sup>	45 20% <sup>n</sup>	29 16%	12 12%	27 13%	41 18% <sup>x</sup>	20 9%	45 14%	47 16% <sup>x</sup>
Several times a week	404 29%	276 30% <sup>b</sup>	66 23%	63 33% <sup>b</sup>	79 23%	41 23%	43 21%	17 18%	1 10%	314 31% <sup>defg</sup>	210 27%	190 31%	364 30%	35 23%	265 29%	132 28%	113 29% <sup>s</sup>	72 30%	44 25%	55 25%	55 31%	31 31%	47 23%	51 22%	60 25%	106 32% <sup>vw</sup>	103 35% <sup>vw</sup>
Once a week	154 11%	103 11%	32 11%	19 10%	44 13%	22 12%	29 14%	11 11%	-	106 10%	80 10%	74 12%	140 11%	10 7%	113 12% <sup>st</sup>	40 9%	32 8%	19 8%	13 7%	16 7%	11 6%	13 13% <sup>q</sup>	25 13%	27 12%	29 12%	26 8%	38 13%
Several times a month	145 10%	95 10%	26 9%	24 13%	38 11%	20 11%	27 13%	12 13%	-	106 10%	83 11%	62 10%	132 11%	13 9%	99 11%	46 10%	33 9%	23 10%	22 13%	23 10%	15 9%	12 12%	19 10%	22 10%	28 12%	44 14%	27 9%
Once a month	58 4%	31 3%	13 5%	13 7% <sup>a</sup>	18 5%	7 4%	13 6%	4 5%	-	38 4%	31 4%	26 4%	55 5%	2 1%	38 4%	19 4%	16 4%	12 5%	7 4%	7 3%	9 5%	5 4%	3 1%	12 5% <sup>v</sup>	14 6% <sup>v</sup>	18 5% <sup>v</sup>	9 3%
Less often	140 10%	76 8%	43 15% <sup>a</sup>	21 11%	36 11%	14 8%	27 13%	10 11%	3 24%	101 10%	81 10%	59 10%	117 10%	21 14%	113 12% <sup>opqrs</sup>	27 6% <sup>s</sup>	20 5% <sup>s</sup>	17 7% <sup>s</sup>	9 5%	7 3%	13 7% <sup>s</sup>	5 5%	28 14% <sup>yz</sup>	28 12% <sup>yz</sup>	33 14% <sup>yz</sup>	22 7%	17 6%
Never	141 10%	76 8%	42 14% <sup>a</sup>	23 12%	43 12%	23 13%	20 10%	11 12%	4 29%	93 9%	90 12%	51 8%	111 9%	28 19% <sup>l</sup>	91 10%	48 10%	39 10%	22 9%	17 10%	28 12%	12 7%	10 10%	23 12%	28 12%	26 11%	27 8%	23 8%
Don't know	12 1%	8 1%	4 1%	-	2 *	* 1%	1 1%	1 1%	-	10 1%	4 *	8 1%	7 1%	5 3% <sup>d</sup>	7 1%	5 1%	5 1%	3 1%	1 1%	3 1%	3 2%	-	* *	1 *	-	1 *	6 2%
NET: At least daily	338 24%	244 27% <sup>c</sup>	66 23% <sup>c</sup>	27 14%	85 25%	52 29%	51 24%	27 29%	5 37%	243 24%	192 25%	142 23%	297 24%	34 23%	187 21%	149 32% <sup>n</sup>	125 33% <sup>n</sup>	70 30% <sup>n</sup>	61 35% <sup>n</sup>	84 38% <sup>n</sup>	57 33% <sup>n</sup>	25 33% <sup>n</sup>	55 27%	61 26%	47 20%	82 25%	72 24%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 356  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	896 64%	623 69%bc	164 56%	109 57%	208 60%	115 64%	123 58%	55 59%	6 47%	662 66%	483 63%	406 66%	802 65% <sub>m</sub>	80 53%	565 62%	322 69% <sub>n</sub>	269 70% <sub>n</sub>	161 68%	117 68%	155 69%	123 70%	69 69%	127 63%	139 60%	136 57%	215 66%	214 72% <sub>wx</sub>
NET: At least monthly	1099 79%	749 82% <sub>b</sub>	203 70%	147 77%	264 77%	142 79%	163 77%	71 76%	6 47%	806 80%	596 77%	495 81%	989 81% <sub>m</sub>	95 64%	702 77%	388 83% <sub>n</sub>	319 83% <sub>n</sub>	195 82%	146 84%	185 83%	147 84%	86 85%	149 74%	174 75%	178 75%	277 85% <sub>vwx</sub>	250 85% <sub>vwx</sub>
NET: Ever	1238 89%	825 91% <sub>b</sub>	246 84%	167 88%	300 87%	156 87%	190 90%	81 87%	10 71%	907 90%	677 88%	553 90%	1106 90% <sub>m</sub>	116 78%	815 89%	414 89%	339 89%	212 90%	156 90%	192 86%	160 91%	90 90%	177 88%	202 87%	211 89%	299 91%	267 90%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 357  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Watch catch-up TV services  
Base: All gamers

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	145 10%	4 6%	6 12%	3 7%	3 6%	1 3%	5 10%	15 13%	4 9%	9 14%	12 10%	3 7%	10 21% <sup>adov</sup>	-	2 8%	34 10%	8 17% <sup>v</sup>	5 10%	8 20% <sup>v</sup>	5 11%	1 1%	5 11%
Once a day	193 14%	6 11%	6 11%	12 26% <sup>dklo</sup>	3 6%	6 25%	12 24% <sup>dil</sup>	19 16%	12 27% <sup>dklo</sup>	5 8%	19 16% <sup>l</sup>	4 4%	2 4%	6 21%	1 5%	43 13%	6 12%	5 9%	7 17%	7 15%	6 16%	6 12%
Several times a week	404 29%	14 24%	11 22%	12 26%	18 32% <sup>er</sup>	5 19%	16 33% <sup>er</sup>	32 26%	15 32% <sup>er</sup>	23 37% <sup>er</sup>	35 30% <sup>er</sup>	13 29%	18 36% <sup>er</sup>	6 20%	10 47%	101 30% <sup>er</sup>	15 32% <sup>er</sup>	14 27%	4 10%	15 29% <sup>er</sup>	9 26%	17 34% <sup>er</sup>
Once a week	154 11%	6 10%	7 14%	5 16%	9 17%	4 6%	3 8%	9 8%	5 10%	9 14%	13 11%	5 10%	7 15%	5 18%	-	40 12%	1 3%	6 11%	3 8%	4 9%	6 18% <sup>p</sup>	6 12%
Several times a month	145 10%	6 11%	9 17% <sup>j</sup>	3 6%	3 5%	4 16%	5 11%	14 11%	3 7%	8 12%	6 6%	6 13%	3 7%	5 18%	8 36%	32 9%	6 12%	5 9%	8 20% <sup>dj</sup>	3 7%	3 7%	6 12%
Once a month	58 4%	6 11% <sup>fgkp</sup>	5 9%	4 8%	2 3%	1 5%	-	3 3%	2 5%	2 2%	6 5%	-	1 1%	1 4%	1 4%	16 5%	-	3 6%	1 3%	3 7%	1 1%	1 1%
Less often	140 10%	10 17% <sup>bhijr</sup>	2 3%	4 8%	11 20% <sup>bhijr</sup>	4 16%	6 11%	12 10%	1 3%	3 4%	7 6%	7 16% <sup>ir</sup>	4 8%	4 12%	-	36 11%	5 10%	8 15% <sup>r</sup>	1 1%	8 16% <sup>ir</sup>	6 17% <sup>ir</sup>	3 6%
Never	141 10%	6 11%	6 11%	4 8%	6 11%	-	2 5%	17 14%	3 6%	4 7%	16 14%	8 17%	4 8%	1 5%	-	29 9%	5 10%	6 12%	8 20% <sup>fo</sup>	4 8%	5 13%	6 12%
Don't know	12 1%	-	-	-	1 1%	-	-	-	-	1 1%	2 1%	-	-	* 2%	-	5 1%	2 3%	1 2%	* 1%	-	-	* 1%
NET: At least daily	338 24%	10 17%	12 23%	16 34% <sup>d</sup>	6 11%	7 27%	17 34% <sup>d</sup>	34 28% <sup>d</sup>	16 37% <sup>adk</sup>	14 22%	32 27% <sup>d</sup>	7 16%	12 25%	6 21%	3 13%	77 23%	14 29% <sup>d</sup>	10 19%	15 36% <sup>dk</sup>	13 25%	6 18%	12 23%
NET: At least weekly	896 64%	29 51%	31 59%	33 71%	33 59%	15 64%	35 73% <sup>a</sup>	75 62%	36 79% <sup>akqr</sup>	46 73% <sup>a</sup>	80 69% <sup>a</sup>	26 54%	37 76% <sup>ak</sup>	17 59%	13 65%	218 64%	31 57%	30 55%	23 62%	31 62%	22 61%	35 69%
NET: At least monthly	1099 79%	42 72%	44 85%	40 85%	38 68%	20 84%	41 84%	92 76%	41 91% <sup>adkq</sup>	55 88% <sup>dkv</sup>	93 79%	31 67%	41 84%	23 81%	21 100%	266 79%	36 77%	38 72%	32 78%	38 76%	25 70%	41 82%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 357

**Q.26 How often, if at all, do you watch or listen to any of the following?**

**Watch catch-up TV services**

**Base: All gamers**

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*	
NET: Ever	1238	52	46	43	49	24	46	104	42	58	100	39	45	26	21	301	41	45	33	46	31	44	
		89%	89%	89%	92%	87%	100%	95% <sup>cr</sup>	86%	94%	92%	85%	83%	92%	93%	100%	90%	86%	86%	79%	92%	87%	87%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 358  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	145 10%	27 17%	28 18%h	34 20%h	16 17%	22 14%	32 17%	29 17%h	25 12%	38 14%	19 16%	21 15%	31 15%	23 22%hi	99 12%	74 17%nr	82 13%	46 17%nr	43 13%	30 14%	26 16%	31 18%n	11 15%	17 20%n	27 23%nrps
Once a day	193 14%	35 22%	34 22%	28 17%	22 23%	32 20%	38 21%	38 22%	44 20%	61 23%	30 25%c	40 29%cehl	40 20%	23 22%	137 17%	84 20%	120 19%	56 21%	61 18%	40 19%	39 25%nr	38 23%	21 28%nr	19 22%	25 21%
Several times a week	404 29%	43 27%	34 22%	43 26%	24 25%	53 33%bdj	49 26%	45 26%	62 28%	70 26%	26 22%	34 25%	54 26%	25 24%	250 31%u	127 30%	187 29%	78 30%	121 35%optux	67 32%u	38 25%	39 23%	22 29%	25 29%	29 24%
Once a week	154 11%	16 10%	20 13%am	14 8%	10 10%	15 9%	18 10%	16 9%	24 11%	31 12%	12 10%	11 8%	25 12%am	6 6%	78 10%	36 8%	64 10%	23 9%	41 12%o	21 10%	14 9%	13 7%	8 11%	10 11%	9 8%
Several times a month	145 10%	16 10%	16 10%	18 11%	9 9%	20 12%	16 8%	18 11%	24 11%	26 10%	14 12%	10 7%	24 12%	11 10%	84 10%oq	31 7%	63 10%oq	15 6%	30 9%	17 8%	13 9%	17 10%qv	3 4%	4 5%	7 6%
Once a month	58 4%	2 1%	1 1%	8 5%b	5 5%bm	6 4%b	5 2%	3 2%	7 3%b	6 2%	5 4%b	3 3%	7 4%b	1 1%	24 3%	13 3%q	22 3%qx	3 1%	8 2%	3 2%	3 2%	4 3%x	1 1%	2 2%	* *
Less often	140 10%	5 3%	6 4%	6 3%	3 3%	5 3%	8 5%	3 2%	11 5%g	14 5%g	3 3%	6 4%	7 3%	2 2%	70 9%oprw	21 5%	44 7%	17 7%	17 5%	12 6%	8 5%	11 6%w	1 1%	1 2%	9 8%
Never	141 10%	13 8%	16 10%	14 9%	6 6%	10 6%	18 10%	15 9%	18 8%	18 7%	7 6%	10 7%	16 8%	9 9%	67 8%	38 9%r	52 8%	22 9%	20 6%	16 8%	13 8%	15 9%	8 11%	7 8%	10 9%
Don't know	12 1%	2 1%	3 2%	3 2%	2 2%	- -	2 1%	3 1%	2 1%	2 1%	2 1%	2 1%	2 1%	3 3%i	6 1%	3 1%	4 1%	3 1%	2 1%	2 1%	2 1%	2 1%	2 2%	- -	2 1%
NET: At least daily	338 24%	61 39%	62 39%	62 37%	38 40%	55 34%	70 38%	67 39%h	69 32%	99 37%	49 42%	61 45%ehl	71 35%	45 44%h	236 29%	158 37%nr	202 32%n	102 39%nr	104 30%	70 34%	65 42%nr	69 41%nr	32 42%nr	37 42%nr	53 44%nrps

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 358  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least weekly	896 64%	120 76%	116 74%	119 71%	71 74%	123 75%	137 74%	127 75%	155 71%	199 75%	86 73%	107 77%	150 73%	76 74%	565 69%	320 75%np	453 71%	202 77%np	267 78%np	157 76%np	117 75%	121 71%	62 81%nu	71 83%npu	91 76%
NET: At least monthly	1099 79%	138 88%	133 85%	144 86%	86 89%	148 91%bf	158 85%	149 88%	186 85%	231 87%	105 89%	120 87%	181 88%	87 85%	673 82%	365 85%	538 84%	220 84%	305 89%npqx	177 86%	134 86%	142 84%	65 86%	78 90%	98 82%
NET: Ever	1238 89%	143 91%	138 88%	150 90%	89 92%	153 94%bfm	166 90%	152 90%	196 90%	245 93%	108 92%	126 92%	187 91%	90 88%	743 91%	386 90%	582 91%	237 90%	322 94%ov	190 91%	141 91%	153 90%	66 87%	79 92%	107 90%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 359  
Q.26 How often, if at all, do you watch or listen to any of the following?  
Watch catch-up TV services  
Base: All gamers

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	145 10%	57 12%	77 13%	58 14%	53 13%	61 14%	37 11%	56 18%f	31 8%	92 12%h	18 12%	139 11%	131 11%	120 11%	94 12%	145 12%klp	137 10%	140 11%	119 11%	111 11%	82 13%
Once a day	193 14%	84 18%	86 14%	82 19%	76 18%	76 17%	66 21%	54 17%	53 14%	114 15%	17 11%	178 14%	180 15%	171 16%klp	140 18%klp	193 16%klp	188 14%	183 15%	161 14%	150 14%	109 17%
Several times a week	404 29%	149 31%	173 28%	125 29%	113 27%	117 27%	91 28%	81 25%	89 23%	246 33%h	49 32%	389 30%p	380 31%p	326 31%	238 30%	404 33%klmp	384 29%	355 29%	316 28%	316 30%	190 30%
Once a week	154 11%	47 10%	65 11%	41 10%	43 10%	49 11%	29 9%	33 10%	45 12%	74 10%	15 10%	147 12%	143 12%	117 11%	92 12%	154 12%klmp	148 11%	134 11%	120 11%	116 11%	61 9%
Several times a month	145 10%	46 10%	59 10%	37 9%	39 9%	34 8%	28 9%	43 13%e	53 14%i	64 9%	18 12%	139 11%ln	125 10%	116 11%ln	67 9%	145 12%klmp	139 11%ln	125 10%	119 11%	106 10%	64 10%
Once a month	58 4%	8 2%	29 5%a	12 3%	19 5%	12 3%	10 3%	9 3%	17 4%	31 4%	6 4%	54 4%mn	47 4%	36 3%	22 3%	58 5%lmn	56 4%mn	46 4%	45 4%	46 4%	22 3%
Less often	140 10%	47 10%	55 9%	41 10%	37 9%	40 9%	25 8%	18 6%	43 11%	69 9%	10 7%	127 10%lm	121 10%	93 9%	67 9%	140 11%klmn	129 10%lm	122 10%	106 10%	105 10%	51 8%
Never	141 10%	39 8%	59 10%	29 7%	39 9%	44 10%	29 9%	23 7%	51 13%i	52 7%	20 13%i	97 8%o	103 8%kmo	72 7%o	56 7%o	-	118 9%klmno	115 9%	114 10%	88 8%	63 10%
Don't know	12 1%	-	7 1%a	* *	3 1%	3 1%	5 1%	1 *	3 1%	7 1%	-	7 1%lo	4 *	9 1%lo	4 1%o	-	9 1%lo	9 1%	11 1%	5 *	3 1%
NET: At least daily	338 24%	141 30%	163 27%	140 33%	128 30%	137 31%	103 32%	111 35%	83 22%	206 28%	35 23%	316 25%	310 25%	291 27%klp	234 30%klmo	338 27%klp	325 25%	323 26%	280 25%	260 25%	191 30%sa
NET: At least weekly	896 64%	338 71%	400 66%	306 72%	284 68%	304 70%	223 70%	224 70%	217 56%	526 70%h	99 64%	853 67%p	834 68%p	733 69%kp	563 72%klmp	896 72%klmp	857 65%	812 66%	716 64%	693 66%	442 69%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 359  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch catch-up TV services**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	1099 79%	392 82%	488 80%	356 84%	342 81%	350 80%	261 82%	276 86%e	287 75%	621 83%h	124 80%	1046 82%p	1006 82%p	886 84%klp	653 84%p	1099 89%klmn	1052 80%	983 80%	880 79%	845 81%	528 82%
NET: Ever	1238 89%	439 92%	543 89%	396 93%	378 90%	390 89%	286 90%	294 92%	330 86%	690 92%h	134 87%	1173 92%p	1127 91%p	979 92%p	720 92%p	1238 100%klmn	1181 90%	1105 90%	986 89%	950 91%	579 90%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 360  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1374	699	675	206	284	270	256	172	186	351	377	323	323	112	44	130	119	130	118	70	138	183	184	107	39
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
Several times a day	306 22%	175 25%b	131 19%	78 38% i	101 32% fgh	62 22% hi	39 15% i	19 12% i	7 4%	90 24%	89 23%	62 21%	65 20%	29 25%	10 21%	33 22%	21 18%	25 19%	20 18%	14 22%	27 21%	58 29%	37 21%	23 19%	8 22%
Once a day	214 15%	114 16%	101 15%	43 21% hi	60 19% hi	49 17% hi	41 16% hi	12 8%	8 5%	59 16%	60 15%	50 17%	45 14%	8 7%	12 25% nq	29 19% n	12 10%	31 24% nq	18 16%	12 18% n	19 15%	29 14%	26 15%	15 13%	3 8%
Several times a week	352 25%	213 30% b	139 20%	43 21%	80 26%	96 34% dhi	71 28% i	30 19%	31 18%	105 28%	104 26%	71 24%	72 23%	37 32% p	8 17%	27 18%	27 23%	31 23%	29 26%	12 18%	33 26%	58 29%	42 24%	38 32% p	12 33%
Once a week	112 8%	58 8%	54 8%	17 8%	34 11%	17 6%	20 8%	9 6%	15 8%	42 11% l	30 8%	16 5%	24 8%	11 9%	3 6%	9 6%	12 10% x	11 9%	4 4%	10 15% sux	7 6%	24 12% sx	16 9%	3 3%	2 5%
Several times a month	140 10%	65 9%	75 11%	6 3%	19 6%	26 9% d	27 10% d	32 20% def	31 18% defg	30 8%	42 11%	35 12%	33 10%	14 12%	6 12%	17 12%	18 15% vw	11 9%	11 10%	8 11%	16 13%	14 7%	11 6%	12 10%	1 4%
Once a month	49 4%	17 2%	32 5% a	2 1%	5 1%	6 2%	14 6% def	9 6% def	12 7% def	7 2%	19 5% j	12 4%	11 3%	6 6% uv	3 6% v	4 3%	1 1%	8 6% uv	5 5% v	1 2%	1 1%	1 *	12 7% quv	3 3%	3 8% uv
Less often	136 10%	43 6%	93 14% a	6 3%	11 3%	15 5%	32 13% def	33 21% def	39 23% defg	26 7%	37 9%	28 9%	45 14% j	4 4%	4 8%	18 12% n	19 17% nv	9 7%	12 11%	4 6%	14 11% n	14 7%	16 9%	13 11%	8 21% nrtw
Never	76 5%	24 3%	51 8% a	7 3%	4 1%	12 4%	11 4% e	11 7% e	31 18% defg	19 5%	13 3%	22 7% k	21 7%	5 5%	3 6%	11 7%	5 4%	4 3%	9 8% v	5 8%	8 7%	5 2%	10 6%	9 7%	-
Don't know	7 *	2 1%	5 1%	3 2% e	-	3 1%	-	1 1%	-	1 *	2 1%	1 *	3 1%	-	-	-	1 1%	-	1 1%	-	-	-	4 2%	1 1%	-
NET: At least daily	520 37%	289 41% b	231 34%	121 59% i	161 51% fgh	111 39% hi	80 31% hi	32 20% i	15 9%	149 39%	149 38%	112 38%	110 34%	38 32%	22 46%	62 41% q	33 28%	56 43% q	38 35%	26 40%	46 37%	87 43% q	63 36%	38 33%	11 30%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 360  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1391	710	681	207	314	285	255	157	174	379	396	296	319	116*	49*	148	116	131	110*	67*	125	204	174	117*	36*
NET: At least weekly	984 71%	559 79% <sup>b</sup>	425 62%	181 88% <sup>i</sup>	276 88% <sup>fgh</sup>	224 79% <sup>fgh</sup>	171 67% <sup>ghi</sup>	71 45%	61 35%	296 78% <sup>lm</sup>	283 71%	199 67%	206 65%	85 74%	33 69%	98 66%	71 62%	98 75% <sup>q</sup>	71 65%	48 73%	85 68%	169 83% <sup>opq</sup>	121 69%	79 68%	24 67%
NET: At least monthly	1173 84%	641 90% <sup>b</sup>	532 78%	190 92% <sup>ghi</sup>	299 95% <sup>fgh</sup>	255 90% <sup>ghi</sup>	212 83% <sup>hi</sup>	113 72% <sup>i</sup>	104 60%	333 88% <sup>m</sup>	344 87% <sup>m</sup>	246 83%	250 78%	106 91% <sup>pqs</sup>	42 87%	119 80%	91 78%	117 90% <sup>qs</sup>	88 80%	57 86%	102 82%	184 90% <sup>pqs</sup>	144 83%	94 81%	28 79%
NET: Ever	1308 94%	683 96% <sup>b</sup>	625 92%	196 95% <sup>i</sup>	310 99% <sup>d</sup>	270 95% <sup>i</sup>	243 96% <sup>i</sup>	145 93% <sup>i</sup>	143 82%	359 95%	381 96% <sup>i</sup>	274 92%	295 92%	110 95%	46 94%	137 93%	110 95%	126 97%	100 91%	61 92%	116 93%	198 98% <sup>swx</sup>	159 92%	107 91%	36 100%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 361  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1374	849	320	205	361	188	221	102	15	977	782	583	1212	145	901	465	377	236	172	217	176	98	227	248	249	311	247
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
Several times a day	306 22%	203 22% <sup>c</sup>	93 32% <sup>ac</sup>	11 6%	83 24%	59 33% <sup>dfgi</sup>	47 22%	18 19%	1 8%	217 21%	160 21%	143 23%	244 20%	57 38% <sup>l</sup>	198 22%	104 22%	82 21%	45 19%	52 30% <sup>nopq</sup>	53 24% <sup>t</sup>	34 19%	20 20%	53 26% <sup>wx</sup>	39 17%	41 17%	78 24%	69 23%
Once a day	214 15%	158 17% <sup>c</sup>	46 16% <sup>c</sup>	10 5%	42 12%	21 12%	24 12%	17 18%	2 18%	165 16%	113 15%	100 16%	184 15%	26 17%	118 13%	95 20% <sup>n</sup>	73 19% <sup>n</sup>	44 19% <sup>n</sup>	44 26% <sup>nu</sup>	45 20% <sup>n</sup>	39 22% <sup>nq</sup>	14 14%	30 15%	34 15%	41 17%	39 12%	46 16%
Several times a week	352 25%	258 28% <sup>abc</sup>	61 21%	33 17%	65 19%	39 22%	37 18%	13 14%	5 38%	278 28% <sup>dfg</sup>	181 24%	169 28%	309 25%	41 27%	225 25%	122 26%	101 26%	65 28% <sup>u</sup>	41 24%	53 24%	52 30% <sup>u</sup>	18 18%	38 19%	57 25%	51 22%	84 26%	97 33% <sup>vx</sup>
Once a week	112 8%	79 9%	21 7%	12 6%	21 6%	13 8%	11 5%	6 7%	-	86 8%	59 8%	51 8%	97 8%	11 8%	73 8%	38 8%	27 7%	21 9%	16 9%	16 7%	15 9%	8 7%	13 7%	17 7%	19 8%	32 10%	20 7%
Several times a month	140 10%	84 9%	17 6%	38 20% <sup>ab</sup>	43 12%	20 11%	25 12%	9 10%	1 6%	92 9%	79 10%	61 10%	135 11% <sup>m</sup>	4 3%	93 10% <sup>r</sup>	47 10% <sup>r</sup>	44 12% <sup>r</sup>	26 11% <sup>r</sup>	7 4%	32 14% <sup>or</sup>	19 11% <sup>r</sup>	14 14% <sup>r</sup>	19 10%	28 12%	26 11%	30 9%	31 11%
Once a month	49 4%	27 3%	8 3%	15 8% <sup>ab</sup>	18 5%	8 4%	13 6% <sup>ei</sup>	7 7%	-	31 3%	30 4%	18 3%	48 4%	1 1%	35 4%	14 3%	11 3%	8 3% <sup>t</sup>	3 2%	4 2%	3 2%	7 7% <sup>pst</sup>	9 5%	7 3%	12 5%	13 4%	8 3%
Less often	136 10%	61 7%	29 10%	45 24% <sup>ab</sup>	42 12% <sup>e</sup>	11 6%	30 14% <sup>ei</sup>	15 17% <sup>ei</sup>	3 25%	93 9%	90 12% <sup>k</sup>	46 8%	127 10%	7 5%	104 11% <sup>orst</sup>	32 7% <sup>rs</sup>	31 8% <sup>ors</sup>	24 10% <sup>orst</sup>	4 2%	9 4%	9 5%	18 18% <sup>opqr</sup>	27 13% <sup>z</sup>	31 13% <sup>z</sup>	30 13% <sup>z</sup>	31 9% <sup>z</sup>	13 4%
Never	76 5%	33 4%	15 5%	27 14% <sup>ab</sup>	30 9% <sup>ei</sup>	8 4%	22 11% <sup>ei</sup>	8 9%	1 5%	44 4%	54 7% <sup>k</sup>	22 4%	75 6% <sup>m</sup>	1 1%	61 7% <sup>opqtu</sup>	14 3% <sup>q</sup>	11 3% <sup>q</sup>	3 1%	6 4%	11 5% <sup>pqt</sup>	2 1%	1 1%	9 4%	18 8%	15 6%	19 6%	12 4%
Don't know	7 *	5 1%	2 1%	-	1 *	* 1%	1 1%	* 1%	-	5 *	6 1%	1 *	6 *	1 1%	5 1%	1 *	1 *	1 *	-	* 1%	1 1%	1 1%	2 1%	* 1%	1 *	2 1%	-
NET: At least daily	520 37%	361 40% <sup>c</sup>	139 48% <sup>ac</sup>	20 11%	125 36%	80 45% <sup>df</sup>	71 34%	35 37%	4 26%	382 38%	272 35%	243 40%	428 35%	83 55% <sup>l</sup>	317 35%	198 42% <sup>n</sup>	156 41%	89 38%	97 56% <sup>nopq</sup>	98 44% <sup>n</sup>	73 42%	34 34%	83 41% <sup>w</sup>	72 31%	83 35%	118 36%	115 39%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 361  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Working status				Disability					Educational level			Ethnicity		Kids in household						Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1391	909	291	191	345	179	211	93*	14**	1010	770	612	1225	149	913	467	383	237	174	223	176	100*	201	231	237	327	296
NET: At least weekly	984 71%	698 77% <i>c</i>	221 76% <i>c</i>	65 34%	210 61% <i>f</i>	133 74% <i>dfg</i>	120 57%	54 58%	9 64%	746 74% <i>dfg</i>	513 67%	463 76% <i>j</i>	834 68%	135 90% <i>l</i>	615 67%	358 77% <i>npu</i>	283 74% <i>nu</i>	176 74% <i>u</i>	154 89% <i>nopq</i>	168 75% <i>nu</i>	141 80% <i>npqu</i>	60 60%	135 67%	147 64%	153 65%	233 71%	232 79% <i>vw</i>
NET: At least monthly	1173 84%	809 89% <i>bc</i>	246 84% <i>c</i>	118 62%	271 79% <i>f</i>	161 90% <i>dfg</i>	158 75%	69 74%	10 70%	869 86% <i>dfg</i>	621 81%	543 89% <i>j</i>	1017 83%	140 94% <i>l</i>	742 81%	419 90% <i>nu</i>	339 89% <i>nu</i>	210 88% <i>nu</i>	164 94% <i>nopu</i>	203 91% <i>nu</i>	163 93% <i>npqu</i>	80 80%	163 81%	181 79%	191 81%	275 84%	272 92% <i>vwxy</i>
NET: Ever	1308 94%	870 96% <i>c</i>	275 94% <i>c</i>	163 86%	314 91%	171 96% <i>df</i>	188 89%	85 91%	13 95%	961 95% <i>df</i>	711 92%	589 96% <i>j</i>	1144 93%	147 99% <i>l</i>	846 93%	451 97% <i>gn</i>	370 97% <i>gn</i>	234 98% <i>nops</i>	168 96%	212 95%	172 98% <i>gn</i>	99 98%	190 95%	212 92%	221 93%	306 94%	284 96%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 362  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1374	56	48	43	57	25	49	103	43	71	118	53	52	30	19	324	45	50	40	51	39	58
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
Several times a day	306 22%	14 25% <sub>i</sub>	13 25% <sub>i</sub>	7 14%	11 20% <sub>i</sub>	5 19%	12 24% <sub>i</sub>	28 23% <sub>i</sub>	12 27% <sub>i</sub>	4 7%	23 20% <sub>i</sub>	7 16%	11 23% <sub>i</sub>	8 30%	3 13%	91 27% <sub>i</sub> w	11 23% <sub>i</sub>	13 26% <sub>i</sub>	6 15%	11 23% <sub>i</sub>	8 22% <sub>i</sub>	7 14%
Once a day	214 15%	3 5%	6 12%	13 27% <sub>a</sub> fow w	8 14%	1 5%	3 6%	24 19% <sub>a</sub> f	13 29% <sub>a</sub> fow w	14 22% <sub>a</sub> fw	28 24% <sub>a</sub> fow	7 16%	11 21% <sub>a</sub> f	6 20%	1 4%	43 13%	7 14%	8 15%	7 17%	7 14%	3 8%	4 8%
Several times a week	352 25%	22 39% <sub>c</sub> ghs w	14 27%	8 18%	12 22%	6 26%	15 31% <sub>h</sub>	23 19%	5 10%	15 24%	30 25%	9 19%	18 37% <sub>gh</sub>	3 11%	7 33%	88 26% <sub>h</sub>	14 29% <sub>h</sub>	18 34% <sub>h</sub>	13 30% <sub>h</sub>	9 18%	12 33% <sub>h</sub>	10 19%
Once a week	112 8%	4 6%	6 12%	3 6%	5 9%	4 15%	3 7%	8 7%	3 7%	3 5%	9 8%	4 8%	2 5%	2 6%	7 34%	32 9%	2 5%	1 2%	1 3%	7 14% <sub>q</sub>	2 5%	5 10%
Several times a month	140 10%	8 14%	3 6%	8 16%	5 8%	4 16%	7 15%	13 11%	5 12%	7 11%	10 8%	7 14%	6 12%	3 12%	- -	27 8%	3 6%	2 5%	7 16%	7 14%	1 4%	7 15%
Once a month	49 4%	- -	6 12% <sub>a</sub> dklo p	2 5%	1 1%	1 4%	1 1%	4 3%	1 2%	5 7%	6 5%	- -	- -	1 2%	1 2%	12 3%	- -	2 3%	1 4%	1 1%	3 8%	3 7%
Less often	136 10%	2 3%	3 5%	4 8%	10 18% <sub>a</sub> hlo	3 13%	7 14% <sub>h</sub> l	15 13% <sub>l</sub>	1 2%	7 12% <sub>l</sub>	9 8%	8 18% <sub>a</sub> h	* 1%	2 6%	3 14%	28 8%	4 8%	4 8%	4 11%	3 7%	8 21% <sub>a</sub> bh lo	10 19% <sub>a</sub> h jlo
Never	76 5%	5 8%	1 2%	3 6%	4 6%	1 3%	1 2%	6 5%	5 11% <sub>j</sub>	7 11% <sub>j</sub> o	3 3%	4 9%	1 1%	3 9%	- -	13 4%	6 12% <sub>j</sub> o	3 6%	2 4%	5 9%	- -	5 9%
Don't know	7 *	- -	- -	- -	1 1%	- -	- -	- -	- -	1 1%	- -	- -	- -	1 3%	- -	2 1%	1 2%	1 2%	* 1%	- -	- -	- -
NET: At least daily	520 37%	17 30%	19 37%	19 42% <sub>w</sub>	19 34%	6 23%	14 30%	51 42% <sub>w</sub>	25 56% <sub>a</sub> d kvw	18 28%	51 43% <sub>w</sub>	15 32%	22 44% <sub>w</sub>	14 50%	3 16%	134 40% <sub>w</sub>	18 37%	21 40%	13 32%	13 37%	18 30%	11 21%
NET: At least weekly	984 71%	43 75% <sub>w</sub>	39 75% <sub>w</sub>	30 65%	37 65%	16 64%	33 68%	82 68% <sub>w</sub>	33 73% <sub>w</sub>	36 57%	90 76% <sub>i</sub> kw	28 59%	42 86% <sub>c</sub> d gij kvw	19 68%	18 84%	254 76% <sub>i</sub> kw	34 71%	40 76% <sub>i</sub> w	27 65%	35 69%	24 67%	25 50%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 362

**Q.26 How often, if at all, do you watch or listen to any of the following?**

**Watch online video clips e.g. YouTube**

**Base: All gamers**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	1391	58*	52*	47*	56*	24**	49*	121*	45*	63*	117*	47*	49*	28**	21**	335	47*	53*	41*	50*	36*	51*
NET: At least monthly	1173 84%	52 89%w	48 93%dikw	40 86%	42 74%	20 84%	41 84%	100 82%	39 87%	48 76%	105 90%dikw	34 73%	48 98%dfgi kpqrsvw	23 82%	18 86%	292 87%dikw	36 77%	44 84%	35 84%	42 84%	28 79%	36 72%
NET: Ever	1308 94%	53 92%	51 98%ip	44 94%	52 92%	23 97%	48 98%ip	115 95%	40 89%	55 87%	114 97%hip	43 91%	49 99%ip	25 88%	21 100%	320 95%ip	40 85%	49 92%	39 95%	46 91%	36 100%ip	46 91%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 363  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
 Watch online video clips e.g. YouTube  
 Base: All gamers

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1374	137	139	155	87	149	172	144	197	250	104	122	192	90	785	388	591	230	309	185	140	155	72	78	120
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
Several times a day	306 22%	58 37%	50 32%	49 29%	24 25%	43 26%	62 33%e	52 31%	64 30%	83 31%	35 30%	43 31%	64 31%	39 38%de	206 25%	119 28%	181 28%n	88 33%no	95 28%	57 27%	40 26%	57 34%n	19 25%	26 30%	49 41%noprstvw
Once a day	214 15%	34 22%	38 24%e	37 22%e	22 23%e	24 15%	33 18%	37 22%e	51 23%e	50 19%	28 24%e	36 26%e	40 19%	26 25%e	136 17%	86 20%n	110 17%	61 23%np	64 19%	45 21%	39 25%np	43 25%np	30 40%nopqrstu	31 36%nopqrstu	33 28%nopr
Several times a week	352 25%	36 23%	40 26%jk	35 21%	16 17%	36 22%	42 22%	35 21%	58 27%djkl	63 24%k	19 17%	21 15%	48 24%k	18 18%	201 25%wx	99 23%x	169 27%tuwx	57 22%x	88 26%twx	46 22%x	28 18%	33 20%x	14 19%	13 14%	15 13%
Once a week	112 8%	11 7%	6 4%	13 8%	9 9%	10 6%	10 5%	17 10%bf	20 9%b	19 7%	14 12%bf	13 9%b	13 7%	9 8%	69 8%	29 7%	55 9%	19 7%	35 10%	26 13%noqu	16 10%	10 6%	5 6%	8 9%	10 8%
Several times a month	140 10%	16 10%	15 10%	20 12%h	15 16%h	30 18%bfghijm	23 12%h	18 11%h	14 6%	28 11%h	12 10%	15 11%	20 10%	9 9%	74 9%	38 9%	51 8%	15 6%	29 9%	18 9%	14 9%	14 8%	5 7%	7 9%	8 7%
Once a month	49 4%	2 1%	2 1%	4 2%	1 1%	3 2%	4 2%	2 1%	2 1%	5 2%	2 2%	3 2%	6 3%h	2 2%	20 2%	8 2%	15 2%	5 2%	8 2%	3 1%	7 4%uw	1 1%	1 1%	1 1%	1 1%
Less often	136 10%	1 *	3 2%	6 3%	5 5%	8 5%	5 3%	7 4%	7 3%	10 4%	3 2%	5 4%	10 5%	-	66 8%pqrsuw	27 6%wx	29 4%	10 4%	15 4%	8 4%	9 6%w	6 4%	1 1%	-	2 2%
Never	76 5%	* *	1 1%	2 1%	4 4%	9 6%bcghklm	7 4%cg	1 1%	3 1%	7 3%	5 4%	2 1%	4 2%	-	40 5%pqrx	19 4%q	24 4%	5 2%	9 3%	5 2%	3 2%	4 3%	1 1%	1 1%	1 1%
Don't know	7 *	-	1 1%	1 1%	-	-	-	-	-	-	-	-	-	-	4 *	3 1%	4 1%	2 1%	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 363  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1391	157	157	167	96*	163	186	169	218	265	117*	138*	205	102*	816	427	638	262	343	207	156	169	76*	87*	119*
NET: At least daily	520 37%	91 58%	88 56%e	86 52%e	47 49%	67 41%	96 52%e	89 52%e	115 53%e	132 50%e	63 54%e	78 57%e	103 51%e	65 63%cd	342 42%	205 48%n	291 46%n	149 57%no	159 46%	101 49%	79 51%n	100 59%no	49 65%no	57 66%no	82 69%no
NET: At least weekly	984 71%	138 88%	134 86%de	134 81%e	72 74%	113 69%	147 79%e	141 83%de	193 89%cd	214 81%e	96 82%e	112 81%e	165 81%e	91 89%cd	612 75%	333 78%	515 81%	225 86%no	282 82%	174 84%	123 79%	143 85%no	68 90%not	77 89%not	107 89%no
NET: At least monthly	1173 84%	156 99%	152 97%e	158 95%e	88 91%	146 89%	174 94%e	161 95%e	208 96%e	247 93%	110 94%	131 95%e	191 93%	102 100%def	706 86%	379 89%	582 91%no	245 94%no	319 93%no	194 94%no	144 92%no	159 94%no	74 97%no	85 99%no	117 98%no
NET: Ever	1308 94%	157 100%	155 99%	164 98%e	92 96%	154 94%	179 96%	168 99%ef	215 99%e	257 97%	113 96%	136 99%e	201 98%e	102 100%e	772 95%	406 95%	610 96%	255 97%no	334 97%no	203 98%	153 98%no	165 97%	75 99%	85 99%	119 99%no

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 364  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	1374	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Several times a day	306 22%	118 25%	139 23%	108 25%	103 25%	140 32% <sup>f</sup>	80 25%	97 31%	80 21%	158 21%	38 25%	273 21%	259 21%	260 25% <sup>klo</sup>	216 28% <sup>klo</sup>	271 22%	306 23% <sup>klo</sup>	280 23%	269 24%	239 23%	186 29% <sup>s</sup>
Once a day	214 15%	94 20%	106 17%	69 16%	72 17%	75 17%	69 21%	50 16%	64 17%	114 15%	27 18%	191 15%	192 16%	182 17% <sup>klo</sup>	146 19% <sup>klop</sup>	188 15%	214 16% <sup>ko</sup>	204 17%	184 17%	151 14%	124 19% <sup>s</sup>
Several times a week	352 25%	105 22%	157 26%	96 23%	90 22%	116 27%	80 25%	71 22%	97 25%	183 24%	45 29%	329 26%	319 26%	271 26%	218 28% <sup>m</sup>	327 26%	352 27% <sup>k</sup>	302 25%	281 25%	270 26%	165 26%
Once a week	112 8%	42 9%	55 9%	27 6%	26 6%	33 8%	30 10%	29 9%	40 10%	52 7%	8 5%	105 8%	105 9%	90 9%	67 9%	107 9%	112 9%	102 8%	85 8%	80 8%	60 9%
Several times a month	140 10%	45 9%	61 10%	41 10%	51 12%	35 8%	27 8%	28 9%	33 9%	85 11%	15 10%	131 10% <sup>n</sup>	130 11% <sup>n</sup>	102 10% <sup>n</sup>	59 8%	122 10% <sup>n</sup>	140 11% <sup>no</sup>	126 10%	107 10%	111 11% <sup>t</sup>	51 8%
Once a month	49 4%	11 2%	22 4%	14 3%	15 4%	7 2%	4 1%	8 3%	7 2%	32 4% <sup>h</sup>	5 3%	47 4% <sup>mn</sup>	43 4% <sup>n</sup>	31 3% <sup>n</sup>	16 2%	42 3% <sup>n</sup>	49 4% <sup>mn</sup>	40 3%	34 3%	33 3%	14 2%
Less often	136 10%	35 7%	47 8%	43 10%	43 10%	18 4%	17 5%	27 8% <sup>e</sup>	39 10%	75 10%	12 8%	128 10% <sup>mn</sup>	120 10% <sup>mn</sup>	82 8% <sup>n</sup>	37 5%	125 10% <sup>mn</sup>	136 10% <sup>mn</sup>	111 9%	97 9%	104 10% <sup>t</sup>	26 4%
Never	76 5%	26 5%	17 3%	24 6%	19 4%	11 3%	11 4%	6 2%	23 6%	45 6%	3 2%	69 5% <sup>mnp</sup>	63 5% <sup>mnp</sup>	38 4% <sup>np</sup>	21 3% <sup>p</sup>	53 4% <sup>np</sup>	-	58 5%	49 4%	52 5% <sup>t</sup>	14 2%
Don't know	7 *	1 *	5 1%	3 1%	1 *	2 *	1 *	1 *	2 *	4 *	-	4 *	2 *	3 *	2 *	4 *	-	6 *	5 *	3 *	5 1%
NET: At least daily	520 37%	212 44%	245 40%	177 42%	175 42%	214 49%	148 46%	147 46%	144 37%	272 36%	65 42%	464 36%	451 37%	442 42% <sup>klop</sup>	361 46% <sup>kimo</sup>	459 37%	520 40% <sup>klo</sup>	484 39%	454 41%	390 37%	310 48% <sup>s</sup>
NET: At least weekly	984 71%	360 75%	457 75%	300 71%	292 69%	364 83% <sup>g</sup>	259 81%	248 78%	281 73%	508 68%	118 77% <sup>i</sup>	898 70%	875 71%	803 76% <sup>klo</sup>	646 83% <sup>kimo</sup>	892 72% <sup>k</sup>	984 75% <sup>klo</sup>	888 72%	820 74%	739 71%	536 83% <sup>s</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 364  
**Q.26 How often, if at all, do you watch or listen to any of the following?**  
**Watch online video clips e.g. YouTube**  
**Base: All gamers**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1391	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: At least monthly	1173 84%	416 87%	540 89%	356 84%	358 85%	406 93%g	289 91%	284 89%	321 83%	625 83%	139 90%	1076 84%	1049 85%	936 88%klo	720 92%klmo	1056 85%k	1173 90%klmo	1053 86%	961 86%	883 85%	601 93% s
NET: Ever	1308 94%	451 94%	587 96%	399 94%	401 95%	424 97%	307 96%	311 98%	359 93%	700 93%	151 98%i	1204 94%	1169 95%	1018 96%kl	758 97%klmo	1181 95%kl	1308 100%klmn	1165 95%	1058 95%	987 95%	627 97% s

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 365  
**Gender**  
**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Male	1015	1015	-	90	193	177	193	147	215	311	285	196	223	92	50	110	83	85	69	54	103	138	115	86	31
	49%	100%b	-	39%	54%cdi	53%di	53%di	48%	45%	55%lm	49%	46%	44%	52%w	58%w	48%	49%	47%	53%w	53%w	51%w	41%	48%	49%	
Female	1065	-	1065	141	167	156	175	160	266	257	299	226	283	83	35	122	87	95	78	47	90	135	168	93	32
	51%	-	100%a	61%efg	46%	47%	47%	52%	55%efg	45%	51%	54%j	56%j	48%	42%	52%	51%	53%	53%	47%	47%	49%	59%not	52%	51%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 366  
**Gender**  
 Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Male	1015 49%	654 54%abc	135 35%	227 46%b	230 46%e	87 39%	147 44%	72 51%e	16 81%	760 50%e	529 44%	478 55%kj	915 48%	87 52%	753 50%	250 46%	203 45%	128 44%	94 48%	116 47%	95 44%	51 43%	132 41%	155 41%	170 46%	239 50%vw	246 65%vwxy
Female	1065 51%	547 46%	255 65%ac	263 54%a	274 54%	136 61%dgi	188 56%	70 49%	4 19%	770 50%	663 56%k	397 45%	972 52%	82 48%	765 50%	299 54%	247 55%	164 56%	104 52%	132 53%	119 56%	69 57%	192 59%yz	226 59%yz	201 54%z	238 50%z	132 35%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 367  
**Gender**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Male	1015 49%	41 50%	47 57%iw	47 56%i	38 47%	17 51%	35 56%i	84 49%	38 49%	33 38%	84 50%	35 44%	34 49%	23 45%	14 48%	228 48%	36 46%	45 59%iw	31 47%	39 53%	31 49%	36 40%
Female	1065 51%	42 50%	35 43%	38 44%	43 53%	17 49%	28 44%	88 51%	40 51%	54 62%bcfq	84 50%	45 56%	36 51%	28 55%	15 52%	243 52%	42 54%	31 41%	35 53%	35 47%	32 51%	54 60%bq

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 368  
**Gender**  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network										
	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Male	1015 49%	130 68%	116 61% <sup>ll</sup>	134 64% <sup>fil</sup>	79 58%	128 56%	136 55%	128 62% <sup>ail</sup>	163 61% <sup>ail</sup>	176 51%	105 66% <sup>efil</sup>	107 65% <sup>fil</sup>	71 62% <sup>ail</sup>	525 47%	276 51% <sup>np</sup>	370 45%	163 51% <sup>p</sup>	243 57% <sup>nopq</sup>	147 57% <sup>np</sup>	105 52%	124 57% <sup>np</sup>	56 62% <sup>npq</sup>	60 57% <sup>p</sup>	76 53%
Female	1065 51%	61 32%	74 39%	76 36%	56 42%	100 44% <sup>j</sup>	110 45% <sup>cjk</sup>	79 38%	103 39%	170 49% <sup>bcghj</sup>	53 34%	59 35%	44 38%	581 53% <sup>orsuv</sup>	263 49% <sup>r</sup>	448 55% <sup>oqrsu</sup>	159 49% <sup>rv</sup>	184 43%	111 43%	96 48%	95 43%	35 38%	44 43%	66 47%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 369  
**Gender**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Male	1015 49%	208 44%	335 55%a	206 48%	224 53%	269 62%g	192 60%g	134 42%	197 51%	385 51%	84 54%	660 52%	639 52%	532 50%	413 53% <i>m</i>	631 51%	683 52% <i>mo</i>	607 49%	619 56% <i>q</i>	498 48%	381 59% <i>s</i>
Female	1065 51%	269 56% <i>b</i>	273 45%	220 52%	197 47%	168 38%	127 40%	184 58% <i>ef</i>	187 49%	365 49%	70 46%	617 48%	595 48%	527 50% <i>np</i>	367 47%	608 49% <i>p</i>	625 48%	622 51% <i>r</i>	492 44%	545 52% <i>t</i>	264 41%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 370  
 Age  
 Base: All respondents

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
18-24	231	90	141	231	-	-	-	-	-	82	73	28	48	15	9	28	17	29	18	7	7	41	30	28	-
	11%	9%	13% <sup>a</sup>	100% <sup>efgh</sup>	-	-	-	-	-	14% <sup>lm</sup>	12% <sup>l</sup>	7%	10%	9% <sup>y</sup>	10% <sup>y</sup>	12% <sup>uy</sup>	10% <sup>uy</sup>	16% <sup>tuy</sup>	12% <sup>uy</sup>	7% <sup>y</sup>	4%	15% <sup>uy</sup>	11% <sup>uy</sup>	16% <sup>uy</sup>	-
25-34	360	193	167	-	360	-	-	-	-	130	105	62	63	34	11	36	30	20	21	17	40	65	47	33	6
	17%	19%	16%	-	100% <sup>dfgh</sup>	-	-	-	-	23% <sup>lm</sup>	18% <sup>m</sup>	15%	13%	19%	13%	15%	18%	11%	14%	16%	21% <sup>r</sup>	24% <sup>prs</sup>	17%	18%	10%
35-44	333	177	156	-	-	333	-	-	-	69	111	87	67	38	15	36	20	36	30	19	33	38	34	21	12
	16%	17%	15%	-	-	100% <sup>degh</sup>	-	-	-	12%	19% <sup>jm</sup>	21% <sup>jm</sup>	13%	22% <sup>qwx</sup>	17%	16%	12%	20% <sup>wx</sup>	20% <sup>w</sup>	18%	17%	14%	12%	12%	19%
45-54	368	193	175	-	-	-	368	-	-	77	92	91	108	27	13	45	26	32	22	20	36	53	46	31	15
	18%	19%	16%	-	-	-	100% <sup>defh</sup>	-	-	14%	16%	22% <sup>jk</sup>	21% <sup>jk</sup>	15%	15%	20%	15%	18%	15%	20%	19%	20%	16%	17%	24%
55-64	308	147	160	-	-	-	-	308	-	59	75	78	95	23	15	38	34	21	28	15	27	28	42	19	15
	15%	15%	15%	-	-	-	-	100% <sup>defg</sup>	-	10%	13%	19% <sup>jk</sup>	19% <sup>jk</sup>	13%	18%	17%	20% <sup>rvx</sup>	11%	19% <sup>v</sup>	15%	14%	10%	15%	11%	25% <sup>rvx</sup>
65+	481	215	266	-	-	-	-	-	481	151	129	76	125	38	22	48	41	41	29	23	51	46	82	47	14
	23%	21%	25%	-	-	-	-	-	100% <sup>def</sup>	27% <sup>l</sup>	22%	18%	25% <sup>l</sup>	22%	26%	21%	24%	23%	19%	22%	26% <sup>v</sup>	17%	29% <sup>psv</sup>	26% <sup>v</sup>	22%
NET: 18-34	591	283	308	231	360	-	-	-	-	212	177	90	111	49	20	64	47	49	39	24	47	106	78	61	6
	28%	28%	29%	100% <sup>fg</sup>	100% <sup>fghi</sup>	-	-	-	-	37% <sup>klm</sup>	30% <sup>lm</sup>	21%	22%	28% <sup>y</sup>	24%	28% <sup>y</sup>	28% <sup>y</sup>	27% <sup>y</sup>	26% <sup>y</sup>	24% <sup>y</sup>	24% <sup>y</sup>	39% <sup>nop</sup>	27% <sup>ey</sup>	34% <sup>y</sup>	10%
NET: 35-54	701	370	331	-	-	333	368	-	-	145	203	178	175	65	28	82	47	69	52	39	69	92	81	52	27
	34%	36% <sup>b</sup>	31%	-	-	100% <sup>cde</sup>	100% <sup>dehi</sup>	-	-	26%	35% <sup>j</sup>	42% <sup>ijk</sup>	35% <sup>j</sup>	37%	33%	35%	28%	38% <sup>qvw</sup>	35%	39%	35%	34%	29%	29%	44% <sup>qvw</sup>
NET: 55+	788	362	426	-	-	-	-	308	481	210	204	154	220	62	37	86	76	62	57	38	78	75	124	66	29
	38%	36%	40%	-	-	-	-	100% <sup>de</sup>	100% <sup>def</sup>	37%	35%	37%	43% <sup>kl</sup>	35%	44% <sup>v</sup>	37% <sup>v</sup>	45% <sup>v</sup>	34%	38% <sup>v</sup>	38%	40% <sup>v</sup>	27%	44% <sup>v</sup>	37%	47% <sup>v</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 370  
**Age**  
**Base: All respondents**

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	York- shire & Humb- erside (q)	West Mid- lands (r)	East Mid- lands (s)	Wales (t)	East- ern (u)	London (v)	South East (w)	South West (x)	North- ern Ire- land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Average age	47.96	47.67	48.24	21.96	29.71d	39.38d	49.66d	59.39d	71.44d	46.81	46.82	48.50	50.12j	47.06	49.15v	47.76v	49.54v	46.56	47.53v	48.58v	50.26v	43.81	50.40r	47.02	52.04rv

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 371  
 Age  
 Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
18-24	231 11%	135 11% <sub>c</sub>	96 25% <sub>ac</sub>	-	48 9% <sub>fg</sub>	41 18% <sub>dghi</sub>	15 5%	4 3%	-	175 11% <sub>fg</sub>	139 12%	89 10%	185 10%	43 25% <sub>l</sub>	208 14% <sub>opqrs</sub>	21 4% <sub>pqt</sub>	9 2%	6 2%	15 8% <sub>opqst</sub>	7 3%	4 2%	2 2%	20 6%	30 8%	29 8%	32 7%	72 19% <sub>vwxy</sub>
25-34	360 17%	291 24% <sub>abc</sub>	69 18% <sub>c</sub>	-	60 12% <sub>f</sub>	46 21% <sub>dgi</sub>	22 7%	12 8%	3 17%	294 19% <sub>dgi</sub>	159 13%	198 23% <sub>jk</sub>	288 15%	62 37% <sub>l</sub>	201 13% <sub>u</sub>	150 27% <sub>npqt</sub>	90 20% <sub>nqt</sub>	35 12% <sub>u</sub>	106 53% <sub>opqst</sub>	75 30% <sub>npqt</sub>	31 15% <sub>u</sub>	5 4%	51 16% <sub>w</sub>	39 10%	52 14%	90 19% <sub>w</sub>	107 28% <sub>vwxy</sub>
35-44	333 16%	276 23% <sub>abc</sub>	57 15% <sub>c</sub>	-	56 11% <sub>f</sub>	37 17% <sub>df</sub>	28 8%	15 10%	3 17%	265 17% <sub>dgi</sub>	169 14%	161 18% <sub>jk</sub>	300 16%	28 17%	129 9%	201 37% <sub>nu</sub>	177 39% <sub>noqu</sub>	98 34% <sub>nu</sub>	66 33% <sub>n</sub>	123 50% <sub>nopq</sub>	84 39% <sub>nqu</sub>	32 26% <sub>n</sub>	36 11%	60 16%	58 16%	84 18% <sub>v</sub>	74 20% <sub>w</sub>
45-54	368 18%	278 23% <sub>c</sub>	81 21% <sub>c</sub>	9 2%	112 22% <sub>i</sub>	55 25% <sub>i</sub>	79 24% <sub>i</sub>	41 29% <sub>di</sub>	4 21%	247 16%	222 19%	146 17%	340 18%	23 14%	221 15% <sub>r</sub>	147 27% <sub>nrs</sub>	144 32% <sub>nors</sub>	123 42% <sub>nopr</sub>	11 5%	41 17% <sub>r</sub>	90 42% <sub>nopr</sub>	55 46% <sub>nopr</sub>	59 18%	51 13%	62 17%	101 21% <sub>w</sub>	78 21% <sub>w</sub>
55-64	308 15%	172 14%	73 19% <sub>c</sub>	63 13%	76 15% <sub>e</sub>	24 11%	63 19% <sub>de</sub>	27 19% <sub>e</sub>	3 15%	223 15%	202 17% <sub>k</sub>	105 12%	295 16% <sub>m</sub>	11 6%	285 19% <sub>opqrs</sub>	23 4% <sub>rst</sub>	23 5% <sub>rst</sub>	23 8% <sub>oprst</sub>	-	1 *	3 2%	22 18% <sub>opqr</sub>	63 19% <sub>yz</sub>	81 21% <sub>yz</sub>	61 16% <sub>z</sub>	63 13% <sub>z</sub>	27 7%
65+	481 23%	48 4%	15 4%	417 85% <sub>ab</sub>	153 30% <sub>ei</sub>	20 9%	127 38% <sub>dei</sub>	43 31% <sub>ei</sub>	6 32%	326 21% <sub>e</sub>	301 25% <sub>k</sub>	176 20%	478 25% <sub>m</sub>	1 1%	474 31% <sub>opqrs</sub>	7 1%	7 1%	6 2% <sub>t</sub>	-	1 *	2 1%	5 4% <sub>oprs</sub>	94 29% <sub>yz</sub>	121 32% <sub>yz</sub>	110 30% <sub>yz</sub>	106 22% <sub>z</sub>	19 5%
NET: 18-34	591 28%	426 35% <sub>c</sub>	165 42% <sub>ac</sub>	-	107 21% <sub>fg</sub>	87 39% <sub>dgi</sub>	37 11%	16 11%	3 17%	470 31% <sub>dgi</sub>	298 25%	287 33% <sub>jk</sub>	473 25%	105 62% <sub>l</sub>	410 27% <sub>qtu</sub>	171 31% <sub>pqtu</sub>	99 22% <sub>qtu</sub>	41 14% <sub>u</sub>	121 61% <sub>nopq</sub>	82 33% <sub>ppqtu</sub>	35 16% <sub>u</sub>	7 6%	72 22%	69 18%	81 22%	123 26% <sub>w</sub>	180 48% <sub>vwxy</sub>
NET: 35-54	701 34%	555 46% <sub>abc</sub>	137 35% <sub>c</sub>	9 2%	168 33%	92 41% <sub>dfi</sub>	107 32%	55 39%	7 37%	512 33%	391 33%	307 35%	641 34%	51 30%	350 23%	348 63% <sub>nr</sub>	321 71% <sub>nors</sub>	222 76% <sub>nopr</sub>	77 39% <sub>n</sub>	164 66% <sub>nr</sub>	174 81% <sub>nopq</sub>	87 72% <sub>nor</sub>	95 29%	111 29%	119 32%	185 39% <sub>vw</sub>	152 40% <sub>vwxy</sub>
NET: 55+	788 38%	220 18%	88 23%	481 98% <sub>ab</sub>	230 46% <sub>ei</sub>	44 20%	190 57% <sub>dei</sub>	70 50% <sub>ei</sub>	9 46%	548 36% <sub>e</sub>	504 42% <sub>k</sub>	281 32%	773 41% <sub>m</sub>	12 7%	759 50% <sub>opqrs</sub>	30 5% <sub>rst</sub>	30 7% <sub>orst</sub>	29 10% <sub>oprst</sub>	-	2 1%	5 2% <sub>r</sub>	27 22% <sub>opqr</sub>	157 48% <sub>yz</sub>	201 53% <sub>yz</sub>	171 46% <sub>yz</sub>	169 35% <sub>z</sub>	46 12%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 371  
**Age**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Average age	47.96	41.49	40.08	70.10ab	51.99ei	41.54 i	56.81de	54.42ei	53.92	46.83e	49.41k	46.06	49.33m	34.08	51.01op qrst	39.91rs s	41.79or rst	44.33op rst	33.29	37.83r s	42.47or qrst	48.12op qrst	52.07yz	52.82yz	51.32yz	48.24z	38.26

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 372  
Age  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
18-24	231 11%	9 11%v	5 7%	10 11%v	11 14%kmvw	3 9%v	4 6%	18 11%v	11 14%mv	10 12%mv	29 17%bfkmv w	3 4%	12 18%kmvw	1 2%	2 7%	61 13%kmvw13%mv	10 13%	16 21%bfgkm rsvw	5 7%	7 9%v	-	4 4%
25-34	360 17%	16 20%w	17 20%w	9 10%	16 20%w	4 13%	11 18%w	29 17%w	15 20%w	14 17%w	22 13%	12 15%	15 21%w	8 16%	7 23%	104 22%cjvw	12 15%	15 20%w	13 20%w	9 11%	6 10%	6 6%
35-44	333 16%	20 24%do	17 21%	14 17%	8 10%	5 14%	13 20%	29 17%	14 18%	14 16%	32 19%	10 12%	15 21%	6 11%	4 13%	59 13%	16 21%	11 14%	9 14%	16 21%	12 19%	11 12%
45-54	368 18%	15 18%	11 13%	13 15%	12 15%	5 14%	8 13%	39 23%	12 16%	12 14%	30 18%	22 28%abfiw	10 14%	7 14%	8 30%	84 18%	11 14%	13 17%	12 18%	17 22%	15 24%	11 13%
55-64	308 15%	11 13%	9 11%	14 17%	14 17%	9 26%bjko pq	15 23%jop	27 15%	11 15%	16 18%	20 12%	9 11%	7 11%	15 29%abgj klopqr	3 11%	60 13%	7 10%	8 10%	7 10%	14 18%	15 25%bjko pqr	19 21%
65+	481 23%	12 14%	23 28%a	25 30%ag	20 25%	8 25%	13 20%	30 17%	14 18%	21 24%	35 21%	24 30%agl	11 15%	15 29%	4 15%	104 22%	21 27%	13 17%	21 32%agl	14 18%	14 22%	39 43%adfg hijlopqsv
NET: 18-34	591 28%	25 31%vw	22 27%vw	18 22%	28 34%kvw	7 21%	15 23%	47 27%vw	26 34%vw	25 28%vw	51 30%vw	15 19%	27 39%ckms vw	9 17%	9 31%	164 35%ckms28%vw vw	22 28%	32 42%cfkm svw	18 27%vw	15 20%	6 10%	10 11%
NET: 35-54	701 34%	35 42%dw	28 34%	27 32%	20 24%	9 28%	21 33%	68 40%dw	26 34%	25 29%	62 37%	32 40%dw	24 35%	13 25%	12 43%	143 30%	27 36%	24 31%	21 32%	32 43%dmow	27 44%dmw	23 25%
NET: 55+	788 38%	22 27%	32 39%	39 47%alq	34 41%	17 51%alq	28 43%	56 33%	26 33%	37 42%l	55 33%	33 41%	18 26%	29 58%aghj lopqs	7 26%	164 35%	28 36%	21 27%	28 42%	27 36%	29 47%alq	58 64%abcd fg hijlopqrs
Average age	47.96	43.93	48.94	50.32al q	48.21	51.23al q	48.94l	46.90	45.69	48.98l	45.75	52.50ag hjq	42.68	54.70ag hjlopqs	46.78	46.63	47.26	43.10	50.22al q	48.40	52.04ag hjq	56.90abcd fg hijlopqrs

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 373  
Age  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (j)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
18-24	231	26	33	34	16	18	38	29	61	47	18	25	35	160	73	149	62	71	34	14	26	13	10	21
	11%	14%	17% <sup>e</sup>	16% <sup>e</sup>	12%	8%	15% <sup>e</sup>	14% <sup>e</sup>	23% <sup>cdefg</sup>	13% <sup>e</sup>	11%	15% <sup>e</sup>	13% <sup>e</sup>	14% <sup>t</sup>	13% <sup>t</sup>	18% <sup>n</sup>	19% <sup>n</sup>	17% <sup>st</sup>	13% <sup>t</sup>	7%	12% <sup>t</sup>	14% <sup>t</sup>	10%	14% <sup>t</sup>
25-34	360	65	58	62	34	43	63	62	79	80	44	48	63	242	142	210	105	113	79	43	58	30	34	47
	17%	34%	30% <sup>ei</sup>	29% <sup>e</sup>	25% <sup>e</sup>	19%	25% <sup>e</sup>	30% <sup>ei</sup>	30% <sup>ei</sup>	23%	28% <sup>e</sup>	29% <sup>e</sup>	24%	22%	26% <sup>n</sup>	26% <sup>n</sup>	33% <sup>n</sup>	26% <sup>n</sup>	31% <sup>nt</sup>	22%	27%	32% <sup>nt</sup>	32% <sup>nt</sup>	33% <sup>npt</sup>
35-44	333	26	29	25	12	29	32	25	34	61	22	25	48	189	115	154	61	94	71	40	35	18	22	25
	16%	14%	15%	12%	9%	13%	13%	12%	13%	18% <sup>cdefg</sup>	14%	15%	18% <sup>cdefg</sup>	17% <sup>d</sup>	21% <sup>n</sup>	19%	19%	22% <sup>n</sup>	27% <sup>n</sup>	20%	16%	20%	21%	17%
45-54	368	39	36	34	17	37	36	44	44	62	29	36	44	206	107	150	53	100	53	41	42	18	22	28
	18%	20%	19%	16%	13%	16%	14%	21% <sup>df</sup>	16%	18%	18%	22% <sup>df</sup>	17%	19%	20%	18%	17%	23% <sup>npq</sup>	21%	20%	19%	19%	21%	19%
55-64	308	13	13	19	15	26	23	19	21	34	16	17	25	132	50	78	26	37	18	32	22	3	4	8
	15%	7%	7%	9%	11% <sup>m</sup>	11% <sup>m</sup>	9% <sup>m</sup>	9% <sup>m</sup>	8%	10% <sup>m</sup>	10% <sup>m</sup>	10% <sup>m</sup>	10% <sup>m</sup>	12% <sup>opqrs</sup>	9%	10%	8%	9%	7%	16% <sup>opqrs</sup>	10% <sup>vw</sup>	4%	4%	6%
65+	481	22	22	38	40	76	55	29	27	64	30	14	46	177	53	77	15	12	4	31	35	10	12	13
	23%	11%	12% <sup>m</sup>	18% <sup>bhkm</sup>	30% <sup>bcfgh</sup>	33% <sup>bcfgh</sup>	22% <sup>bghkm</sup>	14% <sup>m</sup>	10% <sup>m</sup>	18% <sup>bhkm</sup>	19% <sup>bhkm</sup>	9%	18% <sup>hkm</sup>	4%	16% <sup>opqrs</sup>	10% <sup>qrs</sup>	9% <sup>qrs</sup>	5% <sup>s</sup>	3%	1%	16% <sup>opqrs</sup>	16% <sup>opqrs</sup>	11% <sup>qrs</sup>	11% <sup>qrs</sup>
NET: 18-34	591	91	91	95	50	61	101	90	140	127	62	73	98	402	215	359	167	185	113	57	85	42	44	68
	28%	48%	48% <sup>deil</sup>	45% <sup>ei</sup>	37% <sup>e</sup>	27%	41% <sup>e</sup>	44% <sup>e</sup>	53% <sup>cdefgi</sup>	37% <sup>e</sup>	39% <sup>e</sup>	44% <sup>e</sup>	38% <sup>e</sup>	36% <sup>t</sup>	40% <sup>t</sup>	44% <sup>not</sup>	52% <sup>noprs</sup>	43% <sup>nt</sup>	44% <sup>nt</sup>	29%	39% <sup>t</sup>	46% <sup>t</sup>	42% <sup>t</sup>	48% <sup>ntu</sup>
NET: 35-54	701	65	64	59	29	66	67	68	78	122	51	61	92	394	222	304	114	193	124	80	78	36	44	52
	34%	34%	34% <sup>d</sup>	28%	22%	29% <sup>d</sup>	27%	33% <sup>d</sup>	29%	35% <sup>cdefh</sup>	32% <sup>d</sup>	37% <sup>cdf</sup>	35% <sup>df</sup>	36%	41% <sup>npq</sup>	37%	36%	45% <sup>npqu</sup>	48% <sup>nopqu</sup>	40%	35%	39%	42%	37%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 373  
**Age**  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: 55+	788 38%	35 18%	35 18% <sup>m</sup>	57 27% <sup>bhkm</sup>	56 41% <sup>bcfghijklm</sup>	101 44% <sup>bcfghijklm</sup>	78 32% <sup>bghkm</sup>	48 23% <sup>m</sup>	48 18% <sup>m</sup>	97 28% <sup>bhkm</sup>	45 29% <sup>bhkm</sup>	31 19% <sup>m</sup>	72 27% <sup>bhkm</sup>	9 8%	309 28% <sup>opqrsvw</sup>	103 19% <sup>qrs</sup>	155 19% <sup>qrs</sup>	41 13% <sup>s</sup>	49 12% <sup>s</sup>	21 8%	63 31% <sup>opqrsvw</sup>	57 26% <sup>opqrsvw</sup>	13 14%	16 16% <sup>s</sup>	22 15% <sup>s</sup>
Average age	47.96	41.03	40.49 <sup>m</sup>	42.93 <sup>hm</sup>	48.33 <sup>bcghijklm</sup>	51.39 <sup>bcdm</sup>	45.28 <sup>bhkm</sup>	42.84 <sup>hm</sup>	39.40 <sup>m</sup>	44.84 <sup>bhkm</sup>	45.33 <sup>bhkm</sup>	40.96 <sup>m</sup>	44.06 <sup>bhkm</sup>	36.05	43.98 <sup>opqrsvx</sup>	41.20 <sup>qrs</sup>	40.31 <sup>qrs</sup>	37.58	38.84	38.07	46.37 <sup>opqrsvw</sup>	43.95 <sup>opqrsvx</sup>	40.30	41.21 <sup>qs</sup>	39.81

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 374  
Age  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
18-24	231 11%	107 22%b	75 12%	69 16% <u>d</u>	32 8%	78 18%	64 20%	54 17%	56 15%	93 12%	24 16%	188 15% <u>lo</u>	164 13%	184 17% <u>klop</u>	172 22% <u>klmop</u>	173 14%	196 15% <u>lo</u>	192 16%	182 16%	151 14%	136 21% <u>s</u>
25-34	360 17%	124 26%	168 28%	104 24%	87 21%	146 33%	89 28%	101 32%	95 25%	161 22%	41 27%	276 22%	269 22%	285 27% <u>klop</u>	222 28% <u>klop</u>	286 23% <u>kl</u>	310 24% <u>kl</u>	293 24%	263 24%	230 22%	190 29% <u>s</u>
35-44	333 16%	89 19%	153 25% <u>a</u>	81 19%	101 24%	104 24%	85 27%	73 23%	64 17%	162 22%	36 23%	251 20%	263 21% <u>k</u>	235 22% <u>kop</u>	172 22%	254 20%	270 21% <u>k</u>	262 21%	235 21%	218 21%	145 22%
45-54	368 18%	90 19%	114 19%	86 20%	88 21%	81 19%	53 17%	58 18%	66 17%	145 19%	29 19%	238 19%	235 19% <u>mn</u>	183 17%	130 17%	227 18%	243 19%	228 19%	198 18%	201 19% <u>t</u>	99 15%
55-64	308 15%	36 7%	49 8%	43 10%	51 12%	15 4%	19 6%	20 6% <u>e</u>	45 12%	93 12%	12 8%	151 12% <u>mn</u>	148 12% <u>mnp</u>	97 9% <u>n</u>	55 7%	146 12% <u>mn</u>	145 11% <u>mn</u>	127 10% <u>r</u>	98 9%	120 12% <u>t</u>	38 6%
65+	481 23%	33 7%	50 8%	43 10%	60 14%	12 3%	9 3%	12 4%	58 15% <u>j</u>	95 13%	12 8%	172 13% <u>lmnop</u>	155 13% <u>mnp</u>	76 7% <u>n</u>	29 4%	153 12% <u>mnp</u>	143 11% <u>mn</u>	126 10%	135 12% <u>q</u>	123 12% <u>t</u>	37 6%
NET: 18-34	591 28%	231 48% <u>b</u>	243 40%	173 41% <u>d</u>	120 28%	224 51%	153 48%	155 49%	152 39%	255 34%	65 42%	464 36% <u>l</u>	432 35%	468 44% <u>klop</u>	394 51% <u>klmop</u>	459 37% <u>l</u>	506 39% <u>klo</u>	486 40%	445 40%	380 36%	326 51% <u>s</u>
NET: 35-54	701 34%	178 37%	267 44%	167 39%	189 45%	185 42%	138 43%	131 41%	130 34%	307 41% <u>h</u>	65 42%	490 38%	498 40% <u>ko</u>	418 39%	302 39%	481 39%	514 39%	490 40%	433 39%	419 40%	244 38%
NET: 55+	788 38%	68 14%	99 16%	86 20%	112 27% <u>c</u>	28 6%	28 9%	32 10% <u>e</u>	103 27% <u>j</u>	187 25% <u>j</u>	24 16%	323 25% <u>mnp</u>	304 25% <u>mnp</u>	173 16% <u>n</u>	84 11%	298 24% <u>mnp</u>	289 22% <u>mn</u>	253 21%	233 21%	243 23% <u>t</u>	75 12%
Average age	47.96	38.13	40.64a	41.22	45.15c	36.22	36.82	37.16	43.58j	43.40j	39.85	43.19mn op	43.20mn op	39.36n	36.82	42.74mn p	41.94mn	41.40	41.57	42.57t	37.14

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 375  
Social Grade  
Base: All respondents

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
A	153 7%	84 8%	69 7%	25 11%hi	40 11%hi	25 7%	24 7%	13 4%	27 6%	153 27%klm	-	-	-	5 3%	2 2%	13 6%	9 5%	16 9%n	8 6%	8 8%	11 5%	33 12%nopq u	26 9%	11 6%	11 18%nopqsux
B	415 20%	227 22%b	188 18%	57 25%fgh	91 25%fgh	44 13%	52 14%	46 15%	124 26%fgh	415 73%klm	-	-	-	39 22%	19 23%	46 20%	31 18%	35 20%	26 18%	13 13%	35 18%	66 24%t	61 22%	32 18%	11 17%
C1	584 28%	285 28%	299 28%	73 31%	105 29%	111 33%gh	92 25%	75 25%	129 27%	-	584 100%jlm	-	-	52 30%	23 27%	58 25%	51 30%	46 26%	43 29%	32 32%	64 33%	71 26%	70 25%	54 30%	19 31%
C2	422 20%	196 19%	226 21%	28 12%	62 17%	87 26%dei	91 25%dei	78 25%dei	76 16%	-	-	422 100%jkm	-	22 13%	25 29%n	53 23%n	31 18%	45 25%n	29 20%	17 17%	39 20%	53 19%	59 21%n	40 22%n	9 14%
D	263 13%	122 12%	141 13%	37 16%i	39 11%	42 12%i	57 16%i	53 17%ei	37 8%	-	-	-	263 52%ijkl	32 18%v	7 8%	33 14%	24 14%	24 14%	22 15%v	23 wxy	21 11%	22 8%	31 11%	19 10%	6 9%
E	242 12%	100 10%	142 13%a	11 5%	25 7%	25 8%	51 14%def	42 14%def	88 18%def	-	-	-	242 48%ijkl	25 14%r	9 10%	30 13%	23 14%	13 7%	18 12%	8 7%	24 12%	28 10%	35 13%	23 13%	6 10%
NET: AB	568 27%	311 31%b	257 24%	82 35%fgh	130 36%fgh	69 21%	77 21%	59 19%	151 31%fgh	568 100%klm	-	-	-	44 25%	21 25%	59 25%	40 24%	51 28%	35 23%	21 21%	46 24%	99 36%npq stux	87 31%	43 24%	22 36%
NET: ABC1	1152 55%	596 59%b	556 52%	155 67%fgh i	235 65%fgh	179 54%h	169 46%	134 44%	280 58%gh	568 100%lm	584 100%lm	-	-	96 55%	44 52%	116 50%	91 54%	97 54%	78 53%	53 53%	109 57%	170 62%p	157 56%	98 54%	42 67%p
NET: C2DE	928 45%	419 41%	509 48%a	76 33%	125 35%	153 46%de	199 54%dei	173 56%def	201 42%de	-	-	422 100%jkl	506 100%jkl	79 45%	40 48%	116 50%vy	78 46%	83 46%	69 47%	48 47%	84 43%	103 38%	125 44%	82 46%	21 33%
NET: DE	506 24%	223 22%	283 27%a	48 21%	63 18%	67 20%	108 29%def	95 31%def	125 26%e	-	-	-	506 100%ijkl	57 32%orv	16 18%	63 27%v	47 28%v	37 21%	40 27%v	30 30%v	45 23%	50 18%	66 23%	42 23%	12 19%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 376  
Social Grade  
Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Reti- red (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bilit- y (g)	Yes - oth- er (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
A	153 7%	106 9% <sup>b</sup>	18 5%	29 6%	27 5%	16 7%	19 6%	6 4%	-	124 8%	56 5%	97 11% <sup>kj</sup>	133 7%	19 11%	102 7%	47 9%	42 9%	30 10%	13 6%	22 9%	19 9%	17 14% <sup>nor</sup>	2 1%	18 5% <sup>v</sup>	14 4% <sup>v</sup>	51 11% <sup>vwx</sup>	59 16% <sup>vwx</sup>
B	415 20%	250 21% <sup>b</sup>	35 9%	130 26% <sup>ab</sup>	93 18%	33 15%	58 17%	24 17%	6 30%	312 20%	140 12%	274 31% <sup>aj</sup>	374 20%	36 21%	320 21% <sup>pqtu</sup>	93 17% <sup>q</sup>	71 16% <sup>q</sup>	36 12%	38 19%	40 16%	27 13%	14 11%	29 9%	55 15% <sup>v</sup>	77 21% <sup>vw</sup>	112 23% <sup>vw</sup>	115 30% <sup>vwx</sup>
C1	584 28%	383 32% <sup>b</sup>	64 17%	137 28% <sup>b</sup>	114 23%	53 24%	75 22%	30 21%	3	460 30% <sup>dfg</sup>	326 27%	257 29%	533 28%	46 28%	452 30% <sup>opqu</sup>	130 24% <sup>pu</sup>	97 22%	62 21%	57 29% <sup>pu</sup>	61 25%	52 24%	19 16%	80 25%	112 29%	120 32% <sup>vz</sup>	149 31% <sup>z</sup>	88 23%
C2	422 20%	273 23% <sup>c</sup>	72 18%	78 16%	81 16% <sup>g</sup>	28 12%	60 18% <sup>eg</sup>	14 10%	1	331 22% <sup>deg</sup>	291 24% <sup>k</sup>	125 14%	381 20%	33 20%	266 18%	152 28% <sup>n</sup>	128 28% <sup>n</sup>	86 29% <sup>n</sup>	54 27% <sup>n</sup>	67 27% <sup>n</sup>	59 35% <sup>n</sup>	43 35% <sup>n</sup>	38 12%	63 16%	74 20% <sup>v</sup>	106 22% <sup>v</sup>	97 26% <sup>vw</sup>
D	263 13%	186 16% <sup>bc</sup>	41 11%	36 7%	56 11%	27 12%	35 10%	14 10%	1	201 13%	195 16% <sup>k</sup>	65 7%	240 13%	23 13%	174 11%	89 16% <sup>nr</sup>	80 18% <sup>nr</sup>	55 19% <sup>nr</sup>	21 10%	45 18% <sup>nr</sup>	41 19% <sup>nr</sup>	22 18%	47 14% <sup>z</sup>	76 20% <sup>yz</sup>	58 16% <sup>yz</sup>	50 11% <sup>z</sup>	16 4%
E	242 12%	2 *	159 41% <sup>ac</sup>	81 17% <sup>a</sup>	134 26% <sup>i</sup>	66 30% <sup>i</sup>	87 26% <sup>i</sup>	53 38% <sup>dfi</sup>	8 43%	102 7%	186 16% <sup>k</sup>	57 6%	227 12%	12 7%	204 13% <sup>opqst</sup>	37 7%	32 7%	24 8%	16 8%	13 5%	17 8%	6 5%	129 40% <sup>wxyz</sup>	57 15% <sup>xyz</sup>	28 8% <sup>yz</sup>	9 2%	2 1%
NET: AB	568 27%	356 30% <sup>b</sup>	53 14%	158 32% <sup>b</sup>	120 24%	49 22%	77 23%	30 21%	6 30%	436 28%	196 16%	371 42% <sup>aj</sup>	507 27%	54 32%	421 28%	141 26%	113 25%	66 23%	51 26%	62 25%	46 21%	31 25%	30 9%	73 19% <sup>v</sup>	92 25% <sup>v</sup>	163 34% <sup>vwx</sup>	174 46% <sup>vwx</sup>
NET: ABC1	1152 55%	739 62% <sup>cb</sup>	118 30%	295 60% <sup>b</sup>	234 46%	102 46%	152 45%	60 43%	9 47%	896 59% <sup>defg</sup>	522 44%	628 72% <sup>aj</sup>	1040 55%	101 60%	873 58% <sup>opqs</sup>	270 49% <sup>ppq</sup>	210 47%	128 44%	108 50% <sup>qu</sup>	98 50%	50 45%	110 41%	110 34%	186 49% <sup>v</sup>	211 57% <sup>vw</sup>	312 65% <sup>vwx</sup>	262 70% <sup>vwx</sup>
NET: C2DE	928 45%	461 38%	272 70% <sup>ac</sup>	195 40%	270 54% <sup>i</sup>	121 54% <sup>i</sup>	183 55% <sup>i</sup>	81 57% <sup>i</sup>	10 53%	634 41%	671 56% <sup>k</sup>	247 28%	847 45%	68 40%	645 42%	279 51% <sup>n</sup>	239 53% <sup>no</sup>	165 56% <sup>nor</sup>	90 46%	125 50% <sup>n</sup>	117 55% <sup>n</sup>	71 59% <sup>nr</sup>	214 66% <sup>wxyz</sup>	196 51% <sup>xyz</sup>	160 43% <sup>yz</sup>	164 35%	115 30%
NET: DE	506 24%	188 16%	201 51% <sup>ac</sup>	117 24% <sup>a</sup>	189 38% <sup>i</sup>	94 42% <sup>i</sup>	122 37% <sup>i</sup>	68 48% <sup>dfi</sup>	10 50%	303 20%	380 32% <sup>k</sup>	122 14%	466 25%	35 21%	378 25%	126 23%	112 25%	79 27% <sup>or</sup>	37 19%	58 23%	58 27% <sup>r</sup>	28 23%	176 54% <sup>wxyz</sup>	133 35% <sup>xyz</sup>	86 23% <sup>yz</sup>	59 12% <sup>z</sup>	18 5%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 377  
Social Grade  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
A	153 7%	3 4%	2 2%	2 2%	5 6%	1 3%	4 6%	10 6%	3 4%	4 5%	15 9%w	3 3%	9 13%bckw	3 5%	-	49 10%bcw	9 12%bcw	7 10%w	3 4%	8 10%w	11 18%abcde ghikmrw	1 1%
B	415 20%	17 21% <i>s</i>	21 25% <i>lqs</i>	21 25% <i>ls</i>	16 19%	4 12%	12 18%	29 17%	19 24% <i>ls</i>	16 19%	36 22% <i>ls</i>	14 18%	6 9%	7 15%	8 28%	112 24% <i>lqs</i>	21 27% <i>lqs</i>	9 11%	15 23% <i>ls</i>	6 8%	11 17%	15 17%
C1	584 28%	17 20%	30 37% <i>ag</i>	26 31%	22 27%	14 41% <i>ag</i>	23 36%	39 23%	24 30%	31 35% <i>ag</i>	42 25%	21 26%	19 27%	17 33%	12 43%	123 26%	20 26%	20 26%	21 31%	20 27%	19 31%	26 29%
C2	422 20%	7 8%	16 20%	19 22% <i>la</i>	13 16%	6 18%	11 17%	46 27% <i>a</i>	18 23% <i>a</i>	15 17%	38 23% <i>a</i>	18 22% <i>a</i>	10 15%	13 25% <i>a</i>	4 16%	95 20% <i>a</i>	13 17%	23 31% <i>alv</i>	10 15%	14 19%	9 14%	23 25% <i>a</i>
D	263 13%	20 25% <i>bchmo prv</i>	7 8%	6 7%	14 17% <i>o</i>	4 11%	8 12%	26 15% <i>o</i>	6 8%	11 13%	24 14%	11 14%	15 21% <i>bchor</i>	4 8%	3 9%	41 9%	7 9%	12 15%	4 7%	19 25% <i>bchmo prv</i>	6 9%	16 17% <i>o</i>
E	242 12%	18 22% <i>bjopq</i>	7 8%	11 13%	12 14%	5 15%	7 11%	21 12%	8 11%	9 11%	12 7%	13 16% <i>j</i>	10 15%	7 13%	1 5%	52 11%	7 9%	6 7%	13 20% <i>jq</i>	8 10%	6 10%	10 11%
NET: AB	568 27%	21 25%	23 27%	23 27%	21 26%	5 15%	16 24%	39 23%	22 28%	21 24%	52 31% <i>w</i>	17 21%	15 22%	10 20%	8 28%	160 34% <i>egkm qsw</i>	31 39% <i>egik lmqsw</i>	16 21%	18 27%	14 19%	22 36% <i>esw</i>	16 18%
NET: ABC1	1152 55%	37 45%	53 64% <i>agks w</i>	49 58%	43 53%	19 56%	38 60%	78 46%	46 58%	51 59%	94 56%	38 47%	34 49%	27 53%	20 71%	283 60% <i>agks w</i>	51 66% <i>agkq sw</i>	36 47%	39 58%	34 46%	42 67% <i>agkq sw</i>	42 47%
NET: C2DE	928 45%	45 55% <i>bopv</i>	29 36%	36 42%	38 47%	15 44%	26 40%	93 54% <i>bopv</i>	32 42%	35 41%	74 44%	43 53% <i>bopv</i>	35 51%	24 47%	8 29%	188 40%	27 34%	41 53% <i>pv</i>	28 42%	41 54% <i>bopv</i>	21 33%	48 53% <i>bopv</i>
NET: DE	506 24%	38 47% <i>bcfg hjmopq rw</i>	13 16%	17 20%	25 31% <i>bo</i>	9 26%	15 23%	47 27%	15 19%	20 24%	36 21%	25 31% <i>bo</i>	25 36% <i>bchj op</i>	11 22%	4 14%	93 20%	14 18%	17 23%	18 27%	26 35% <i>bhjo p</i>	12 19%	26 28%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 378  
Social Grade  
Base: All respondents

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143	
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142	
A	153 7%	30 16%	25 13%	28 13%	18 13%	27 12%	30 12%	22 11%	29 11%	36 10%	17 11%	28 11%	23 20% kl	100 9%	54 10%	77 9%	43 13% np	66 16% nop	41 16% nop	27 13%	31 14% np	14 15%	16 16% np	24 17% nop	
B	415 20%	56 29%	55 29%	64 30% k	43 32% k	72 32% k	71 29%	51 25%	83 31% gk	100 29% k	46 29% k	35 21%	82 31% k	28 24%	120 22%	183 22%	75 23%	103 24%	65 25%	45 22%	58 26%	30 33% nopq	29 28%	37 26%	
C1	584 28%	53 28%	54 28%	55 26%	36 27%	54 24%	62 25%	63 30% l	86 32% efl	102 29% l	41 26%	59 23%	29 25%	300 27%	134 25%	221 27%	78 24%	119 28%	74 29%	54 27%	54 25%	21 23%	25 24%	32 22%	
C2	422 20%	28 15%	28 15%	32 15%	24 18%	43 19% h	40 16%	37 18%	35 13%	59 17%	24 15%	54 21% hm	15 13%	228 21%	117 22%	167 20%	58 18%	88 21%	52 20%	39 20%	42 19%	17 19%	18 17%	23 16%	
D	263 13%	20 10%	18 9%	26 12%	11 8%	22 10%	31 13%	27 13%	23 9%	32 9%	21 13%	32 12%	18 16% dhi	148 13% s	80 15% rs	109 13% s	45 14% s	46 11%	22 9%	21 10%	24 11%	9 10%	12 11%	17 12%	
E	242 12%	3 2%	11 6% l	6 3%	3 2%	9 4%	11 4%	8 4%	9 3%	18 5% l	9 6% l	13 8% cdgilm	6 2%	2 2%	91 8% orsuv	34 6% rs	61 7% rsv	23 7% rsv	4 1%	4 2%	15 7% rsv	10 5% rs	1 1%	4 4%	9 6% rs
NET: AB	568 27%	87 45%	81 42% k	92 43% gk	60 45% gk	100 44% gk	102 41% k	73 35%	112 42% gk	136 39%	62 39% k	52 32%	110 42% k	51 44% k	338 31%	175 32%	260 32%	118 37% n	169 40% nop	105 41% nop	72 36%	89 41% nop	44 48% nopq	46 44% nop	61 43% nop
NET: ABC1	1152 55%	140 73%	134 71% k	147 70% k	97 72% k	154 67% k	164 67% k	136 66%	198 75% efgij kl	237 69% k	104 66%	96 58%	170 65%	80 69% k	638 58%	308 57%	481 59%	196 61%	288 68% nopq	179 69% nopq	125 62%	143 65% no	64 70% nop	70 68% o	93 65%
NET: C2DE	928 45%	51 27%	56 29%	64 30%	38 28%	75 33% h	82 33% h	71 34% h	68 25%	109 31% h	54 34% h	70 42% bcdef him	92 35% h	35 31%	467 42% rsuv	231 43% rsuvw	336 41% rsv	126 39% rs	139 32%	79 31%	75 38%	76 35%	27 30% p	34 32%	49 35%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 378  
**Social Grade**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: DE	506	23	28	32	14	32	42	35	32	50	30	40	38	20	239	114	170	68	50	27	36	34	10	15	27
	24%	12%	15%	15%	10%	14%	17%	17%	12%	14%	19%	24%	14%	18%	22%	21%	21%	21%	12%	10%	18%	16%	11%	15%	19%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 379  
Social Grade  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
A	153 7%	41 9%	55 9%	49 12%	37 9%	42 10%	38 12%	32 10%	28 7%	64 8%	17 11%	114 9%	112 9%	100 9%	82 11%p	111 9%	111 9%	107 9%	95 9%	80 8%	74 11% <sup>s</sup>
B	415 20%	108 23% <sup>b</sup>	100 16%	96 22% <sup>d</sup>	59 14%	89 20%	66 21%	68 21%	78 20%	139 19%	24 16%	241 19%	235 19%	206 19%	169 22% <sup>k</sup>	238 19%	247 19%	224 18%	219 20%	201 19%	134 21%
C1	584 28%	134 28%	187 31%	107 25%	129 31%	128 29%	84 26%	92 29%	102 27%	221 30%	43 28%	361 28%	353 29%	310 29%	228 29%	360 29%	381 29%	348 28%	329 30%	294 28%	193 30%
C2	422 20%	91 19%	127 21%	93 22%	98 23%	89 20%	62 19%	59 19%	74 19%	158 21%	44 29% <sup>h</sup>	277 22%	269 22%	224 21%	152 19%	262 21%	274 21%	266 22%	233 21%	226 22%	122 19%
D	263 13%	70 15%	87 14%	57 13%	57 13%	63 14%	54 17%	19 15%	61 16%	99 13%	20 13%	177 14%	165 13%	140 13%	101 13%	163 13%	182 14%	174 14% <sup>r</sup>	141 13%	148 14%	87 14%
E	242 12%	34 7%	53 9%	24 6%	40 10% <sup>c</sup>	25 6%	16 5%	19 6%	42 11% <sup>j</sup>	68 9% <sup>j</sup>	6 4%	107 8% <sup>n</sup>	99 8% <sup>n</sup>	79 7%	49 6%	105 8% <sup>n</sup>	113 9% <sup>mn</sup>	111 9%	94 8%	93 9% <sup>t</sup>	35 5%
NET: AB	568 27%	149 31%	155 25%	145 34% <sup>d</sup>	96 23%	131 30%	104 32%	101 32%	106 28%	203 27%	41 27%	355 28%	347 28%	306 29%	251 32% <sup>k</sup>	349 28%	359 27%	331 27%	314 28%	281 27%	208 32% <sup>s</sup>
NET: ABC1	1152 55%	283 59%	342 56%	252 59%	225 54%	260 59%	187 59%	193 60%	208 54%	424 57%	84 55%	716 56%	700 57%	616 58% <sup>k</sup>	478 61% <sup>k</sup>	708 57% <sup>k</sup>	740 57%	679 55%	643 58% <sup>q</sup>	576 55%	400 62% <sup>s</sup>
NET: C2DE	928 45%	195 41%	267 44%	174 41%	195 46%	177 41%	132 41%	126 40%	176 46%	325 43%	70 45%	561 44% <sup>mno</sup>	533 43% <sup>n</sup>	443 42% <sup>n</sup>	302 39%	530 43% <sup>n</sup>	569 43% <sup>n</sup>	551 45% <sup>r</sup>	468 42%	467 45% <sup>t</sup>	244 38%
NET: DE	506 24%	104 22%	139 23%	81 19%	97 23%	88 20%	70 22%	67 21%	103 27% <sup>j</sup>	167 22%	26 17%	284 22% <sup>n</sup>	264 21%	220 21%	150 19%	268 22% <sup>n</sup>	295 23% <sup>lmn</sup>	285 23% <sup>r</sup>	235 21%	241 23% <sup>t</sup>	122 19%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 380  
 GO Region  
 Base: All respondents

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber-side (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Scotland	176	92	83	15	34	38	27	23	38	44	52	22	57	176	-	-	-	-	-	-	-	-	-	-	-
	8%	9%	8%	7%	9%	11%	7%	8%	8%	8%	9%	5%	11%	100% stuvwx	-	-	-	-	-	-	-	-	-	-	-
North East	85	50	35	9	11	15	13	15	22	21	23	25	16	-	85	-	-	-	-	-	-	-	-	-	-
	4%	5%	3%	4%	3%	4%	4%	5%	5%	4%	4%	6%	3%	-	100% stuvwx	-	-	-	-	-	-	-	-	-	-
North West	232	110	122	28	36	36	45	38	48	59	58	53	63	-	-	232	-	-	-	-	-	-	-	-	-
	11%	11%	11%	12%	10%	11%	12%	12%	10%	10%	10%	13%	12%	-	-	100% stuvwx	-	-	-	-	-	-	-	-	-
Yorkshire & Humber-side	170	83	87	17	30	20	26	34	41	40	51	31	47	-	-	-	170	-	-	-	-	-	-	-	-
	8%	8%	8%	7%	8%	6%	7%	11%	9%	7%	9%	7%	9%	-	-	-	100% stuvwx	-	-	-	-	-	-	-	-
West Midlands	180	85	95	29	20	36	32	21	41	51	46	45	37	-	-	-	-	180	-	-	-	-	-	-	-
	9%	8%	9%	13% eh	6%	11% e	9%	7%	9%	9%	8%	11%	7%	-	-	-	-	100% stuvwx	-	-	-	-	-	-	-
East Midlands	147	69	78	18	21	30	22	28	29	35	43	29	40	-	-	-	-	-	147	-	-	-	-	-	-
	7%	7%	7%	8%	6%	9%	6%	9%	6%	6%	7%	7%	8%	-	-	-	-	-	100% rtuvwx	-	-	-	-	-	-
Wales	101	54	47	7	17	19	20	15	23	21	32	17	30	-	-	-	-	-	-	101	-	-	-	-	-
	5%	5%	4%	3%	5%	6%	6%	5%	5%	4%	5%	4%	6%	-	-	-	-	-	-	100% rsuvwx	-	-	-	-	-
Eastern	194	103	90	7	40	33	36	27	51	46	64	39	45	-	-	-	-	-	-	194	-	-	-	-	-
	9%	10%	8%	3%	11% d	10% d	10% d	9% d	11% d	8%	11%	9%	9%	-	-	-	-	-	-	-	100% rstvwx	-	-	-	-
London	272	138	135	41	65	38	53	28	46	99	71	53	50	-	-	-	-	-	-	-	272	-	-	-	-
	13%	14%	13%	18% hi	18% fhi	12%	14% i	9%	10%	17% klm	12%	13%	10%	-	-	-	-	-	-	-	-	100% rstvwx	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 380  
**GO Region**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
South East	282	115	168	30	47	34	46	42	82	87	70	59	66	-	-	-	-	-	-	-	-	-	282	-	-
	14%	11%	16% <sup>a</sup>	13%	13%	10%	13%	14%	17% <sup>f</sup>	15%	12%	14%	13%	-	-	-	-	-	-	-	-	-	100% <sup>nopq</sup>	-	-
South West	180	86	93	28	33	21	31	19	47	43	54	40	42	-	-	-	-	-	-	-	-	-	180	-	
	9%	8%	9%	12% <sup>fh</sup>	9%	6%	8%	6%	10%	8%	9%	9%	8%	-	-	-	-	-	-	-	-	-	-	100% <sup>nopq</sup>	-
Northern Ireland	62	31	32	-	6	12	15	15	14	22	19	9	12	-	-	-	-	-	-	-	-	-	-	62	
	3%	3%	3%	-	2%	4% <sup>d</sup>	4% <sup>d</sup>	5% <sup>de</sup>	3% <sup>d</sup>	4%	3%	2%	2%	-	-	-	-	-	-	-	-	-	-	100% <sup>nopqrstuvwxy</sup>	

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 381  
 GO Region  
 Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Scotland	176	100	36	39	43	22	24	13	2	123	97	78	170	4	120	56	45	28	21	20	21	9	39	36	38	34	24
North East	85	49	9	27	19	9	15	4	-	64	52	32	83	2	67	18	16	11	3	10	9	6	15	19	17	14	17
North West	232	128	52	52	71	38	48	21	1	157	135	95	210	17	167	65	53	27	27	38	18	10	39	51	33	53	39
Yorkshire & Humberside	170	93	32	44	33	9	26	10	2	132	95	72	156	13	133	37	27	20	17	13	9	11	23	46	27	37	22
West Midlands	180	103	37	39	31	12	20	6	1	144	107	71	150	28	114	63	54	42	15	24	35	14	28	32	33	45	27
East Midlands	147	82	31	35	42	30	22	13	3	100	92	55	141	5	115	31	24	16	12	14	11	8	34	24	39	25	12
Wales	101	58	19	24	22	6	20	5	-	77	63	38	97	1	71	30	23	13	12	13	9	5	21	19	15	28	12
Eastern	194	113	26	54	52	19	38	13	1	140	112	79	184	6	143	47	35	23	22	13	18	11	26	32	34	51	36
London	272	185	46	41	49	24	30	10	2	214	129	143	196	70	195	73	61	41	25	39	32	16	26	34	36	70	84
South East	282	156	52	74	61	17	47	21	2	218	163	117	261	19	220	62	53	33	26	32	26	17	45	48	49	60	53
South West	180	98	37	45	68	34	32	22	7	111	117	63	177	3	132	47	40	24	15	24	19	5	20	31	44	43	27

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 381  
**GO Region**  
**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Northern Ireland	62	36	11	15	13	2	13	2	-	50	30	32	62	1	42	21	19	15	4	8	9	8	7	10	6	16	23
	3%	3%	3%	3%	3%e	1%	4%de	2%	-	3%	3%	4%	3%	*	3%	4%	4%	5%	2%	3%	4%	6%n	2%	3%	2%	3%	6%vwx

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 382  
 GO Region  
 Base: All respondents

	Total	City																						
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (g)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)		
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101		
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*		
Scotland	176 8%	83 100% ghijklmop pqrsvw	81 98% cdefg hijklmop qrsvw	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12 13% cdefghijklmopqrsv	
North East	85 4%	-	2 2% o	77 91% abcdef ghijklmop qrsvw	-	-	-	2 1% o	2 2% o	-	-	-	-	-	-	-	-	-	-	-	-	-	2 2% o	
North West	232 11%	-	-	3 3% jo	-	-	-	159 92% abcd efhijkl mopqrs vw	61 78% abcde fijklmop qrsvw	-	-	-	-	-	-	1 *	-	-	-	-	-	-	9 10% abdfijklmopqrsv	
Yorkshire & Humberside	170 8%	-	-	4 5% jo	81 100% abc ghijklmop qrsvw	32 96% abcf ghijklmop qrsvw	46 72% abcgh ijklmopq rsvw	1 1%	-	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	4 4% jo
West Midlands	180 9%	-	-	-	-	-	1 1%	7 4% o	2 3% o	-	159 95% abcde fghijklmop qrsvw	-	1 1%	-	-	-	-	-	-	-	-	-	10 11% abcdfiklmopqrsv	
East Midlands	147 7%	-	-	-	-	1 4% go	17 27% abcde ghijklmop qrsvw	-	-	79 92% abcde fghijklmop qrsvw	7 4% go	1 1%	23 33% abcde ghijklmop qrsvw	-	* 2%	3 1%	-	-	-	-	-	-	16 17% abcdghijklmopqrsv	
Wales	101 5%	-	-	-	-	-	-	2 1% o	13 17% abcde fgijklmop qrsvw	-	1 *	-	-	-	-	-	-	1 1% o	-	75 100% abcde fghijklmop qrsvw	-	8 9% abcdfgijklmopqrv		

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 382  
 GO Region  
 Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Eastern	194 9%	-	-	-	-	-	-	-	-	6 7%abcdef ghjppqrs v	-	78 97%abcd efghij mopqrs v	26 38%abcde fghijmop qrsvw	-	-	67 14%abcde fghjmpqr sv	-	-	-	-	-	16 18%abcdefg hijmpqrsv
London	272 13%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	272 58%abcde fghijklm pqrsvw	-	-	-	-	-	-
South East	282 14%	-	-	-	-	-	-	-	-	1 1%	-	2 2%	17 25%abc defghi jkqrs v	51 100%abcd efghijkl opqrsvw	23 81%	123 26%abcd efghijk qrsvw	58 74%abcde fghijkl qrsvw	-	-	-	-	8 9%abcd fghijqrsv
South West	180 9%	-	-	-	-	-	-	-	-	-	1 1%	2 3%g	-	5 18%	3 1%	20 26%abcd efghijk lmosvw	75 99%abc defghi jklmop svw	66 100%abcde fghijklmo psvw	-	-	6 7%abcd fghijklkosv	
Northern Ireland	62 3%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	62 100%abcde fghijklmo pqrs	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 383  
 GO Region  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Scotland	176 8%	12 6%	14 7%	18 9%ejkm	6 5%	11 5%	16 7%	14 7%j	17 6%	24 7%	5 3%	6 3%	15 6%	3 3%	79 7%	40 7%	77 9%n	25 8%	32 7%	22 8%	18 9%	18 8%	4 5%	8 8%	14 10%
North East	85 4%	11 6%	12 6%	12 5%	6 5%	8 4%	9 4%	11 5%	13 5%	16 5%	8 5%	10 6%	10 4%	4 4%	51 5%	21 4%	30 4%	17 5%	17 4%	13 5%	8 4%	11 5%	8 8%op	7 6%	6 4%
North West	232 11%	20 10%	15 8%	19 9%	8 6%	23 10%d	28 11%d	26 13%dm	36 13%bdm	37 11%	19 12%	15 9%	25 10%	7 6%	127 12%pqx	59 11%	77 9%	25 8%	39 9%	29 11%	25 12%x	18 8%	5 6%	7 7%	9 6%
Yorkshire & Humber	170 8%	9 5%	11 6%	14 6%	13 9%	23 10%l	21 9%	12 6%	19 7%	26 7%	12 8%	15 9%	17 6%	8 7%	82 7%	38 7%	54 7%	20 6%	27 6%	18 7%	11 6%	13 6%	5 5%	5 5%	12 8%
West Midlands	180 9%	17 9%	20 10%	22 11%	16 12%	23 10%	19 8%	23 11%	24 9%	33 9%	21 13%f	28 17%befghi	25 9%	17 15%f	96 9%	52 10%	68 8%	35 11%	37 9%	24 9%	20 10%	24 11%	12 13%	12 11%	17 12%
East Midlands	147 7%	5 2%	6 3%	13 6%	4 3%	12 5%	13 5%	9 4%	9 4%	24 7%bhl	9 5%	7 4%	9 3%	4 3%	86 8%	41 8%	61 7%	18 5%	26 6%	13 5%	17 9%	18 8%	7 7%	8 8%	13 9%
Wales	101 5%	14 7%	9 5%	12 6%	16 12%bcdefgh	16 7%ikl	14 6%	12 6%	15 6%	21 6%	10 6%	9 6%	18 7%	10 9%	55 5%	27 5%	45 6%	17 5%	26 6%	21 8%n	9 5%	17 8%	6 7%	11 11%nopqt	12 8%
Eastern	194 9%	18 9%	11 6%	25 12%bg	14 10%g	23 10%g	26 10%cbg	10 5%	20 7%	33 10%g	17 11%g	11 7%	27 10%g	7 6%	91 8%	34 6%	58 7%	26 8%	35 8%	19 7%	11 6%	22 10%vw	3 4%	5 5%	7 5%
London	272 13%	48 25%	47 25%cddefg	29 14%ijk	16 12%	25 11%	41 16%e	36 18%e	59 22%cdefij	50 15%	23 15%	25 15%	49 19%dei	24 21%de	167 15%	81 15%	139 17%n	65 20%nou	83 19%no	46 18%	35 17%	32 14%	21 23%nouw	16 15%	27 19%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 383  
**GO Region**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (g)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
South East	282	15	20	23	14	26	31	26	20	37	16	16	31	13	146	78	118	35	53	29	20	18	5	8	9
	14%	8%	11%	11%	10%	11%	12%h	12%h	8%	11%	10%	10%	12%h	11%	13%uvx	14%uvx	14%uvx	11%	12%x	11%	10%	8%	6%	8%	6%
South West	180	20	19	21	20	29	26	23	27	36	17	18	27	16	94	54	74	33	36	16	25	25	11	14	14
	9%	10%	10%	10%	15%	13%	10%	11%	10%	10%	11%	11%	10%	14%	8%	10% <sub>s</sub>	9%	10% <sub>s</sub>	8%	6%	12% <sub>s</sub>	11% <sub>s</sub>	12%	14% <sub>s</sub>	10%
Northern Ireland	62	3	5	4	2	9	4	3	7	9	1	6	9	1	32	14	17	5	15	9	1	5	3	2	4
	3%	2%	2%	2%	1%	4%dfj	2%	2%	3%	3%	1%	3%j	3%	1%	3%t	3%t	2%	2%	4%q	4%	1%	2%	4%t	2%	3%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 384  
GO Region  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Scotland	176	26 8%	58 6%	31 10% <sup>a</sup>	32 7%	39 8%	30 9%	33 10%	29 8%	69 9%	10 7%	103 8%	101 8%	90 9%	71 9%	101 8%	110 8%	101 8%	98 9%	95 9%	60 9%
North East	85	15 4%	25 3%	14 4%	15 4%	21 5% <sup>g</sup>	14 4%	7 2%	8 2%	30 4%	8 5%	44 3%	41 3%	37 3%	25 3%	45 4%	46 4%	42 3%	42 4%	38 4%	27 4%
North West	232	56 11%	50 12%	53 8%	40 13%	38 9%	33 10%	35 11%	35 9%	84 11%	19 12%	139 11%	131 11%	108 10%	85 11%	131 11%	137 11%	128 10%	115 10%	107 10%	55 9%
Yorkshire & Humberside	170	35 8%	56 7%	23 9%	37 5%	34 8%	22 7%	23 7%	36 9%	56 7%	11 7%	107 8% <sup>m</sup>	101 8% <sup>m</sup>	72 7%	57 7%	107 9% <sup>m</sup>	110 8% <sup>m</sup>	101 8%	89 8%	90 9%	53 8%
West Midlands	180	41 9%	68 11%	40 9%	47 11%	43 10%	46 15% <sup>ee</sup>	35 11%	24 6%	73 10%	24 16% <sup>h</sup>	120 9%	117 9%	97 9%	72 9%	110 9%	126 10% <sup>o</sup>	118 10%	109 10%	102 10%	67 10%
East Midlands	147	36 7%	49 7%	36 8%	38 9%	27 6%	21 7%	22 7%	29 8%	58 8%	10 7%	101 8%	95 8%	85 8%	63 8%	102 8%	100 8%	101 8%	84 8%	82 8%	44 7%
Wales	101	20 5%	38 4%	17 6%	22 4%	24 5%	17 5%	13 4%	14 4%	41 5%	9 6%	61 5%	63 5%	52 5%	44 6%	63 5%	61 5%	62 5%	54 5%	47 5%	32 5%
Eastern	194	40 9%	46 8%	38 9%	38 9%	39 9%	29 9%	32 10%	37 10%	74 10%	7 5%	120 9% <sup>n</sup>	114 9% <sup>n</sup>	93 9% <sup>n</sup>	55 7%	111 9% <sup>n</sup>	116 9% <sup>n</sup>	104 8%	105 9%	92 9%	55 9%
London	272	88 13%	80 18% <sup>b</sup>	66 13%	49 16%	75 17% <sup>f</sup>	26 8%	51 16% <sup>f</sup>	70 18% <sup>i</sup>	94 13%	23 15%	186 15%	174 14%	174 16% <sup>klo</sup>	132 17% <sup>klo</sup>	181 15%	198 15% <sup>l</sup>	184 15%	156 14%	153 15%	108 17%
South East	282	67 14%	80 14%	62 13%	54 14%	52 12%	39 12%	34 11%	61 16%	85 11%	17 11%	163 13%	160 13%	132 12%	89 11%	161 13% <sup>p</sup>	159 12%	159 13%	135 12%	131 13%	84 13%
South West	180	43 9%	44 9%	31 7%	42 10%	35 8%	33 10%	26 8%	31 8%	65 9%	13 8%	101 8%	105 8%	92 9%	71 9%	96 8%	107 8%	102 8%	99 9%	82 8%	48 7%
Northern Ireland	62	10 3%	15 2%	16 4%	6 1%	9 2%	9 3%	9 3%	9 2%	20 3%	2 2%	33 3%	31 3%	27 3%	16 2%	31 3%	36 3%	28 2%	24 2%	22 2%	11 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 385  
**Have you taken a foreign holiday in the last 3 years?**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (l)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Yes	1300 63%	657 65%	643 60%	176 76% i	255 71% gh	212 64% ghi	213 58%	171 56%	272 57%	436 77% klm	398 68% lm	259 61% m	208 41%	116 66%	52 61%	150 65%	100 59%	108 60%	82 56%	54 54%	113 59%	185 68% stx	186 66% t	103 57%	51 81% nopqrstuw
No	780 37%	358 35%	422 40%	55 24%	105 29%	120 36% d	155 42% de	136 44% de	209 43% de	132 23%	187 32% j	164 39% jk	298 59% jkl	60 34% y	33 39% y	82 35% y	70 41% y	72 40% y	65 44% vy	47 46% vwy	80 41% y	88 32%	96 34% y	77 43% vy	12 19%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 386  
**Have you taken a foreign holiday in the last 3 years?**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Yes	1300 63%	833 69%abc	177 45%	290 59%b	250 49%	109 49%	160 48%	62 44%	6 32%	1026 67%defg	668 56%	625 71%kj	1167 62%	123 73%l	953 63%	337 61%	270 60%	176 60%	127 64%	145 58%	134 62%	74 61%	137 42%	191 50%	233 63%vw	329 69%vw	319 85%vwxy
No	780 37%	367 31%	213 55%ac	200 41%a	255 51%i	114 51%i	175 52%i	79 56%i	13 68%	504 33%	525 44%k	250 29%	720 38%m	45 27%	565 37%	212 39%	180 40%	116 40%	72 36%	103 42%	81 38%	47 39%	187 58%xyz	191 50%xyz	138 37%z	147 31%z	58 15%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 387  
**Have you taken a foreign holiday in the last 3 years?**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Yes	1300 63%	52 64%r	56 68%rw	50 59%	49 60%	17 50%	38 59%	109 64%r	53 68%rw	54 62%	103 62%r	44 54%	40 58%	28 55%	22 79%	313 66%krsw	55 72%ekrs	49 64%r	30 45%	40 54%	51 81%acde	45 50%
No	780 37%	30 36%v	26 32%	35 41%v	32 40%v	17 50%pv	26 41%v	62 36%v	25 32%	33 38%v	64 38%v	37 46%opv	29 42%v	23 45%v	6 21%	158 34%v	22 28%	27 36%v	36 55%abgh	35 46%opv	12 19%	45 50%bhopv

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 388  
**Have you taken a foreign holiday in the last 3 years?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143	
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142	
Yes	1300 63%	155 81%	151 79% <sup>c</sup>	150 71%	104 77%	168 74%	181 74%	166 80% <sup>cf</sup>	221 83% <sup>cefil</sup>	265 76%	123 78%	127 77%	197 75%	89 78%	748 68%	377 70%	571 70%	244 76% <sup>nopt</sup>	327 77% <sup>noptx</sup>	208 80% <sup>noptu</sup>	134 67%	155 71%	71 78% <sup>nt</sup>	76 73%	97 69%
No	780 37%	37 19%	39 21%	60 29% <sup>bgh</sup>	31 23%	61 26% <sup>h</sup>	65 26% <sup>gh</sup>	42 20%	45 17%	82 24% <sup>h</sup>	35 22%	39 23%	64 25% <sup>h</sup>	26 22%	358 32% <sup>qrsv</sup>	163 30% <sup>qrs</sup>	247 30% <sup>qrs</sup>	78 24%	100 23%	50 20%	67 33% <sup>qrsv</sup>	64 29% <sup>s</sup>	20 22%	28 27%	45 31% <sup>rs</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 389

Have you taken a foreign holiday in the last 3 years?

Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Yes	1300 63%	345 72% <sup>b</sup>	371 61%	301 71% <sup>d</sup>	252 60%	297 68%	222 70%	210 66%	248 64%	481 64%	100 65%	837 66%	808 65%	714 67% <sup>klop</sup>	556 71% <sup>klmo</sup>	808 65%	852 65%	794 65%	735 66%	636 61%	463 72% <sup>s</sup>
No	780 37%	133 28%	237 39% <sup>a</sup>	124 29%	168 40% <sup>c</sup>	140 32%	97 30%	108 34%	137 36%	268 36%	54 35%	440 34% <sup>mn</sup>	426 35% <sup>mn</sup>	345 33% <sup>n</sup>	224 29%	430 35% <sup>mn</sup>	456 35% <sup>mn</sup>	435 35%	376 34%	407 39% <sup>t</sup>	182 28%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 390  
**Opinion Influencer**  
**Base: All respondents**

	Gender		Age						Social Grade					Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Yes	191 9%	130 13% <sup>b</sup>	61 6%	26 11% <sup>hi</sup>	65 18% <sup>d</sup>	26 8%	39 11% <sup>hi</sup>	13 4%	22 5%	87 15% <sup>klm</sup>	53 9% <sup>m</sup>	28 7%	23 5%	12 7%	11 13% <sup>qsw</sup>	20 8%	9 5%	17 9% <sup>s</sup>	5 3%	14 14% <sup>qsw</sup>	18 9% <sup>s</sup>	48 18% <sup>npqr</sup>	15 5%	20 11% <sup>sw</sup>	3 5%
No	1889 91%	885 87%	1004 94% <sup>a</sup>	205 89% <sup>e</sup>	295 82%	307 92% <sup>e</sup>	329 89% <sup>e</sup>	295 96% <sup>deg</sup>	459 95% <sup>deg</sup>	481 85%	531 91% <sup>j</sup>	394 93% <sup>j</sup>	482 95% <sup>jk</sup>	163 93% <sup>v</sup>	74 87%	212 92% <sup>v</sup>	161 95% <sup>otv</sup>	163 91% <sup>v</sup>	143 97% <sup>ort</sup>	87 86%	176 91% <sup>v</sup>	224 82%	267 95% <sup>otv</sup>	160 89%	59 95% <sup>v</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 391  
**Opinion Influencer**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to secon- dary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Yes	191 9%	158 13%abc	16 4%	17 3%	47 9%	23 10%	30 9%	11 8%	3 13%	142 9%	54 5%	137 16%kj	153 8%	37 22%l	101 7%	84 15%n	66 15%n	36 12%n	33 17%n	42 17%n	29 14%n	12 10%	22 7%	28 7%	21 6%	46 10%x	63 17%vwxy
No	1889 91%	1042 87%	374 96%a	473 97%a	457 91%	201 90%	304 91%	130 92%	17 87%	1388 91%	1139 95%k	738 84%	1734 92%m	131 78%	1417 93%opqr	465 85%	384 85%	256 88%	165 83%	206 83%	186 86%	109 90%	302 93%z	353 93%z	350 94%yz	430 90%z	314 83%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 392  
**Opinion Influencer**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edin- burgh (b)	New- castle (c)	Leeds (d)	Hull (e)	Shef- field (f)	Manch- ester (g)	Liver- pool (h)	Nott- ingham (i)	Birm- ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh- ton (m)	Oxford (n)	London (o)	South- ampton (p)	Bristol (q)	Ply- mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Yes	191 9%	7 9%w	5 6%	11 13%w	4 5%	1 3%	2 3%	16 9%w	12 15%w	6 7%w	18 11%w	6 8%w	4 5%	2 4%	2 7%	60 13%w	8 10%w	9 11%w	8 12%w	8 10%w	3 5%	1 1%
No	1889 91%	75 91%	77 94%	74 87%	77 95%	33 97%	62 97%ho	156 91%	66 85%	81 93%	150 89%	74 92%	66 95%	49 96%	26 93%	411 87%	69 90%	68 89%	58 88%	67 90%	59 95%	90 99%acghijkopqrs

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 393  
**Opinion Influencer**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Yes	191 9%	191 100%	121 64% cefhi l	118 56% il	78 58% eil	110 48% i	134 55% eil	135 65% cefhi j	133 50% i	144 42%	87 55% il	96 58% eil	122 46%	86 75% bcdef ghijkl	164 15%	126 23% np	144 18% n	104 32% nopr	95 22% np	84 33% nopr	67 34% nopr	90 41% nopqr st	55 60% nopqr stux	56 54% nopqr stu	65 45% nopqrst
No	1889 91%	-	69 36% m	93 44% bgm	56 42% m	118 52% bdgk m	112 45% bgm	72 35% m	133 50% bgm	202 58% bcdef ghjkm	70 45% gm	70 42% m	140 54% bcdfg jkm	29 25%	942 85% opqrs tuvwx	413 77% qstuv wx	674 82% oqrst uvwx	218 68% uvwx	332 78% qstuv wx	174 67% uvwx	134 66% uvwx	129 59% vw	36 40%	48 46%	77 55% v

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 394  
**Opinion Influencer**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Yes	191 9%	72 15%	80 13%	67 16%	60 14%	91 21%fg	45 14%	47 15%	49 13%	85 11%	17 11%	155 12%	152 12%	143 13%kop	128 16%klmo	143 12%	157 12%	150 12%	150 13%	97 9%	110 17%sa
No	1889 91%	406 85%	528 87%	358 84%	361 86%	346 79%	275 86%e	272 85%e	335 87%	664 89%	137 89%	1122 88%mn	1082 88%n	916 87%n	652 84%	1095 88%mn	1151 88%mn	1079 88%	961 87%	946 91%t	535 83%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 395  
 Tenure  
 Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: Homeowners	1348	671	677	122	168	201	241	223	392	421	393	308	226	100	58	170	117	126	81	61	135	147	192	113	48
	65%	66%	64%	53%	47%	61%e	65%de	72%def	82%def	74%km	67%lm	73%lm	45%	57%	68%v	73%nst	69%ns	70%ns	55%	60%	70%ns	54%	68%ns	63%	77%nst
Owned outright - without mortgage	751	360	391	48	41	51	98	155	357	232	204	156	158	52	30	92	70	74	55	35	71	76	105	67	25
	36%	35%	37%	21%e	11%	15%	27%ef	50%def	74%def	41%km	35%	37%	31%	30%	35%	39%v	41%nv	42%nv	37%	34%	37%	28%	37%v	37%	41%
Owned with a mortgage or loan	597	311	286	74	127	150	143	68	35	189	188	151	68	48	28	79	47	51	26	26	64	72	87	46	22
	29%	31%	27%	32%hi	35%hi	45%deh	39%hi	22%i	7%	33%lm	32%lm	36%lm	13%	27%	34%st	34%st	28%	28%st	18%	26%	33%st	26%	31%st	26%	36%st
NET: Renters	690	316	373	94	172	129	126	84	85	125	183	110	271	72	23	56	49	47	65	37	55	120	87	64	15
	33%	31%	35%	41%hi	48%fghi	39%hi	34%i	27%i	18%	22%	31%j	26%	54%jkl	41%pq	27%	24%	29%	26%	44%opq	36%p	29%	44%opq	31%	36%p	23%
NET: Rent from Council/ Housing Association	410	193	217	39	90	82	62	65	52	92	62	204	204	51	15	29	32	30	35	28	31	75	51	28	5
	20%	19%	20%	17%	25%di	22%i	22%i	20%i	14%	9%	16%j	15%j	40%jkl	29%pq	17%	12%	19%	16%	24%py	28%pru	16%	27%pru	18%	16%	8%
Rented from the council	270	130	140	22	61	46	57	42	42	26	57	46	141	35	9	17	22	20	29	22	20	48	33	14	1
	13%	13%	13%	9%	17%di	14%i	16%i	14%i	9%	5%	10%j	11%j	28%jkl	20%pru	11%	7%	13%y	11%y	19%pru	22%pru	10%	18%pux	12%y	8%	2%
Rented from a housing association	140	63	77	17	28	25	25	20	24	26	35	16	62	17	5	11	10	10	7	6	12	26	18	14	4
	7%	6%	7%	7%	8%	8%	7%	6%	5%	5%	6%	4%	12%jkl	9%	6%	5%	6%	5%	4%	6%	6%	10%	6%	8%	6%
Rented from someone else	280	123	156	54	83	57	43	22	20	73	91	48	68	20	9	27	17	18	30	8	24	45	36	36	10
	13%	12%	15%	24%ghi	23%ghi	17%hi	12%i	7%	4%	13%	15%	11%	13%	11%	10%	12%	10%	10%	20%npqr	8%	13%	17%	13%	20%pqr	15%
Rent free	42	28	14	15	19	2	1	1	3	22	9	4	8	4	4	6	3	7	1	4	3	5	4	2	-
	2%	3%b	1%	7%fghi	5%fghi	1%	*	*	1%	4%klm	1%	1%	2%	2%	4%	3%	2%	4%	1%	4%	2%	2%	1%	1%	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 396  
**Tenure**  
**Base: All respondents**

	Working status			Disability						Educational level			Ethnicity		Kids in household						Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: Homeowners	1348	773	165	410	269	89	200	73	12	1047	719	621	1242	90	1014	327	266	164	119	143	120	72	143	228	237	343	297
	65%	64%b	42%	84%ab	53%e	40%	60%de	52%e	61%	68%defg	60%	71%j	66%l	53%	67%opqs	60%	59%	56%	60%	58%	56%	59%	44%	60%v	64%v	72%vw	79%vw
Owned outright - without mortgage	751	292	89	370	169	39	133	47	7	569	423	322	717	27	678	72	60	44	18	23	32	20	116	162	150	183	82
	36%	24%	23%	75%ab	34%e	17%	40%de	33%e	37%	37%e	35%	37%	38%l	16%	45%opqr	13%st	13%st	15%st	9%	9%	15%st	16%	36%z	42%z	40%z	39%z	22%
Owned with a mortgage or loan	597	481	76	40	100	50	67	27	5	478	296	299	526	63	336	256	206	119	100	120	88	52	26	66	87	160	215
	29%	40%bc	19%c	8%	20%	22%	20%	19%	24%	31%defg	25%	34%j	28%	37%l	22%	47%nq	46%nq	41%n	51%nq	48%n	41%n	43%n	8%	17%v	24%v	34%vw	57%vw
NET: Renters	690	404	208	77	226	128	130	64	8	453	454	232	610	72	463	221	182	127	79	104	94	48	176	150	131	125	64
	33%	34%c	53%ac	16%	45%fi	57%dfgi	39%i	45%i	39%	30%	38%k	26%	32%	42%l	31%	40%n	41%n	44%n	40%n	42%n	44%n	40%n	54%wxyz	39%yz	35%yz	26%z	17%
NET: Rent from Council/ Housing Association	410	212	139	59	157	80	98	46	6	247	306	104	363	43	276	130	113	84	44	65	65	30	133	96	75	58	23
	20%	18%c	36%ac	12%	31%i	36%i	29%i	33%i	29%	16%	26%k	12%	19%	25%	18%	24%n	25%n	29%nop	22%	26%n	30%nop	25%	41%wxyz	25%yz	20%yz	12%z	6%
Rented from the council	270	138	96	36	106	51	71	30	4	160	209	61	241	26	181	86	75	59	28	42	46	21	89	64	48	36	15
	13%	12%c	25%ac	7%	21%i	23%i	21%i	23%	10%	18%k	7%	13%	15%	12%	16%n	17%n	20%nop	14%	17%n	22%nop	17%	27%wxyz	17%yz	13%yz	8%	4%	
Rented from a housing association	140	74	43	23	51	29	27	17	1	87	97	43	122	17	95	45	38	25	16	23	18	9	44	32	27	22	8
	7%	6%	11%ac	5%	10%fi	13%fi	8%	12%i	6%	6%	8%k	5%	6%	10%	6%	8%	8%	8%	8%	9%	9%	7%	14%wxyz	8%yz	7%z	5%	2%
Rented from someone else	280	192	69	19	68	48	31	17	2	206	148	128	247	29	187	90	69	44	35	39	29	19	43	54	56	67	41
	13%	16%c	18%c	4%	14%fi	21%dfgi	9%	12%	10%	13%	12%	15%	13%	17%	12%	16%n	15%	15%	18%	16%	14%	15%	13%	14%	15%	14%	11%
Rent free	42	23	17	2	10	7	5	4	-	30	20	23	34	7	40	1	1	1	-	1	1	1	5	3	3	8	16
	2%	2%c	4%ac	*	2%	3%	2%	3%	-	2%	2%	3%	2%	4%	3%opqrs	*	*	*	-	*	*	1%	2%	1%	1%	2%	4%wxy

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 397  
Tenure  
Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Homeowners	1348 65%	40 49%	56 68%a	58 69%a	56 69%a	26 77%afo	35 55%	121 70%afo	54 69%a	52 60%	120 71%aflo	54 67%a	40 57%	31 61%	25 87%	280 59%	54 70%a	48 63%	42 64%	49 65%	48 77%afil o	59 66%a
Owned outright - without mortgage	751 36%	17 20%	33 40%a	33 39%a	36 44%alp	13 38%	25 39%a	53 31%	37 47%aglop	36 41%alp	69 41%alp	29 36%a	17 25%	18 35%	14 48%	156 33%a	19 25%	26 34%	29 44%alp	26 35%	25 41%a	40 45%aglop
Owned with a mortgage or loan	597 29%	24 29%	23 28%	25 30%	20 24%	13 39%fi	10 16%	67 39%dfhi orw	17 22%	16 19%	51 30%f	25 32%f	22 32%f	13 26%	11 39%	124 26%	35 45%bdfh ijmow	22 29%	13 20%	22 30%	22 36%fi	19 21%
NET: Renters	690 33%	40 48%cddeg hjp	26 32%	22 26%	24 29%	8 23%	28 43%gijv	46 27%	21 27%	34 40%gj	43 25%	25 32%	27 39%	20 38%	4 13%	182 39%gijv	23 30%	28 36%	22 34%	24 32%	15 23%	30 33%
NET: Rent from Council/ Housing Association	410 20%	30 36%cegh ijkopqv w	18 22%v	13 15%	18 22%v	5 16%	17 27%hqv	26 15%	9 12%	13 15%	26 15%	14 18%	17 25%qv	11 21%	1 5%	111 24%ghjq v	11 15%	8 10%	14 21%	21 28%ghjqv	5 8%	19 21%v
Rented from the council	270 13%	22 26%bcgh jopqrv	10 13%v	7 9%	11 14%v	3 10%	15 24%cghj qrv	19 11%	4 5%	12 14%v	15 9%	11 14%v	10 15%v	6 12%v	-	75 16%hjvq	8 10%	3 5%	5 8%	17 22%cghjq rv	1 2%	12 14%v
Rented from a housing association	140 7%	8 10%i	8 10%i	6 7%	6 8%	2 6%	2 4%	7 4%	5 6%	1 1%	11 6%	3 4%	7 10%i	5 9%i	1 5%	36 8%i	3 4%	4 6%	9 14%gi	4 6%	4 6%	7 8%
Rented from someone else	280 13%	10 12%	8 10%	9 11%	6 8%	2 7%	10 16% s	19 11%	12 15% s	21 24%bcde gjow	17 10%	11 14% s	10 14% s	9 17% s	2 8%	71 15% s	11 15% s	20 26%abcd egjosw	8 12%	3 4%	10 15% s	10 11%
Rent free	42 2%	3 3%	* 1%	4 4%	2 2%	-	1 2%	5 3%	3 4%	* 1%	5 3%	1 1%	3 4%	1 1%	-	9 2%	-	-	2 1%	2 2%	-	1 1%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 398  
Tenure  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: Homeowners	1348	123	122	141	99	175	170	141	170	229	113	104	182	72	695	329	490	187	275	160	127	146	58	61	75
	65%	64%	64%	67%	73%hkm	77%bcfghiklm	69%	68%	64%	66%	72%k	63%	70%	63%	63%px	61%	60%	58%	64%qx	62%x	63%x	67%ppqx	64%x	59%	53%
Owned outright - without mortgage	751	55	51	69	60	105	89	67	74	114	56	46	90	24	342	135	207	69	79	37	73	74	31	33	32
	36%	29%	27%	33%lm	44%bcghijklm	46%bcfghijklm	36%bhkm	32%lm	28%	33%lm	35%km	28%	34%hm	21%	31%opqrsx	25%rs	25%rs	21%st	18%st	15%	37%opqrsx	34%opqrsx	34%qrsx	32%qrsx	23%st
Owned with a mortgage or loan	597	68	71	72	39	70	81	74	96	115	58	59	92	48	353	193	282	119	196	123	54	73	27	28	43
	29%	35%	37%	34%	29%	31%	33%	36%	36%	33%	36%	35%	35%	42%de	32%	36%nt	35%nt	37%tw	46%nopqtuvwx	48%nopqtuvwx	27%	33%	30%	27%	30%
NET: Renters	690	63	61	61	33	46	69	60	87	110	41	58	73	40	386	197	310	130	144	90	71	68	29	41	61
	33%	33%	32%e	29%e	25%	20%	28%e	29%e	33%e	32%e	26%	35%de	28%e	35%e	35%	36%	38%nu	40%ru	34%	35%	35%	31%	32%	39%	43%ruv
NET: Rent from Council/ Housing Association	410	34	31	35	18	26	37	33	37	58	25	32	33	23	233	123	182	79	77	48	54	41	12	25	37
	20%	18%	16%	17%	13%	11%	15%	16%	14%	17%el	16%	20%el	12%	20%el	21%	23%rv	22%r	25%rsv	18%	18%	27%rsuv	19%	14%	24%v	26%ruv
Rented from the council	270	22	19	21	10	16	19	23	20	30	11	21	13	16	156	83	124	53	50	30	34	24	6	17	19
	13%	12%	10%l	10%l	7%	7%	8%	11%l	8%	9%l	7%	12%ejl	5%	14%efhjl	14%v	15%rv	15%rv	16%rv	12%	12%	17%uv	11%	6%	16%v	14%v
Rented from a housing association	140	12	12	14	8	10	17	10	17	28	13	12	20	7	77	39	59	27	27	17	20	18	7	8	17
	7%	6%	6%	7%	6%	4%	7%	5%	6%	8%e	8%	7%	8%	6%	7%	7%	7%	8%	6%	7%	10%	8%	8%	8%	12%noprs
Rented from someone else	280	29	30	26	15	20	32	27	51	52	17	26	40	17	153	74	127	50	67	42	16	27	17	15	24
	13%	15%	16%e	12%	11%	9%	13%e	13%	19%cdelfg	15%e	11%	15%e	15%e	15%	14%t	14%t	16%t	16%t	16%t	16%t	8%	12%	18%t	15%t	17%t
Rent free	42	5	8	9	2	7	8	6	9	7	3	3	7	3	24	14	18	5	8	8	3	4	4	2	7
	2%	2%	4%	4%	2%	3%	3%	3%	3%	2%	2%	2%	3%	2%	2%	3%	2%	2%	2%	3%	2%	2%	4%	2%	5%qrut

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 399  
Tenure  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Homeowners	1348	279	345	278	240	241	177	189	232	448	91	783	759	610	442	747	776	723	650	620	364
	65%	58%	57%	65% <sup>d</sup>	57%	55%	55%	59%	60%	60%	59%	61% <sup>mnp</sup>	62% <sup>mnp</sup>	58%	57%	60% <sup>mn</sup>	59% <sup>n</sup>	59%	58%	59%	56%
Owned outright - without mortgage	751	106	124	124	110	64	62	64	121	189	34	366	346	226	150	343	353	307	292	284	131
	36%	22%	20%	29%	26%	15%	19%	20% <sup>ee</sup>	31% <sup>ei</sup>	25%	22%	29% <sup>mnp</sup>	28% <sup>mn</sup>	21%	19%	28% <sup>mn</sup>	27% <sup>mn</sup>	25%	26%	27% <sup>t</sup>	20%
Owned with a mortgage or loan	597	173	221	154	130	176	115	125	111	258	57	417	414	384	291	404	423	415	358	335	232
	29%	36%	36%	36%	31%	40%	36%	39%	29%	34%	37%	33%	34% <sup>p</sup>	36% <sup>klop</sup>	37% <sup>klop</sup>	33%	32%	34%	32%	32%	36% <sup>s</sup>
NET: Renters	690	185	250	139	175	189	135	118	144	289	58	463	447	422	315	464	503	478	434	398	262
	33%	39%	41%	33%	42% <sup>cc</sup>	43%	42%	37%	37%	39%	38%	36%	36%	40% <sup>klo</sup>	40% <sup>klo</sup>	37% <sup>k</sup>	38% <sup>kl</sup>	39%	39%	38%	41%
NET: Rent from Council/ Housing Association	410	100	147	93	107	115	78	70	81	173	37	282	261	237	174	275	292	279	256	231	144
	20%	21%	24%	22%	25%	26%	24%	22%	21%	23%	24%	22%	21%	22%	22%	22% <sup>l</sup>	22% <sup>l</sup>	23%	23%	22%	22%
Rented from the council	270	60	101	57	78	77	56	45	58	114	25	186	169	160	111	181	195	185	173	150	91
	13%	13%	17%	13%	18%	18%	17%	14%	15%	15%	16%	15% <sup>l</sup>	14%	15%	14%	15%	15% <sup>l</sup>	15%	16%	14%	14%
Rented from a housing association	140	40	45	36	29	38	22	25	22	59	11	96	91	77	64	95	98	94	83	81	52
	7%	8%	7%	9%	7%	9%	7%	8%	6%	8%	7%	8%	7%	7%	8%	8%	7%	8%	7%	8%	8%
Rented from someone else	280	85	103	46	69	74	57	48	63	116	22	181	186	185	140	189	211	198	178	167	118
	13%	18%	17%	11%	16% <sup>cc</sup>	17%	18%	15%	16%	15%	14%	14%	15% <sup>k</sup>	17% <sup>klop</sup>	18% <sup>klo</sup>	15% <sup>k</sup>	16% <sup>klo</sup>	16%	16%	16%	18%
Rent free	42	13	14	8	5	7	7	11	9	13	4	31	28	27	24	28	30	29	28	25	19
	2%	3%	2%	2%	1%	2%	2%	4%	2%	2%	3%	2%	2%	3%	3%	2%	2%	2%	2%	2%	3%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 400  
**What is the highest educational level that you have achieved to date?**  
**Base: All respondents**

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
No formal education	13 1%	5 1%	8 1%	1 *	1 *	1 *	2 1%	1 *	7 2%	3 1%	3 1%	1 *	5 1%	1 1%	1 1%	2 1%	2 1%	1 *	-	1 *	2 1%	2 1%	2 1%	-	-
Primary	12 1%	3 *	9 1%	-	1 *	2 1%	2 1%	4 1%	2 *	-	2 *	5 1%j	5 1%j	6 3%psuv	-	-	1 *	1 1%	-	-	-	1 *	2 1%	1 *	1 1%
Secondary school, high school, 6th form/college, GCSE's, A-Levels, BTEC, NVQ levels 1 to 3, etc.	1124 54%	502 49%	622 58%a	103 45%	150 42%	166 50%	217 59%def	197 64%def	291 61%def	177 31%	301 51%j	280 66%jk	366 72%jk	88 50%	49 58%	124 54%	87 52%	102 57%v	89 60%v	61 61%v	110 57%v	120 44%	157 56%v	108 60%v	29 47%
University degree or equivalent professional qualification, NVQ level 4, etc.	653 31%	349 34%b	304 29%	70 30%	135 37%hi	117 35%i	113 31%	86 28%	131 27%	253 45%klm	206 35%lm	94 22%	100 20%	56 32%	22 26%	69 30%	57 33%	54 30%	50 34%	29 29%	62 32%	92 34%	94 33%	50 28%	18 29%
Higher university degree, doctorate, MBA, NVQ level 5, etc.	222 11%	129 13%b	93 9%	19 8%	63 17%cdgh	43 13%h	33 9%	19 6%	45 9%	118 21%klm	51 9%lm	32 8%lm	22 4%	22 13%st	10 12%st	26 11%st	16 9%st	17 9%st	5 4%	9 9%	17 9%	50 18%qrst	23 8%	13 7%	14 22%pqrstuwx
Still in full time education	43 2%	19 2%	24 2%	35 15%efgh	8 2%fghi	1 *	-	-	-	16 3%lm	19 3%lm	4 1%	4 1%	3 2%	2 3%	10 4%uvw	5 3%	2 1%	3 2%	1 1%	2 1%	6 2%	2 1%	6 3%	1 1%
Prefer not to answer	12 1%	8 1%	4 *	3 1%	3 1%	3 1%	-	-	4 1%	1 *	2 *	6 1%jk	3 1%	-	1 1%	2 1%	3 2%	2 1%	-	-	2 1%	1 *	2 1%	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 401  
What is the highest educational level that you have achieved to date?  
Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
No formal education	13 1%	5 *	1 *	7 2%a	5 1%	2 1%	3 1%	1 1%	1 4%	8 1%	13 1%k	-	13 1%	-	9 1%	5 1%	4 1%	2 1%	1 *	2 1%	1 *	2 2%	4 1%	4 1%	3 1%	3 1%	-
Primary	12 1%	6 *	2 1%	4 1%	6 1%	3 1%	5 1%i	4 3%i	-	6 *	12 1%k	-	11 1%	1 1%	11 1%	1 *	-	-	1 *	-	-	-	5 2%kx	4 1%	-	3 1%	-
Secondary school, high school, 6th form/ college, GCSE's, A- Levels, BTEC, NVQ levels 1 to 3, etc.	1124 54%	594 50%	247 63%a	283 58%a	287 57%	122 55%	192 57%	77 55%	9 47%	816 53%	1124 94%k	-	1045 55%m	68 41%	810 53%	310 56%	261 58%	183 63%no	106 54%	134 54%	140 65%no	75 62%	220 68%xyz	245 64%yz	220 59%yz	247 52%z	122 32%
University degree or equivalent professional qualification, NVQ level 4, etc.	653 31%	425 35%b	80 20%	148 30%b	147 29%	67 30%	97 29%	41 29%	8 41%	492 32%	-	653 75%j	591 31%	53 31%	491 32%qt	156 28%	127 28%	75 26%	55 28%	78 31%	52 24%	29 24%	62 19%	100 26%v	109 29%v	170 36%vw	166 44%vwxy
Higher university degree, doctorate, MBA, NVQ level 5, etc.	222 11%	161 13%bc	18 5%	43 9%b	48 10%	19 9%	35 10%	18 13%	2 9%	168 11%	-	222 25%j	184 10%	37 22%l	147 10%	73 13%n	55 12%	31 10%	33 16%nt	33 13%	20 9%	14 12%	23 7%	24 6%	29 8%	49 10%	83 22%vwxy
Still in full time education	43 2%	2 *	41 11%ac	-	11 2%f	10 4%dfgi	2 1%	-	-	30 2%	43 4%k	-	32 2%	9 5%l	41 3%opqst	2 *	1 *	-	2 1%	1 *	-	-	9 3%	4 1%	9 3%	5 1%	5 1%
Prefer not to answer	12 1%	7 1%	1 *	4 1%	1 *	-	1 *	-	-	9 1%	-	-	10 1%	-	9 1%	3 *	3 1%	1 *	-	2 1%	1 *	-	1 *	1 *	1 *	1 *	1 *

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 402

What is the highest educational level that you have achieved to date?

Base: All respondents

	Total	City																			None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
No formal education	13 1%	-	1 1%	2 2%	1 1%	1 2%	-	-	-	1 1%	2 1%	-	-	-	-	4 1%	-	-	2 3%	-	-	-	
Primary	12 1%	-	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	3 1%	-	1 1%	-	-	1 1%	7 7%acdfghijklprs	
Secondary school, high school, 6th form/college, GCSE's, A-Levels, BTEC, NVQ levels 1 to 3, etc.	1124 54%	48 58%	37 45%	48 57%	37 45%	17 52%	42 66%bdv	94 55%	40 51%	46 53%	92 55%	47 59%	39 55%	32 63%	8 27%	246 52%	42 55%	41 54%	39 59%	48 64%bd	29 47%	51 57%	
University degree or equivalent professional qualification, NVQ level 4, etc.	653 31%	26 31%	27 33%	22 26%	31 38%f	13 39%	14 21%	46 27%	26 34%	35 41%fgk	52 31%	21 26%	27 39%f	18 36%	17 59%	146 31%	21 28%	23 31%	19 28%	20 27%	18 29%	29 33%	
Higher university degree, doctorate, MBA, NVQ level 5, etc.	222 11%	9 11%w	14 16%imw	9 11%mw	7 9%w	2 5%	7 10%w	20 12%mw	10 13%imw	3 4%	17 10%w	10 13%imw	4 5%	1 1%	4 14%	60 13%imw	13 17%ilmw	5 7%w	6 9%w	7 10%w	14 22%deijl mqw	1 1%	
Still in full time education	43 2%	1 1%	3 3%	2 3%	3 4%	1 2%	1 1%	10 6%ow	2 2%	1 1%	4 2%	1 1%	-	-	-	8 2%	1 1%	5 7%losw	1 1%	-	-	1 1%	-
Prefer not to answer	12 1%	-	-	1 1%	2 2%	-	1 1%	2 1%	-	-	1 *	1 1%	-	-	-	3 1%	-	-	-	-	-	2 3%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 403  
**What is the highest educational level that you have achieved to date?**  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143	
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142	
No formal education	13 1%	-	-	-	-	1*	-	-	-	1*	-	-	-	7 1%	5 1%	5 1%	1*	1*	-	2 1%	2 1%	-	1 1%	-	
Primary	12 1%	-	-	-	-	-	-	-	1*	-	-	-	-	5*	3*	4*	-	1*	1*	2 1%	-	-	-	-	
Secondary school, high school, 6th form/college, GCSE's, A-Levels, BTEC, NVQ levels 1 to 3, etc.	1124 54%	46 24%	53 28%	57 27%	47 35%h	81 35%ch	75 30%	65 32%	68 25%	130 38%bcfh	56 36%h	69 41%bcfgh	88 34%h	37 32%	543 49%sv	265 49%sv	393 48%sv	149 46%sv	192 45%sv	100 39%	102 51%sv	93 42%	32 35%	49 47%v	62 43%
University degree or equivalent professional qualification, NVQ level 4, etc.	653 31%	80 42%	73 38%	88 42%dk	44 33%	83 36%	107 44%dek	77 37%	109 41%	145 42%dk	66 42%k	54 33%	113 43%dek	46 40%	379 34%	170 31%	276 34%	109 34%	152 36%	102 39%ot	58 29%	81 37%t	31 34%	31 30%	49 34%
Higher university degree, doctorate, MBA, NVQ level 5, etc.	222 11%	58 30%	57 30%fijl	55 26%il	39 29%fijl	57 25%il	52 21%	53 26%il	74 28%fijl	60 17%	31 19%	38 23%	50 19%	28 24%	132 12%	82 15%n	106 13%	53 17%n	73 17%np	51 20%np	34 17%n	37 17%np	27 30%nopqr stux	23 22%np	28 20%np
Still in full time education	43 2%	8 4%	7 4%	10 5%	5 4%	7 3%	12 5%	11 5%k	15 5%ik	10 3%	5 3%	3 2%	10 4%	4 3%	32 3%r	11 2%	28 3%orst	8 3%	5 1%	3 1%	2 1%	6 3%	1 1%	1 1%	3 2%
Prefer not to answer	12 1%	-	-	-	-	-	-	-	-	-	-	2 1%	-	-	8 1%	3 1%	6 1%	1 *	3 1%	2 1%	-	-	-	-	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 404  
What is the highest educational level that you have achieved to date?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
No formal education	13 1%	-	6 1%	4 1%	3 1%	1 *	-	-	4 1%	4 *	-	5 *	6 *	5 *	2 *	6 *	6 *	8 1%	6 1%	7 1%	5 1%
Primary	12 1%	-	3 1%	2 *	2 *	1 *	2 1%	1 *	2 *	4 *	-	5 *lm	2 *	1 *	4 *m	4 *lm	5 *lm	5 *	4 *	5 1%	2 *
Secondary school, high school, 6th form/ college, GCSE's, A-Levels, BTEC, NVQ levels 1 to 3, etc.	1124 54%	236 49%	327 54%	207 49%	240 57% <sup>c</sup>	207 47%	165 52%	164 51%	189 49%	391 52%	84 54%	658 52% <sup>mn</sup>	630 51% <sup>n</sup>	523 49%	372 48%	631 51% <sup>n</sup>	661 51% <sup>n</sup>	648 53% <sup>qr</sup>	558 50%	545 52% <sup>t</sup>	300 47%
University degree or equivalent professional qualification, NVQ level 4, etc.	653 31%	150 31%	188 31%	138 32%	126 30%	154 35%	105 33%	103 32%	140 37%	241 32%	47 31%	419 33%	414 34%	362 34%	266 34%	409 33%	436 33%	383 31%	360 32%	339 33%	214 33%
Higher university degree, doctorate, MBA, NVQ level 5, etc.	222 11%	66 14%	66 11%	58 14%	44 11%	57 13%	38 12%	41 13%	39 10%	91 12%	17 11%	149 12%	146 12%	125 12%	99 13%	145 12%	153 12%	142 12%	142 13%	113 11%	94 15% <sup>s</sup>
Still in full time education	43 2%	22 5%	15 3%	14 3% <sup>d</sup>	3 1%	13 3%	8 3%	8 3%	7 2%	15 2%	6 4%	34 3%	29 2%	35 3% <sup>kl</sup>	32 4% <sup>klop</sup>	35 3% <sup>l</sup>	38 3% <sup>l</sup>	36 3%	37 3%	25 2%	26 4% <sup>s</sup>
Prefer not to answer	12 1%	4 1%	3 1%	3 1%	2 1%	4 1%	2 *	2 *	3 1%	4 *	-	7 1%	7 1%	7 1%	5 1%	8 1%	8 1%	8 1% <sup>r</sup>	4 *	8 1%	4 1%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 405  
**Thinking about your household's food and grocery shopping, are you personally responsible for selecting half or more of the items to be bought from supermarkets and food shops?**  
**Base: All respondents**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Yes - responsible for half or more of the items bought	1863	859	1004	154	326	314	343	284	440	494	520	381	467	158	79	202	149	160	134	91	175	244	253	167	52
	90%	85%	94%a	67%	91% <sup>d</sup>	94% <sup>d</sup>	93% <sup>d</sup>	92% <sup>d</sup>	92% <sup>d</sup>	87%	89%	90%	92% <sup>j</sup>	90%	94%	87%	88%	89%	91%	90%	90%	89%	89%	93%	84%
No - not responsible for most of the items bought	217	156	61	76	33	19	25	24	40	73	64	41	39	18	5	30	21	19	13	10	19	29	30	13	10
	10%	15% <sup>b</sup>	6%	33% <sup>e</sup>	9%	6%	7%	8%	8%	13% <sup>m</sup>	11%	10%	8%	10%	6%	13%	12%	11%	9%	10%	10%	11%	11%	7%	16%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 406  
**Thinking about your household's food and grocery shopping, are you personally responsible for selecting half or more of the items to be bought from supermarkets and food shops?**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Yes - responsible for half or more of the items bought	1863 90%	1084 90%b	336 86%	443 90%	456 90%	204 91%	304 91%	126 89%	18 92%	1366 89%	1070 90%	783 89%	1694 90%	149 88%	1339 88%	514 94%n	423 94%n	272 93%n	183 93%	233 94%n	204 95%n	109 90%	313 97%xyz	356 93%yz	333 90%	423 89%	322 85%
No - not responsible for most of the items bought	217 10%	116 10%	54 14%a	47 10%	48 10%	19 9%	31 9%	16 11%	1 8%	164 11%	123 10%	92 11%	193 10%	20 12%	180 12%opqst	35 6%	27 6%	20 7%	15 7%	15 6%	11 5%	12 10%	11 3%	25 7%	38 10%v	53 11%vw	56 15%vw

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 407

**Thinking about your household's food and grocery shopping, are you personally responsible for selecting half or more of the items to be bought from supermarkets and food shops?**

**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Yes - responsible for half or more of the items bought	1863	74	73	76	68	30	60	150	68	78	151	76	62	45	24	419	74	68	64	66	52	85
	90%	90%	89%	91%	84%	88%	94%	87%	87%	90%	90%	95% <sup>d</sup>	89%	87%	83%	89%	96% <sup>dv</sup>	89%	96% <sup>dv</sup>	88%	84%	94%
No - not responsible for most of the items bought	217	8	9	8	13	4	4	22	10	8	17	4	8	6	5	51	3	9	3	9	10	6
	10%	10%	11%	9%	16% <sup>kpr</sup>	12%	6%	13%	13%	10%	10%	5%	11%	13%	17%	11%	4%	11%	4%	12%	16% <sup>pr</sup>	6%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 408  
**Thinking about your household's food and grocery shopping, are you personally responsible for selecting half or more of the items to be bought from supermarkets and food shops?**  
**Base: All respondents**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Yes - responsible for half or more of the items bought	1863	174	170	177	121	205	221	186	226	315	140	152	238	108	993	493	738	292	386	232	191	204	84	98	136
	90%	91%	89%	84%	90%	90% <sup>c</sup>	90% <sup>c</sup>	85%	85%	91% <sup>ch</sup>	89%	92% <sup>ch</sup>	91% <sup>ch</sup>	94% <sup>ch</sup>	90%	91%	90%	91%	90%	90%	95% <sup>nopqr</sup>	93%	92%	94%	96% <sup>npqrs</sup>
No - not responsible for most of the items bought	217	17	20	33	14	24	25	21	40	31	18	14	24	7	113	47	80	30	41	26	10	15	7	6	6
	10%	9%	11%	16% <sup>efgiklm</sup>	10%	10%	10%	15% <sup>iklm</sup>	9%	11%	8%	9%	6%	10% <sup>tx</sup>	9% <sup>t</sup>	10% <sup>tx</sup>	9% <sup>tx</sup>	10% <sup>tx</sup>	10% <sup>tx</sup>	5%	7%	8%	6%	4%	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 409  
**Thinking about your household's food and grocery shopping, are you personally responsible for selecting half or more of the items to be bought from supermarkets and food shops?**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Yes - responsible for half or more of the items bought	1863 90%	422 88%	549 90%	384 90%	394 94%	394 90%	286 90%	282 89%	338 88%	687 92%	139 90%	1131 89% <sub>n</sub>	1097 89% <sub>n</sub>	945 89% <sub>n</sub>	674 86%	1107 89% <sub>kn</sub>	1160 89% <sub>n</sub>	1098 89% <sub>r</sub>	976 88%	944 91% <sub>t</sub>	566 88%
No - not responsible for most of the items bought	217 10%	55 12%	60 10%	42 10%	26 6%	43 10%	33 10%	36 11%	47 12%	62 8%	15 10%	146 11% <sub>o</sub>	136 11%	115 11%	107 14% <sub>klmo</sub>	132 11%	149 11%	131 11%	135 12% <sub>q</sub>	99 9%	79 12% <sub>s</sub>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 410  
**How many cars are there in your household?**  
**Base: All respondents**

	Gender		Age						Social Grade				Region																								
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (l)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)												
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67												
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*												
No cars in the household	437	206	230	55	95	75	69	58	85	85	117	51	185	50	16	34	33	32	35	24	29	100	46	29	8												
	21%	20%	22%	24%	26%	gh	22%	19%	18%	15%	20%	ij	12%	37%	ijkl	wxy	28%	p	19%	15%	19%	37%	opq	16%	16%	13%											
																						37%	rstuw														
NET: Any	1643	809	834	176	265	258	299	250	396	483	468	371	321	126	68	198	137	147	113	76	165	172	237	150	55												
	79%	80%	78%	76%	74%	78%	81%	e	81%	e	82%	e	85%	km	80%	m	88%	km	63%	72%	81%	v	85%	ns	v	81%	v										
1	844	407	437	51	124	134	141	133	260	233	242	171	198	73	45	100	78	59	56	35	75	103	119	80	23												
	41%	40%	41%	22%	35%	d	40%	d	38%	d	43%	de	54%	def	41%	41%	41%	39%	42%	53%	rtv	43%	46%	r	33%	38%	34%	39%	38%	42%	45%	r	36%				
2	609	298	310	58	114	108	122	90	117	185	184	152	88	42	16	82	51	65	42	34	76	56	83	45	17												
	29%	29%	29%	25%	32%	i	32%	i	33%	i	29%	24%	33%	m	32%	m	36%	m	17%	24%	19%	35%	nov	30%	v	36%	nov	29%	34%	v	39%	nov	21%	29%	v	25%	27%
3+	191	104	87	66	26	16	36	28	19	65	42	49	36	11	7	17	8	23	14	8	14	13	36	25	15												
	9%	10%	8%	28%	efgh	7%	5%	10%	fi	9%	fi	4%	11%	km	7%	12%	km	7%	6%	9%	7%	5%	13%	qv	10%	8%	7%	5%	13%	nv	14%	npq	uv	24%	nopqstuvw		

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 411  
**How many cars are there in your household?**  
**Base: All respondents**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
No cars in the household	437 21%	224 19%	134 34%ac	79 16%	134 27%gi	73 33%dfgi	85 25%gi	23 17%	8 42%	287 19%	276 23%k	157 18%	388 21%	41 24%	348 23%oprs	85 15%	71 16%	50 17%	31 15%	39 16%	36 17%	19 16%	146 45%wxyz	103 27%xyz	62 17%z	59 12%	36 9%
NET: Any	1643 79%	976 81%b	257 66%	411 84%b	370 73%e	150 67%	250 75%e	118 83%def	11 58%	1243 81%def	917 77%	718 82%j	1499 79%	128 76%	1171 77%	464 85%n	379 84%n	242 83%	168 85%n	209 84%n	178 83%	102 84%	178 55%	278 73%v	309 83%vw	417 88%vw	342 91%vwxx
1	844 41%	453 38%	126 32%	265 54%ab	226 45%e	83 37%	158 47%ei	75 53%dei	6 33%	603 39%	486 41%	353 40%	773 41%	63 37%	609 40%	233 42%	187 42%	127 44%	81 41%	101 41%	101 47%p	46 38%	136 42%z	188 49%yz	180 48%yz	189 40%z	109 29%
2	609 29%	408 34%abc	76 19%	124 25%b	102 20%	47 21%	67 20%	31 22%	5 25%	499 33%defg	314 26%	291 33%kj	549 29%	53 31%	400 26%	204 37%nt	168 37%nqt	98 34%n	76 38%n	98 39%nt	66 31%	48 40%n	33 10%	71 19%v	104 28%vw	180 38%vwxx	176 47%vwxy
3+	191 9%	115 10%c	55 14%ac	22 4%	42 8%	20 9%	25 8%	13 9%	-	141 9%	117 10%	74 8%	177 9%	12 7%	161 11%opqrs	28 5%	23 5%	17 6%	10 5%	10 4%	11 5%	7 6%	9 3%	19 5%	25 7%v	48 10%vw	57 15%vwxx

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 412  
**How many cars are there in your household?**  
**Base: All respondents**

	City																					
	Total	Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
No cars in the household	437 21%	23 28%gkv	20 25%	17 20%	22 27%gkv	5 16%	11 17%	26 15%	12 16%	18 21%	29 17%	11 14%	13 18%	10 20%	- -	135 29%ghjkpv	11 14%	14 18%	11 17%	18 24%	8 13%	22 24%
NET: Any	1643 79%	60 72%	62 75%	67 80%	59 73%	28 84%	53 83%	146 85%ado	66 84%o	69 79%	139 83%o	69 86%ado	57 82%	41 80%	28 100%	336 71%	66 86%o	62 82%	55 83%	57 76%	55 87%ado	69 76%
1	844 41%	39 48%	32 38%	44 52%jkos	33 40%	16 48%	30 47%	67 39%	32 42%	36 42%	56 34%	28 35%	30 44%	22 43%	9 32%	180 38%	34 44%	31 41%	34 51%js	24 32%	23 36%	43 47%j
2	609 29%	13 16%	27 33%a	18 21%	23 28%	10 29%	21 33%a	69 40%aclm orw	20 26%	26 30%a	60 36%acor w	35 44%achl mopqrw	17 25%	12 23%	14 50%	124 26%	20 26%	20 26%	13 20%	29 38%acor w	17 27%	20 23%
3+	191 9%	7 9%	4 4%	5 6%	4 5%	2 7%	2 3%	10 6%	13 17%bd fgo sw	7 8%	23 13%bfgo	6 8%	9 13% f	7 13%	5 18%	32 7%	12 16%bd fg o	11 14% fgo	8 12%	4 5%	15 24%abcde fgikow	5 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 413  
**How many cars are there in your household?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
No cars in the household	437	36	47	37	22	28	42	46	56	56	26	44	18	221	94	187	65	65	40	28	38	13	21	29
	21%	19%	25% jlm	18%	16%	12%	17% e	22% ei	21% e	16%	17%	17%	16%	20% rt	17%	23% v	20% rt	15%	15%	14%	17%	14%	20%	20%
NET: Any	1643	155	143	173	113	200	204	161	210	291	132	217	97	884	446	631	257	362	218	173	181	79	83	113
	79%	81%	75%	82% b	84% b	88% b	83% b	78%	79%	84% bg	83% b	83% b	84% b	80%	83% p	77%	80%	85% npq	85% p	86% npq	83%	86% p	80%	80%
1	844	67	63	74	46	86	88	60	88	128	63	49	89	40	422	194	278	112	157	86	94	45	45	61
	41%	35%	33%	35%	34%	37% g	36%	29%	33%	37% g	40% gk	30%	34%	35%	38% p	36%	34%	35%	37%	33%	47% su	49% s	43%	43% ps
2	609	68	59	75	58	92	89	78	91	128	54	64	45	343	176	255	96	152	105	56	75	23	29	40
	29%	35%	31%	36%	43% bh	40% b	36%	38%	34%	37%	34%	39%	39%	31%	33%	31%	30%	36% npqtvwx	41% npqr	28%	34%	25%	28%	28%
3+	191	20	21	24	9	23	28	22	31	35	14	20	12	120	75	99	49	52	28	23	20	11	9	13
	9%	11%	11%	11%	6%	10%	11%	11%	12%	10%	9%	12%	10%	11%	14% nu	12%	15% nu	12%	11%	11%	9%	12%	9%	9%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 414  
**How many cars are there in your household?**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
No cars in the household	437	90	141	65	85	100	68	59	85	156	33	258	232	227	167	259	293	264	244	224	149
	21%	19%	23%	15%	20%	23%	21%	19%	22%	21%	22%	20%l	19%	21%l	21%l	21%l	22%klo	21%	22%	21%	23%
NET: Any	1643	388	467	361	335	337	251	260	300	593	121	1019	1002	832	613	979	1016	965	867	819	496
	79%	81%	77%	85%	80%	77%	79%	81%	78%	79%	80%p	81%kmno	79%	79%	79%p	78%	79%	79%	78%	79%	77%
1	844	171	223	152	188	158	107	110	147	290	68	492	486	381	265	478	487	461	425	404	230
	41%	36%	37%	36%	45%c	36%	33%	34%	38%	39%	44%	38%mp	39%mp	36%	34%	39%mp	37%n	38%	38%	39%	36%
2	609	147	199	142	124	136	100	105	116	244	38	401	397	335	257	381	405	375	336	311	194
	29%	31%	33%	33%	30%	31%	31%	33%	30%	33%	24%	31%	32%op	32%	33%	31%	31%	31%	30%	30%	30%
3+	191	71	45	66	23	43	44	45	37	59	15	126	118	116	91	120	124	128	106	104	73
	9%	15%b	7%	16%d	5%	10%	14%	14%e	10%	8%	10%	10%	10%	11%lop	12%klop	10%	9%	10%	10%	10%	11%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 415  
To which of the following ethnic groups do you consider you belong?  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North East (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
White	1887 91%	915 90%	972 91%	185 80%	288 80%	300 90%de	340 92%de	295 96%def	478 99%def	507 89%	533 91%	381 90%	466 92%	170 97%prv	83 98%rv	210 91%rv	156 92%rv	150 83%v	141 96%rv	97 96%rv	184 95%rv	196 72%	261 93%rv	177 98%pqr	62 99%prv
NET: BAME	169 8%	87 9%	82 8%	43 18%fghi	62 17%fghi	28 8%hi	23 6%i	11 4%i	1 *	54 10%	46 8%	33 8%	35 7%	4 2%	2 2%	17 8%ntx	13 8%ntx	28 15%nopq	5 3%	1 1%	6 3%	70 26%nopq	19 7%nx	3 2%	1 1%
Mixed	35 2%	18 2%	17 2%	6 3%i	16 4%fghi	5 2%i	3 1%i	4 1%i	-	9 2%	7 1%	6 1%	12 2%	-	-	2 1%	2 1%	5 3%nsx	-	* *	4 2%	13 5%npsx	8 3%nsx	-	-
Asian	84 4%	41 4%	43 4%	27 12%fghi	25 7%hi	14 4%i	12 3%i	4 1%	1 *	23 4%	24 4%	22 5%	15 3%	3 2%	2 2%	11 5%tu	8 5%tu	20 11%nopq	4 3%	-	2 1%	24 9%nstu	7 3%	2 1%	1 1%
Black	29 1%	15 1%	14 1%	8 3%hi	8 2%i	8 2%hi	4 1%i	1 *	-	10 2%	11 2%	3 1%	5 1%	1 *	-	4 2%	2 1%	1 *	-	-	-	19 7%nopq	1 *	1 1%	-
Chinese	13 1%	7 1%	6 1%	1 *	8 2%i	1 *	2 1%	1 *	-	8 1%	2 *	1 *	1 *	-	-	1 *	-	1 1%	* *	1 1%	1 *	8 3%qw	1 *	-	-
Other ethnic group	8 *	6 1%	2 *	-	6 2%i	1 *	1 *	1 *	-	4 1%	3 1%	1 *	1 *	-	-	-	1 1%	-	-	-	* *	6 2%	1 *	-	-
Prefer not to answer	24 1%	13 1%	11 1%	3 1%	10 3%i	4 1%	4 1%	2 1%	1 *	6 1%	5 1%	8 2%	4 1%	2 1%	4 2%	-	-	2 1%	1 1%	3 3%	3 1%	7 2%	2 1%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 416  
 To which of the following ethnic groups do you consider you belong?  
 Base: All respondents

	Working status			Disability					Educational level			Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - dis- abil- ity (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
White	1887 91%	1063 89%	337 86%	488 100% <sup>ab</sup>	484 96% <sup>ei</sup>	207 93%	329 98% <sup>dei</sup>	136 96% <sup>ei</sup>	18 90%	1376 90%	1101 92% <sup>k</sup>	776 89%	1887 100% <sup>m</sup>	-	1417 93% <sup>opqr</sup>	464 85%	385 86%	250 85%	159 80%	210 85%	185 86%	105 87%	299 92% <sup>z</sup>	360 95% <sup>z</sup>	343 92% <sup>z</sup>	436 92% <sup>z</sup>	324 86%
NET: BAME	169 8%	119 10% <sup>c</sup>	49 12% <sup>c</sup>	1 *	19 4% <sup>f</sup>	14 6% <sup>df</sup>	5 2%	5 4%	2 10%	146 10% <sup>dfg</sup>	78 7%	90 10% <sup>j</sup>	-	169 100% <sup>l</sup>	88 6%	76 14% <sup>n</sup>	57 13% <sup>n</sup>	38 13% <sup>n</sup>	38 19% <sup>nopt</sup>	34 14% <sup>n</sup>	25 12% <sup>n</sup>	16 13% <sup>n</sup>	22 7%	21 5%	25 7%	38 8%	48 13% <sup>vwxy</sup>
Mixed	35 2%	22 2% <sup>c</sup>	13 3% <sup>c</sup>	-	6 1%	5 2%	2 1%	2 1%	1 7%	29 2%	23 2%	12 1%	-	35 21% <sup>l</sup>	17 1%	18 3% <sup>n</sup>	13 3% <sup>n</sup>	7 2%	12 6% <sup>nopqu</sup>	9 4% <sup>n</sup>	6 3%	1 1%	9 3%	4 1%	5 1%	4 1%	9 2%
Asian	84 4%	56 5% <sup>c</sup>	27 7% <sup>c</sup>	1 *	7 1%	4 2%	3 1%	3 2%	1 3%	74 5% <sup>df</sup>	37 3%	47 5% <sup>j</sup>	-	84 50% <sup>l</sup>	38 3%	45 8% <sup>n</sup>	34 7% <sup>n</sup>	26 9% <sup>n</sup>	18 9% <sup>n</sup>	17 7% <sup>n</sup>	15 7% <sup>n</sup>	13 11% <sup>n</sup>	7 2%	12 3%	16 4%	21 4%	19 5%
Black	29 1%	23 2% <sup>c</sup>	6 1% <sup>c</sup>	-	5 1%	5 2% <sup>f</sup>	-	-	-	24 2% <sup>f</sup>	13 1%	16 2%	-	29 17% <sup>l</sup>	17 1%	11 2%	8 2%	4 1%	8 4% <sup>n</sup>	7 3%	2 1%	2 1%	5 1%	2 1%	3 1%	7 2%	11 3% <sup>wx</sup>
Chinese	13 1%	12 1% <sup>c</sup>	1 *	-	-	-	-	-	-	12 1%	4 *	9 1%	-	13 8% <sup>l</sup>	12 1%	1 *	1 *	1 *	-	-	1 *	-	*	2 *	1 *	4 1%	5 1%
Other ethnic group	8 *	6 1%	2 1%	-	1 *	1 *	-	-	-	7 *	2 *	6 1%	-	8 5% <sup>l</sup>	3 *	2 *	2 *	1 *	1 *	1 *	1 *	-	1 *	-	1 *	2 *	4 1%
Prefer not to answer	24 1%	18 2% <sup>c</sup>	5 1%	1 *	1 *	1 1%	-	-	-	7 *	13 1%	9 1%	-	-	13 1%	9 2%	8 2%	5 2%	1 1%	4 2%	5 2%	-	3 1%	-	3 1%	2 *	4 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 417  
 To which of the following ethnic groups do you consider you belong?  
 Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
White	1887 91%	79 95% <sub>jo</sub>	81 98% <sub>d</sub> jo	83 98% <sub>d</sub> jo	71 88%	33 99% <sub>jo</sub>	61 96% <sub>jo</sub>	150 87%	77 98% <sub>d</sub> jo	83 96% <sub>g</sub> jo	137 82%	79 98% <sub>d</sub> jo	63 91% <sub>o</sub>	50 99% <sub>d</sub> jo	28 100%	378 80%	69 90%	76 99% <sub>d</sub> jo	66 100% <sub>d</sub> jo	74 98% <sub>d</sub> jo	62 99% <sub>d</sub> jo	86 95% <sub>jo</sub>
NET: BAME	169 8%	4 5%	-	2 2%	10 12% <sub>bc</sub> hkm qrsvw	* 1%	3 4%	17 10% <sub>b</sub> chqk rsvw	-	3 4%	28 17% <sub>ab</sub> cef hikmqrs vw	2 2%	6 9% <sub>b</sub> hqrw 1%	1 1%	-	82 17% <sub>ab</sub> ce fhikmq rsvw	8 10% <sub>b</sub> hqr v	1 1%	-	1 2%	1 1%	1 1%
Mixed	35 2%	-	-	-	2 3%	-	-	2 1%	-	-	5 3%	-	3 5%	1 1%	-	20 4%	2 2%	-	-	* 1%	-	* 1%
Asian	84 4%	3 4%	-	2 2%	7 8% <sub>b</sub> fhm qrsvw	* 1%	-	11 6% <sub>b</sub> hqs w	-	3 3%	21 13% <sub>ab</sub> cf hikmqrs vw	1 2%	3 4%	-	-	28 6% <sub>b</sub> hqs w	3 4%	-	-	-	1 1%	1 1%
Black	29 1%	1 1%	-	-	-	2 3%	4 2%	-	-	-	1 1%	-	-	-	-	20 4% <sub>j</sub>	1 1%	1 1%	-	-	-	-
Chinese	13 1%	-	-	-	-	-	1 1%	-	* 1%	-	1 1%	-	-	-	-	8 2%	1 1%	-	-	1 1%	-	-
Other ethnic group	8 *	-	-	-	1 1%	-	1 1%	-	-	-	-	* *	-	-	-	6 1%	1 1%	-	-	-	-	-
Prefer not to answer	24 1%	-	1 2%	-	-	-	-	4 3%	1 2%	-	2 1%	-	-	-	-	11 2%	* 1%	-	-	-	-	4 4%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 418  
To which of the following ethnic groups do you consider you belong?  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
White	1887	153	159	180	118	206	212	174	220	306	138	140	223	82	983	463	723	277	387	220	167	185	69	86	116
	91%	80%	84% <sub>m</sub>	85% <sub>m</sub>	88% <sub>m</sub>	90% <sub>m</sub>	86% <sub>m</sub>	84% <sub>m</sub>	83% <sub>m</sub>	88% <sub>hm</sub>	87% <sub>m</sub>	85% <sub>m</sub>	85% <sub>m</sub>	71%	89% <sub>otvx</sub>	86% <sub>v</sub>	88% <sub>otvx</sub>	86% <sub>v</sub>	91% <sub>oqstu</sub>	85% <sub>v</sub>	83%	85% <sub>v</sub>	75%	83%	82%
NET: BAME	169	37	30	30	16	21	33	32	44	39	18	23	37	32	116	71	89	44	39	35	32	34	21	17	25
	8%	20%	16% <sub>e</sub>	14% <sub>e</sub>	12%	9%	13% <sub>e</sub>	15% <sub>e</sub>	17% <sub>ei</sub>	11%	11%	14%	14% <sub>e</sub>	28% <sub>bcdef</sub>	10%	13% <sub>nr</sub>	11%	14% <sub>r</sub>	9%	14% <sub>r</sub>	16% <sub>npr</sub>	15% <sub>npr</sub>	22% <sub>nopqr</sub>	16% <sub>r</sub>	18% <sub>npr</sub>
Mixed	35	6	4	6	1	4	7	5	9	10	4	5	9	7	22	15	20	13	7	6	4	9	3	3	6
	2%	3%	2%	3%	1%	2%	3%	3%	3%	3%	3%	3%	3%	6% <sub>bde</sub>	2%	3%	2%	4% <sub>nr</sub>	2%	2%	2%	4% <sub>nr</sub>	4%	2%	4%
Asian	84	19	21	16	9	12	16	17	17	18	13	16	18	17	59	39	44	19	20	23	20	17	15	11	15
	4%	10%	11% <sub>efhi</sub>	8%	6%	5%	6%	8%	6%	5%	8%	10% <sub>i</sub>	7%	15% <sub>cddefgh</sub>	5%	7% <sub>np</sub>	5%	6%	5%	9% <sub>npr</sub>	10% <sub>npqr</sub>	8%	16% <sub>nopqr</sub>	10% <sub>npr</sub>	11% <sub>npqr</sub>
Black	29	6	4	3	4	6	7	11	7	-	1	9	3	18	10	13	8	6	3	6	7	3	3	4	
	1%	3%	2%	1%	1%	2%	3% <sub>ijk</sub>	4% <sub>ceijk</sub>	2%	-	1%	3% <sub>ejk</sub>	3%	2%	2%	2%	3%	1%	1%	1%	3%	3%	3%	3%	3%
Chinese	13	2	2	1	2	2	1	2	3	1	1	1	1	1	9	5	8	3	2	3	1	-	-	-	-
	1%	1%	1%	1%	2%	1%	*	1%	1%	*	1%	1%	*	1%	1%	1%	1%	1%	*	1%	1%	-	-	-	-
Other ethnic group	8	4	-	4	-	-	4	1	4	4	-	-	1	4	6	2	5	1	4	-	-	-	-	-	-
	*	2%	-	2%	-	-	1%	*	2%	1%	-	-	*	3% <sub>abel</sub>	1%	*	1%	*	1%	-	-	-	-	-	-
Prefer not to answer	24	1	1	1	1	1	1	2	1	2	3	1	1	7	5	6	1	1	3	2	-	2	1	1	
	1%	*	1%	*	1%	*	*	1%	*	1%	2%	*	1%	1%	1%	1%	*	*	1%	1%	-	2%	1%	1%	

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 419  
To which of the following ethnic groups do you consider you belong?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
White	1887 91%	402 84%	533 88%	366 86%	378 90%	358 82%	282 88%e	277 87%e	343 89%	665 89%	128 83%	1129 88% <sup>mnp</sup>	1091 88% <sup>mnp</sup>	915 86%	669 86%	1106 89% <sup>kilmn</sup>	1144 87%	1076 88%	962 87%	928 89% <sup>t</sup>	548 85%
NET: BAME	169 8%	70 15%	66 11%	52 12%	40 9%	69 16%	35 11%	36 11%	38 10%	74 10%	24 16%	132 10% <sup>o</sup>	126 10% <sup>o</sup>	130 12% <sup>klo</sup>	99 13% <sup>klo</sup>	116 9%	147 11% <sup>klo</sup>	137 11%	132 12%	103 10%	85 13% <sup>s</sup>
Mixed	35 2%	14 3%	13 2%	9 2%	8 2%	12 3%	7 2%	5 1%	6 2%	15 2%	5 3%	22 2%	22 2%	24 2% <sup>k</sup>	19 2%	23 2%	28 2% <sup>k</sup>	26 2%	22 2%	23 2%	12 2%
Asian	84 4%	37 8%	33 5%	27 6%	18 4%	40 9%	19 6%	18 6%	21 6%	37 5%	14 9% <sup>i</sup>	69 5% <sup>o</sup>	63 5% <sup>o</sup>	67 6% <sup>klo</sup>	43 6%	54 4%	75 6% <sup>lo</sup>	71 6%	68 6%	48 5%	41 6% <sup>s</sup>
Black	29 1%	10 2%	15 2%	9 2%	10 2%	11 3%	3 1%	7 2%	7 2%	11 1%	4 2%	24 2%	24 2%	22 2%	23 3% <sup>kimp</sup>	22 2%	26 2%	25 2%	25 2%	21 2%	16 2%
Chinese	13 1%	8 2%	3 *	6 1%	1 *	4 1%	2 1%	6 2%	3 1%	5 1%	1 1%	11 1%	10 1%	10 1%	9 1%	11 1%	11 1%	11 1%	10 1%	8 1%	10 2% <sup>s</sup>
Other ethnic group	8 *	1 *	2 *	2 *	2 1%	2 1%	4 1%	1 *	1 *	6 1%	- 1%	7 1%	7 1%	6 1%	5 1%	6 1%	7 1%	4 *	7 1% <sup>q</sup>	3 *	6 1% <sup>s</sup>
Prefer not to answer	24 1%	6 1%	11 2%	8 2%	3 1%	10 2%	3 1%	6 2%	4 1%	10 1%	1 1%	15 1%	17 1%	14 1%	11 1%	16 1%	17 1%	16 1%	17 2%	12 1%	11 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 420  
 To which of the following religious groups do you consider yourself to be a member of?  
 Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Christian	948 46%	430 42%	518 49%a	74 32%e	84 23%	113 34%e	183 50%def	169 55%def	325 68%def	262 46%	257 44%	197 47%	231 46%	76 43%	46 54%rv	117 50%rv	79 47%	69 39%	61 41%	44 43%	85 44%	107 39%	146 52%rvx	74 41%	46 74%nopqrstuvwxy
NET: Other	143 7%	73 7%	70 7%	29 13%fghi	42 12%ghi	23 7%hi	23 6%hi	14 5%	12 3%	44 8%	31 5%	34 8%	34 7%	7 4%	3 3%	14 6%	12 7%u	20 11%ntux	8 6%	3 3%	4 2%	45 17%nopqstuvwxy	18 6%	7 4%	2 2%
Muslim	69 3%	33 3%	36 3%	18 8%ghi	24 7%ghi	15 5%hi	10 3%hi	3 1%	-	18 3%	18 3%	22 5%lm	11 2%	1 1%	2 2%	11 5%ntux	7 4%ntx	15 9%ntstu	3 2%	-	2 1%	24 9%ntstuvwxy	4 2%	-	-
Hindu	13 1%	7 1%	6 1%	3 1%	5 1%	1 *	1 *	2 1%	1 *	5 1%	5 1%	1 *	2 *	-	-	1 1%	-	3 2%	-	-	-	5 2%	2 1%	2 1%	1 1%
Jewish	12 1%	9 1%	3 *	2 1%	2 1%	-	2 1%	1 *	5 1%	6 1%	2 *	1 *	3 1%	1 *	1 1%	-	-	-	1 *	-	3 1%	7 2%p	1 *	-	-
Sikh	3 *	2 *	1 *	2 1%	-	-	-	1 *	-	1 *	1 *	1 *	-	1 1%	-	-	-	-	-	2 1%	-	-	-	-	-
Buddhist	14 1%	9 1%	5 *	1 1%	4 1%	1 *	1 *	4 1%	2 *	8 *	2 *	1 *	3 1%	-	-	-	2 *	1 1%	1 1%	-	-	5 2%	4 1%	2 1%	-
Other	31 2%	12 1%	20 2%	3 1%	6 2%	6 2%	8 2%	4 1%	5 1%	7 1%	3 1%	6 1%	15 3%k	4 2%u	-	2 1%	4 2%u	-	2 1%	3 3%ru	-	5 2%	7 2%u	4 2%	1 1%
None	937 45%	480 47%	457 43%	120 52%ghi	213 59%ghi	186 56%ghi	154 42%hi	120 39%hi	143 30%	245 43%	179 49%	228 42%	228 45%	87 50%y	35 41%y	97 42%y	75 44%y	84 47%y	73 49%y	53 52%vwxy	101 52%vwxy	109 40%y	114 40%y	98 54%pvwxy	13 21%
Prefer not to say	52 3%	33 3%	20 2%	8 3%hi	21 6%ghi	10 3%hi	8 2%hi	4 1%hi	1 *	16 3%	12 2%	12 3%	12 2%	5 3%	1 1%	4 2%	4 2%	6 4%x	5 4%x	2 2%	4 2%	12 4%x	5 2%	1 *	2 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 421  
To which of the following religious groups do you consider yourself to be a member of?  
Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Reti- red (c)	NET: Yes (d)	Yes - mental (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Christian	948 46%	488 41%b	132 34%	328 67%ab	236 47%e	82 37%	179 54%dei	67 47%e	5 26%	703 46%e	558 47%	387 44%	917 49%g	31 18%	722 48%ors	225 41%	191 42%	135 46%ors	70 35%	94 38%	103 48%oprs	55 45%	147 45%	174 46%	191 52%z	226 48%	161 43%
NET: Other	143 7%	90 8%c	41 10%c	12 2%	33 7%	17 8%	25 7%	11 8%	2 13%	108 7%	56 5%	87 10%j	57 3%	85 50%l	79 5%	59 11%n	45 10%n	28 10%n	25 13%n	26 10%n	17 8%	16 13%n	18 6%	24 6%	25 7%	33 7%	32 9%
Muslim	69 3%	47 4%c	23 6%c	-	8 2%	7 3%f	3 1%	2 1%	-	60 4%df	33 3%	36 4%	9 *	59 35%l	27 2%	41 7%n	29 6%n	16 6%n	22 11%nopqt	19 8%n	12 5%n	9 7%n	6 2%	14 4%	18 5%	16 3%	9 2%
Hindu	13 1%	10 1%	2 1%	1 *	2 *	-	2 *	2 *	1 3%	11 1%	3 *	10 1%j	-	13 8%l	7 *	7 1%	6 1%	5 2%n	1 *	1 1%	2 1%	3 2%n	2 *	-	1 *	3 1%	8 2%wx
Jewish	12 1%	7 1%	-	6 1%b	2 *	-	2 1%	1 *	-	10 1%	4 *	8 1%	12 1%	-	11 1%	1 *	1 *	1 *	-	-	1 *	-	1 *	3 1%	1 *	2 *	5 1%
Sikh	3 *	2 *	1 *	-	-	-	-	-	-	3 *	2 *	1 *	-	3 2%l	2 *	1 *	1 *	1 *	-	-	-	1 1%	1 *	-	-	2 *	-
Buddhist	14 1%	11 1%	1 *	2 *	1 *	1 1%	1 *	1 *	-	12 1%	5 *	9 1%	9 *	5 3%l	10 1%	-	-	-	-	-	-	-	1 *	2 *	2 *	3 1%	5 1%
Other	31 2%	14 1%	13 3%ac	4 1%	20 4%i	9 4%i	16 5%i	6 5%i	2 10%	12 1%	8 1%	23 3%j	27 1%	5 3%	22 1%	10 2%	8 2%	5 2%	3 2%	6 2%	2 1%	3 3%	7 2%	6 1%	4 1%	7 1%	5 1%
None	937 45%	581 48%c	207 53%c	149 31%	231 46%f	121 54%dfgi	129 39%	62 44%	12 62%	693 45%f	556 47%	374 43%	886 47%g	45 26%	689 45%	245 45%	200 44%	123 42%	93 47%	119 48%	91 43%	46 38%	150 46%	180 47%	152 41%	208 44%	171 45%
Prefer not to say	52 3%	41 3%c	11 3%c	-	4 1%	2 1%	2 *	2 1%	-	26 2%	23 2%	27 3%	27 1%	8 5%l	27 2%	21 4%nqt	14 3%	6 2%	10 5%n	9 4%	3 1%	4 3%	8 3%	4 1%	4 1%	9 2%	13 3%wx

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 422  
**To which of the following religious groups do you consider yourself to be a member of?**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Christian	948 46%	40 49%	32 38%	50 59% bhij lo	36 44%	18 54%	30 46%	84 49%	29 37%	36 42%	66 39%	41 52% l	24 34%	34 67% bdfg hijloq rsw	11 39%	195 41%	39 50%	32 42%	28 42%	36 48%	46 74% abdf ghijkl opqrs vw	42 46%
NET: Other	143 7%	5 6%	2 2%	1 1%	7 8% c	-	4 7%	15 9% c	1 1%	5 6%	21 13% bcehk sw	2 3%	4 6%	4 8% c	1 2%	55 12% bcehk sw	3 4%	3 4%	3 4%	2 3%	2 2%	4 4%
Muslim	69 3%	1 1%	-	-	6 8% abchp qrsvw	-	1 1%	13 7% bchpq rsw	-	1 2%	16 10% abchi kpqrs vw	1 2%	3 4%	2 3%	-	25 5%	-	-	-	-	-	* 1%
Hindu	13 1%	-	-	-	-	-	-	1 1%	-	-	3 2%	-	-	-	-	8 2%	1 1%	-	-	-	1 1%	-
Jewish	12 1%	1 1%	-	1 1%	-	-	-	-	-	1 1%	-	1 1%	-	-	-	9 2%	-	-	-	-	-	-
Sikh	3 *	1 1% o	-	-	-	-	-	-	-	2 2% o	-	-	-	-	-	-	-	-	-	-	-	
Buddhist	14 1%	-	-	-	* 1%	-	-	-	-	1 1%	2 1%	-	-	2 3% g	-	6 1%	1 1%	2 2%	-	-	-	1 1%
Other	31 2%	3 3% j	2 2%	-	-	-	3 5% gjo	1 1%	1 1%	1 1%	-	-	1 2%	1 2%	6 1%	2 2%	2 2%	3 4% j	2 3%	1 1%	3 3% j	
None	937 45%	35 43% v	45 55% cmv	31 37%	36 45% mv	16 46% v	30 47% mv	69 40% v	46 59% cgjm ov	45 52% mv	73 44% mv	33 42% v	39 56% cgmv	13 25%	17 59%	205 44% mv	33 42% v	41 54% mv	35 53% mv	37 49% mv	13 21%	44 49% mv
Prefer not to say	52 3%	2 2%	4 4%	3 3%	3 3%	-	-	4 2%	2 3%	-	8 5%	3 4%	3 4%	-	-	16 3%	2 3%	-	1 1%	-	2 3%	1 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 423  
**To which of the following religious groups do you consider yourself to be a member of?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Christian	948	84	66	86	77	128	121	95	124	163	72	70	135	47	496	229	331	131	172	93	100	105	55	55	64
	46%	44%	35%	41%	57% jkm	56% bcghijkm	49% bc	46% b	47% b	47% b	45% b	42%	52% bckm	41%	45% ps	42%	40%	41%	40%	36%	50% opqrs	48% pqrs	60% nopqr	53% opqrs	45% s
NET: Other	143	34	30	29	11	24	31	24	34	34	18	18	33	26	97	56	73	31	35	31	27	31	21	16	26
	7%	18%	16% di	14%	8%	11%	13%	12%	13%	10%	11%	11%	13%	22% ijkl	9% cdefgh	10%	9%	10%	8%	12% r	13% nr	14% npr	23% nopqr	16% nopqr	18% nopqr
Muslim	69	19	18	15	6	15	16	15	16	16	11	13	20	15	54	36	40	18	20	22	16	18	15	14	15
	3%	10%	9% i	7%	4%	7%	6%	7%	6%	5%	7%	8%	7% i	13% cdefgh	5% np	7% np	5%	6%	5%	8% npr	8%	8% npr	16% nopqr	14% nopqr	11% nopqr
Hindu	13	2	4	2	2	1	1	3	4	2	2	2	1	2	8	7	4	2	2	4	4	2	2	-	3
	1%	1%	2% fl	1%	1%	*	*	1%	1%	1%	1%	1%	*	2% fl	1%	1% p	*	1%	1%	1%	2% p	1%	2%	-	2% p
Jewish	12	1	-	-	1	1	1	2	2	2	1	1	1	1	6	2	5	1	1	2	4	1	1	1	1
	1%	1%	-	-	1%	*	1%	1%	1%	1%	1%	1%	*	1%	1%	1%	1%	1%	1%	1%	2% noqr	1%	1%	1%	1%
Sikh	3	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	3	-	-	1	-	-	-	-	-
	*	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	*	-	-	*	-	-	-	-	-
Buddhist	14	4	3	4	1	2	6	1	7	6	1	-	2	4	8	2	8	2	6	2	-	-	-	-	*
	1%	2%	2%	2%	1%	1%	2% g	*	3%	2%	1%	-	1%	4% gkl	1%	*	1%	1%	1% o	1%	-	-	-	-	*
Other	31	8	5	8	2	5	8	4	5	9	3	1	9	3	18	10	14	7	5	1	5	7	3	1	6
	2%	4%	3%	4% k	1%	2%	3%	2%	2%	3%	2%	1%	4% k	2%	2%	2%	2%	2%	1%	1%	3%	3% s	4% s	1%	4% rs
None	937	63	85	87	38	69	87	75	95	139	61	68	83	37	486	236	392	149	208	126	69	79	10	30	50
	45%	33%	45% defgh	41% del	28% lm	30%	35%	36%	36%	40% del	39% d	41% del	32%	32%	44% tuvwx	44% tuvwx	48% notuvwx	46% tuvwx	49% tuvwx	49% tuvwx	34% v	36% v	11%	28% v	35% v

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 423  
**To which of the following religious groups do you consider yourself to be a member of?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Prefer not to say	52 3%	10 5%	10 5%	9 4%	9 6%	7 3%	8 3%	13 6%	13 5%	10 3%	7 5%	9 6%	10 4%	5 5%	27 2%	19 4%	22 3%	10 3%	12 3%	8 3%	6 3%	5 2%	5 6%	3 3%	2 1%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 424  
To which of the following religious groups do you consider yourself to be a member of?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Christian	948 46%	193 40%	220 36%	174 41%	183 43%	145 33%	100 31%	105 33%	161 42%	299 40%	58 37%	535 42%mpn	522 42%mpn	387 37%	275 35%	509 41%mpn	517 40%mn	485 39%	431 39%	424 41%t	217 34%
NET: Other	143 7%	44 9%	54 9%	35 8%	37 9%	51 12%	29 9%	25 8%	24 6%	71 9%	16 10%	103 8%o	94 8%	101 9%klo	70 9%	92 7%	113 9%lo	105 9%	101 9%	76 7%	60 9%
Muslim	69 3%	30 6%	29 5%	27 6%	19 5%	34 8%g	15 5%	13 4%	13 3%	33 4%	12 8%h	55 4%lo	47 4%	54 5%lo	37 5%	47 4%	62 5%lo	60 5%	57 5%	36 3%	34 5% s
Hindu	13 1%	7 2%	3 1%	3 1%	3 1%	4 1%	5 1%	3 1%	3 1%	10 1%	-	12 1%	12 1%	12 1%	5 1%	10 1%	12 1%	10 1%	12 1%	9 1%	4 1%
Jewish	12 1%	1 *	4 1%	1 *	3 1%	1 *	1 *	-	-	5 1%	1 1%	5 *	4 *	5 *	3 *	5 *	6 1	6 *	4 *	5 *	2 *
Sikh	3 *	1 *	1 *	-	-	2 *	-	1 *	-	2 *	1 1%	2 *	2 *	3 *	3 *	2 *	3 *	2 *	3 *	1 *	2 *
Buddhist	14 1%	2 *	1 *	2 *	1 *	2 *	5 2%	1 *	3 1%	5 1%	1 *	8 1%	8 1%	7 1%	6 1%	9 1%	9 1%	4 *	7 1%q	4 *	8 1% s
Other	31 2%	3 1%	16 3%a	2 *	11 3% c	8 2%	3 1%	7 2%	4 1%	16 2%	1 1%	21 2%	22 2%	18 2%	15 2%	19 2%	20 2%	23 2%	18 2%	21 2%	10 2%
None	937 45%	221 46%	314 52%	198 47%	192 46%	223 51%	180 56%	177 55%	184 48%	360 48%	76 49%	598 47%	578 47%	533 50% klop	407 52% klop	594 48%	633 48% kl	599 49%	537 48%	508 49%	342 53% s
Prefer not to say	52 3%	20 4%	21 3%	19 4%	9 2%	17 4%	10 3%	12 4%	16 4%	19 3%	5 3%	41 3%	40 3%	39 4%	28 4%	44 4%	46 3%	41 3%	41 4%	34 3%	26 4%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 425  
Which of the following best describes where you live?  
Base: All respondents

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: Urban	1665	825	840	193	308	286	301	229	349	452	477	332	404	145	69	204	130	161	108	62	143	272	208	128	36
	80%	81%	79%	83%hi	86%hi	86%hi	82%hi	74%	73%	80%	82%	79%	80%	42%twy	81%ty	88%qst	77%ty	89%qst	73%	61%	74%ty	100%nop	74%ty	71%	58%
Urban - Population over 10,000	878	457	421	117	190	155	145	110	161	251	251	172	205	74	34	86	66	82	53	24	63	236	82	58	20
	42%	45%b	40%	51%ghi	53%ghi	47%hi	39%	36%	34%	44%	43%	41%	40%	42%tw	41%t	37%t	39%tw	46%tuwx	36%t	23%	32%	86%nop	29%	32%	32%
Town and Fringe	787	368	419	76	118	131	156	118	187	201	226	160	199	71	34	117	64	78	54	38	80	37	126	70	16
	38%	36%	39%	33%	33%	39%	42%de	38%	39%	35%	39%	38%	39%	40%v	41%v	50%qsv	38%v	43%vy	37%v	38%v	41%vy	14%	45%vy	39%v	26%v
NET: Rural	415	190	225	38	52	47	68	79	132	116	107	90	102	31	16	28	39	19	40	39	51	-	75	52	26
	20%	19%	21%	17%	14%	14%	18%	26%def	27%def	20%	18%	21%	20%	18%v	19%v	12%v	23%prv	11%v	27%prv	39%nop	26%prv	-	26%npr	29%npr	42%nopr
Village	351	157	195	33	47	44	53	65	109	96	91	72	92	22	15	20	38	16	36	32	47	-	70	41	13
	17%	15%	18%	14%	13%	13%	14%	21%efg	23%def	17%	16%	17%	18%	13%v	18%pv	9%v	22%nprv	9%v	24%npr	32%npr	24%npr	-	25%npr	23%npr	21%prv
Hamlet & Isolated Dwelling	64	33	31	5	5	2	14	14	23	20	16	18	10	9	*	8	1	3	4	7	4	-	4	11	13
	3%	3%	3%	2%	1%	1%	4%ef	5%ef	5%ef	4%	3%	4%	2%	5%qvw	1%	4%v	1%	2%	3%v	7%qruv	2%v	-	2%	6%qrv	21%noprstuvwx

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 426  
**Which of the following best describes where you live?**  
 Base: All respondents

	Working status			Disability							Educational level		Ethnicity		Kids in household						Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: Urban	1665	991	316	357	397	187	251	113	20	1223	947	709	1478	163	1195	460	379	244	166	214	181	97	256	309	286	375	310
	80%	83% <sup>c</sup>	81% <sup>c</sup>	73%	79% <sup>f</sup>	84% <sup>d</sup>	75%	80%	100%	80%	79%	81%	78%	97% <sup>l</sup>	79%	84% <sup>n</sup>	84% <sup>n</sup>	83%	84%	86% <sup>n</sup>	84%	80%	79%	81%	77%	79%	82%
Urban - Population over 10,000	878	540	172	166	183	92	104	49	7	666	471	405	746	118	640	229	187	117	86	111	84	42	130	154	140	208	177
	42%	45% <sup>c</sup>	44% <sup>c</sup>	34%	36% <sup>f</sup>	41% <sup>f</sup>	31%	35%	34%	44% <sup>d</sup>	39%	46% <sup>j</sup>	40%	70% <sup>l</sup>	42%	42%	42%	40%	44%	45%	39%	35%	40%	40%	38%	44%	47% <sup>x</sup>
Town and Fringe	787	451	144	191	214	95	146	64	13	557	476	303	732	45	555	231	192	127	79	103	96	55	126	155	146	167	134
	38%	38%	37%	39%	42% <sup>i</sup>	43%	44% <sup>i</sup>	45%	66%	36%	40% <sup>k</sup>	35%	39% <sup>m</sup>	27%	37%	42% <sup>n</sup>	43% <sup>n</sup>	43% <sup>n</sup>	40%	42%	45% <sup>n</sup>	45%	39%	41%	39%	35%	35%
NET: Rural	415	209	74	133	107	36	84	29	-	307	245	167	409	6	323	90	71	49	32	34	34	24	68	72	85	101	67
	20%	17%	19%	27% <sup>ab</sup>	21% <sup>e</sup>	16%	25% <sup>de</sup>	20%	-	20%	21%	19%	22% <sup>m</sup>	3%	21% <sup>ops</sup>	16%	16%	17%	16%	14%	16%	20%	21%	19%	23%	21%	18%
Village	351	178	64	110	90	33	69	23	-	261	208	140	346	5	270	79	60	40	29	32	30	20	59	64	73	84	52
	17%	15%	16%	22% <sup>ab</sup>	18%	15%	21% <sup>de</sup>	16%	-	17%	17%	16%	18% <sup>m</sup>	3%	18% <sup>p</sup>	14%	13%	14%	15%	13%	14%	16%	18%	17%	20%	18%	14%
Hamlet & Isolated Dwelling	64	31	10	23	17	3	15	6	-	46	37	26	63	*	53	11	11	9	3	2	4	4	9	9	12	17	15
	3%	3%	3%	5% <sup>a</sup>	3% <sup>e</sup>	1%	4% <sup>e</sup>	4%	-	3%	3%	3%	3% <sup>m</sup>	*	3% <sup>s</sup>	2%	2% <sup>s</sup>	3%	2%	1%	2%	4%	3%	2%	3%	4%	4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 427  
**Which of the following best describes where you live?**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Urban	1665 80%	68 82% <sup>isvw</sup>	71 86% <sup>ikmq</sup> svw	67 80% <sup>isvw</sup>	67 83% <sup>isvw</sup>	23 69%	48 74%	155 90% <sup>cefi</sup> klmqrsvw	67 86% <sup>ikmq</sup> svw	56 65%	151 90% <sup>cefi</sup> klmqrsvw	57 71%	53 77% <sup>vw</sup>	35 68%	20 70%	422 90% <sup>cefi</sup> klmqrsvw	66 86% <sup>ikmq</sup> svw	53 69%	49 73%	46 61%	36 58%	55 61%
Urban - Population over 10,000	878 42%	36 44% <sup>w</sup>	31 38% <sup>w</sup>	31 37%	36 45% <sup>msw</sup>	11 31%	22 34%	67 39% <sup>w</sup>	29 38% <sup>w</sup>	35 41% <sup>w</sup>	77 46% <sup>klmq</sup> sw	25 32%	21 31%	13 26%	5 18%	293 62% <sup>abcd</sup> efghijklmqrsvw	38 49% <sup>klmq</sup> sw	22 29%	23 34%	21 28%	20 32%	20 23%
Town and Fringe	787 38%	32 38%	39 47% <sup>iov</sup>	36 43% <sup>io</sup>	31 38%	13 38%	26 40%	88 51% <sup>iosv</sup>	38 48% <sup>iov</sup>	21 24%	74 44% <sup>iov</sup>	31 39%	32 46% <sup>iov</sup>	21 42% <sup>io</sup>	15 52%	130 28%	28 37%	31 40% <sup>io</sup>	26 39%	25 33%	16 26%	34 38%
NET: Rural	415 20%	15 18%	12 14%	17 20% <sup>gjo</sup>	14 17%	10 31% <sup>gjo</sup>	16 26% <sup>gjo</sup>	17 10%	11 14%	30 35% <sup>abcd</sup> ghjop	16 10%	24 29% <sup>abghj</sup> op	16 23% <sup>gjo</sup>	16 32% <sup>abghj</sup> op	9 30%	48 10%	11 14%	23 31% <sup>abghj</sup> op	18 27% <sup>gjo</sup>	29 39% <sup>abcd</sup> ghjop	26 42% <sup>abcd</sup> ghjlop	35 39% <sup>abcdghjlop</sup>
Village	351 17%	14 16% <sup>j</sup>	6 8%	15 18% <sup>j</sup>	14 17% <sup>j</sup>	10 31% <sup>abghj</sup> op	16 26% <sup>abghj</sup> op	15 9%	6 7%	28 32% <sup>abdgh</sup> jopr	13 7%	20 25% <sup>abghj</sup> o	15 22% <sup>abghj</sup> o	15 30% <sup>abghj</sup> op	9 30%	48 10%	9 12%	20 26% <sup>abghj</sup> o	11 17%	26 35% <sup>abcd</sup> ghjopr	13 21% <sup>abghj</sup> o	27 30% <sup>abghjlop</sup>
Hamlet & Isolated Dwelling	64 3%	1 1% <sup>o</sup>	6 7% <sup>dgo</sup>	2 2% <sup>o</sup>	-	-	-	2 1%	5 7% <sup>dgo</sup>	2 3% <sup>o</sup>	4 2% <sup>o</sup>	4 4% <sup>o</sup>	1 1%	1 2% <sup>o</sup>	-	-	2 3% <sup>o</sup>	4 5% <sup>o</sup>	7 10% <sup>acdfg</sup> jlo	3 4% <sup>o</sup>	13 21% <sup>abcde</sup> fghijklmopqs	8 9% <sup>adfgjlo</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 428  
**Which of the following best describes where you live?**  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: Urban	1665 80%	165 86%	165 87%dei	176 84%de	102 76%	168 73%	201 81%e	172 83%e	230 86%deil	279 81%e	135 86%de	139 84%e	212 81%e	104 90%defgi	889 80%	438 81%	664 81%	260 81%	354 83%w	216 84%w	159 79%	172 79%	75 82%w	76 73%	121 85%uw
Urban - Population over 10,000	878 42%	103 54%	112 59%cddefg iki	104 50%	60 44%	98 43%	120 49%e	99 48%	144 54%dei	158 45%	81 51%	79 48%	127 48%	68 59%defgij kl	480 43%	239 44%	369 45%	156 48%	196 46%	122 47%	86 43%	95 43%	39 43%	41 39%	67 47%
Town and Fringe	787 38%	62 32%	53 28%	72 34%	43 32%	70 31%	80 33%	73 35%b	86 32%	122 35%	54 34%	60 36%	85 33%	36 31%	409 37%	199 37%	295 36%	104 32%	158 37%	94 36%	73 36%	77 35%	36 39%	35 34%	54 38%
NET: Rural	415 20%	26 14%	25 13%	34 16%	33 24%bcghj m	61 27%bcfgh ijklm	46 19% m	35 17% m	36 14%	67 19%bhm	23 14%	27 16%	49 19% hm	11 10%	217 20%	102 19%	154 19%	62 19%	73 17%	42 16%	42 21%	47 21% x	16 18%	28 27% rsvx	21 15%
Village	351 17%	21 11%	19 10%	29 14%	28 21%bcghj m	49 21%bcfgh ijklm	38 16% bm	28 13%	30 11%	58 17% bhm	18 12%	22 14%	42 16% bhm	8 7%	197 18%	92 17%	142 17%	55 17%	67 16%	36 14%	37 18%	40 18% x	12 13%	22 21% vx	17 12%
Hamlet & Isolated Dwelling	64 3%	5 2%	6 3%	6 3%	4 3%	12 5%	7 3%	8 4%	6 2%	9 3%	4 3%	4 3%	7 3%	3 3%	20 2%	10 2%	12 1%	7 2%	6 1%	6 2%	5 2%	7 3%	4 5% pr	6 5% opr	4 3%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 429  
Which of the following best describes where you live?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Urban	1665 80%	406 85%	497 82%	340 80%	341 81%	376 86% <sup>f</sup>	250 78%	260 82%	293 76%	616 82% <sup>h</sup>	137 89% <sup>h</sup>	1032 81%	989 80%	886 84% <sup>klop</sup>	653 84% <sup>klo</sup>	1001 81%	1074 82% <sup>klo</sup>	1006 82%	907 82%	852 82%	536 83%
Urban - Population over 10,000	878 42%	229 48%	268 44%	189 44%	168 40%	211 48% <sup>f</sup>	128 40%	145 45%	162 42%	314 42%	81 53% <sup>hi</sup>	551 43%	529 43%	499 47% <sup>klop</sup>	372 48% <sup>klo</sup>	535 43%	591 45% <sup>klo</sup>	551 45%	484 44%	456 44%	308 48% <sup>s</sup>
Town and Fringe	787 38%	177 37%	230 38%	152 36%	173 41%	165 38%	122 38%	115 36%	131 34%	303 40%	55 36%	481 38%	460 37%	388 37%	280 36%	465 38%	483 37%	455 37%	423 37%	397 38%	227 35%
NET: Rural	415 20%	72 15%	111 18%	86 20%	79 19%	61 14%	69 22% <sup>e</sup>	59 18%	91 24% <sup>ij</sup>	133 18%	17 11%	245 19% <sup>mnp</sup>	244 20% <sup>mnp</sup>	173 16%	127 16%	238 19% <sup>mnp</sup>	234 18% <sup>m</sup>	223 18%	204 18%	191 18%	109 17%
Village	351 17%	63 13%	104 17%	70 16%	74 18%	59 14%	63 20% <sup>e</sup>	54 17%	72 19%	124 16%	17 11%	217 17% <sup>mp</sup>	215 17% <sup>mnp</sup>	150 14%	116 15%	211 17% <sup>mnp</sup>	209 16% <sup>m</sup>	198 16%	185 17%	168 16%	102 16%
Hamlet & Isolated Dwelling	64 3%	9 2%	8 1%	15 4% <sup>d</sup>	5 1%	2 *	6 2%	5 1%	20 5% <sup>ij</sup>	9 1%	-	28 2% <sup>n</sup>	29 2% <sup>np</sup>	23 2% <sup>n</sup>	11 1%	27 2% <sup>n</sup>	26 2%	25 2%	19 2%	22 2% <sup>t</sup>	7 1%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 430  
 Which of the following best describes your current working status?  
 Base: All respondents

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North- ern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: Working	1200	654	547	135	291	276	278	172	48	356	383	273	188	100	49	128	93	103	82	58	113	185	156	98	36
	58%	64%b	51%	58%i	81% <sup>dhi</sup>	83% <sup>dgh</sup>	76% <sup>dhi</sup>	56% <sup>ai</sup>	10%	63% <sup>am</sup>	66% <sup>am</sup>	65% <sup>m</sup>	37%	57%	58%	55%	55%	57%	56%	57%	58%	68% <sup>npq</sup>	55% <sup>rswx</sup>	54%	58%
Working full time - working 30 hours per week or more	948	586	362	110	248	222	236	117	15	302	309	202	134	82	43	89	70	86	67	49	86	154	121	70	32
	46%	58%b	34%	48% <sup>hi</sup>	69% <sup>dhi</sup>	67% <sup>dhi</sup>	64% <sup>dhi</sup>	38% <sup>ai</sup>	3%	53% <sup>am</sup>	53% <sup>am</sup>	48% <sup>m</sup>	27%	47%	51%	39%	41%	48%	45%	49%	44%	57% <sup>pqs</sup>	43% <sup>uw</sup>	39%	51%
Working part time - working between 8 and 29 hours per week	252	68	184	25	43	54	42	55	33	54	74	70	54	18	6	38	24	17	15	9	27	31	35	27	4
	12%	7%	17% <sup>a</sup>	11%	12% <sup>ai</sup>	16% <sup>ai</sup>	11% <sup>ai</sup>	18% <sup>dghi</sup>	7%	9%	13%	17% <sup>jm</sup>	11%	11%	7%	16%	14%	10%	10%	8%	14%	11%	12%	15%	7%
NET: Not working	880	361	518	96	69	57	90	136	433	212	201	149	318	75	36	105	76	76	65	43	81	88	127	82	26
	42%	36%	49% <sup>a</sup>	42% <sup>efg</sup>	19%	17%	24% <sup>f</sup>	44% <sup>efg</sup>	90% <sup>def</sup>	37%	34%	35%	63% <sup>ijkl</sup>	43% <sup>v</sup>	42%	45% <sup>v</sup>	45% <sup>v</sup>	43% <sup>v</sup>	44% <sup>v</sup>	43%	42%	32%	45% <sup>v</sup>	46% <sup>v</sup>	42%
Not working but seeking work or temporarily unemployed or sick	95	57	38	21	21	14	20	17	2	12	9	13	61	12	4	14	8	9	8	5	5	12	7	13	-
	5%	6% <sup>b</sup>	4%	9% <sup>fi</sup>	6% <sup>i</sup>	4% <sup>i</sup>	5% <sup>i</sup>	6% <sup>i</sup>	*	2%	2%	3%	12% <sup>ijkl</sup>	7% <sup>w</sup>	5%	6%	4%	5%	6%	5%	2%	4%	2%	7% <sup>w</sup>	-
Not working and not seeking work/ student	156	60	96	72	12	17	22	28	3	31	36	17	72	16	5	19	12	12	14	8	7	19	23	16	5
	8%	6%	9% <sup>a</sup>	31% <sup>efgh</sup>	3% <sup>i</sup>	5% <sup>i</sup>	6% <sup>i</sup>	9% <sup>ei</sup>	1%	5%	6%	4%	14% <sup>ijkl</sup>	9% <sup>u</sup>	5%	8%	7%	7%	10% <sup>u</sup>	8%	4%	7%	8%	9%	9%
Retired on a state pension only	118	36	82	-	-	-	1	-	117	12	6	16	83	11	4	11	8	11	5	5	14	12	18	13	4
	6%	4%	8% <sup>a</sup>	-	-	-	*	-	24% <sup>defgh</sup>	2%	1%	4% <sup>k</sup>	16% <sup>ijkl</sup>	6%	5%	5%	6%	6%	4%	5%	7%	5%	6%	7%	6%
Retired with a private pension	372	191	181	-	-	-	8	63	300	146	130	62	34	28	22	41	36	28	30	19	40	29	57	32	11
	18%	19%	17%	-	-	-	2% <sup>def</sup>	21% <sup>defg</sup>	62% <sup>defgh</sup>	26% <sup>clm</sup>	22% <sup>lm</sup>	15% <sup>m</sup>	7%	16%	26% <sup>v</sup>	18%	21% <sup>v</sup>	16%	20% <sup>v</sup>	19%	21% <sup>v</sup>	11%	20% <sup>v</sup>	18%	18%
House person, housewife, househusband, etc.	139	17	121	3	36	25	39	27	10	11	19	42	67	8	1	19	13	16	8	7	14	16	22	9	6
	7%	2%	11% <sup>a</sup>	1%	10% <sup>di</sup>	7% <sup>di</sup>	10% <sup>di</sup>	9% <sup>di</sup>	2%	2%	3%	10% <sup>jk</sup>	13% <sup>jk</sup>	5%	1%	8% <sup>o</sup>	8% <sup>o</sup>	9% <sup>o</sup>	6%	6%	7%	6%	8% <sup>o</sup>	5%	9% <sup>o</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 431  
Which of the following best describes your current working status?  
Base: All respondents

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)	
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315	
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377	
NET: Working	1200	1200	-	-	174	94	100	40	8	998	606	586	1063	119	752	438	355	231	151	199	173	93	103	195	185	314	329	
	58%	100%bc	-	-	34%f	42%dfg	30%	28%	40%	65%defg	51%	67%j	56%	71%l	50%	80%n	79%n	79%n	76%n	80%n	80%n	77%n	32%	51%v	50%v	66%vwvx	87%vwxy	
Working full time - working 30 hours per week or more	948	948	-	-	127	74	70	30	3	798	458	483	837	96	597	340	280	186	113	151	139	76	47	143	145	248	302	
	46%	79%bc	-	-	25%f	33%dfg	21%	21%	16%	52%defg	38%	55%j	44%	57%l	39%	62%n	62%n	64%n	57%n	61%n	65%n	62%n	14%	38%v	39%v	52%vwvx	80%vwxy	
Working part time - working between 8 and 29 hours per week	252	252	-	-	47	20	30	10	5	199	148	104	226	23	154	97	76	45	38	49	34	17	56	51	40	66	27	
	12%	21%bc	-	-	9%	9%	9%	7%	24%	13%dg	12%	12%	14%	10%	18%n	17%n	15%n	19%n	20%n	20%n	16%n	14%	17%xz	13%z	11%	14%z	7%	
NET: Not working	880	-	390	490	331	129	235	102	12	532	586	289	824	49	767	50	112	94	62	47	49	42	28	221	186	186	162	48
	42%	-	100%a	100%a	66%ei	58%ei	70%dei	72%ei	60%	35%	49%k	33%	44%m	29%	50%opqr	20%	21%	21%	24%	20%	20%	23%	68%wxyz	49%yz	50%yz	34%z	13%	
Not working but seeking work or temporarily unemployed or sick	95	-	95	-	44	30	19	11	4	48	66	29	82	11	79	15	12	8	7	6	7	2	44	12	12	8	6	
	5%	-	24%ac	-	9%fi	13%dfi	6%i	8%i	21%	3%	6%k	3%	4%	6%	5%op	3%	3%	3%	3%	2%	3%	2%	14%wxyz	3%	3%	2%	2%	
Not working and not seeking work/ student	156	-	156	-	73	47	51	24	1	73	115	40	129	25	140	16	13	11	5	5	4	7	50	25	18	14	19	
	8%	-	40%ac	-	14%i	21%dfi	15%i	17%i	3%	5%	10%k	5%	7%	15%l	9%opqrs	3%	3%	4%t	3%	2%	2%	6%t	15%wxyz	7%y	5%	3%	5%	
Retired on a state pension only	118	-	-	118	46	5	36	17	4	70	95	21	116	1	115	3	3	3	-	-	-	3	40	35	16	14	3	
	6%	-	-	24%ab	9%ei	2%	11%ei	12%ei	18%	5%	8%k	2%	6%m	1%	8%opqrs	1%	1%	1%	-	-	-	2%oprs	12%xyz	9%xyz	4%z	3%	1%	
Retired with a private pension	372	-	-	372	109	18	93	28	3	262	200	170	372	-	365	8	8	7	-	2	4	5	59	84	104	95	15	
	18%	-	-	76%ab	22%ei	8%	28%degi	20%e	17%	17%e	17%	19%	20%m	-	24%opqrs	1%	2%	2%r	-	1%	2%	4%oprs	18%z	22%z	28%vz	20%z	4%	
House person, housewife, househusband, etc.	139	-	139	-	59	29	35	21	-	79	110	29	126	13	69	70	58	32	35	36	27	11	28	30	35	32	6	
	7%	-	36%ac	-	12%i	13%i	10%i	15%i	-	5%	9%k	3%	7%	8%	5%	13%n	13%n	11%n	18%noqu	15%n	13%n	9%n	9%z	8%z	9%z	7%z	1%	

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 432  
**Which of the following best describes your current working status?**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Working	1200	48	46	43	43	20	39	104	42	44	97	39	49	28	20	291	47	44	36	44	36	40
	58%	58%	56%	52%	53%	58%	61%	61%w	54%	51%	58%	48%	70%cikw	55%	69%	62%kw	61%w	57%	54%	59%	58%	45%
Working full time - working 30 hours per week or more	948	39	39	37	33	14	32	77	30	33	82	27	41	21	15	233	42	34	21	36	32	27
	46%	48%w	48%w	44%	40%	41%	50%w	45%w	38%	39%	49%krw	34%	59%dhikrw	41%	54%	49%krw	55%krw	45%	32%	48%w	51%krw	30%
Working part time - working between 8 and 29 hours per week	252	9	7	6	11	6	7	27	12	11	15	12	8	7	4	58	5	9	15	8	4	13
	12%	10%	8%	7%	13%	17%	11%	16%	15%	13%	9%	15%	11%	13%	15%	12%	6%	12%	22%bcjopv	10%	7%	14%
NET: Not working	880	34	36	41	38	14	25	68	36	42	70	42	21	23	9	180	30	33	30	31	26	50
	42%	42%	44%	48%l	47%	42%	39%	39%	46%	49%l	42%	52%lo	30%	45%	31%	38%	39%	43%	46%	41%	42%	55%glop
Not working but seeking work or temporarily unemployed or sick	95	8	2	5	4	3	1	10	3	5	9	2	3	1	-	17	-	6	7	5	-	4
	5%	10%fopv	2%	6%	5%	8%pv	1%	6%	4%	5%	5%	2%	4%	3%	-	4%	1%	7%v	10%fopv	6%	-	4%
Not working and not seeking work/ student	156	10	6	5	6	2	5	13	8	7	11	4	6	3	1	36	7	9	1	7	5	3
	8%	13%rw	7%	6%	7%	6%	8%	8%	10%	9%	7%	5%	9%	6%	4%	8%	8%	12%r	2%	9%	9%	4%
Retired on a state pension only	118	7	4	6	5	2	1	7	4	3	9	6	1	2	1	31	2	4	7	4	4	9
	6%	9%	4%	7%	6%	7%	1%	4%	5%	3%	5%	7%	1%	3%	2%	7%	3%	5%	11%fl	6%	6%	10%fl
Retired with a private pension	372	3	22	24	17	4	14	25	14	22	25	23	6	13	5	66	17	9	11	10	11	30
	18%	4%	26%agloq	29%agiloqs	21%a	13%	22%a	14%a	18%a	26%agilooq	15%a	29%agilooqs	9%	25%alo	18%	14%a	21%a	12%	17%a	14%a	18%a	33%aeghjlqorsv
House person, housewife, househusband, etc.	139	5	3	1	6	3	5	13	7	5	17	7	5	5	2	30	4	4	4	5	6	4
	7%	6%	4%	1%	7%	9%c	7%	8%	9%c	6%	10%c	8%c	7%	9%c	7%	6%	6%	6%	6%	7%	9%c	4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 433  
**Which of the following best describes your current working status?**  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	1106	540	818	322	427	258	201	219	91*	104*	142
NET: Working	1200	158	146	146	89	142	157	151	198	241	112	132	97	725	408	586	248	406	244	139	161	70	80	106
	58%	83%	77% <sup>cdefi</sup>	69%	66%	62%	64%	73% <sup>ef</sup>	75% <sup>def</sup>	70% <sup>ef</sup>	71% <sup>e</sup>	80% <sup>cdefij</sup>	73% <sup>ef</sup>	85% <sup>cdefghij</sup>	66%	76% <sup>npt</sup>	72% <sup>n</sup>	77% <sup>npt</sup>	95% <sup>nopqtuvwx</sup>	94% <sup>nopqtuvwx</sup>	69%	74% <sup>n</sup>	77% <sup>n</sup>	75% <sup>n</sup>
Working full time - working 30 hours per week or more	948	135	124	129	69	109	126	129	169	197	98	111	85	563	327	476	213	349	205	115	134	61	70	89
	46%	71%	65% <sup>defi</sup>	61% <sup>def</sup>	52%	48%	51%	62% <sup>def</sup>	64% <sup>defi</sup>	57% <sup>e</sup>	62% <sup>def</sup>	67% <sup>defil</sup>	58% <sup>ee</sup>	74% <sup>cdefghij</sup>	51%	61% <sup>n</sup>	58% <sup>n</sup>	66% <sup>nopt</sup>	82% <sup>nopqtuvwx</sup>	80% <sup>nopqtuvwx</sup>	57%	61% <sup>n</sup>	67% <sup>n</sup>	63% <sup>n</sup>
Working part time - working between 8 and 29 hours per week	252	23	22	17	19	32	31	23	29	44	14	21	41	162	81	110	35	56	38	24	28	9	11	17
	12%	12%	11%	8%	14% <sup>c</sup>	14% <sup>c</sup>	13% <sup>c</sup>	11%	11%	13%	9%	13%	16% <sup>cj</sup>	15%	15% <sup>q</sup>	14%	11%	13%	15%	12%	13%	10%	10%	12%
NET: Not working	880	33	44	64	46	87	89	56	67	105	45	33	70	380	131	232	74	21	14	62	58	21	24	36
	42%	17%	23%	31% <sup>bkml</sup>	34% <sup>bhklm</sup>	38% <sup>bghijklm</sup>	36% <sup>bghiklm</sup>	27% <sup>lm</sup>	25% <sup>m</sup>	30% <sup>bklm</sup>	29% <sup>km</sup>	20%	27% <sup>lm</sup>	15%	31% <sup>opqrsuvwx</sup>	24% <sup>rs</sup>	28% <sup>oqrs</sup>	23% <sup>rs</sup>	5%	6%	31% <sup>oqrs</sup>	26% <sup>rs</sup>	23% <sup>rs</sup>	25% <sup>rs</sup>
Not working but seeking work or temporarily unemployed or sick	95	1	8	3	2	2	7	10	10	14	-	6	3	47	18	33	13	5	2	5	7	2	3	7
	5%	*	4% <sup>jl</sup>	2%	2%	1%	3% <sup>e</sup>	5% <sup>cej</sup>	4% <sup>ejl</sup>	4% <sup>ejl</sup>	-	3% <sup>j</sup>	1%	4% <sup>rs</sup>	3% <sup>r</sup>	4% <sup>rs</sup>	4% <sup>rs</sup>	1%	1%	2%	3% <sup>r</sup>	3%	3%	5% <sup>rs</sup>
Not working and not seeking work/ student	156	12	13	16	7	10	19	14	26	23	12	11	20	81	34	69	27	11	8	8	12	6	4	12
	8%	6%	7%	8%	5%	5%	8% <sup>e</sup>	7%	10% <sup>ee</sup>	7%	8%	7%	8%	7% <sup>rs</sup>	6% <sup>rs</sup>	8% <sup>orst</sup>	8% <sup>rst</sup>	3%	3%	4%	6% <sup>r</sup>	6%	4%	8% <sup>rst</sup>
Retired on a state pension only	118	-	3	4	5	11	11	4	2	9	4	2	6	36	10	23	2	-	-	7	5	*	2	-
	6%	-	2%	2%	4% <sup>h</sup>	5% <sup>cghkl</sup>	5% <sup>bcgh</sup>	2%	1%	3%	3%	1%	2%	3% <sup>oqrsx</sup>	2% <sup>qr</sup>	3% <sup>qrs</sup>	1%	-	-	3% <sup>qrs</sup>	3% <sup>qrs</sup>	*	2% <sup>rs</sup>	-
Retired with a private pension	372	17	17	38	31	57	44	24	24	50	24	34	1	127	34	50	9	1	-	26	20	10	5	10
	18%	9%	9% <sup>m</sup>	18% <sup>bghklm</sup>	23% <sup>bghiklm</sup>	25% <sup>bcfghijklm</sup>	18% <sup>bghklm</sup>	12% <sup>klm</sup>	9% <sup>m</sup>	15% <sup>bhklm</sup>	15% <sup>bhklm</sup>	5%	13% <sup>km</sup>	11% <sup>opqrs</sup>	6% <sup>qrs</sup>	6% <sup>qrs</sup>	3% <sup>rs</sup>	*	-	13% <sup>opqrsx</sup>	9% <sup>qrs</sup>	10% <sup>qrs</sup>	5% <sup>rs</sup>	7% <sup>qrs</sup>

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 433  
**Which of the following best describes your current working status?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme/opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
House person, housewife, househusband, etc.	139	3	4	3	1	6	8	4	5	8	5	6	7	3	89	35	56	22	4	4	16	13	3	9	8
	7%	2%	2%	1%	*	2% <sup>d</sup>	3% <sup>d</sup>	2%	2%	2%	3%	4%	3%	3%	8% <sup>rs</sup>	7% <sup>rs</sup>	7% <sup>rs</sup>	7% <sup>rs</sup>	1%	1%	8% <sup>rs</sup>	6% <sup>rs</sup>	4%	9% <sup>rs</sup> <sup>v</sup>	5% <sup>rs</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 434  
Which of the following best describes your current working status?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Working	1200	350	422	305	267	326	249	228	239	502	112	836	829	756	576	825	870	823	739	684	467
	58%	73%	69%	72% <sup>d</sup>	63%	75%	78% <sup>g</sup>	72%	62%	67%	73% <sup>h</sup>	65%	67% <sup>k</sup>	71% <sup>klop</sup>	74% <sup>klmo</sup>	67% <sup>k</sup>	67%	67%	66%	66%	72% <sup>s</sup>
Working full time - working 30 hours per week or more	948	286	353	244	223	285	211	180	189	413	90	679	679	623	484	669	706	670	610	545	398
	46%	60%	58%	57%	53%	65% <sup>g</sup>	66% <sup>g</sup>	57%	49%	55%	58%	53%	55% <sup>k</sup>	59% <sup>klop</sup>	62% <sup>klmo</sup>	54%	54%	54%	55%	52%	62% <sup>s</sup>
Working part time - working between 8 and 29 hours per week	252	64	69	61	44	41	38	48	50	90	22	157	151	133	92	156	164	153	128	139	70
	12%	13%	11%	14%	10%	9%	12%	15% <sup>e</sup>	13%	12%	15%	12%	12%	13%	12%	13%	13%	12%	12%	13% <sup>t</sup>	11%
NET: Not working	880	128	187	120	154	111	70	90	146	247	42	441	404	303	204	413	438	406	372	359	178
	42%	27%	31%	28%	37% <sup>c</sup>	25%	22%	28% <sup>f</sup>	38% <sup>j</sup>	33%	27%	35% <sup>lmno</sup>	33% <sup>mn</sup>	29% <sup>n</sup>	26%	33% <sup>mn</sup>	33% <sup>mn</sup>	33%	34%	34% <sup>t</sup>	28%
Not working but seeking work or temporarily unemployed or sick	95	14	41	12	28	25	17	15	25	29	12	56	53	45	41	57	67	67	65	57	39
	5%	3%	7% <sup>a</sup>	3%	7% <sup>c</sup>	6%	5%	5%	7%	4%	8%	4%	4%	4%	5%	5%	5% <sup>klmo</sup>	5%	6%	5%	6%
Not working and not seeking work/ student	156	50	44	36	21	44	23	29	31	48	11	104	99	99	77	98	114	107	95	90	63
	8%	10%	7%	9%	5%	10%	7%	9%	8%	6%	7%	8%	8%	9% <sup>klo</sup>	10% <sup>klo</sup>	8%	9% <sup>o</sup>	9%	9%	9%	10%
Retired on a state pension only	118	3	9	7	11	4	2	1	13	20	3	36	33	13	6	30	29	23	29	25	3
	6%	1%	1%	2%	3%	1%	1%	*	3%	3%	2%	3% <sup>mnp</sup>	3% <sup>mnp</sup>	1%	1%	2% <sup>mn</sup>	2% <sup>mn</sup>	2%	3% <sup>q</sup>	2% <sup>t</sup>	*
Retired with a private pension	372	29	42	42	54	10	9	14	55	83	9	152	141	65	28	137	134	114	113	109	33
	18%	6%	7%	10%	13%	2%	3%	4%	14% <sup>j</sup>	11%	6%	12% <sup>mnp</sup>	11% <sup>mnp</sup>	6% <sup>n</sup>	4%	11% <sup>mnp</sup>	10% <sup>mn</sup>	9%	10%	10% <sup>t</sup>	5%
House person, housewife, househusband, etc.	139	31	50	23	40	27	18	31	22	66	7	93	79	80	52	91	94	96	70	79	39
	7%	6%	8%	5%	9% <sup>c</sup>	6%	6%	10% <sup>ef</sup>	6%	9%	5%	7% <sup>l</sup>	6%	8% <sup>l</sup>	7%	7% <sup>l</sup>	7% <sup>l</sup>	8% <sup>r</sup>	6%	8%	6%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 435

Do you work in any of the following occupations?

Base: All respondents who work

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	1131	611	520	123	253	255	272	174	54	317	351	285	178	89	40	106	94	99	86	58	114	162	160	88	35
Weighted base	1200	654	547	135*	291	276	278	172	48*	356	383	273	188	100*	49*	128*	93*	103*	82*	58*	113*	185	156	98*	36**
NET: Public Sector	359	164	195	37	98	80	85	53	7	116	131	69	43	29	11	49	28	30	26	21	27	51	42	32	15
	30%	25%	36%a	28%	34%i	29%i	30%i	31%i	14%	33% <i>m</i>	34% <i>lm</i>	25%	23%	29%	22%	38% <i>u</i>	30%	29%	32%	36%	24%	27%	33%	40%	
A nationalised industry/state corporation	27	15	12	7	7	5	7	1	-	12	7	7	2	-	-	8	1	1	3	2	3	5	1	3	-
	2%	2%	2%	5% <i>h</i>	2%	2%	3%	*	-	3%	2%	2%	1%	-	-	6% <i>nrw</i>	1%	1%	3%	4%	3%	3%	1%	4%	-
Central government or civil service (including Courts service and Bank of England)	27	13	14	3	7	8	6	3	-	14	10	3	-	3	-	5	3	3	2	-	-	4	3	2	2
	2%	2%	3%	2%	2%	3%	2%	1%	-	4% <i>m</i>	3%	1%	-	3%	-	4%	4%	3%	2%	-	-	2%	2%	2%	5%
Local government or council (including fire services, police and local authority controlled schools/colleges)	138	62	76	8	29	34	40	26	1	38	63	24	13	10	4	10	6	17	8	9	13	18	21	15	7
	12%	10%	14% <i>a</i>	6%	10%	12%	14% <i>di</i>	15% <i>di</i>	3%	11%	16% <i>lm</i>	9%	7%	10%	9%	8%	7%	17%	9%	15%	11%	10%	14%	15%	18%
A university, or other grant funded establishment (include opted-out schools)	47	29	19	1	21	12	7	4	1	23	15	5	5	3	1	10	6	3	5	-	2	12	2	1	2
	4%	4%	3%	1%	7% <i>dgh</i>	4%	3%	2%	2%	6% <i>l</i>	4%	2%	3%	3%	2%	8% <i>wx</i>	7% <i>w</i>	3%	6% <i>w</i>	-	2%	6% <i>w</i>	1%	1%	5%
A health authority or NHS Trust	79	25	54	11	25	14	19	11	-	17	27	19	15	7	4	11	8	5	6	8	5	6	7	9	3
	7%	4%	10% <i>a</i>	8%	9% <i>i</i>	5%	7%	7%	-	5%	7%	7%	8%	7%	9%	8%	8%	5%	7%	14% <i>uvw</i>	5%	3%	5%	9%	9%
The armed forces	2	2	-	-	-	2	-	-	-	-	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-
	*	*	-	-	-	1%	-	-	-	-	*	-	-	2%	-	-	-	-	-	-	-	-	-	-	-
Other public sector occupation (Please specify as much detail as possible)	39	18	21	7	8	5	6	9	4	12	8	11	8	3	1	4	3	1	4	1	4	7	7	3	1
	3%	3%	4%	5%	3%	2%	2%	5%	9% <i>efg</i>	3%	2%	4%	4%	3%	2%	3%	3%	1%	4%	2%	3%	4%	5%	3%	4%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 435

Do you work in any of the following occupations?

Base: All respondents who work

	Gender		Age						Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	1200	654	547	135*	291	276	278	172	48*	356	383	273	188	100*	49*	128*	93*	103*	82*	58*	113*	185	156	98*	36**
NET: Private Sector	841	490	351	98	193	196	194	119	41	240	252	203	145	72	38	79	65	73	56	37	86	134	114	65	22
	70%	75%b	64%	72%	66%	71%	70%	69%	86%efg	67%	66%	75%k	77%jk	71%	78%	62%	70%	71%	68%	64%	76%p	73%	73%	67%	60%
A charity, voluntary organisation or trust	47	21	25	4	4	15	13	8	1	17	18	6	6	5	4	5	5	*	2	2	8	10	2	1	4
	4%	3%	5%	3%	2%	6%e	5%	5%	2%	5%	5%	2%	3%	5%	8%rw	4%	5%	*	2%	3%	7%rwx	6%	1%	1%	11%
Self-employed (Private sector)	144	74	70	6	18	24	45	34	16	32	45	47	20	12	3	18	8	12	11	5	21	17	22	10	5
	12%	11%	13%	5%	6%	9%	16%def	20%def	34%defg	9%	12%	17%j	11%	12%	7%	14%	9%	12%	13%	9%	18%v	9%	14%	10%	13%
None of the above/ I work in the Private sector	650	394	256	87	171	156	135	77	24	191	190	151	119	54	31	56	52	61	43	30	57	107	91	55	13
	54%	60%b	47%	64%gh	59%gh	57%h	48%	45%	50%	54%	49%	55%	63%k	54%	64%p	44%	56%	59%p	53%	52%	51%	58%p	58%p	56%	36%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 436  
**Do you work in any of the following occupations?**  
**Base: All respondents who work**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	1131	1131	-	-	175	93	99	39	10	930	580	544	997	118	702	421	341	223	145	189	166	88	125	197	187	292	268
Weighted base	1200	1200	**	**	174	94*	100*	40**	8**	998	606	586	1063	119*	752	438	355	231	151	199	173	93*	103*	195	185	314	329
NET: Public Sector	359	359	-	-	56	29	31	19	2	294	167	193	312	39	218	136	114	77	45	58	53	34	24	52	61	80	123
A nationalised industry/state corporation	27	27	-	-	6	4	1	-	1	19	15	13	24	2	15	11	9	6	3	4	4	3	1	1	1	6	13
Central government or civil service (including Courts service and Bank of England)	27	27	-	-	4	*	3	3	-	21	13	14	23	4	16	10	9	4	4	5	3	3	2	4	11	3	6
Local government or council (including fire services, police and local authority controlled schools/colleges)	138	138	-	-	20	8	13	7	-	117	60	78	125	12	75	62	48	33	23	24	23	15	5	19	22	39	47
A university, or other grant funded establishment (include opted-out schools)	47	47	-	-	4	3	3	1	-	41	10	37	36	9	30	13	13	8	1	8	7	3	2	5	6	8	25
A health authority or NHS Trust	79	79	-	-	12	8	5	3	1	66	39	40	67	10	49	31	27	21	10	11	13	8	8	14	15	14	23
The armed forces	2	2	-	-	-	-	-	-	-	2	-	2	2	-	2	2	-	-	2	2	-	-	-	-	-	-	2
	*	*	-	-	-	-	-	-	-	*	-	*	*	-	*	*	-	-	1% <sup>n</sup>	1% <sup>n</sup>	-	-	-	-	-	-	1%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 436  
Do you work in any of the following occupations?  
Base: All respondents who work

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	1200	1200	-**	-**	174	94*	100*	40**	8**	998	606	586	1063	119*	752	438	355	231	151	199	173	93*	103*	195	185	314	329
Other public sector occupation (Please specify as much detail as possible)	39 3%	39 3%	-	-	9 5%	5 5%	6 6%	4 9%	1 9%	28 3%	30 5%k	9 2%	34 3%	3 3%	32 4%op	7 2%	6 2%	5 2%	2 1%	3 1%	4 2%	1 2%	5 5%	9 5%	6 3%	10 3%	7 2%
NET: Private Sector	841 70%	841 70%	-	-	118 68%	65 69%	68 68%	21 53%	6 71%	703 71%	440 73%	394 67%	751 71%	80 67%	534 71%	302 69%	241 68%	154 67%	106 70%	142 71%	119 69%	59 64%	79 77%z	142 73%z	124 67%	234 75%z	206 62%
A charity, voluntary organisation or trust	47 4%	47 4%	-	-	12 7%	7 7%	8 8%i	2 5%	1 8%	35 3%	13 2%	33 6%j	45 4%	1 1%	30 4%	17 4%	16 5%	11 5%	2 1%	8 4%	7 4%	7 8%r	3 3%	10 5%	5 3%	17 5%	9 3%
Self-employed (Private sector)	144 12%	144 12%	-	-	22 13%	8 8%	13 13%	6 15%	1 14%	119 12%	71 12%	71 12%	138 13%am	6 5%	107 14%opqrs	37 9%	28 8%	19 8%	11 7%	16 8%	15 9%	7 7%	31 30%wxyz	35 18%xz	17 9%	36 12%z	17 5%
None of the above/ I work in the Private sector	650 54%	650 54%	-	-	84 48%	51 54%	47 47%	14 34%	4 49%	549 55%	355 59%k	289 49%	567 53%	73 61%	397 53%	248 57%	197 56%	123 53%	93 61%	118 59%	98 57%	45 49%	44 43%	98 50%	102 55%	181 58%v	180 55%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 437

Do you work in any of the following occupations?

Base: All respondents who work

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	1131	45	38	37	43	20	38	82	38	48	94	41	47	28	17	270	45	40	35	44	35	46
Weighted base	1200	48*	46*	43*	43*	20**	39*	104*	42*	44*	97*	39*	49*	28**	20**	291	47*	44*	36*	44*	36**	40*
NET: Public Sector	359	13	13	13	10	6	15	39	14	16	30	10	10	9	5	80	13	11	13	17	15	9
	30%	26%	28%	30%	24%	29%	39%	37%	33%	37%	30%	25%	21%	33%	25%	27%	28%	25%	37%	39%	40%	23%
A nationalised industry/state corporation	27	-	-	-	1	-	1	5	4	-	1	2	3	-	-	5	4	1	-	2	-	-
	2%	-	-	-	3%	-	3%	4%	9%jo	-	1%	4%	6%	-	-	2%	9%jo	2%	-	5%	-	-
Central government or civil service (including Courts service and Bank of England)	27	1	2	2	2	-	-	4	1	-	3	-	1	-	-	4	3	1	1	-	2	*
	2%	2%	3%	4%	4%	-	-	4%	2%	-	3%	-	2%	-	-	1%	7%o	2%	3%	-	5%	1%
Local government or council (including fire services, police and local authority controlled schools/colleges)	138	3	4	5	-	3	2	10	1	8	17	2	5	7	3	31	3	7	4	7	7	6
	12%	6%	9%	12% <sup>d</sup>	-	17%	6%	10%	3%	18% <sup>d</sup>	18% <sup>dh</sup>	6%	10%	26%	17%	11% <sup>d</sup>	7%	15% <sup>d</sup>	12% <sup>d</sup>	17% <sup>d</sup>	18%	14% <sup>d</sup>
A university, or other grant funded establishment (include opted-out schools)	47	1	2	1	2	2	2	6	4	4	3	1	-	-	1	14	-	-	1	-	2	1
	4%	2%	5%	2%	5%	9%	6%	6%	10% <sup>l</sup>	9%	4%	2%	-	-	5%	5%	-	-	3%	-	5%	2%
A health authority or NHS Trust	79	5	2	4	5	-	4	9	4	4	5	3	-	2	1	11	1	2	6	6	3	1
	7%	11% <sup>lo</sup>	4%	10%	12% <sup>lo</sup>	-	10%	9%	8%	9%	5%	8%	-	7%	3%	4%	3%	6%	17% <sup>jlw</sup>	14% <sup>lo</sup>	9%	2%
The armed forces	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	*	-	4% <sup>o</sup>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Other public sector occupation (Please specify as much detail as possible)	39	2	1	1	-	1	5	4	-	1	1	2	1	-	-	15	1	-	1	1	1	1
	3%	4%	3%	2%	-	4%	14% <sup>dhjq</sup>	4%	-	2%	1%	5%	2%	-	-	5%	2%	-	2%	3%	4%	3%
NET: Private Sector	841	35	33	30	33	14	24	65	28	28	68	29	39	19	15	211	34	33	23	27	22	31
	70%	74%	72%	70%	76%	71%	61%	63%	67%	63%	70%	75%	79%	67%	75%	73%	72%	75%	63%	61%	60%	77%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

Prepared by Populus





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 437

Do you work in any of the following occupations?

Base: All respondents who work

	Total	City																		None of these (w)		
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)		Cardiff (s)	Belfast (v)
Weighted base	1200	48*	46*	43*	43*	20**	39*	104*	42*	44*	97*	39*	49*	28**	20**	291	47*	44*	36*	44*	36**	40*
A charity, voluntary organisation or trust	47 4%	2 4%	3 7%	4 8% <sup>aj</sup>	3 6%	1 5%	1 2%	5 5%	-	2 4%	*	5 12% <sup>hjpqw</sup>	2 4%	-	1 6%	13 4%	-	-	1 2%	2 4%	4 11%	-
Self-employed (Private sector)	144 12%	7 14%	5 11%	3 7%	2 4%	2 11%	5 14%	17 16%	5 11%	7 16%	6 6%	9 22% <sup>dj</sup>	4 8%	8 29%	1 6%	33 11%	4 8%	4 9%	6 17%	4 8%	5 13%	8 19% <sup>lj</sup>
None of the above/ I work in the Private sector	650 54%	27 56%	25 53%	24 54%	29 66% <sup>gk</sup>	11 55%	17 45%	44 42%	23 56%	19 44%	61 63% <sup>gk</sup>	16 41%	33 67% <sup>gik</sup>	11 38%	12 63%	166 57% <sup>g</sup>	30 64% <sup>g</sup>	29 66% <sup>gk</sup>	16 45%	22 49%	13 36%	24 59%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 438  
 Do you work in any of the following occupations?  
 Base: All respondents who work

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	1131	132	124	126	82	124	138	127	173	216	98	111	177	82	671	353	514	208	359	211	121	145	65	71	100
Weighted base	1200	158	146	146	89*	142	157	151	198	241	112*	132*	192	97*	725	408	586	248	406	244	139*	161	70*	80*	106*
NET: Public Sector	359	43	39	46	20	41	41	49	54	74	28	40	52	25	235	137	196	77	142	80	39	42	18	25	29
	30%	27%	27%	31%	23%	29%	26%	33%	27%	31%	25%	30%	27%	26%	32%	34%u	33%u	31%	35%u	33%	28%	26%	25%	31%	27%
A nationalised industry/state corporation	27	-	-	1	-	1	1	3	5	7	1	-	2	-	16	11	17	9	12	7	-	-	1	-	-
	2%	-	-	1%	-	1%	1%	2%	2%	3%	1%	-	1%	-	2%	3%	3%	3%	3%	3%	-	-	2%	-	-
Central government or civil service (including Courts service and Bank of England)	27	3	3	6	4	4	4	7	4	9	6	6	5	3	15	10	10	7	18	8	3	3	3	2	3
	2%	2%	2%	4%	5%	3%	2%	4%	2%	4%	5%	4%	3%	4%	2%	2%	2%	3%	4%nop	3%	2%	2%	5%	3%	2%
Local government or council (including fire services, police and local authority controlled schools/colleges)	138	14	16	13	3	17	7	18	16	31	8	14	19	3	91	46	68	29	47	29	14	15	4	10	10
	12%	9%	11%dfm	9%fm	4%	12%dfm	4%	12%dfm	8%	13%dfm	7%	11%dfm	10%dfm	3%	13%	11%	12%	12%	12%	12%	10%	9%	5%	12%v	9%
A university, or other grant funded establishment (include opted-out schools)	47	11	6	9	3	6	14	10	16	8	5	8	7	7	34	21	28	6	22	19	4	4	2	4	2
	4%	7%	4%	6%	4%	4%	9%bdeil	6%	8%il	3%	5%	6%	4%	7%	5%	5%q	5%q	2%	5%q	8%nqtux	3%	3%	3%	5%	2%
A health authority or NHS Trust	79	13	9	14	8	10	11	8	10	10	7	10	13	9	52	32	44	17	24	12	13	10	7	7	10
	7%	8%	6%	10%ghi	9%	7%	7%	5%	5%	4%	6%	8%	7%	9%i	7%	8%	8%	7%	6%	5%	9%	6%	10%	9%	9%
The armed forces	2	-	-	-	-	-	-	-	-	2	-	-	2	-	2	2	2	2	2	-	-	-	-	-	-
	*	-	-	-	-	-	-	-	-	1%	-	-	1%	-	*	*	*	1%	*	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 438  
**Do you work in any of the following occupations?**  
**Base: All respondents who work**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	1200	158	146	146	89*	142	157	151	198	241	112*	132*	192	97*	725	408	586	248	406	244	139*	161	70*	80*	106*
Other public sector occupation (Please specify as much detail as possible)	39 3%	1 1%	4 3%	3 2%	1 1%	2 1%	4 2%	4 3%	4 2%	7 3%	1 1%	2 1%	4 2%	3 3%	25 3%	15 4%	28 5%	8 3%	18 4%	6 3%	5 4%	10 6%	1 2%	1 1%	5 5%
NET: Private Sector	841 70%	115 73%	107 73%	100 69%	68 77%	100 71%	116 74%	102 67%	144 73%	167 69%	84 75%	93 70%	140 73%	72 74%	490 68%	271 66%	390 67%	171 69%	264 65%	163 67%	100 72%	120 74%	52 75%	56 69%	77 73%
A charity, voluntary organisation or trust	47 4%	8 5%	10 7%	6 4%	* 1%	6 4%	7 5%	10 6%	15 8%	17 7%	2 2%	2 1%	11 6%	3 4%	28 4%	11 3%	20 3%	10 4%	17 4%	10 4%	6 5%	7 4%	2 3%	4 5%	4 4%
Self-employed (Private sector)	144 12%	20 13%	14 9%	18 13%	13 15%	22 15%	21 14%	15 10%	21 11%	24 10%	15 13%	15 11%	25 13%	9 9%	83 11%	40 10%	59 10%	21 9%	26 6%	18 7%	17 12%	26 16%	9 13%	9 11%	10 10%
None of the above/ I work in the Private sector	650 54%	87 55%	83 57%	76 52%	55 62%	72 51%	87 56%	77 51%	108 54%	126 52%	67 60%	76 57%	104 54%	60 62%	379 52%	221 54%	310 53%	140 56%	221 54%	136 56%	77 56%	87 54%	41 59%	43 53%	63 59%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 439  
Do you work in any of the following occupations?  
Base: All respondents who work

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	1131	313	398	263	258	294	221	203	225	462	112	773	775	695	525	767	815	764	686	649	435
Weighted base	1200	350	422	305	267	326	249	228	239	502	112*	836	829	756	576	825	870	823	739	684	467
NET: Public Sector	359	109	124	94	83	94	72	84	64	168	28	258	255	228	185	252	261	250	222	212	125
	30%	31%	29%	31%	31%	29%	29%	37%e	27%	34%	25%	31%	31%	30%	32%	31%	30%	30%	30%	31%t	27%
A nationalised industry/state corporation	27	16	7	13	5	12	10	8	4	16	3	24	20	25	21	22	23	23	21	20	9
	2%	5%b	2%	4%	2%	4%	4%	4%	2%	3%	3%	3%l	2%	3%lp	4%lp	3%	3%	3%	3%	3%	2%
Central government or civil service (including Courts service and Bank of England)	27	7	13	4	8	5	9	6	4	12	2	19	21	17	15	19	21	21	18	20	8
	2%	2%	3%	1%	3%	2%	4%	3%	2%	2%	2%	2%	3%	2%	3%	2%	2%	3%	2%	3%	2%
Local government or council (including fire services, police and local authority controlled schools/colleges)	138	36	50	31	25	29	25	30	30	59	9	97	97	80	59	92	95	91	81	77	44
	12%	10%	12%	10%	9%	9%	10%	13%	13%	12%	8%	12%	12%	11%	10%	11%	11%	11%	11%	11%	9%
A university, or other grant funded establishment (include opted-out schools)	47	12	12	13	5	12	7	15	6	20	3	28	28	26	27	30	31	25	28	18	22
	4%	3%	3%	4%	2%	4%	3%	7%	3%	4%	3%	3%	3%	3%	5%klmp	4%	4%	3%	4%	3%	5%ss
A health authority or NHS Trust	79	24	29	22	26	23	15	15	16	36	5	59	60	53	42	58	61	61	44	48	29
	7%	7%	7%	7%	10%	7%	6%	7%	7%	7%	5%	7%	7%	7%	7%	7%	7%	7%r	6%	7%	6%
The armed forces	2	2	-	2	-	2	-	2	-	2	-	2	2	-	-	2	2	2	2	2	2
	*	*	-	1%	-	1%	-	1%	-	*	-	*	*	-	-	*	*	*	*	*	*
Other public sector occupation (Please specify as much detail as possible)	39	13	14	9	13	10	6	7	3	23	4	30	28	27	21	30	29	28	28	27	12
	3%	4%	3%	3%	5%	3%	2%	3%	1%	5%h	4%	4%	3%	4%	4%	4%	3%	3%	4%	4%	3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 439  
**Do you work in any of the following occupations?**  
**Base: All respondents who work**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	1200	350	422	305	267	326	249	228	239	502	112*	836	829	756	576	825	870	823	739	684	467
NET: Private Sector	841	241	298	212	184	232	177	145	175	334	84	578	574	528	391	573	609	573	517	472	342
	70%	69%	71%	69%	69%	71%g	71%	63%	73%	66%	75%	69%	69%	70%	68%	69%	70%	70%	70%	69%	73% <sub>s</sub>
A charity, voluntary organisation or trust	47	17	11	9	7	6	3	6	13	16	1	31	34	26	16	34	37	32	24	29	14
	4%	5%	2%	3%	2%	2%	1%	3%	5%	3%	1%	4%	4% <sub>n</sub>	3%	3%	4% <sub>n</sub>	4% <sub>mn</sub>	4%	3%	4%	3%
Self-employed (Private sector)	144	27	33	28	30	16	22	15	24	42	7	71	76	64	47	72	77	69	66	59	37
	12%	8%	8%	9%	11%	5%	9% <sub>e</sub>	7%	10%	8%	6%	9%	9%	8%	8%	9%	9%	8%	9%	9%	8%
None of the above/ I work in the Private sector	650	197	254	174	148	211	151	123	138	275	76	476	464	437	328	467	496	472	427	385	291
	54%	56%	60%	57%	55%	65% <sub>g</sub>	61%	54%	58%	55%	68% <sub>i</sub>	57%	56%	58%	57%	57%	57%	57%	58%	56%	62% <sub>s</sub>

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 440  
Do you have any children aged 18 or under? If so, how old are they?  
Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
No children aged 18 or under	1518	753	765	208	201	129	221	285	474	421	452	266	378	120	67	167	133	114	115	71	143	195	220	132	42
	73%	74%	72%	90%efg	56%f	39%	60%f	92%efg	99%defgh	74%l	77%l	63%	75%l	68%	79%r	72%	78%r	64%	78%r	70%	74%r	71%	78%nr	74%	67%
NET: Yes	549	250	299	21	150	201	147	23	7	141	130	152	126	56	18	65	37	63	31	30	47	73	62	47	21
	26%	25%	28%	9%ei	42%dhi	60%deg	40%dhi	8%ei	1%	25%	22%	36%jkm	25%	32%w	21%	28%	22%	35%oqs	21%	30%	24%	27%	22%	26%	33%
NET: Any 5-18	450	203	247	9	90	177	144	23	7	113	97	128	112	45	16	53	27	54	24	23	35	61	53	40	19
	22%	20%	23%	4%	25%dhi	53%deg	39%dehi	8%ei	1%	20%	17%	30%jkm	22%k	26%q	19%	23%	16%	30%qsu	16%	23%	18%	23%	19%	22%	31%qsuw
NET: Any 11-18	292	128	164	6	35	98	123	23	6	66	62	86	79	28	11	27	20	42	16	13	23	41	33	24	15
	14%	13%	15%	3%	10%di	30%deh	34%dehi	8%di	1%	12%	11%	20%jk	16%k	18%	13%	12%	12%	23%pqs	11%	13%	12%	15%	12%	13%	23%ppqsuw
Yes - children aged under 5 years old	198	94	104	15	106	66	11	-	-	51	57	54	37	21	3	27	17	15	12	12	22	25	26	15	4
	10%	9%	10%	7%ghi	29%dfg	20%dghi	3%hi	-	-	9%	10%	13%lm	7%	12%	4%	12%	10%	8%	8%	11%	11%	9%	9%	8%	6%
Yes - children aged 5 to 10 years old	248	116	132	7	75	123	41	1	1	62	61	67	58	20	10	38	13	24	14	13	13	39	32	24	8
	12%	11%	12%	3%hi	21%dgh	37%deg	11%dhi	*	*	11%	10%	16%jk	11%	11%	12%	17%qu	8%	13%u	9%	13%	7%	14%u	11%	13%	12%
Yes - children aged 11 to 15 years old	215	95	119	4	31	84	90	3	2	46	52	59	58	21	9	18	9	35	11	9	18	32	26	19	9
	10%	9%	11%	2%	9%dhi	25%deh	24%dehi	1%	*	8%	9%	14%jk	12%	12%q	10%	8%	5%	19%pqst	7%	9%	9%	12%q	9%	10%	15%q
Yes - children aged 16 to 18 years old	121	51	69	2	5	32	55	22	5	31	19	43	28	9	6	10	11	14	8	5	11	16	17	5	8
	6%	5%	7%	1%	1%	10%dei	15%defh	7%dei	1%	5%	3%	10%jkm	6%	5%	7%	4%	7%	8%	6%	5%	6%	6%	6%	3%	12%px
Refused	12	12	1	2	8	2	-	-	-	6	3	3	1	-	-	1	-	2	1	-	3	5	-	-	-
	1%	1%b	*	1%	2%ghi	1%	-	-	-	1%	*	1%	*	-	-	*	-	1%	1%	-	2%w	2%w	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 441  
**Do you have any children aged 18 or under? If so, how old are they?**  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
No children aged 18 or under	1518	752	287	479	399	164	279	111	14	1084	871	639	1417	88	1518	-	-	-	-	-	-	-	257	300	272	323	243
	73%	63%	74%a	98%ab	79%ei	73%	83%dei	78%	71%	71%	73%	73%	75%am	52%	100%opqrs	-	-	-	-	-	-	-	79%yz	79%yz	73%z	68%	64%
NET: Yes	549	438	101	11	105	59	55	30	6	436	318	229	464	76	-	549	450	292	198	248	215	121	66	81	99	151	128
	26%	36%abc	26%c	2%	21%f	27%df	17%	21%	29%	29%df	27%	26%	25%	45%l	-	100%n	100%n	100%n	100%n	100%n	100%n	100%n	20%	21%	27%	32%vw	34%vw
NET: Any 5-18	450	355	84	11	91	52	48	26	5	351	265	181	385	57	-	450	450	292	98	248	215	121	50	65	86	121	107
	22%	30%abc	21%c	2%	18%f	23%df	14%	19%	27%	23%df	22%	21%	20%	34%l	-	82%nr	100%nor	100%nor	50%n	100%nor	100%nor	100%nor	15%	17%	23%v	25%vw	28%vw
NET: Any 11-18	292	231	52	10	66	33	39	22	2	222	185	106	250	38	-	292	292	292	28	91	215	121	36	42	56	78	67
	14%	19%abc	13%c	2%	13%	15%	12%	16%	10%	14%	16%k	12%	13%	22%l	-	53%nrs	65%nor	100%noprs	14%n	37%nr	100%noprs	100%noprs	11%	11%	15%	16%w	18%vw
Yes - children aged under 5 years old	198	151	47	-	32	21	15	5	1	165	110	88	159	38	-	198	98	28	198	88	22	10	29	29	30	54	47
	10%	13%c	12%c	-	6%f	9%dfg	4%	4%	3%	11%dfg	9%	10%	8%	23%l	-	36%npqt	22%nqt	9%n	100%nopqstu	36%npqt	10%n	9%n	9%	8%	8%	11%	13%w
Yes - children aged 5 to 10 years old	248	199	47	2	41	29	20	8	3	202	136	110	210	34	-	248	248	91	88	248	73	30	22	40	45	69	62
	12%	17%bc	12%c	*	8%f	13%dfg	6%	6%	17%	13%dfg	11%	13%	11%	20%l	-	45%nqt	55%noqr	31%n	44%nqt	100%nopqr	34%n	24%n	7%	11%	12%v	14%v	16%vw
Yes - children aged 11 to 15 years old	215	173	38	4	39	22	20	12	2	171	141	72	185	25	-	215	215	215	22	73	215	43	26	32	42	58	48
	10%	14%abc	10%c	1%	8%f	10%f	6%	8%	10%	11%df	12%k	8%	10%	15%	-	39%nrs	48%nors	73%noprsu	11%n	30%nr	100%nopqrsu	36%nr	8%	8%	11%	12%	13%
Yes - children aged 16 to 18 years old	121	93	20	8	38	15	26	14	1	83	77	43	105	16	-	121	121	121	10	30	43	121	13	19	28	29	26
	6%	8%c	5%c	2%	8%	7%	8%	10%i	4%	5%	6%	5%	6%	9%	-	22%nrs	27%nors	41%noprs	5%n	12%nr	20%nrs	100%nopqrst	4%	5%	8%	6%	7%
Refused	12	11	1	-	1	-	-	1	-	10	4	8	5	5	-	-	-	-	-	-	-	-	1	-	*	3	6
	1%	1%c	*	-	*	-	-	1%	-	1%	*	1%	*	3%l	-	-	-	-	-	-	-	-	*	-	*	1%	2%wx

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 442

Do you have any children aged 18 or under? If so, how old are they?

Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottigham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
No children aged 18 or under	1518 73%	53 64%	56 68%	66 78% <sub>aj</sub>	68 83% <sub>abgjr</sub>	23 69%	52 81% <sub>aj</sub>	117 68%	57 73%	69 80% <sub>aj</sub>	106 63%	64 79% <sub>aj</sub>	49 70%	37 73%	24 86%	349 74% <sub>aj</sub>	56 72%	59 78% <sub>aj</sub>	43 65%	53 71%	42 67%	74 82% <sub>agjr</sub>
NET: Yes	549 26%	30 36% <sub>dfikw</sub>	26 32% <sub>d</sub>	19 22%	13 17%	11 31%	11 17%	55 32% <sub>dfkw</sub>	20 26%	17 20%	60 36% <sub>dfikow</sub>	15 19%	21 30%	14 27%	4 14%	115 24%	21 28%	17 22%	23 35% <sub>dfkw</sub>	22 29%	21 33% <sub>d</sub>	17 18%
NET: Any 5-18	450 22%	22 26%	23 28% <sub>dik</sub>	16 19%	11 14%	5 15%	11 17%	42 25%	15 19%	12 14%	50 30% <sub>dikow</sub>	11 14%	18 26%	12 23%	3 11%	93 20%	19 25%	15 19%	19 28% <sub>i</sub>	18 24%	19 31% <sub>dikw</sub>	14 16%
NET: Any 11-18	292 14%	18 21% <sub>q</sub>	10 12%	11 13%	8 10%	4 12%	7 11%	22 13%	7 9%	10 11%	37 22% <sub>dghi</sub>	8 11%	10 14%	9 19%	2 7%	64 14%	9 12%	6 8%	12 17%	10 14%	15 23% <sub>hq</sub>	11 13%
Yes - children aged under 5 years old	198 10%	8 9%	13 16% <sub>cdw</sub>	4 4%	4 5%	6 19% <sub>cdw</sub>	5 7%	23 13% <sub>w</sub>	12 15% <sub>cw</sub>	7 9%	15 9%	5 6%	9 13% <sub>w</sub>	4 8%	1 3%	42 9%	12 15% <sub>cw</sub>	7 10%	6 9%	7 10%	4 6%	3 4%
Yes - children aged 5 to 10 years old	248 12%	6 8%	14 17% <sub>ekw</sub>	10 12%	6 8%	1 2%	5 8%	29 17% <sub>ekw</sub>	11 14% <sub>kw</sub>	7 8%	24 14% <sub>kw</sub>	3 3%	10 14% <sub>kw</sub>	7 13% <sub>kw</sub>	1 5%	53 11% <sub>kw</sub>	16 21% <sub>adei</sub>	9 12%	12 18% <sub>ekw</sub>	11 15% <sub>kw</sub>	8 12%	3 4%
Yes - children aged 11 to 15 years old	215 10%	14 17% <sub>dq</sub>	7 9%	9 11% <sub>d</sub>	2 2%	1 4%	5 7%	15 9%	5 6%	8 10% <sub>d</sub>	32 19% <sub>defgh</sub>	7 8%	9 13% <sub>d</sub>	8 15% <sub>d</sub>	1 4%	47 10% <sub>d</sub>	8 10% <sub>d</sub>	4 5%	10 15% <sub>d</sub>	7 9%	9 15% <sub>d</sub>	8 9%
Yes - children aged 16 to 18 years old	121 6%	4 5%	4 5%	6 7%	7 9%	3 8%	2 3%	8 5%	3 4%	4 4%	11 7%	4 5%	5 7%	2 4%	1 3%	30 6%	4 5%	2 3%	1 2%	4 5%	8 12% <sub>r</sub>	7 8%
Refused	12 1%	-	-	-	-	-	1 2%	-	1 1%	-	2 1%	2 2%	-	-	-	7 1%	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 443  
**Do you have any children aged 18 or under? If so, how old are they?**  
**Base: All respondents**

	Total	Opinion Influencer Activities													Opinion Influencer Network										
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143	
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	1106	540	818	322	427	258	201	219	91*	104*	142	
No children aged 18 or under	1518	101	115	137	87	152	160	123	166	229	98	93	155	738	314	530	201	256	141	112	129	43	47	70	
	73%	53%	61% <sub>m</sub>	65% <sub>m</sub>	65% <sub>m</sub>	66% <sub>klm</sub>	65% <sub>km</sub>	59% <sub>m</sub>	62% <sub>m</sub>	66% <sub>klm</sub>	62% <sub>m</sub>	56% <sub>m</sub>	59% <sub>m</sub>	43%	67% <sub>orstu</sub>	58% <sub>vwxx</sub>	65% <sub>orstv</sub>	62% <sub>svwx</sub>	60% <sub>svwx</sub>	55%	56% <sub>w</sub>	59% <sub>vwxx</sub>	47%	46%	49%
NET: Yes	549	84	73	67	47	75	79	81	95	111	60	72	105	359	222	280	119	165	117	88	90	46	56	71	
	26%	44%	38%	32%	35%	33%	32%	39% <sub>fi</sub>	36%	32%	38%	44% <sub>cefi</sub>	40% <sub>cefi</sub>	54% <sub>bcdef</sub>	33%	41% <sub>np</sub>	34%	37%	39% <sub>n</sub>	45% <sub>npqr</sub>	44% <sub>np</sub>	41% <sub>np</sub>	50% <sub>npqr</sub>	54% <sub>npqru</sub>	50% <sub>npqru</sub>
NET: Any 5-18	450	66	57	50	32	61	65	66	68	92	44	57	84	290	190	227	99	143	94	80	68	37	48	61	
	22%	35%	30%	24%	24%	27%	26%	32% <sub>c</sub>	25%	27%	28%	34% <sub>cdhi</sub>	32% <sub>chi</sub>	43% <sub>bcdef</sub>	26%	35% <sub>np</sub>	28%	31%	34% <sub>np</sub>	36% <sub>np</sub>	40% <sub>npqu</sub>	31%	41% <sub>npqu</sub>	46% <sub>npqru</sub>	43% <sub>npqru</sub>
NET: Any 11-18	292	36	31	27	17	33	37	42	41	51	24	35	50	183	118	137	58	91	54	54	40	18	26	38	
	14%	19%	16%	13%	13%	14%	15%	20% <sub>cdefi</sub>	15%	15%	15%	21% <sub>cdij</sub>	19% <sub>ci</sub>	25% <sub>bcdef</sub>	17%	22% <sub>np</sub>	17%	18%	21% <sub>np</sub>	27% <sub>npqu</sub>	18%	20%	25% <sub>np</sub>	27% <sub>npqu</sub>	
Yes - children aged under 5 years old	198	33	28	31	21	24	26	27	41	37	29	30	37	147	85	118	57	56	46	29	37	20	23	24	
	10%	17%	15%	15%	16% <sub>e</sub>	10%	11%	13%	15% <sub>i</sub>	11%	18% <sub>efi</sub>	18% <sub>efi</sub>	14%	21% <sub>efgi</sub>	13%	16%	14%	18% <sub>nr</sub>	13%	18% <sub>r</sub>	15%	17%	22% <sub>nr</sub>	22% <sub>nrt</sub>	17%
Yes - children aged 5 to 10 years old	248	42	37	30	20	40	42	35	40	57	29	33	55	166	108	138	63	79	60	42	39	25	28	37	
	12%	22%	19%	14%	15%	17%	17%	17%	15%	17%	18%	20%	21% <sub>ch</sub>	29% <sub>bcdef</sub>	15%	20% <sub>np</sub>	17%	20% <sub>n</sub>	18%	23% <sub>npr</sub>	21% <sub>n</sub>	18%	27% <sub>npru</sub>	27% <sub>npru</sub>	26% <sub>npru</sub>
Yes - children aged 11 to 15 years old	215	29	24	23	14	25	30	36	32	42	20	30	40	136	94	103	50	66	41	44	31	16	19	32	
	10%	15%	13%	11%	11%	11%	12%	17% <sub>cefhi</sub>	12%	12%	13%	18% <sub>ce</sub>	15%	22% <sub>bcdef</sub>	12%	17% <sub>np</sub>	13%	16%	16%	22% <sub>npqru</sub>	14%	18%	18%	23% <sub>npqru</sub>	
Yes - children aged 16 to 18 years old	121	12	10	7	3	12	15	14	12	18	7	11	20	73	44	54	17	38	22	20	18	7	14	12	
	6%	6%	5%	3%	3%	5%	6% <sub>cd</sub>	7% <sub>c</sub>	5%	5%	4%	7%	8% <sub>cd</sub>	5%	8% <sub>q</sub>	7%	5%	9% <sub>q</sub>	8%	10% <sub>q</sub>	8%	8%	13% <sub>npq</sub>	9%	

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 443  
**Do you have any children aged 18 or under? If so, how old are they?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Refused	12 1%	6 3%	2 1%	7 3%de	* *	2 1%	7 3%dekl	3 2%	6 2%	7 2%	- -	* *	2 1%	4 3%djkl	8 1%	4 1%	8 1%	2 1%	6 1% <sub>s</sub>	* *	* *	* *	2 2% <sub>stu</sub>	* *	* *

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 444  
Do you have any children aged 18 or under? If so, how old are they?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
No children aged 18 or under	1518	309	340	274	245	241	171	169	277	462	93	841	800	659	475	815	846	781	718	699	385
	73%	65% <sup>b</sup>	56%	64%	58%	55%	54%	53%	72% <sup>aj</sup>	62%	61%	66% <sup>amnp</sup>	65% <sup>mn</sup>	62%	61%	66% <sup>mn</sup>	65% <sup>mn</sup>	64%	65%	67% <sup>t</sup>	60%
NET: Yes	549	166	263	147	175	189	144	149	107	281	59	425	424	389	298	414	451	441	383	340	251
	26%	35%	43% <sup>a</sup>	35%	42%	43%	45%	47%	28%	37% <sup>h</sup>	39% <sup>h</sup>	33%	34%	37% <sup>klop</sup>	38% <sup>klop</sup>	33%	34% <sup>k</sup>	36%	34%	33%	39% <sup>s</sup>
NET: Any 5-18	450	133	217	128	144	157	117	131	86	226	54	349	347	315	238	339	370	363	317	284	196
	22%	28%	36% <sup>a</sup>	30%	34%	36%	37%	41%	22%	30% <sup>h</sup>	35% <sup>h</sup>	27%	28%	30% <sup>ko</sup>	31% <sup>ko</sup>	27%	28%	30%	29%	27%	30%
NET: Any 11-18	292	79	135	83	81	96	73	78	53	145	27	224	219	190	142	212	234	224	194	181	115
	14%	17%	22% <sup>a</sup>	20%	19%	22%	23%	24%	14%	19% <sup>h</sup>	17%	18%	18%	18%	18%	17%	18%	18%	17%	17%	18%
Yes - children aged under 5 years old	198	69	99	51	69	75	53	50	41	104	23	154	153	152	126	156	168	166	141	120	114
	10%	14%	16%	12%	16%	17%	17%	16%	11%	14%	15%	12%	12%	14% <sup>klop</sup>	16% <sup>klop</sup>	13%	13% <sup>k</sup>	14%	13%	12%	18% <sup>s</sup>
Yes - children aged 5 to 10 years old	248	79	133	70	94	102	70	89	48	132	36	195	200	188	147	192	212	216	186	160	124
	12%	17%	22%	16%	22% <sup>c</sup>	23%	22%	28%	13%	18% <sup>h</sup>	24% <sup>h</sup>	15%	16% <sup>k</sup>	18% <sup>kop</sup>	19% <sup>klop</sup>	16%	16% <sup>k</sup>	18%	17%	15%	19% <sup>s</sup>
Yes - children aged 11 to 15 years old	215	59	106	67	60	76	61	60	39	108	18	165	162	150	106	160	172	168	144	132	91
	10%	12%	17% <sup>a</sup>	16%	14%	17%	19%	19%	10%	14%	12%	13%	13%	14% <sup>o</sup>	14%	13%	13%	14%	13%	13%	14%
Yes - children aged 16 to 18 years old	121	30	57	28	41	37	25	32	23	62	11	93	94	78	60	90	99	94	79	77	47
	6%	6%	9%	7%	10%	8%	8%	10%	6%	8%	7%	7%	8%	7%	8%	7%	8%	8%	7%	7%	7%
Refused	12	2	5	4	*	6	4	-	-	6	1	11	10	10	7	9	11	7	10	4	8
	1%	*	1%	1%	*	1%	1%	-	-	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	*	1% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 445  
 Which of the following ITV regions do you live in?  
 Base: All respondents

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (g)	West Midlands (r)	East Midlands (s)	Wales (t)	Eastern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Anglia	230	114	116	20	47	43	45	23	51	51	66	50	64	-	-	-	2	33	-	168	-	28	-	-	-
	11%	11%	11%	9%	13%h	13%h	12%	8%	11%	9%	11%	12%	13%	-	-	-	1%	22%nopq	-	87%nopq	-	10%nopq	-	-	-
Border	24	11	13	1	5	2	6	2	8	4	7	3	9	15	-	7	2	-	-	-	-	-	-	-	1
	1%	1%	1%	*	2%	1%	2%	1%	2%	1%	1%	1%	2%	8%opqr	-	3%ruvw	1%	-	-	-	-	-	-	-	1%
Central	266	118	148	34	35	53	47	35	62	70	77	62	57	4	-	4	-	166	81	-	-	-	9	1	-
	13%	12%	14%	15%	10%	16%e	13%	11%	13%	12%	13%	15%	11%	2%uv	-	2%	-	93%nop	55%nopq	-	-	-	3%quv	*	-
Granada	222	110	112	26	33	35	46	38	44	56	57	52	57	-	2	218	-	2	-	1	-	-	-	-	-
	11%	11%	11%	11%	9%	11%	12%	12%	9%	10%	10%	12%	11%	-	2%vw	94%noqr	-	1%	-	1%	-	-	-	-	-
London	381	177	204	52	81	48	65	49	86	139	97	74	71	-	2	-	1	1	-	24	272	78	3	-	
	18%	17%	19%	22%f	22%f	15%	18%	16%	18%	24%klm	17%	18%	14%	-	2%p	-	*	1%	-	12%no	100%nop	28%nopq	2%	-	
Meridian	191	84	108	18	35	25	34	29	49	56	50	45	41	-	-	-	1	1	-	-	-	-	167	23	-
	9%	8%	10%	8%	10%	8%	9%	10%	10%	10%	9%	11%	8%	-	-	-	*	*	-	-	-	-	59%nop	13%nopq	-
STV	155	83	72	14	29	35	23	22	33	39	46	22	49	155	-	-	-	-	-	-	-	-	-	-	-
	7%	8%	7%	6%	8%	10%	6%	7%	7%	7%	8%	5%	10%l	88%opqr	-	-	-	-	-	-	-	-	-	-	-
Tyne Tees	82	48	33	8	9	15	12	15	22	21	25	21	15	-	80	-	2	-	-	-	-	-	-	-	-
	4%	5%	3%	3%	2%	5%	3%	5%	5%	4%	4%	5%	3%	-	94%npqr	-	1%	-	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 445  
**Which of the following ITV regions do you live in?**  
**Base: All respondents**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Wales	100	52	47	7	17	18	19	15	23	21	31	17	30	-	-	-	-	-	-	100	-	-	-	-	-
	5%	5%	4%	3%	5%	5%	5%	5%	5%	4%	5%	4%	6%	-	-	-	-	-	-	99% <sup>nopq</sup>	-	-	-	-	-
																				rsuvwxy					
West	60	30	30	16	10	8	10	11	5	13	22	11	14	1	-	4	-	6	1	1	-	-	-	47	-
	3%	3%	3%	7% <sup>efgi</sup>	3%	2%	3%	3% <sup>i</sup>	1%	2%	4%	3%	3%	1%	-	2% <sup>w</sup>	-	3% <sup>quvw</sup>	*	1%	-	-	-	26% <sup>nopq</sup>	-
																								rstuvwxy	
Westcountry	105	57	48	15	20	11	17	7	35	29	27	23	27	-	-	-	-	2	-	-	-	-	1	103	-
	5%	6%	5%	6% <sup>h</sup>	6%	3%	5%	2%	7% <sup>fh</sup>	5%	5%	5%	5%	-	-	-	-	1%	-	-	-	-	*	58% <sup>nopq</sup>	-
																								rstuvwxy	
Yorkshire	201	99	102	20	31	27	28	46	48	46	61	34	59	-	1	-	166	-	32	-	2	-	-	-	-
	10%	10%	10%	8%	9%	8%	8%	15% <sup>def</sup>	10%	8%	10%	8%	12%	-	1%	-	98% <sup>nopr</sup>	-	21% <sup>nopr</sup>	-	1%	-	-	-	-
UTV	64	32	32	-	7	12	15	15	14	22	19	9	14	-	-	-	-	-	-	-	-	-	-	2	62
	3%	3%	3%	-	2%	4% <sup>d</sup>	4% <sup>d</sup>	5% <sup>d</sup>	3% <sup>d</sup>	4%	3%	2%	3%	-	-	-	-	-	-	-	-	-	-	1%	99% <sup>nopqrstuvwxy</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 446  
 Which of the following ITV regions do you live in?  
 Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bilty (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Anglia	230 11%	144 12%	35 9%	52 11%	59 12%	26 12%	39 12%	12 9%	1 7%	168 11%	132 11%	95 11%	218 12% <sub>m</sub>	10 6%	163 11%	63 11%	48 11%	32 11%	28 14% <sub>s</sub>	21 8%	24 11%	18 15%	36 11%	39 10%	37 10%	52 11%	45 12%
Border	24 1%	13 1%	4 1%	6 1%	5 1%	1 1%	4 1%	2 1%	-	19 1%	19 2%	5 1%	23 1%	1 *	15 1%	9 2% <sub>ps</sub>	4 1%	4 1%	5 2%	1 *	3 1%	1 *	4 1%	9 2% <sub>z</sub>	2 1%	7 1%	1 *
Central	266 13%	148 12%	55 14%	63 13%	55 11%	26 12%	34 10%	15 11%	3 13%	201 13%	156 13%	108 12%	235 12%	28 17%	183 12%	81 15% <sub>r</sub>	69 15%	53 18% <sub>nor</sub>	20 10%	32 13%	45 21% <sub>nopr</sub>	19 15%	46 14% <sub>z</sub>	45 12%	59 16% <sub>z</sub>	62 13%	32 9%
Granada	222 11%	122 10%	49 13%	51 10%	67 13% <sub>i</sub>	37 17% <sub>i</sub>	45 13%	20 14%	1 3%	151 10%	130 11%	90 10%	202 11%	16 10%	160 11%	61 11%	52 12% <sub>qt</sub>	26 9%	24 12%	37 15% <sub>opq</sub>	17 8%	11 9%	38 12%	47 12%	31 8%	50 10%	42 11%
London	381 18%	237 20%	62 16%	82 17%	77 15%	33 15%	53 16%	18 13%	3 13%	293 19%	197 17%	183 21% <sub>j</sub>	294 16%	77 46% <sub>d</sub>	281 18%	95 17%	77 17%	54 18%	35 18%	47 19%	40 19%	22 18%	46 14%	52 14%	51 14%	103 22% <sub>vwx</sub>	97 26% <sub>vwx</sub>
Meridian	191 9%	111 9%	38 10%	43 9%	48 10%	19 9%	33 10%	17 12%	1 4%	140 9%	110 9%	80 9%	179 9%	11 7%	148 10%	44 8%	38 8%	24 8%	19 10%	23 9%	20 9%	7 6%	21 6%	32 8%	42 11% <sub>v</sub>	36 8%	44 12% <sub>v</sub>
STV	155 7%	91 8%	31 8%	34 7%	40 8%	21 9%	23 7%	13 9%	2 10%	107 7%	81 7%	74 8%	152 8% <sub>m</sub>	3 2%	107 7%	49 9%	40 9%	23 8%	19 9%	19 8%	17 8%	9 7%	36 11% <sub>yz</sub>	29 8%	35 9%	27 6%	23 6%
Tyne Tees	82 4%	45 4%	9 2%	27 6% <sub>b</sub>	17 3%	7 3%	13 4%	4 3%	-	63 4%	52 4%	29 3%	80 4%	2 1%	64 4% <sub>r</sub>	17 3% <sub>r</sub>	17 4% <sub>r</sub>	12 4% <sub>r</sub>	1 1%	11 4% <sub>r</sub>	10 5% <sub>r</sub>	6 4%	14 4%	19 5%	17 5%	14 3%	14 4%
Wales	100 5%	56 5%	19 5%	24 5%	22 4%	6 3%	20 6% <sub>d</sub>	5 3%	-	76 5%	62 5%	37 4%	96 5% <sub>m</sub>	1 1%	71 5%	28 5%	21 5%	12 4%	11 6%	13 5%	9 4%	5 4%	21 7% <sub>z</sub>	19 5%	14 4%	28 6%	12 3%
West	60 3%	33 3%	19 5% <sub>c</sub>	8 2%	15 3%	7 3%	7 2%	7 5%	-	44 3%	35 3%	25 3%	53 3%	6 4%	45 3%	13 2%	9 2%	7 2%	6 3%	5 2%	6 3%	1 1%	8 2%	11 3%	19 5% <sub>yz</sub>	10 2%	6 2%
Westcountry	105 5%	55 5%	19 5%	32 6%	41 8% <sub>fi</sub>	18 8% <sub>i</sub>	19 6%	13 9% <sub>i</sub>	7 36%	65 4%	67 6%	38 4%	105 6% <sub>m</sub>	-	76 5%	30 5%	24 5%	12 4%	10 5%	15 6%	10 4%	3 2%	14 4%	18 5%	19 5%	32 7%	14 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 446  
**Which of the following ITV regions do you live in?**  
**Base: All respondents**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Yorkshire	201	110	37	53	42	18	31	13	3	154	118	80	187	13	164	36	28	19	15	13	7	12	34	49	36	41	25
	10%	9%	10%	11%	8%	8%	9%	9%	13%	10%	10%	9%	10%	8%	11%	7%	6%	7%	8%	5%	3%	10%	10%	13%	10%	9%	7%
UTV	64	36	13	15	15	2	15	2	-	49	32	31	64	-	41	23	21	15	6	10	9	8	7	10	8	15	23
	3%	3%	3%	3%	3%	1%	4%	2%	-	3%	3%	4%	3%	-	3%	4%	5%	5%	3%	4%	4%	6%	2%	3%	2%	3%	6%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 447  
Which of the following ITV regions do you live in?  
Base: All respondents

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
Anglia	230 11%	-	-	-	-	-	1 2%	-	-	11 12%abcde fghjimpqr sv	3 2%	79 99%abcd efghijl mopqrs v	56 80%abcde fghijmop qrsvw	-	-	62 13%abcde fghjimpqr sv	2 3%	-	-	-	-	-	17 18%abcdefg <hijmpqrs< h=""></hijmpqrs<>
Border	24 1%	4 5%ijo	10 12%dfghi jklmopqr svw	5 6%dgjkk o	-	-	-	2 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	1 1%o	2 2%o
Central	266 13%	1 1%	3 4%o	-	-	-	1 1%	10 6%cd	3 3%o	65 75%abcd efghklm opqrsvw	153 91%abcde fghiklmo pqrsvw	1 1%	3 5%o	-	8 29%	2 *	-	1 1%	-	-	-	-	15 17%abcdefg <h>klmopqrs</h>
Granada	222 11%	-	-	-	-	-	1 1%	152 88%abcd efijklm opqrsvw	61 78%abcde fijklmop qrsvw	-	-	-	-	-	-	1 *	-	-	-	-	-	-	8 9%abcd <h>ijklmopqrs</h>
London	381 18%	-	-	-	-	-	-	2 1%	-	2 1%	-	2 2%	4 8%abcd efghijk qrs	3 11%	361 77%abcde fghijklm pqrsvw	2 2%	-	-	-	-	-	-	6 6%abcd <h>ghijklqs</h>
Meridian	191 9%	-	-	-	-	-	-	-	-	1 1%	1 *	-	9 13%abcd efghijk rs	47 92%abcd efghijk loqrsvw	14 51%	45 10%abcd efghijkr sv	67 87%abcde fghijkl qrsvw	3 4%	-	-	-	-	5 5%gj
STV	155 7%	76 92% <h>cdef</h> ghijklm opqrsvw	68 82% <h>cdefg</h> hijklmop qrsvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12 13% <h>cdefghijklmopqrs</h>

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 447  
**Which of the following ITV regions do you live in?**  
**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Tyne Tees	82 4%	-	2 2%o	77 91%abcdef ghijklmo pqrsvw	1 1%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3 3%gjo
Wales	100 5%	-	-	-	-	-	2 1%o	13 16%abcde fgijklmo pqrv	-	1 *	-	-	-	-	-	-	1 1%o	-	74 99%abcde fghijklm opqrvw	-	8 9%abcdfgijklmopqrv	
West	60 3%	1 1%o	-	-	-	-	2 1%o	2 2%o	1 1%	7 4%o	-	-	-	2 7%	-	4 5%o	35 46%abcde fghijklm oprsvw	4 6%bcdko	1 1%	-	1 2%o	
Westcountry	105 5%	-	-	-	-	-	-	-	-	2 1%o	-	-	-	1 2%	-	2 3%o	35 45%abcd efghijk lmopsvw	62 94%abcde fghijklm opqsvw	-	-	4 5%go	
Yorkshire	201 10%	-	-	3 3%jo	81 99%abc ghijkl mopqrs vw	34 100%abcg hijklmop qrsvw	61 96%abcgh ijklmopq rsvw	1 1%	10 12%abcgh ijklmopqr sv	-	1 1%	-	-	-	-	-	-	-	-	-	-	10 11%abghijklmopqrsv
UTV	64 3%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2 2%o	-	-	62 99%abcde fghijklm opqrsvw	-	

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 448  
 Which of the following ITV regions do you live in?  
 Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network										
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your community (w)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Anglia	230	20	18	28	15	25	37	19	25	42	20	35	10	122	57	85	33	44	27	15	26	9	10	12
	11%	11%	9%	13%	11%	11%	15% <sup>bg</sup>	9%	9%	12%	13%	13%	9%	11%	11%	10%	10%	10%	10%	7%	12%	9%	9%	8%
Border	24	3	2	2	3	4	4	3	3	3	2	3	2	8	7	5	4	4	2	2	1	2	2	1
	1%	1%	1%	1%	2%	2%	2%	2%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	2%	2%	*
Central	266	17	19	24	16	29	21	21	27	51	23	31	17	153	77	110	39	55	32	29	33	12	15	22
	13%	9%	10%	12%	12%	13% <sup>f</sup>	8%	10%	10%	15% <sup>fh</sup>	15% <sup>f</sup>	19% <sup>bctgh</sup>	12%	14%	14%	13%	12%	13%	12%	14%	15%	13%	15%	15%
Granada	222	19	14	19	8	22	27	25	33	34	19	22	7	121	58	75	23	40	29	24	15	4	7	8
	11%	10%	8%	9%	6%	10%	11%	12% <sup>b</sup>	12% <sup>bdm</sup>	10%	12%	8%	6%	11% <sup>ppqv</sup>	11% <sup>qv</sup>	9%	7%	9%	11% <sup>qv</sup>	12% <sup>quv</sup>	7%	4%	6%	6%
London	381	55	56	44	25	36	52	45	69	65	28	60	27	213	108	174	81	101	57	41	37	22	18	32
	18%	29%	30% <sup>cdefg</sup>	21% <sup>ijk</sup>	18%	16%	21% <sup>e</sup>	22% <sup>e</sup>	26% <sup>ej</sup>	19%	18%	23% <sup>e</sup>	23%	19%	20%	21%	25% <sup>nou</sup>	24% <sup>nu</sup>	22%	21%	17%	25%	17%	22%
Meridian	191	14	13	11	11	24	15	18	17	23	17	24	13	95	50	84	26	35	20	18	16	6	7	3
	9%	7%	7%	5%	8%	11% <sup>cfhi</sup>	6%	9%	6%	7%	11% <sup>cf</sup>	9%	11% <sup>cf</sup>	9% <sup>x</sup>	9% <sup>x</sup>	10% <sup>nx</sup>	8% <sup>x</sup>	8% <sup>x</sup>	8% <sup>x</sup>	9% <sup>x</sup>	7% <sup>x</sup>	6%	6% <sup>x</sup>	2%
STV	155	11	14	18	5	9	14	13	16	22	4	14	3	71	34	69	23	28	17	16	17	4	8	13
	7%	6%	7% <sup>j</sup>	9% <sup>de</sup>	4%	4%	6%	6%	6%	6%	3%	5%	3%	6%	6%	8% <sup>no</sup>	7%	7%	7%	8%	8%	5%	8%	9%
Tyne Tees	82	8	9	9	4	7	8	8	9	15	7	7	3	48	18	26	14	14	9	8	8	7	7	4
	4%	4%	5%	4%	3%	3%	3%	4%	4%	4%	5%	3%	3%	4% <sup>p</sup>	3%	3%	4%	3%	3%	4%	3%	7% <sup>p</sup>	6%	3%
Wales	100	14	9	12	16	16	14	12	15	21	10	18	10	54	26	44	17	25	21	9	16	6	11	11
	5%	7%	5%	6%	12% <sup>bce</sup>	7% <sup>fg</sup>	6%	6%	6%	6%	6%	7%	9%	5%	5%	5%	5%	6%	8% <sup>no</sup>	5%	7%	7%	11% <sup>no</sup>	8%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 448  
**Which of the following ITV regions do you live in?**  
**Base: All respondents**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
West	60 3%	8 4%	9 5%	5 2%	4 3%	9 4%	9 4%	9 4%	12 5%	13 4%	4 3%	8 5%	9 3%	6 5%	36 3%	20 4%	26 3%	15 5%	15 4%	10 4%	8 4%	11 5%	8 8% <sup>nopr</sup>	7 7%	7 5%
Westcountry	105 5%	11 6%	10 5%	18 9%	14 10% <sup>h</sup>	16 7%	18 7%	14 7%	14 5%	21 6%	9 6%	10 6%	16 6%	8 7%	55 5% <sup>s</sup>	28 5% <sup>s</sup>	41 5% <sup>s</sup>	19 6% <sup>s</sup>	20 5% <sup>s</sup>	5 2%	14 7% <sup>s</sup>	15 7% <sup>s</sup>	4 4%	8 7% <sup>s</sup>	10 7% <sup>s</sup>
Yorkshire	201 10%	8 4%	11 6%	17 8%	12 9%	23 10% <sup>l</sup>	24 10%	14 7%	19 7%	27 8%	13 8%	15 9%	16 6%	8 7%	95 9%	43 8%	62 8%	23 7%	31 7%	19 7%	16 8%	18 8%	5 6%	4 4%	14 10% <sup>w</sup>
UTV	64 3%	3 2%	4 2%	4 2%	2 1%	9 4% <sup>dfj</sup>	4 2%	3 2%	7 3%	9 3%	1 1%	6 3% <sup>j</sup>	9 3%	1 1%	34 3% <sup>pt</sup>	14 3% <sup>t</sup>	17 2%	5 2%	15 4% <sup>q</sup>	9 4%	1 1%	5 2%	3 4% <sup>t</sup>	2 2%	4 3%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 449  
Which of the following ITV regions do you live in?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Anglia	230 11%	54 11%	60 10%	53 12%	50 12%	46 11%	41 13%	34 11%	48 12%	85 11%	12 8%	146 11%	142 12%	125 12%	81 10%	138 11%	142 11%	136 11%	128 12%	114 11%	71 11%
Border	24 1%	4 1%	5 1%	4 1%	3 1%	5 1%	2 1%	2 1%	3 1%	6 1%	-	9 1%p	8 1%p	8 1%	4 1%	7 1%	6 *	8 1%	7 1%	8 1%	4 1%
Central	266 13%	57 12%	92 15%	60 14%	65 16%	59 13%	62 19%e	47 15%	40 10%	108 14%	30 19%h	177 14%	169 14%	143 13%	103 13%	167 13%	181 14%	172 14%	152 14%	155 15%	87 14%
Granada	222 11%	54 11%	47 8%	51 12%	38 9%	36 8%	31 10%	32 10%	31 8%	82 11%	19 12%	132 10%	124 10%	101 10%	83 11%	126 10%	132 10%	120 10%	110 10%	99 9%	54 8%
London	381 18%	116 24%b	105 17%	91 21%d	64 15%	95 22%f	36 11%	66 21%f	90 24%i	125 17%	32 21%	247 19%	234 19%	219 21%l	161 21%	242 20%	262 20%l	241 20%	212 19%	204 20%	138 21%
Meridian	191 9%	47 10%	55 9%	41 10%	40 10%	35 8%	26 8%	26 8%	41 11%	60 8%	10 7%	110 9%p	104 8%	89 8%	66 8%	106 9%p	103 8%	108 9%	91 8%	86 8%	55 8%
STV	155 7%	24 5%	54 9%a	27 6%	32 8%	35 8%	27 9%	31 10%	28 7%	64 9%	9 6%	98 8%	96 8%	84 8%	67 9%	95 8%	104 8%	95 8%	91 8%	89 9%	55 9%
Tyne Tees	82 4%	13 3%	24 4%	12 3%	15 3%	19 4%	14 4%	7 2%	8 2%	28 4%	8 5%	42 3%	40 3%	36 3%	22 3%	42 3%	43 3%	40 3%	39 4%	37 4%	27 4%
Wales	100 5%	20 4%	36 6%	16 4%	21 5%	24 5%	16 5%	12 4%	14 4%	40 5%	9 6%	59 5%	62 5%	51 5%	42 5%	61 5%	60 5%	60 5%	54 5%	47 4%	31 5%
West	60 3%	13 3%	20 3%	12 3%	20 5%	20 5%	8 2%	10 3%	10 3%	27 4%	6 4%	43 3%	41 3%	38 4%	34 4%	42 3%	45 3%	39 3%	41 4%	31 3%	21 3%
Westcountry	105 5%	22 5%	28 5%	14 3%	21 5%	17 4%	20 6%	14 4%	19 5%	32 4%	7 4%	52 4%	61 5%ko	49 5%	33 4%	50 4%	58 4%	57 5%	51 5%	44 4%	29 4%
Yorkshire	201 10%	42 9%	67 11%	30 7%	44 10%	36 8%	24 7%	26 8%	42 11%	72 10%	11 7%	127 10%rn	122 10%rn	92 9%	68 9%	131 11%mn	133 10%rn	123 10%	110 10%	105 10%	60 9%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 449  
Which of the following ITV regions do you live in?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
UTV	64	12	14	15	7	11	11	11	9	21	2	34	31	26	17	31	37	29	25	24	13
		3%	2%	4%	2%	2%	4%	3%	2%	3%	2%	3%	2%	2%	2%	2%	3%	2%	2%	2%	2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 450  
**Marital Status**  
 Base: All respondents

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Single	620	330	290	186	150	109	89	49	38	174	190	80	176	61	27	59	43	49	45	33	46	113	81	53	10
	30%	33%b	27%	80%efg	42%fgh	33%ghi	24%hi	16%i	8%	31%l	32%l	19%	35%l	35%uy	32%y	25%	27%	30%y	32%y	24%	41%pqr	29%	30%	16%	
NET: Married/ Civil partnership/ co habiting	1160	593	567	42	191	207	240	192	288	322	308	297	232	84	47	149	94	105	79	49	123	128	156	102	45
	56%	58%b	53%	18%	53%d	62%de	65%de	62%de	60%d	57%lm	53%lm	70%jkm	46%	48%	55%	64%ntv	55%	59%v	54%	49%	63%ntv	47%	55%	57%	72%nqstvw
Married	854	442	412	8	110	148	174	152	262	236	213	237	167	56	32	112	73	78	55	34	94	95	115	70	39
	41%	44%b	39%	3%	31%d	44%de	47%de	50%de	54%def	42%lm	36%	56%jkm	33%	32%	38%	48%ntv	43%	43%n	38%	34%	49%ntv	35%	41%	39%	63%noqrstvw
Civil Partnership	13	5	8	-	7	-	1	2	3	5	2	3	3	1	-	1	-	-	2	-	1	3	6	-	-
	1%	*	1%	-	2%f	-	*	1%	1%	1%	*	1%	1%	*	-	*	-	-	1%	-	*	1%	2%	-	-
Co Habiting	293	147	146	35	74	59	65	38	23	81	93	57	62	27	15	36	21	27	22	15	28	30	35	32	5
	14%	14%	14%	15%i	21%hi	18%i	18%i	12%i	5%	14%	16%	13%	12%	16%	17%	16%	12%	15%	15%	15%	14%	11%	12%	18%	9%
NET: Widowed/ separated/ divorced	283	78	205	-	8	15	38	67	155	68	83	37	95	28	11	25	30	24	23	18	21	25	45	24	8
	14%	8%	19%a	-	2%d	4%d	10%def	22%defg	32%defgh	12%	14%l	9%	19%jl	16%	13%	11%	18%v	13%	16%	18%v	11%	9%	16%v	13%	12%
Widowed	96	24	72	-	1	2	3	11	78	21	32	3	40	12	3	7	13	7	8	7	6	7	14	8	5
	5%	2%	7%a	-	*	1%	1%	4%defg	16%defgh	4%l	6%l	1%	8%jl	7%	3%	3%	8%puv	4%	5%	7%	3%	3%	5%	5%	8%
Separated	30	8	22	-	6	5	3	6	10	10	9	5	6	4	1	2	2	3	2	3	3	4	7	1	-
	1%	1%	2%a	-	2%	2%	1%	2%d	2%d	2%	2%	1%	1%	2%	1%	1%	1%	2%	2%	3%	3%	1%	2%	*	-
Divorced	157	45	112	-	1	7	32	50	66	37	42	29	49	12	8	16	15	14	13	8	13	15	24	15	3
	8%	4%	10%a	-	*	2%	9%def	16%defg	14%defgh	7%	7%	7%	10%	7%	9%	7%	9%	8%	9%	8%	7%	5%	9%	8%	4%
Prefer not to answer	17	14	3	3	11	2	1	-	-	4	3	8	2	2	-	-	2	1	-	1	4	7	1	-	-
	1%	1%b	*	1%i	3%fghi	*	*	-	-	1%	1%	2%lm	*	1%	-	-	1%	*	-	1%	2%p	2%pw	*	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 451  
**Marital Status**  
Base: All respondents

	Working status				Disability					Educational level			Ethnicity		Kids in household						Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Single	620 30%	409 34% <sup>c</sup>	168 43% <sup>ac</sup>	42 9%	147 29% <sup>fg</sup>	98 44% <sup>dfgi</sup>	69 21%	29 20%	9 46%	454 30% <sup>fg</sup>	358 30%	258 29%	539 29%	73 43% <sup>l</sup>	530 35% <sup>opqr</sup>	88 16%	73 16%	47 16%	30 15%	39 16%	32 15%	17 14%	134 41% <sup>wxyz</sup>	105 28%	94 25%	109 23%	111 29%
NET: Married/ Civil partnership/ co habiting	1160 56%	680 57% <sup>b</sup>	177 45%	303 62% <sup>b</sup>	249 49% <sup>de</sup>	91 41%	172 52% <sup>de</sup>	76 53% <sup>de</sup>	6 31%	889 58% <sup>def</sup>	655 55%	500 57%	1061 56%	87 52%	732 48%	424 77% <sup>n</sup>	341 76% <sup>n</sup>	219 75% <sup>n</sup>	162 82% <sup>n</sup>	194 78% <sup>n</sup>	166 78% <sup>n</sup>	90 75% <sup>n</sup>	89 27%	193 51% <sup>v</sup>	217 58% <sup>vw</sup>	333 70% <sup>vw</sup>	259 69% <sup>vw</sup>
Married	854 41%	469 39% <sup>b</sup>	115 29%	270 55% <sup>ab</sup>	191 38% <sup>e</sup>	55 25%	145 43% <sup>de</sup>	57 40% <sup>e</sup>	6 31%	647 42% <sup>e</sup>	477 40%	373 43%	774 41%	71 42%	534 35%	317 58% <sup>n</sup>	256 57% <sup>n</sup>	167 57% <sup>n</sup>	122 62% <sup>n</sup>	141 57% <sup>n</sup>	124 58% <sup>n</sup>	75 62% <sup>n</sup>	61 19%	138 36% <sup>v</sup>	168 45% <sup>vw</sup>	259 54% <sup>vw</sup>	173 46% <sup>vw</sup>
Civil Partnership	13 1%	5 *	4 1%	4 1%	2 *	1 *	- 1%	1 -	- 1%	11 1%	6 1%	7 1%	11 1%	2 1%	7 *	5 1%	4 1%	- 3% <sup>noqt</sup>	5 1%	4 -	- -	4 1%	2 1%	1 *	4 1%	- -	
Co Habiting	293 14%	206 17% <sup>c</sup>	58 15% <sup>c</sup>	29 6%	56 11% <sup>f</sup>	34 15% <sup>df</sup>	27 8%	18 12%	- -	231 15% <sup>df</sup>	172 14%	120 14%	276 15% <sup>m</sup>	14 8%	190 13%	102 19% <sup>n</sup>	81 18% <sup>n</sup>	51 18% <sup>n</sup>	35 18%	49 20% <sup>n</sup>	43 20% <sup>n</sup>	15 13%	25 8%	52 14% <sup>v</sup>	47 13% <sup>v</sup>	70 15% <sup>v</sup>	86 23% <sup>vw</sup>
NET: Widowed/ separated/ divorced	283 14%	95 8%	43 11%	145 30% <sup>ab</sup>	107 21% <sup>ei</sup>	33 15%	92 28% <sup>dei</sup>	37 26% <sup>ei</sup>	4 23%	172 11%	172 14%	110 13%	279 15% <sup>m</sup>	4 3%	248 16% <sup>opqrs</sup>	34 6% <sup>r</sup>	33 7% <sup>or</sup>	24 8% <sup>r</sup>	6 3%	15 6%	14 6%	14 11% <sup>or</sup>	101 31% <sup>wxyz</sup>	82 21% <sup>xyz</sup>	57 15% <sup>yz</sup>	32 7% <sup>z</sup>	4 1%
Widowed	96 5%	18 1%	11 3%	67 14% <sup>ab</sup>	39 8% <sup>ei</sup>	5 2%	33 10% <sup>dei</sup>	11 8% <sup>ei</sup>	2 13%	57 4%	56 5%	40 5%	96 5% <sup>m</sup>	- -	95 6% <sup>opqrs</sup>	1 *	1 *	- -	- -	1 *	- -	- -	42 13% <sup>wxyz</sup>	29 8% <sup>yz</sup>	15 4% <sup>z</sup>	9 2% <sup>z</sup>	1 *
Separated	30 1%	14 1%	7 2%	9 2%	10 2%	6 3%	7 2%	3 2%	- -	20 1%	17 1%	13 1%	30 2%	1 *	16 1%	14 3% <sup>n</sup>	13 3% <sup>n</sup>	8 3% <sup>n</sup>	5 3%	9 4% <sup>n</sup>	6 3% <sup>n</sup>	3 2%	8 2% <sup>yz</sup>	9 2% <sup>z</sup>	11 3% <sup>yz</sup>	3 1%	- -
Divorced	157 8%	63 5%	25 6%	69 14% <sup>ab</sup>	58 12% <sup>ai</sup>	21 9%	52 16% <sup>dei</sup>	22 16% <sup>ei</sup>	2 10%	96 6%	98 8%	77 9%	153 8% <sup>m</sup>	2 2%	137 9% <sup>oprst</sup>	19 4% <sup>r</sup>	19 4% <sup>rs</sup>	16 6% <sup>orst</sup>	1 *	5 2%	7 3% <sup>r</sup>	11 9% <sup>oprs</sup>	52 16% <sup>xyz</sup>	45 12% <sup>yz</sup>	31 8% <sup>yz</sup>	21 4% <sup>z</sup>	4 1%
Prefer not to answer	17 1%	16 1% <sup>c</sup>	2 *	- -	2 *	2 1%	1 *	* *	- -	14 1%	7 1%	8 1%	8 *	4 3% <sup>l</sup>	8 1%	3 *	3 1%	3 1%	- -	- -	3 1%	- -	- -	1 *	2 1%	3 1%	4 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 452  
**Marital Status**  
Base: All respondents

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Single	620 30%	36 43% begi jkmv	21 25%	27 33% mv	28 35% egkm 14%	5 14%	20 31% m	35 20%	32 41% egij kmv	20 24%	45 27% m	15 18%	23 33% mv	6 12%	11 38%	170 36% egij kmv	27 57% a	24 61% ad	16 56%	23 31% m	10 16%	27 30% m
NET: Married/ Civil partnership/ co habiting	1160 56%	32 39%	47 57% a	46 55%	34 42%	23 67% ad	34 54%	117 68% cadhi osw	39 49%	54 62% ad	103 61% ado	52 65% ados	36 52%	33 64% ad	15 51%	240 51%	44 57% a	47 61% ad	37 56%	36 48%	45 72% cadhi osw	47 52%
Married	854 41%	22 27%	31 38%	31 37%	23 28%	19 55% adl	27 42%	84 49% ado	29 37%	38 44% ad	79 47% ad	40 50% ad	23 34%	25 48% ad	12 43%	180 38%	34 43%	33 43%	24 36%	28 37%	39 63% abcd fhijlop qrs	34 37% w
Civil Partnership	13 1%	-	1 1%	-	-	-	-	-	1 1%	2 2%	-	1 1%	-	-	-	7 2%	1 2%	-	-	-	-	-
Co Habiting	293 14%	10 13%	15 18%	15 17%	11 14%	4 11%	7 12%	33 19% o	9 11%	14 16%	24 14%	11 14%	13 18%	2 9%	53 11%	9 12%	14 18%	13 20%	8 11%	5 9%	13 15%	
NET: Widowed/ separated/ divorced	283 14%	14 18%	12 15%	11 13%	17 21% opq	7 19%	10 16%	20 11%	8 10%	12 14%	19 12%	12 15%	11 15%	12 24% gjop q	3 10%	52 11%	6 8%	6 7%	13 19%	15 20% opq	8 12%	17 18%
Widowed	96 5%	6 7%	5 6%	3 3%	9 11% hjq	4 11% hoq	2 4%	7 4%	* *	6 7% h	5 3%	4 4%	2 2%	4 7%	1 4%	14 3%	2 2%	1 1%	5 8% h	6 8% h	5 8% h	7 8% ho
Separated	30 1%	3 4%	1 2%	1 1%	-	-	2 3%	3 2%	1 2%	1 2%	3 2%	1 1%	2 3%	2 5%	1 4%	7 1%	-	-	1 1%	1 2%	-	1 1%
Divorced	157 8%	6 7%	6 8%	8 9%	8 10%	3 8%	6 9%	11 6%	6 8%	5 5%	11 7%	7 9%	7 10%	6 12%	1 2%	31 7%	4 5%	5 6%	7 11%	8 10%	3 4%	8 9%
Prefer not to answer	17 1%	-	2 3%	-	2 3% g	-	-	-	-	-	1 *	2 2%	-	-	-	9 2%	1 1%	-	-	1 1%	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 453  
**Marital Status**  
 Base: All respondents

	Total	Opinion Influencer Activities												Opinion Influencer Network											
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (g)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Single	620 30%	60 31%	72 38% defgij	72 34% de	34 25%	46 20%	70 28% e	59 28% e	96 36% defgij	106 31% e	43 27%	53 32% e	77 29% e	38 33% e	346 57% pq	175 33% t	299 48% notw	138 43% noprs tuvwx	152 24% t	84 33% t	46 23%	66 30% t	28 30%	27 26%	46 32% t
NET: Married/ Civil partnership/ co habiting	1160 56%	109 57%	97 51%	111 53%	84 62% bc	148 65% bcfhi	141 57%	127 61% bc	146 55%	190 55%	101 64% bchi	102 61% b	153 58%	70 61%	631 57% pq	322 60% pq	426 52%	161 50%	246 58% pq	170 66% npqr	130 65% npq	133 61% pq	61 66% pq	68 65% pq	84 59% q
Married	854 41%	83 43%	70 37%	89 42%	66 49% bhi	124 54% bcfghij	104 42%	87 42%	104 39%	137 39%	80 51% bhi	78 47% b	125 48% bhi	54 47%	477 43% pq	243 45% pqr	292 36%	111 34%	166 39%	120 46% pqr	107 53% nopqr	102 47% pqr	52 57% nopqr	55 53% pqr	67 47% pq
Civil Partnership	13 1%	-	-	-	-	1 *	-	2 1%	-	1 *	1 *	1 *	-	8 1%	6 1% r	8 1% r	4 1% r	1 *	1 *	-	2 1%	1 1%	1 1%	1 1%	
Co Habiting	293 14%	26 14%	27 14%	21 10%	17 13%	24 10%	36 15% ce	37 18% cel	42 16% cel	53 15% el	21 13%	23 14%	28 11%	16 14%	147 13%	73 13%	126 15% n	47 15%	80 19% notuv x	49 19% notuv x	23 12%	28 13%	8 9%	12 11%	16 11%
NET: Widowed/ separated/ divorced	283 14%	15 8%	17 9% m	20 9% m	16 12% hkm	31 14% hklm	28 11% hkm	18 9% m	17 6% m	43 12% hklm	11 7% m	8 5%	27 10% hkm	2 2%	119 11% oqrstv	40 7% s	84 10% qrstv	21 6% s	22 5% s	4 2%	25 12% oqrstv	20 9% rstv	3 3%	9 8% s	11 8% s
Widowed	96 5%	5 3%	8 4% km	9 4% km	6 4% k	15 7% hklm	14 6% hklm	9 4% km	6 2%	14 4% km	4 2%	1 1%	7 3%	1 1%	35 3% prst	13 2% r	18 2% r	4 1%	4 1%	1 *	9 4% qrstx	8 4% qrstx	-	2 2%	1 1%
Separated	30 1%	2 1%	2 1%	4 2%	2 2%	4 2%	6 2%	2 1%	1 *	5 1%	-	2 1%	4 2%	-	14 1%	6 1%	11 1%	3 1%	4 1%	1 *	2 1%	3 1%	-	-	1 1%
Divorced	157 8%	8 4%	7 4%	7 3%	8 6%	12 5%	8 3%	7 4%	11 4%	25 7% cfgm	7 4%	5 3%	16 6% fm	2 1%	70 6% orst	21 4% s	55 7% orst	14 4% s	15 4% s	3 1%	14 7% orst	10 4% s	3 3%	6 6% s	9 6% s

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 453  
**Marital Status**  
 Base: All respondents

	Total	Opinion Influencer Activities											Opinion Influencer Network												
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Prefer not to answer	17 1%	7 4%	3 2%	8 4%	2 1%	3 1%	8 3%	3 2%	7 3%	7 2%	3 2%	3 2%	4 2%	5 4%	10 1%	3 *	9 1%	2 1%	6 1%	-	-	-	-	-	1 1%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 454  
**Marital Status**  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Single	620 30%	186 39%b	190 31%	140 33%d	100 24%	154 35%	113 35%	108 34%	134 35%i	205 27%	60 39%i	406 32%	388 31%	360 34%klo	304 39%klmo	397 32%	441 34%klo	410 33%	378 34%	351 34%	250 39% <sup>s</sup>
NET: Married/ Civil partnership/ co-habiting	1160 56%	249 52%	360 59%a	252 59%	266 63%	258 59%	185 58%	195 61%	206 54%	456 61%h	79 52%	723 57%	703 57%p	594 56%	429 55%	697 56%	729 56%	688 56%	618 56%	571 55%	355 55%
Married	854 41%	168 35%	245 40%	186 44%	189 45%	170 39%	115 36%	138 43%	146 38%	324 43%j	50 33%	516 40%mnop	505 41%mnop	395 37%	286 37%	486 39%m	503 38%	479 39%	433 39%	394 38%	232 36%
Civil Partnership	13 1%	3 1%	5 1%	2 1%	3 1%	3 1%	1 *	2 *	1 *	5 1%	2 1%	6 *	8 1%	8 1%	6 1%	6 1%	9 1%	9 1%	5 *	9 1%	4 1%
Co Habiting	293 14%	78 16%	110 18%	63 15%	74 18%	85 19%	69 22%	56 17%	59 15%	127 17%	27 18%	201 16%	190 15%	191 18%klop	137 18%cl	205 17%l	218 17%kl	201 16%	180 16%	168 16%	118 18%
NET: Widowed/ separated/ divorced	283 14%	42 9%	50 8%	32 7%	53 13% <sup>c</sup>	47 4%	16 5%	15 5%	43 11%	81 11%	13 8%	136 11% <sup>mnp</sup>	130 11% <sup>mnp</sup>	92 9% <sup>n</sup>	39 5%	131 11% <sup>mnp</sup>	126 10% <sup>n</sup>	121 10%	102 9%	116 11% <sup>t</sup>	29 5%
Widowed	96 5%	10 2%	19 3%	10 2%	13 3%	1 *	2 1%	3 1%	15 4%	25 3%	1 1%	43 3% <sup>mnp</sup>	38 3% <sup>mnp</sup>	24 2% <sup>n</sup>	11 1%	40 3% <sup>mnp</sup>	34 3% <sup>n</sup>	37 3%	29 3%	38 4% <sup>t</sup>	6 1%
Separated	30 1%	7 2%	7 1%	4 1%	6 1%	3 1%	3 1%	2 *	4 1%	11 1%	1 1%	17 1%	14 1%	12 1%	7 1%	16 1%	15 1%	18 1% <sup>r</sup>	9 1%	14 1%	5 1%
Divorced	157 8%	25 5%	24 4%	17 4%	34 8% <sup>c</sup>	13 3%	11 3%	11 3%	23 6%	45 6%	11 7%	76 6% <sup>n</sup>	78 6% <sup>mn</sup>	56 5% <sup>n</sup>	21 3%	75 6% <sup>n</sup>	77 6% <sup>n</sup>	66 5%	64 6%	63 6% <sup>t</sup>	19 3%
Prefer not to answer	17 1%	1 *	8 1% <sup>a</sup>	2 1%	1 *	7 2% <sup>g</sup>	5 2%	1 *	2 *	8 1%	2 1%	12 1%	13 1%	12 1%	8 1%	13 1%	13 1%	10 1%	14 1% <sup>q</sup>	5 1%	11 2% <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 455  
Which of the following cities do you live in, or nearest to?  
Base: All respondents

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Glasgow	83	41	42	9	16	20	15	11	12	21	17	7	38	83	-	-	-	-	-	-	-	-	-	-	-
	4%	4%	4%	4%	4%	6% <sup>i</sup>	4%	3%	2%	4%	3%	2%	8% <sup>ijkl</sup>	47% <sup>opqr</sup>	-	-	-	-	-	-	-	-	-	-	-
Edinburgh	82	47	35	5	17	17	11	9	23	23	30	16	13	81	2	-	-	-	-	-	-	-	-	-	-
	4%	5%	3%	2%	5%	5%	3%	3%	5%	4%	5% <sup>m</sup>	4%	3%	46% <sup>opqr</sup>	2% <sup>vw</sup>	-	-	-	-	-	-	-	-	-	-
Newcastle	84	47	38	10	9	14	13	14	25	23	26	19	17	1	77	3	4	-	-	-	-	-	-	-	-
	4%	5%	4%	4%	2%	4%	3%	5%	5%	4%	4%	4%	3%	*	91% <sup>npqr</sup>	1%	2% <sup>uvw</sup>	-	-	-	-	-	-	-	-
Leeds	81	38	43	11	16	8	12	14	20	21	22	13	25	-	-	-	81	-	-	-	-	-	-	-	-
	4%	4%	4%	5%	5%	2%	3%	4%	4%	4%	4%	3%	5%	-	-	-	48% <sup>nopr</sup>	-	-	-	-	-	-	-	-
Hull	34	17	17	3	4	5	5	9	8	5	14	6	9	-	-	-	32	-	1	-	-	-	-	-	-
	2%	2%	2%	1%	1%	1%	1%	3%	2%	1%	2%	1%	2%	-	-	-	19% <sup>nopr</sup>	-	1%	-	-	-	-	-	-
Sheffield	64	35	28	4	11	13	8	15	13	16	23	11	15	-	-	-	46	1	17	-	-	-	-	-	-
	3%	3%	3%	2%	3%	4%	2%	5%	3%	3%	4%	3%	3%	-	-	-	27% <sup>nopr</sup>	*	12% <sup>nopr</sup>	-	-	-	-	-	-
Manchester	172	84	88	18	29	29	39	27	30	39	39	46	47	-	2	159	1	7	-	2	-	-	-	-	-
	8%	8%	8%	8%	8%	9%	11% <sup>i</sup>	9%	6%	7%	7%	11% <sup>jk</sup>	9%	-	2% <sup>vw</sup>	68% <sup>noqr</sup>	1%	4% <sup>nsuv</sup>	-	2% <sup>uvw</sup>	-	-	-	-	-
Liverpool	78	38	40	11	15	14	12	11	14	22	24	18	15	-	2	61	-	2	13	-	-	-	-	-	-
	4%	4%	4%	5%	4%	4%	3%	4%	3%	4%	4%	4%	3%	-	2% <sup>vw</sup>	26% <sup>noqr</sup>	-	1%	13% <sup>noqr</sup>	-	-	-	-	-	-
Nottingham	87	33	54	10	14	14	12	16	21	21	31	15	20	-	-	-	1	-	79	-	6	1	-	-	-
	4%	3%	5%	4%	4%	4%	3%	5%	4%	4%	5%	4%	4%	-	-	-	*	-	54% <sup>noqr</sup>	-	3% <sup>nprv</sup>	-	*	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 455  
**Which of the following cities do you live in, or nearest to?**  
**Base: All respondents**

	Gender		Age							Social Grade				Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)	
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*	
Birmingham	168 8%	84 8%	84 8%	29 13% <sup>e</sup> <sub>hi</sub>	22 6%	32 10%	30 8%	20 7%	35 7%	52 9%	42 7%	38 9%	36 7%	-	-	-	-	159 89% <sup>n</sup> <sub>opq</sub> stuvwxy	7 5% <sup>n</sup> <sub>pqu</sub>	1 1%	-	-	-	1 1%	-	
Norwich	80 4%	35 3%	45 4%	3 1%	12 3%	10 3%	22 6% <sup>d</sup>	9 3%	24 5% <sup>d</sup>	17 3%	21 4%	18 4%	25 5%	-	-	-	-	-	1 *	-	78 40% <sup>n</sup> <sub>opq</sub> rstvwxy	-	2 1%	-	-	
Milton Keynes	69 3%	34 3%	36 3%	12 5% <sup>i</sup>	15 4%	15 4%	10 3%	7 2%	11 2%	15 3%	19 3%	10 2%	25 5%	-	-	-	-	1 *	23 16% <sup>n</sup> <sub>opq</sub> rtvwxy	-	26 14% <sup>n</sup> <sub>opq</sub> rtvwxy	-	17 6% <sup>n</sup> <sub>opq</sub> rtvx	2 1%	-	
Brighton	51 2%	23 2%	28 3%	1 *	8 2%	6 2%	7 2%	15 5% <sup>d</sup>	15 3% <sup>d</sup>	10 2%	17 3%	13 3%	11 2%	-	-	-	-	-	-	-	-	-	51 18% <sup>n</sup> <sub>opq</sub> rstuvxy	-	-	-
Oxford	28 1%	14 1%	15 1%	2 1%	7 2%	4 1%	8 2%	3 1%	4 1%	8 1%	12 2%	4 1%	4 1%	-	-	-	-	-	*	-	-	-	23 8% <sup>n</sup> <sub>opq</sub> rstuvx y	5 3% <sup>n</sup> <sub>pqr</sub> uv	-	-
London	471 23%	228 22%	243 23%	61 26% <sup>f</sup>	104 29% <sup>f</sup> <sub>hi</sub>	59 18%	84 23%	60 19%	104 22%	160 28% <sup>k</sup> <sub>m</sub>	123 21%	95 22%	93 18%	-	-	1 *	-	-	3 2%	-	67 35% <sup>n</sup> <sub>opq</sub> pqrst xy	272 100% <sup>n</sup> <sub>op</sub> qrstuw xy	123 44% <sup>n</sup> <sub>opq</sub> rstxy	3 2%	-	-
Southampton	77 4%	36 4%	42 4%	10 4%	12 3%	16 5%	11 3%	7 2%	21 4%	31 5% <sup>m</sup>	20 3%	13 3%	14 3%	-	-	-	-	-	-	-	-	-	58 20% <sup>n</sup> <sub>op</sub> qrstuv xy	20 11% <sup>n</sup> <sub>opq</sub> rstuvy	-	-
Bristol	76 4%	45 4%	31 3%	16 7% <sup>h</sup> <sub>hi</sub>	15 4%	11 3%	13 4%	8 3%	13 3%	16 3%	20 3%	23 6% <sup>j</sup>	17 3%	-	-	-	-	-	-	1 1%	-	-	-	75 42% <sup>n</sup> <sub>opq</sub> rstuvwxy	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 455  
 Which of the following cities do you live in, or nearest to?  
 Base: All respondents

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Plymouth	66	31	35	5	13	9	12	7	21	18	21	10	18	-	-	-	-	-	-	-	-	-	-	66	-
	3%	3%	3%	2%	4%	3%	3%	2%	4%	3%	4%	2%	3%	-	-	-	-	-	-	-	-	-	-	37%nopq	-
Cardiff	75	39	35	7	9	16	17	14	14	14	20	14	26	-	-	-	-	-	-	75	-	-	-	-	-
	4%	4%	3%	3%	2%	5%	5%	4%	3%	2%	4%	3%	5%j	-	-	-	-	-	-	74%nopq	-	-	-	-	-
																				rsuvwxy					
Belfast	62	31	32	-	6	12	15	15	14	22	19	9	12	-	-	-	-	-	-	-	-	-	-	-	62
	3%	3%	3%	-	2%	4%d	4%d	5%de	3%d	4%	3%	2%	2%	-	-	-	-	-	-	-	-	-	-	-	100%nopqrstuvwxy
None of these	90	36	54	4	6	11	11	19	39	16	26	23	26	12	2	9	4	10	16	8	16	-	8	6	-
	4%	4%	5%	2%	2%	3%	3%	6%de	8%defg	3%	4%	5%	5%	7%v	2%v	4%v	2%v	5%v	11%opqv	8%qvwy	8%qvwy	-	3%v	3%v	-

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 456  
 Which of the following cities do you live in, or nearest to?  
 Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Reti- red (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Glasgow	83 4%	48 4%	24 6% <sup>c</sup>	11 2%	25 5%	14 6%	14 4%	7 5%	1 6%	53 3%	48 4%	34 4%	79 4%	4 2%	53 3%	30 5% <sup>s</sup>	22 5% <sup>s</sup>	18 6% <sup>s</sup>	8 4%	6 3%	14 7% <sup>s</sup>	4 4%	22 7% <sup>yz</sup>	19 5%	19 5%	13 3%	8 2%
Edinburgh	82 4%	46 4%	11 3%	25 5%	15 3%	7 3%	9 3%	3 2%	1 5%	63 4%	42 4%	40 5%	81 4% <sup>m</sup>	-	56 4%	26 5%	23 5% <sup>q</sup>	10 3%	13 7%	14 6%	7 3%	4 4%	14 4%	12 3%	19 5%	18 4%	16 4%
Newcastle	84 4%	43 4%	11 3%	30 6% <sup>ab</sup>	20 4%	8 4%	15 5%	6 4%	-	63 4%	52 4%	31 4%	83 4%	2 1%	66 4%	19 3%	16 4%	11 4%	4 2%	10 4%	9 5%	6 5%	16 5%	21 6% <sup>y</sup>	17 5%	12 3%	15 4%
Leeds	81 4%	43 4%	16 4%	22 5%	17 3%	5 2%	13 4%	7 5%	2 10%	63 4%	41 3%	38 4%	71 4%	10 6%	68 4% <sup>t</sup>	13 2% <sup>t</sup>	11 2% <sup>t</sup>	8 3% <sup>t</sup>	4 2%	6 3%	2 1%	7 6% <sup>opqt</sup>	13 4%	24 6% <sup>yz</sup>	13 3%	11 2%	10 3%
Hull	34 2%	20 2%	8 2%	7 1%	7 1%	-	7 2%	1 1%	1 4%	25 2%	19 2%	15 2%	33 2%	*	23 2%	11 2% <sup>ps</sup>	5 1%	4 1%	6 3% <sup>ps</sup>	1 *	1 1%	3 2%	2 1%	11 3% <sup>yz</sup>	6 2%	9 2%	2 1%
Sheffield	64 3%	39 3%	10 3%	15 3%	13 3%	9 4%	8 2%	4 3%	-	49 3%	43 4%	20 2%	61 3%	3 2%	52 3%	11 2%	11 2%	7 2%	5 2%	5 2%	5 2%	2 2%	9 3%	14 4%	12 3%	17 4%	9 2%
Manchester	172 8%	104 9%	36 9%	32 7%	49 10%	30 14% <sup>di</sup>	33 10%	15 10%	1 3%	118 8%	104 9%	66 8%	150 8%	17 10%	117 8%	55 10%	42 9%	22 8%	23 12%	29 12%	15 7%	8 7%	36 11% <sup>y</sup>	36 9%	26 7%	31 6%	35 9%
Liverpool	78 4%	42 3%	18 5%	18 4%	24 5%	10 4%	17 5%	6 4%	-	53 3%	41 3%	37 4%	77 4% <sup>m</sup>	-	57 4%	20 3%	15 3%	7 2%	12 6%	11 5%	5 2%	3 3%	13 4%	10 3%	9 2%	27 6% <sup>wxz</sup>	9 2%
Nottingham	87 4%	44 4%	17 4%	25 5%	21 4%	14 6%	11 3%	6 5%	2 10%	63 4%	48 4%	39 4%	83 4%	3 2%	69 5%	17 3%	12 3%	10 3%	7 4%	7 3%	8 4%	4 3%	18 6% <sup>z</sup>	13 3%	25 7% <sup>wyz</sup>	15 3%	9 2%
Birmingham	168 8%	97 8%	37 9%	34 7%	32 6%	13 6%	19 5%	7 3%	1 9%	131 8%	98 8%	69 7%	137 7%	28 17% <sup>l</sup>	106 7%	60 11% <sup>n</sup>	50 11% <sup>n</sup>	37 13% <sup>n</sup>	15 8%	24 10%	32 15% <sup>nopr</sup>	11 9%	20 6%	28 7%	34 9%	44 9%	27 7%
Norwich	80 4%	39 3%	13 3%	29 6% <sup>a</sup>	25 5%	10 4%	17 5%	9 6%	-	54 4%	48 4%	31 4%	79 4%	2 1%	64 4% <sup>s</sup>	15 3% <sup>s</sup>	11 2% <sup>s</sup>	8 3%	5 3%	3 1%	7 3%	4 4%	13 4%	15 4%	17 5%	22 5%	10 3%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 456  
Which of the following cities do you live in, or nearest to?  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Milton Keynes	69 3%	49 4% <sup>c</sup>	14 4% <sup>c</sup>	7 1%	19 4%	11 5%	13 4%	3 2%	1 3%	49 3%	39 3%	31 4%	63 3%	6 4%	49 3%	21 4%	18 4%	10 3%	9 4%	10 4%	9 4%	5 4%	11 3% <sup>y</sup>	17 4% <sup>y</sup>	14 4% <sup>y</sup>	6 1%	14 4% <sup>y</sup>
Brighton	51 2%	28 2%	9 2%	14 3%	13 3% <sup>e</sup>	2 1%	11 3% <sup>e</sup>	5 4%	-	37 2%	32 3%	19 2%	50 3%	1 *	37 2%	14 2%	12 3%	9 3%	4 2%	7 3%	8 4%	2 2%	9 3%	13 3%	11 3%	10 2%	7 2%
Oxford	28 1%	20 2%	3 1%	6 1%	7 1%	5 2%	4 1%	5 4% <sup>df</sup>	-	22 1%	8 1%	21 2% <sup>j</sup>	28 2%	-	24 2%	4 1%	3 1%	2 1%	1 *	1 1%	1 *	1 1%	2 1%	1 *	4 1%	11 2% <sup>w</sup>	7 2%
London	471 23%	291 24%	83 21%	97 20%	100 20%	41 18%	70 21%	26 18%	3 17%	361 24%	261 22%	207 24%	378 20%	82 49% <sup>l</sup>	349 23%	115 21%	93 21%	64 22%	42 21%	53 21%	47 22%	30 24%	59 18%	63 17%	65 18%	121 25% <sup>vw</sup>	119 32% <sup>vw</sup>
Southampton	77 4%	47 4%	11 3%	19 4%	15 3%	6 3%	10 3%	4 3%	-	61 4%	43 4%	34 4%	69 4%	8 5%	56 4%	21 4%	19 4%	9 3%	12 6%	16 7% <sup>opq</sup>	8 4%	4 3%	3 1%	10 3%	20 5% <sup>v</sup>	13 3%	22 6% <sup>v</sup>
Bristol	76 4%	44 4%	20 5%	13 3%	28 6% <sup>fi</sup>	13 6% <sup>i</sup>	13 4%	6 4%	2 8%	48 3%	48 4%	29 3%	76 4% <sup>m</sup>	1 *	59 4%	17 3%	15 3%	6 2%	7 4%	9 4%	4 2%	2 2%	7 3%	10 3%	19 5% <sup>v</sup>	19 4%	14 4%
Plymouth	66 3%	36 3%	12 3%	18 4%	26 5% <sup>fi</sup>	11 5%	12 4%	11 8% <sup>fi</sup>	5 25%	40 3%	42 4%	25 3%	66 4% <sup>m</sup>	-	43 3%	23 4%	19 4%	12 4%	6 3%	12 5%	10 5%	1 1%	10 3%	16 4%	12 3%	17 4%	7 2%
Cardiff	75 4%	44 4%	17 4%	15 3%	15 3%	5 2%	13 4%	2 2%	-	60 4%	48 4%	27 3%	74 4%	1 1%	53 4%	22 4%	18 4%	10 4%	7 4%	11 4%	7 3%	4 3%	14 4%	13 4%	12 3%	25 5%	9 2%
Belfast	62 3%	36 3%	11 3%	15 3%	13 3% <sup>e</sup>	2 1%	13 4% <sup>de</sup>	2 2%	-	50 3%	30 3%	32 4%	62 3%	1 *	42 3%	21 4%	19 4%	15 5%	4 2%	8 3%	9 4%	8 6% <sup>n</sup>	7 2%	10 3%	6 2%	16 3%	23 6% <sup>vw</sup>
None of these	90 4%	40 3%	11 3%	39 8% <sup>ab</sup>	19 4%	8 4%	13 4%	6 4%	1 7%	68 4%	58 5%	30 3%	86 5% <sup>m</sup>	1 1%	74 5% <sup>s</sup>	17 3%	14 3% <sup>s</sup>	11 4%	3 2%	3 1%	8 4%	7 6% <sup>s</sup>	24 7% <sup>xz</sup>	23 6% <sup>z</sup>	13 3%	21 4% <sup>z</sup>	5 1%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 457  
 Which of the following cities do you live in, or nearest to?  
 Base: All respondents

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
Glasgow	83 4%	83 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Edinburgh	82 4%	-	82 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Newcastle	84 4%	-	-	84 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Leeds	81 4%	-	-	-	81 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hull	34 2%	-	-	-	-	34 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sheffield	64 3%	-	-	-	-	-	64 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Manchester	172 8%	-	-	-	-	-	-	172 100% ghijklmop qrstvw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 457  
 Which of the following cities do you live in, or nearest to?  
 Base: All respondents

	City																					
	Total	Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Liverpool	78 4%	-	-	-	-	-	-	-	78 100%abcde fgijklmop qrsvw	-	-	-	-	-	-	-	-	-	-	-	-	-
Nottingham	87 4%	-	-	-	-	-	-	-	87 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-	-	-	-	-	-	-
Birmingham	168 8%	-	-	-	-	-	-	-	-	168 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-	-	-	-	-	-
Norwich	80 4%	-	-	-	-	-	-	-	-	-	80 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-	-	-	-	-
Milton Keynes	69 3%	-	-	-	-	-	-	-	-	-	-	69 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-	-	-	-
Brighton	51 2%	-	-	-	-	-	-	-	-	-	-	-	51 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-	-	-
Oxford	28 1%	-	-	-	-	-	-	-	-	-	-	-	-	28 100%	-	-	-	-	-	-	-	-
London	471 23%	-	-	-	-	-	-	-	-	-	-	-	-	-	471 100%abcde fghijklmop qrsvw	-	-	-	-	-	-	-

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 457  
**Which of the following cities do you live in, or nearest to?**  
**Base: All respondents**

	Total	City																				
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Southampton	77 4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	77 100%abcde fghijklmo qrsvw	-	-	-	-	-
Bristol	76 4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	76 100%abcde fghijklmo prsvw	-	-	-	-
Plymouth	66 3%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	66 100%abcde fghijklmo pqsvw	-	-	-
Cardiff	75 4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	75 100%abcde fghijklmo pqrw	-	-
Belfast	62 3%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	62 100%abcde fghijklmo pqrs	-
None of these	90 4%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	90 100%abcdefgijklmopqrs

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 458  
Which of the following cities do you live in, or nearest to?  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143	
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142	
Glasgow	83 4%	7 4%	4 2%	10 5%jm	3 2%	6 3%	10 4%	6 3%	9 3%	12 3%	2 1%	7 3%	-	43 4%	20 4%	38 5%	15 5%	19 4%	12 5%	9 4%	9 4%	3 3%	3 3%	6 4%	
Edinburgh	82 4%	5 3%	8 4%	9 4%	3 2%	5 2%	7 3%	7 4%	7 3%	12 4%	3 2%	8 3%	3 3%	34 3%	19 3%	39 5%nq	8 3%	15 3%	10 4%	8 4%	8 4%	2 2%	4 3%	7 5%	
Newcastle	84 4%	11 6%	12 6%	10 5%	7 5%	9 4%	12 5%	11 5%	12 5%	17 5%	10 6%	12 4%	6 5%	49 4%p	22 4%	25 3%	18 6%p	15 4%	9 4%	9 4%	9 4%	10%no prst	8 8%px	4 3%	
Leeds	81 4%	4 2%	6 3%	4 2%	4 3%	10 4%l	11 4%cl	6 3%	10 4%	14 4%l	5 3%	6 4%	5 2%	2 2%	39 3%	19 4%	28 3%	7 2%	9 2%	9 4%	3 1%	6 3%	2 2%	5 4%	
Hull	34 2%	1 1%	1 1%	3 2%	2 2%	4 2%	5 2%	3 2%	2 1%	3 1%	2 1%	2 1%	2 2%	18 2%	8 1%	11 1%	3 1%	8 2%	4 1%	5 3%	2 1%	1 2%	-	3 2%	
Sheffield	64 3%	2 1%	2 1%	7 3%	3 2%	6 3%	5 2%	5 2%	5 2%	9 3%	3 2%	6 2%	3 2%	33 3%	14 3%	22 3%	11 3%	13 3%	4 2%	7 3%	6 3%	1 1%	4 4%	6 4%	
Manchester	172 8%	16 8%	12 6%	15 7%	10 7%	23 10% m	20 8%	23 11% bm	30 11% bm	32 9% m	12 8%	11 7%	23 9%	5 4%	90 8%	39 7%	58 7%	17 5%	29 7%	25 10% qr	19 9% q	21 10% q	5 5%	7 6%	12 9%
Liverpool	78 4%	12 6%	9 5%	9 4%	6 4% e	4 2%	10 4% e	8 4%	11 4%	14 4%	11 7% el	7 4%	6 2%	47 6% el	27 5%	31 4%	15 5%	16 4%	16 6% rtuvx	4 2%	5 2%	1 1%	4 3%	3 2%	
Nottingham	87 4%	6 3%	6 3%	9 4% g	3 2%	8 4% g	3 3%	2 1%	9 3% g	17 5% g	8 5% g	7 3%	2 2%	50 5% qs	18 3%	34 4% q	7 2%	11 3%	5 2%	7 3%	9 4%	4 5%	4 3%	6 4%	
Birmingham	168 8%	18 9%	20 11%	20 9%	16 12%	25 11%	20 8%	24 12%	23 9%	28 8%	20 12%	23 9%	18 16% cfhil	88 8%	49 9%	61 7%	34 11% p	37 9%	22 9%	18 9%	23 10%	11 12%	13 13%	16 11%	

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 458  
Which of the following cities do you live in, or nearest to?  
Base: All respondents

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Norwich	80 4%	6 3%	5 3%	8 4%	6 4% <sup>m</sup>	11 5% <sup>km</sup>	10 4%	5 3%	9 3%	12 4%	4 3%	2 1%	12 5% <sup>km</sup>	-	40 4% <sup>ot</sup>	12 2%	24 3%	8 3%	8 2%	7 3%	2 1%	7 3% <sup>t</sup>	1 1%	1 1%	2 2%
Milton Keynes	69 3%	4 2%	2 1%	8 4% <sup>be</sup>	1 1%	2 1%	8 3% <sup>ee</sup>	3 2%	5 2%	15 4% <sup>begh</sup>	4 3%	3 2%	8 3% <sup>ee</sup>	8 7% <sup>bdeghk</sup>	39 4%	22 4%	30 4%	13 4%	17 4%	11 4%	8 4%	5 2%	1 1%	1 1%	3 2%
Brighton	51 2%	2 1%	1 1%	2 1%	2 2%	4 2%	4 2%	3 2%	2 1%	5 1%	4 2%	2 1%	5 2%	-	22 2%	11 2%	21 3%	8 3%	7 2%	4 1%	3 2%	3 1%	1 1%	3 3%	1 1%
Oxford	28 1%	2 1%	-	2 1%	-	2 1%	2 1%	4 2%	5 2%	4 1%	2 1%	3 2%	6 2%	2 2%	17 2%	8 1% <sup>q</sup>	13 2% <sup>q</sup>	1 *	7 2%	4 2%	3 1%	5 2% <sup>q</sup>	1 1%	1 1%	1 1%
London	471 23%	60 32%	61 32% <sup>cd</sup>	49 23% <sup>degi</sup>	30 22% <sup>j</sup>	44 19%	63 26% <sup>ee</sup>	50 24%	72 27% <sup>ee</sup>	78 23%	34 21%	36 22%	67 26% <sup>ee</sup>	30 26%	266 24%	135 25%	216 26% <sup>n</sup>	95 29% <sup>nu</sup>	124 29% <sup>nu</sup>	65 25%	53 26%	48 22%	26 29%	24 23%	35 24%
Southampton	77 4%	8 4%	9 5%	8 4%	5 4%	12 5%	10 4%	9 4%	11 4%	12 4%	8 5%	7 4%	11 4%	10 9% <sup>cfil</sup>	39 4%	22 4%	32 4%	11 3%	17 4%	14 6%	5 3%	5 2%	2 3%	1 1%	4 3%
Bristol	76 4%	9 4%	11 6%	7 3%	7 5%	10 4%	11 4%	9 5%	13 5%	18 5%	8 5%	9 6%	12 5%	4 3%	46 4%	27 5%	37 5%	18 6%	19 4%	8 3%	10 5%	9 4%	6 7% <sup>x</sup>	6 6% <sup>x</sup>	3 2%
Plymouth	66 3%	8 4%	5 3%	12 6% <sup>b</sup>	10 8% <sup>bhi</sup>	12 5%	14 6%	11 5%	9 3%	13 4%	6 4%	6 4%	10 4%	7 6%	32 3% <sup>s</sup>	14 3% <sup>s</sup>	22 3% <sup>s</sup>	9 3% <sup>s</sup>	10 2% <sup>s</sup>	2 1%	9 5% <sup>s</sup>	13 6% <sup>enopqrs</sup>	3 3% <sup>s</sup>	5 5% <sup>s</sup>	9 6% <sup>enopqrs</sup>
Cardiff	75 4%	8 4%	6 3%	10 5%	10 8%	12 5%	11 4%	8 4%	11 4%	16 5%	5 3%	8 5%	15 6%	6 5%	45 4%	22 4%	35 4%	12 4%	21 5%	15 6%	8 4%	13 6%	5 6%	8 8% <sup>q</sup>	9 6%
Belfast	62 3%	3 2%	5 2%	4 2%	2 1%	9 4% <sup>dfj</sup>	4 2%	3 2%	7 3%	9 3%	1 1%	6 3% <sup>j</sup>	9 3%	1 3% <sup>t</sup>	32 3% <sup>t</sup>	14 3% <sup>t</sup>	17 2%	5 2%	15 4% <sup>q</sup>	9 4%	1 1%	5 2%	3 4% <sup>t</sup>	2 2%	4 3%
None of these	90 4%	1 *	4 2%	4 2%	4 3%	11 5% <sup>fghim</sup>	4 2%	4 2%	3 1%	6 2%	7 4% <sup>hi</sup>	4 2%	9 3% <sup>h</sup>	-	36 3%	17 3%	22 3%	7 2%	7 2%	3 1%	11 5% <sup>pqrs</sup>	9 4%	2 2%	4 4%	3 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 459  
Which of the following cities do you live in, or nearest to?  
Base: All respondents

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Glasgow	83 4%	14 3%	33 5%	14 3%	19 4%	20 4%	14 4%	13 4%	10 3%	37 5%	5 3%	54 4%	48 4%	47 4%	42 5% <sup>lop</sup>	52 4%	53 4%	52 4%	47 4%	46 4%	26 4%
Edinburgh	82 4%	13 3%	22 4%	16 4%	12 3%	20 4%	15 5%	18 6%	15 4%	27 4%	7 4%	45 4%	46 4%	40 4%	28 4%	46 4%	51 4%	45 4%	48 4%	44 4%	34 5%
Newcastle	84 4%	14 3%	26 4%	10 2%	17 4%	19 4%	14 4%	8 3%	9 2%	31 4%	4 3%	42 3%	43 3%	37 3%	24 3%	43 3%	44 3%	41 3%	41 4%	39 4%	27 4%
Leeds	81 4%	16 3%	26 4%	6 1%	17 4% <sup>c</sup>	14 3%	8 3%	10 3%	20 5%	25 3%	3 2%	51 4% <sup>m</sup>	47 4% <sup>m</sup>	31 3%	23 3%	49 4% <sup>m</sup>	52 4% <sup>m</sup>	46 4%	39 4%	40 4%	24 4%
Hull	34 2%	9 2%	11 2%	8 2%	4 1%	10 2%	7 1%	3 1%	4 1%	13 2%	5 3%	23 2%	22 2%	18 2%	14 2%	24 2%	23 2%	22 2%	20 2%	19 2%	17 3%
Sheffield	64 3%	16 3%	22 4%	15 3%	18 4%	12 3%	9 3%	11 3%	16 4%	23 3%	4 3%	43 3%	45 3%	35 3%	28 4%	46 4%	48 4%	44 4%	41 4%	35 3%	16 2%
Manchester	172 8%	46 10%	44 7%	42 10%	35 8%	34 8%	31 10%	31 10%	28 7%	70 9%	15 10%	115 9%	103 8%	88 8%	69 9%	104 8%	115 9%	105 9%	97 9%	83 8%	44 7%
Liverpool	78 4%	22 5% <sup>b</sup>	11 2%	18 4%	10 2%	15 3%	8 3%	12 4%	13 4%	25 3%	4 3%	40 3%	43 3%	35 3%	28 4%	42 3%	40 3%	41 3%	33 3%	30 3%	24 4%
Nottingham	87 4%	16 3%	32 5%	18 4%	24 6%	17 4%	13 5%	20 6%	15 4%	34 5%	7 5%	60 5%	53 4%	46 4%	34 4%	58 5%	55 4%	59 5%	48 4%	47 5%	28 4%
Birmingham	168 8%	38 8%	64 10%	39 9%	39 9%	41 9%	41 13%	29 9%	22 6%	65 9%	24 15% <sup>hi</sup>	109 9%	106 9%	91 9%	68 9%	100 8%	114 9% <sup>o</sup>	106 9%	99 9%	90 9%	63 10%
Norwich	80 4%	16 3%	18 3%	15 4%	14 3%	11 3%	14 4%	7 2%	20 5% <sup>j</sup>	25 3%	1 *	44 3%	40 3%	35 3%	22 3%	39 3%	43 3%	40 3%	37 3%	38 4%	18 3%
Milton Keynes	69 3%	14 3%	21 3%	14 3%	21 5%	17 4%	10 3%	9 3%	11 3%	31 4%	2 1%	47 4%	44 4%	40 4%	33 4%	45 4%	49 4%	43 3%	37 3%	35 3%	25 4%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 459  
**Which of the following cities do you live in, or nearest to?**  
**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Brighton	51 2%	9 2%	14 2%	7 2%	11 3%	4 1%	6 2%	4 1%	13 3%	12 2%	2 1%	25 2% <sub>m</sub>	26 2% <sub>m</sub>	15 1%	11 1%	26 2% <sub>mn</sub>	25 2%	25 2%	19 2%	20 2%	10 2%
Oxford	28 1%	9 2%	7 1%	5 1%	5 1%	3 1%	8 2%	3 1%	7 2%	12 2%	3 2%	21 2%	21 2%	18 2%	14 2%	21 2%	21 2%	18 1%	19 2%	18 2%	12 2%
London	471 23%	144 30% <sub>b</sub>	129 21%	118 28% <sub>d</sub>	82 20%	116 27% <sub>f</sub>	48 15%	77 24% <sub>f</sub>	110 29% <sub>i</sub>	162 22%	38 25%	307 24%	297 24%	280 26% <sub>klop</sub>	190 24%	301 24%	320 24%	302 25%	262 24%	251 24%	169 26%
Southampton	77 4%	20 4%	26 4%	20 5%	14 3%	21 5%	15 5%	21 7%	12 3%	29 4%	5 3%	44 3%	39 3%	39 4%	29 4%	41 3%	40 3%	43 4%	44 4%	39 4%	22 3%
Bristol	76 4%	13 3%	22 4%	12 3%	22 5%	17 4%	15 5%	7 2%	13 3%	26 3%	10 6%	47 4%	46 4%	40 4%	36 5%	45 4%	49 4%	44 4%	45 4%	36 3%	24 4%
Plymouth	66 3%	16 3%	17 3%	11 3%	13 3%	11 3%	13 4%	11 4%	16 4% <sub>j</sub>	24 3% <sub>j</sub>	-	36 3%	40 3% <sub>ko</sub>	32 3%	20 3%	33 3%	39 3%	39 3%	33 3%	29 3%	16 2%
Cardiff	75 4%	13 3%	31 5%	13 3%	16 4%	16 4%	13 4%	7 2%	7 2%	29 4%	9 6%	44 3%	47 4%	40 4%	35 5%	46 4%	46 3%	45 4%	41 4%	39 4%	22 3%
Belfast	62 3%	10 2%	15 2%	16 4%	6 1%	9 2%	9 3%	9 3%	9 2%	20 3%	2 2%	33 3%	31 3%	27 3%	16 2%	31 3%	36 3%	28 2%	24 2%	22 2%	11 2%
None of these	90 4%	10 2%	19 3%	9 2%	20 5%	9 2%	9 3%	6 2%	13 3%	29 4%	5 3%	46 4% <sub>mn</sub>	45 4% <sub>mn</sub>	26 2%	17 2%	44 4% <sub>mn</sub>	46 4% <sub>mn</sub>	41 3%	35 3%	42 4% <sub>t</sub>	14 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 460  
What is the combined annual income of your household, prior to tax being deducted?  
Base: All respondents

	Gender			Age						Social Grade						Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)	
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	211	247	305	165	67		
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*	
Up to £7,000	(3.5)	82 4%	48 5%	34 3%	12 5% <sup>i</sup>	22 6% <sup>i</sup>	11 3%	14 4% <sup>i</sup>	15 5% <sup>i</sup>	8 2%	1 *	19 3% <sup>j</sup>	11 3% <sup>j</sup>	50 10% <sup>jkl</sup>	8 5%	4 5%	11 5%	4 2%	4 2%	13 9% <sup>qr</sup>	7 6%	7 4%	8 3%	10 3%	5 3%	1 1%
£7,001 to £14,000	(10.5)	242 12%	85 8%	158 15% <sup>a</sup>	9 4%	30 8%	25 8%	45 12% <sup>d</sup>	48 16% <sup>d</sup>	86 18% <sup>defg</sup>	29 5%	61 10% <sup>ijl</sup>	27 6%	126 25% <sup>ijkl</sup>	31 17% <sup>uv</sup>	11 13%	29 12%	19 11%	24 13% <sup>v</sup>	21 14% <sup>v</sup>	15 15% <sup>v</sup>	18 9%	18 7%	35 12% <sup>v</sup>	16 9%	7 11%
£14,001 to £21,000	(17.5)	381 18%	155 15%	226 21% <sup>a</sup>	30 13%	39 11%	60 18% <sup>e</sup>	51 14%	81 26% <sup>defg</sup>	121 25% <sup>defg</sup>	73 13%	112 19% <sup>j</sup>	63 15%	133 26% <sup>ijkl</sup>	36 20% <sup>v</sup>	19 22% <sup>v</sup>	51 27% <sup>suv</sup>	46 18%	32 16%	24 19%	19 16%	32 12%	34 17%	48 17%	31 16%	10 16%
£21,001 to £28,000	(24.5)	371 18%	170 17%	201 19%	29 12%	52 15%	58 17%	62 17%	61 20% <sup>d</sup>	110 23% <sup>deg</sup>	92 16%	120 20%	74 17%	86 17%	38 22% <sup>vy</sup>	17 21%	33 14%	27 16%	33 18%	39 26% <sup>pqt</sup>	15 15%	34 17%	36 13%	49 18%	44 25% <sup>pv</sup>	6 9%
£28,001 to £34,000	(31)	308 15%	149 15%	159 15%	12 5%	51 14% <sup>d</sup>	47 14% <sup>d</sup>	66 18% <sup>d</sup>	50 16% <sup>d</sup>	81 17% <sup>d</sup>	99 17% <sup>m</sup>	110 19% <sup>m</sup>	62 15% <sup>m</sup>	38 7%	22 13%	11 14%	39 17%	26 15%	26 14%	18 13%	17 17%	31 16%	37 14%	43 15%	29 16%	8 13%
£34,001 to £41,000	(37.5)	168 8%	90 9%	78 7%	21 9% <sup>h</sup>	39 11% <sup>hi</sup>	37 11% <sup>hi</sup>	35 9% <sup>hi</sup>	13 4%	25 5%	64 11% <sup>km</sup>	39 7%	44 10% <sup>km</sup>	21 4%	11 7%	2 3%	15 6%	11 6%	20 11% <sup>o</sup>	7 5%	11 11%	20 10%	32 12% <sup>osw</sup>	17 6%	14 8%	8 13% <sup>o</sup>
£41,001 to £48,000	(44.5)	94 5%	54 5%	39 4%	19 8% <sup>ehi</sup>	14 4%	20 6% <sup>i</sup>	20 6% <sup>i</sup>	10 3%	11 2%	34 6% <sup>m</sup>	25 4% <sup>m</sup>	27 6% <sup>m</sup>	8 2%	5 3%	7 9% <sup>s</sup>	8 4%	7 4% <sup>s</sup>	10 5% <sup>s</sup>	1 1%	2 2%	9 5% <sup>s</sup>	11 4%	12 4% <sup>s</sup>	14 8% <sup>s</sup>	7 11% <sup>npstvw</sup>
£48,001 to £55,000	(51.5)	87 4%	56 6% <sup>b</sup>	31 3%	11 5% <sup>i</sup>	27 7% <sup>hi</sup>	14 4% <sup>i</sup>	23 6% <sup>hi</sup>	7 2%	5 1%	32 6% <sup>m</sup>	20 3%	28 7% <sup>km</sup>	7 1%	2 1%	- 3%	7 3%	11 6% <sup>no</sup>	5 3%	5 3%	2 2%	11 5%	23 8% <sup>nopr</sup>	12 4%	5 3%	4 6% <sup>o</sup>
£55,001 to £62,000	(58.5)	45 2%	35 3% <sup>b</sup>	10 1%	8 4% <sup>hi</sup>	17 5% <sup>hi</sup>	9 3% <sup>hi</sup>	10 3% <sup>hi</sup>	* *	- *	12 2% <sup>m</sup>	17 3% <sup>m</sup>	15 4% <sup>m</sup>	1 *	- *	2 3% <sup>n</sup>	10 4% <sup>nw</sup>	1 1%	3 2%	4 3% <sup>n</sup>	5 5% <sup>nqw</sup>	3 2%	9 3% <sup>n</sup>	4 1%	2 1%	1 1%
£62,001 to £69,000	(65.5)	33 2%	21 2%	12 1%	6 3% <sup>i</sup>	15 4% <sup>hi</sup>	3 1%	6 2%	1 *	1 *	14 3% <sup>m</sup>	9 1%	7 2%	2 *	6 3% <sup>qx</sup>	4 5% <sup>qstx</sup>	2 1%	- -	2 1%	1 1%	- -	6 3% <sup>qx</sup>	6 2%	6 2%	- -	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 460  
**What is the combined annual income of your household, prior to tax being deducted?**  
 Base: All respondents

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (l)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
£69,001 to £76,000	(72.5) 2%	21 2%	21 2%	9 4%hi	9 2%i	12 4%hi	8 2%i	1 *	1 *	26 5%klm	9 2%lm	7 2%lm	-	7 4%p	2 2%	1 1%	2 1%	3 2%	1 1%	1 1%	2 1%	9 3%	6 2%	3 2%	6 10%pqrstuvw
£76,001 to £83,000	(79.5) 1%	16 2%b	3 *	2 1%	6 2%hi	8 2%hi	3 1%	-	-	11 2%km	2 *	6 1%lm	-	-	2 2%	5 2%	1 *	3 1%	-	-	1 *	3 1%	3 1%	-	1 2%
£83,001 or more	(86) 3%	44 4%b	15 1%	17 7%fghi	20 5%ghi	8 2%i	8 2%i	6 2%i	1 *	45 8%klm	8 1%lm	6 1%lm	-	4 2%	-	5 2%	1 *	2 1%	-	2 2%	5 2%	23 9%nopqrstuvw	10 4%qs	4 2%	4 6%oqrs
Prefer not to answer	150 7%	74 7%	76 7%	47 21%efghi	20 5%	20 6%	18 5%	14 5%	30 6%	35 6%	36 6%	45 11%jkm	34 7%	5 3%	3 3%	16 7%	15 9%n	14 8%	13 9%n	5 5%	15 8%	23 8%n	27 9%ny	14 8%	1 1%
Average income (£000's)	29.76	33.03b	26.65	38.46f ghi	35.80g hi	32.47h i	30.84h i	24.03	22.67	38.93k lm	28.41m	32.62k m	18.69	26.89	28.34s	28.60s	26.27	28.65s	23.32	26.88	30.51q s	38.30n opqrst uwx	30.37q s	28.58s	37.83nopqrstuw

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 461  
What is the combined annual income of your household, prior to tax being deducted?  
Base: All respondents

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income									
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)	
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315	
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377	
Up to £7,000	(3.5)	82 4%	22 2%	55 14%ac	4 1%	33 6%i	25 11%dfgi	17 5%	5 3%	1 5%	48 3%	62 5%k	20 2%	71 4%	9 5%	67 4%pu	14 3%	9 2%	7 2%	7 4%	7 3%	7 3%	- -	82 25%wxyz	-	-	-	-
£7,001 to £14,000	(10.5)	242 12%	81 7%	66 17%a	95 19%a	94 19%i	45 20%i	64 19%i	34 24%i	7 35%	145 9%	176 15%k	65 7%	229 12%	13 8%	190 13%st	52 9%st	41 9%st	29 10%	22 11%st	16 6%	19 9%	13 11%	242 75%wxyz	-	-	-	-
£14,001 to £21,000	(17.5)	381 18%	195 16%	67 17%	119 24%ab	108 21%i	44 20%	77 23%i	33 23%	2 10%	264 17%	257 22%k	124 14%	360 19%	21 12%	300 20%opq	81 15%	65 14%	42 14%	29 15%	40 16%	32 15%	19 16%	-	381 100%vwxyz	-	-	-
£21,001 to £28,000	(24.5)	371 18%	185 15%	66 17%	120 25%ab	108 21%i	43 19%	71 21%	30 22%	3 14%	256 17%	232 19%	138 16%	343 18%	25 15%	272 18%	99 18%	86 19%	56 19%	30 15%	45 18%	42 20%	28 23%	-	-	371 100%vwxyz	-	-
£28,001 to £34,000	(31)	308 15%	184 15%b	38 10%	85 17%b	64 13%	21 9%	50 15%de	15 11%	2 10%	240 16%e	167 14%	140 16%	287 15%	20 12%	213 14%	92 17%	76 17%	48 16%	30 15%	43 17%	34 16%	20 16%	-	-	-	308 65%vwxyz	-
£34,001 to £41,000	(37.5)	168 8%	130 11%bc	16 4%	23 5%	29 6%	13 6%	18 5%	8 6%	-	137 9%cd	90 8%	79 9%	149 8%	18 11%	109 7%	59 11%n	44 10%	30 10%	24 12%n	26 11%	24 11%	9 8%	-	-	-	168 35%vwxyz	-
£41,001 to £48,000	(44.5)	94 5%	78 6%bc	8 2%	8 2%	13 3%	4 2%	6 2%	4 3%	3 13%	78 5%def	44 4%	50 6%j	84 4%	8 5%	57 4%	37 7%n	35 8%nqu	15 5%	11 5%	27 11%nopqr	13 6%	3 3%	-	-	-	-	94 25%vwxyz
£48,001 to £55,000	(51.5)	87 4%	73 6%bc	7 2%	6 1%	14 3%	5 2%	8 2%	5 3%	1 4%	73 5%	36 3%	51 6%j	72 4%	15 9%l	58 4%	23 4%st	20 4%st	16 6%st	8 4%	4 2%	9 4%	9 8%st	-	-	-	-	87 23%vwxyz
£55,001 to £62,000	(58.5)	45 2%	44 4%bc	1 *	-	2 *	1 1%	2 *	1 1%	-	43 3%df	10 1%	35 4%j	38 2%	7 4%	29 2%	15 3%	9 2%	6 2%	8 4%	7 3%	5 2%	2 2%	-	-	-	-	45 12%vwxyz
£62,001 to £69,000	(65.5)	33 2%	27 2%c	4 1%	2 *	4 1%	2 1%	2 1%	-	-	29 2%	12 1%	20 2%j	29 2%	3 2%	17 1%	15 3%n	14 3%n	9 3%nt	6 3%	9 4%n	3 2%	8 6%nopqt	-	-	-	-	33 9%vwxyz
£69,001 to £76,000	(72.5)	41 2%	37 3%c	5 1%c	-	7 1%	4 2%	4 1%	-	-	33 2%	8 1%	33 4%j	33 2%	8 5%l	23 2%	19 3%n	16 4%n	11 4%n	5 3%	7 3%	9 4%n	2 2%	-	-	-	-	41 11%vwxyz

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 461

**What is the combined annual income of your household, prior to tax being deducted?****Base: All respondents**

	Total	Working status			Disability					Educational level		Ethnicity		Kids in household						Income							
		Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
£76,001 to £83,000	(79.5) 1%	19 1% <sup>c</sup>	2 1%	-	-	-	-	-	-	19 1% <sup>d</sup>	5 *	14 2% <sup>j</sup>	15 1%	4 2%	14 1%	4 1%	3 1%	3 1%	2 1%	2 1%	3 1%	-	-	-	-	-	19 5% <sup>vwxy</sup>
£83,001 or more	(86) 3%	59 5% <sup>bc</sup>	3 1%	1 *	4 1%	4 2% <sup>f</sup>	-	-	-	52 3% <sup>dfg</sup>	13 1%	45 5% <sup>j</sup>	53 3%	3 2%	44 3%	15 3%	10 2%	7 2%	8 4%	5 2%	7 3%	1 1%	-	-	-	-	59 16% <sup>vwxy</sup>
Prefer not to answer	150 7%	74 6%	51 13% <sup>ac</sup>	25 5%	24 5%	12 5%	14 4%	7 5%	2 10%	116 8%	82 7%	61 7%	124 7%	14 8%	124 8% <sup>op</sup>	24 4%	21 5%	14 5%	9 4%	11 4%	9 4%	5 4%	-	-	-	-	-
Average income (£000's)	29.76	35.21 <sup>bc</sup>	21.53	22.57	23.44	22.69	22.93	21.66	22.15	31.86 <sup>de</sup>	25.23	35.89 <sup>j</sup>	29.25	34.78 <sup>l</sup>	28.56	32.71 <sup>n</sup>	32.72 <sup>n</sup>	32.53 <sup>n</sup>	33.13 <sup>n</sup>	32.99 <sup>n</sup>	32.64 <sup>n</sup>	31.77	8.74	17.50 <sup>v</sup>	24.50 <sup>v</sup>	33.30 <sup>vw</sup>	60.91 <sup>vwxy</sup>

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 462  
What is the combined annual income of your household, prior to tax being deducted?  
Base: All respondents

	Total	City																					
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)	
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101	
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*	
Up to £7,000	(3.5) 4%	82 4%	5 6%	3 4%	2 3%	3 3%	1 2%	2 3%	11 7% <sup>ej</sup>	1 2%	8 9% <sup>oprv</sup>	3 2%	4 5%	3 4%	1 2%	- 18	* 4%	4 5%	1 1%	5 7% <sup>ejp</sup>	1 1%	5 6%	
£7,001 to £14,000	(10.5) 12%	242 12%	17 20% <sup>ejop</sup>	11 13%	14 17% <sup>pq</sup>	11 13%	1 4%	7 11%	25 14% <sup>pq</sup>	12 15% <sup>pq</sup>	10 12%	17 10%	9 11%	8 12%	8 16% <sup>pq</sup>	2 6%	41 9%	3 4%	3 4%	10 14% <sup>pq</sup>	9 12%	7 11%	19 21% <sup>ejopq</sup>
£14,001 to £21,000	(17.5) 18%	381 18%	19 23%	12 15%	21 25% <sup>o</sup>	24 30% <sup>bhij</sup>	11 32% <sup>hiop</sup>	14 22%	36 21% <sup>o</sup>	10 13%	13 15%	28 17%	15 18%	17 24% <sup>o</sup>	13 25% <sup>o</sup>	1 4%	63 13%	10 14%	10 13%	16 24% <sup>o</sup>	13 18%	10 16%	23 26% <sup>oq</sup>
£21,001 to £28,000	(24.5) 18%	371 18%	19 23%	19 23%	17 20%	13 15%	6 17%	12 19%	26 15%	9 11%	25 29% <sup>dgho</sup>	34 20%	17 22%	14 20%	11 22%	4 16%	65 14%	20 26% <sup>hov</sup>	19 25% <sup>ov</sup>	12 18%	12 15%	6 9%	13 14%
£28,001 to £34,000	(31) 15%	308 15%	8 9%	12 15%	10 12%	9 11%	6 17%	13 20%	22 13%	16 21%	10 11%	26 16%	10 12%	6 8%	8 15%	5 16%	75 16%	8 10%	12 15%	12 19%	16 21%	8 13%	16 18%
£34,001 to £41,000	(37.5) 8%	168 8%	5 6%	6 7% <sup>l</sup>	2 3%	2 3%	4 11% <sup>l</sup>	5 7% <sup>l</sup>	8 5%	10 13% <sup>cdgl</sup>	5 6%	18 11% <sup>dl</sup>	12 15% <sup>cdgl</sup>	- 5%	2 22%	6 10% <sup>l</sup>	45 6%	5 9% <sup>l</sup>	7 7% <sup>l</sup>	5 12% <sup>cdl</sup>	9 13% <sup>cdl</sup>	8 13% <sup>cdl</sup>	5 5%
£41,001 to £48,000	(44.5) 5%	94 5%	2 2%	3 3%	9 10% <sup>how</sup>	3 3%	- 3%	2 3%	9 5%	1 1%	3 3%	9 5%	2 3%	2 3%	1 2%	- 4%	18 4%	10 13% <sup>abdeh</sup>	4 6%	7 10% <sup>how</sup>	2 3%	7 11% <sup>ahow</sup>	1 1%
£48,001 to £55,000	(51.5) 4%	87 4%	2 3%	- -	- -	6 8% <sup>bchr</sup>	2 5%	4 6% <sup>bc</sup>	7 4%	- 4%	3 3%	5 4%	4 3%	2 3%	1 2%	2 6%	33 7% <sup>bchr</sup>	4 6%	3 4%	- -	2 3%	4 6% <sup>bch</sup>	2 2%
£55,001 to £62,000	(58.5) 2%	45 2%	- -	- -	2 3%	- -	- -	3 5%	7 4%	4 5% <sup>w</sup>	1 1%	3 2%	- -	3 4%	1 2%	- -	14 3%	1 1%	2 2%	- -	4 6% <sup>abdkw</sup>	1 1%	- -
£62,001 to £69,000	(65.5) 2%	33 2%	1 1%	7 8% <sup>dfghi</sup>	2 3%	- -	- -	- -	2 1%	- -	1 1%	2 1%	3 4%	- -	- -	13 3%	1 1%	- -	- -	- -	- -	- -	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 462

What is the combined annual income of your household, prior to tax being deducted?

Base: All respondents

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
£69,001 to £76,000	(72.5)	41 2%	2 2%	5 6%g	2 2%	1 1%	-	1 1%	-	1 1%	3 2%	1 1%	1 2%	2 4%g	2 6%	10 2%	-	4 5%g	-	-	6 10%dfgij koprs	1 1%
£76,001 to £83,000	(79.5)	19 1%	-	-	-	1 2%	-	5 3%	2 2%	-	3 2%	-	-	1 2%	2 6%	4 1%	1 1%	-	-	-	1 2%	-
£83,001 or more	(86)	59 3%	1 1%	2 2%	-	1 1%	-	5 3%	1 1%	-	2 1%	-	5 7%cfijk r	2 3%	2 6%	28 6%cij	4 6%i	1 2%	-	1 1%	4 6%cik	2 2%
Prefer not to answer	150 7%	2 3%	3 4%	3 3%	10 12%agms v	4 11%v	2 3%	7 4%	10 13%abcm sv	7 8%	15 9%	4 5%	8 12%amsv	1 1%	3 11%	43 9%v	9 12%amsv	8 11%v	4 7%	2 2%	1 1%	4 5%
Average income (£000's)	29.76	23.67	31.21ad irw	26.18	24.51	26.38	27.38	28.60w	29.95ai w	24.36	29.81ad irw	27.14	29.66w	28.04	40.31	34.65ac dfgijk rsw	34.82ac dfikrsw	31.43ad irw	24.76	27.07	37.83ac dfghijk mrs	22.54

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 463  
**What is the combined annual income of your household, prior to tax being deducted?**  
 Base: All respondents

	Total	Opinion Influencer Activities													Opinion Influencer Network											
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)	
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	248	102	1073	497	764	286	382	228	186	207	91	96	143		
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	115*	1106	540	818	322	427	258	201	219	91*	104*	142		
Up to £7,000	(3.5)	82 4%	8 4%	9 5%j	6 3%	4 3%	9 4%j	5 2%	8 4%j	10 4%	13 4%j	1 1%	6 3%j	8 3%	4 3%	31 3%	13 2%	24 3%r	13 4%r	6 1%	10 4%r	7 3%	8 4%r	1 1%	3 2%	9 7%noprv
£7,001 to £14,000	(10.5)	242 12%	15 8%	18 9%	19 9%	12 9%	20 9%	26 10%	19 9%	18 7%	30 9%	16 10%	21 13%hl	18 7%	9 8%	110 10%rs	51 9%rs	79 10%rs	33 10%rs	20 5%	13 5%	20 10%rs	20 9%r	7 7%	13 13%rs	12 8%
£14,001 to £21,000	(17.5)	381 18%	28 15%	25 13%	31 15%	21 16%	35 15%	36 14%	29 14%	35 13%	55 16%	24 15%	21 13%	40 15%	15 13%	171 15%rs	79 15%rs	116 14%rs	41 13%	49 11%	25 10%	35 17%rs	38 17%rs	17 19%rs	21 20%qrs	22 16%
£21,001 to £28,000	(24.5)	371 18%	21 11%	27 14%	28 13%	21 16%	36 16%	41 17%	28 13%	33 12%	53 15%	22 14%	21 13%	40 15%	14 12%	186 17%rs	89 17%rs	126 15%rs	45 14%	56 13%	28 11%	38 19%rs	38 18%rs	20 22%qrs	20 19%rs	28 20%rs
£28,001 to £34,000	(31)	308 15%	26 14%	26 14%	36 17%	22 16%	40 17%	39 16%	30 14%	33 12%	51 15%	23 15%	18 11%	43 16%	13 11%	162 15%	73 14%	107 13%	37 12%	58 13%	32 12%	34 17%qv	28 13%	9 9%	13 12%	17 12%
£34,001 to £41,000	(37.5)	168 8%	20 10%	11 6%	23 11%b	11 8%	23 10%	23 9%	17 8%	24 9%	38 11%b	19 12%b	18 11%b	28 11%b	15 13%b	111 10%	54 10%	86 10%	37 11%	68 16%nopqt w	44 17%nopqt uw	21 10%	25 11%	9 10%	8 8%	21 15%w
£41,001 to £48,000	(44.5)	94 5%	23 12%	18 9%	16 8%	13 9%	21 9%	23 9%	17 8%	31 12%	28 8%	14 9%	18 11%	27 10%	11 10%	66 6%	45 8%nr	55 7%	23 7%	24 6%	15 6%	11 6%	15 7%	8 9%	10 10%	9 6%
£48,001 to £55,000	(51.5)	87 4%	14 7%	11 6%l	18 9%defil	4 3%	9 4%	13 5%l	12 6%l	13 5%l	16 5%l	7 4%	10 6%l	6 2%	7 6%l	66 6%lx	32 6%vx	53 6%vx	25 8%tvx	38 9%noptuv x	20 8%tvx	7 4%	10 5%	1 1%	3 3%	3 2%
£55,001 to £62,000	(58.5)	45 2%	4 2%	7 4%	5 3%	2 2%	4 2%	8 3%	9 4%k	11 4%	12 3%	2 2%	2 1%	9 3%	3 3%	27 2%	9 2%	23 3%o	7 2%	16 4%o	11 4%ot	3 1%	6 3%	5 5%ot	3 3%	3 2%
£62,001 to £69,000	(65.5)	33 2%	7 4%	5 3%	4 2%	3 2%	5 2%	5 2%	8 4%	6 2%	10 3%	5 3%	6 4%	5 2%	3 3%	21 2%	12 2%	21 3%	7 2%	14 3%n	8 3%	5 3%	3 1%	2 2%	2 2%	3 2%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 463  
**What is the combined annual income of your household, prior to tax being deducted?**  
 Base: All respondents

	Total	Opinion Influencer Activities													Opinion Influencer Network										
		Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
£69,001 to £76,000	(72.5)	41 2%	4 2%	9 5% <sup>f</sup>	5 3%	4 3%	4 2%	5 3%	10 4%	11 3%	6 3%	4 3%	7 3%	3 3%	25 2%	20 4% <sup>n</sup>	21 3%	11 3%	15 4%	8 3%	8 4%	6 3%	3 4%	3 3%	1 1%
£76,001 to £83,000	(79.5)	19 1%	2 1%	5 3% <sup>fl</sup>	3 2% <sup>f</sup>	4 3% <sup>efl</sup>	2 1%	1 *	2 1%	3 1%	3 1%	3 2% <sup>f</sup>	3 1%	3 3% <sup>fl</sup>	13 1%	9 2%	10 1%	5 2%	12 3% <sup>np</sup>	7 3%	4 2%	3 1%	4 4% <sup>npw</sup>	1 1%	5 3% <sup>np</sup>
£83,001 or more	(86)	59 3%	9 5%	8 4%	6 3%	5 4%	7 3%	10 4%	18 7% <sup>cei</sup>	11 3%	6 4%	5 3%	16 6% <sup>cei</sup>	6 5%	37 3%	21 4%	31 4%	17 5% <sup>tx</sup>	26 6% <sup>nptvx</sup>	17 7% <sup>noptvx</sup>	3 2%	6 3%	1 1%	3 3%	2 1%
Prefer not to answer	150 7%	11 6%	12 6%	10 5%	9 7%	13 6%	14 6%	13 6%	22 8% <sup>ei</sup>	15 4%	10 6%	11 7%	14 5%	10 8%	79 7% <sup>tw</sup>	33 6% <sup>tw</sup>	64 8% <sup>tw</sup>	21 6% <sup>tw</sup>	25 6%	19 7% <sup>tw</sup>	6 3%	12 6% <sup>w</sup>	4 4%	2 2%	7 5%
Average income (£000's)	29.76	35.56	35.70 <sup>e</sup>	33.99	34.05	31.90	32.85	35.06	37.36 <sup>efi</sup>	33.33	34.90	34.03	34.87 <sup>e</sup>	36.82 <sup>e</sup>	32.46	34.25 <sup>ntx</sup>	33.85 <sup>nx</sup>	35.17 <sup>ntuwx</sup>	39.76 <sup>nopqtuvwx</sup>	39.58 <sup>nopqtuvwx</sup>	31.26	31.85	33.82	30.95	30.26

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 464  
What is the combined annual income of your household, prior to tax being deducted?  
Base: All respondents

	Total	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
		iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)	
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630	
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645	
Up to £7,000	(3.5) 4%	82 2%	9 6%a	38 3%	15 6%	25 5%	22 4%	12 3%	9 6%	23 3%	26 3%	4 2%	46 4%	40 3%	39 4%	27 3%	47 4%l	54 4%kl	53 4%	55 5%	36 3%	26 4%
£7,001 to £14,000	(10.5) 12%	242 10%	49 9%	55 10%	43 9%	39 6%	27 8%	28 9%	38 10%	79 11%	15 10%	129 10%mn	120 10%mn	90 8%	60 8%	130 10%mn	136 10%mn	123 10%	105 9%	107 10%t	49 8%	
£14,001 to £21,000	(17.5) 18%	381 10%	47 18%a	107 12%	83 20%c	64 15%	63 20%	45 14%	59 15%	145 19%	20 13%	207 16%n	198 16%n	157 15%	102 13%	202 16%mn	212 16%mn	191 16%	178 16%	169 16%	87 14%	
£21,001 to £28,000	(24.5) 18%	371 16%	78 17%	104 16%	67 19%	81 15%	63 15%	47 17%	55 17%	70 18%	118 16%	31 20%	222 17%n	209 17%	172 16%	119 15%	211 17%	221 17%	213 17%	183 16%	185 18%	110 17%
£28,001 to £34,000	(31) 15%	308 12%	57 14%	87 11%	48 17%cd	70 13%	56 13%	42 14%	45 16%	60 14%	105 14%	20 13%	186 15%n	187 15%n	151 14%	98 13%	182 15%n	187 14%	168 14%	156 14%	154 15%	84 13%
£34,001 to £41,000	(37.5) 8%	168 15%b	70 8%	46 11%	46 7%	30 10%	44 11%	35 9%	29 8%	71 9%	21 13%	111 9%	117 9%k	114 11%kl	90 12%klop	117 9%k	120 9%	117 9%	102 9%	99 9%	70 11%	
£41,001 to £48,000	(44.5) 5%	94 6%	29 6%	35 5%	23 7%	28 6%	28 7%	21 7%	23 5%	20 5%	39 6%	10 5%o	66 5%o	58 6%o	52 7%klop	57 5%	69 5%o	68 6%	59 5%	43 4%	35 5%	
£48,001 to £55,000	(51.5) 4%	87 5%	23 5%	29 5%	30 7%cd	13 3%	33 8%	15 5%	18 6%	13 3%	47 6%	7 5%	68 5%p	67 5%p	57 5%	44 6%	67 5%p	62 5%	58 5%	62 6%	52 5%	36 6%
£55,001 to £62,000	(58.5) 2%	45 3%	15 3%	19 3%	13 2%	7 3%	13 3%	9 3%	8 3%	9 2%	23 3%	6 3%	37 3%	37 3%	38 4%	30 4%	39 4%	40 3%	38 3%	30 3%	31 3%	21 3%
£62,001 to £69,000	(65.5) 2%	33 2%	9 2%	16 3%	7 2%	9 4%	16 3%	8 2%	6 2%	14 1%	8 2%	26 5%hi	24 2%	26 2%	23 2%o	23 3%klop	23 2%	27 2%	25 2%	23 2%	20 2%	22 3%e
£69,001 to £76,000	(72.5) 2%	41 4%	17 4%	11 2%	15 4%	6 1%	10 2%	8 3%	13 4%	6 2%	18 2%	4 2%	30 2%	29 2%	27 3%	18 2%	29 2%	30 2%	28 2%	26 2%	23 2%	22 3%
£76,001 to £83,000	(79.5) 1%	19 2%	9 1%	6 2%	6 1%	3 1%	4 1%	7 2%	2 1%	7 2%	6 1%	1 1%	16 1%	16 1%	16 1%	14 2%o	14 1%	16 1%	14 1%	15 1%	14 1%	7 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 464  
**What is the combined annual income of your household, prior to tax being deducted?**  
**Base: All respondents**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
£83,001 or more (86)	59 3%	18 4%	17 3%	24 6% <sup>d</sup>	6 1%	19 4%	13 4%	11 4%	15 4%	22 3%	3 2%	40 3%	37 3%	40 4% <sup>lop</sup>	41 5% <sup>klmop</sup>	38 3%	40 3%	39 3%	37 3%	36 3%	24 4%
Prefer not to answer	150 7%	47 10% <sup>b</sup>	37 6%	36 8%	20 5%	37 8% <sup>f</sup>	15 5%	25 8%	28 7%	36 5%	6 4%	92 7%	89 7%	75 7%	61 8%	83 7%	95 7%	94 8%	80 7%	73 7%	51 8%
Average income (£000's)	29.76	35.18 <sup>b</sup>	30.70	35.33 <sup>d</sup>	28.25	34.68	33.34	33.58	30.85	31.36	33.17	31.88	32.12 <sup>p</sup>	33.63 <sup>kl</sup> op	35.75 <sup>kl</sup> mop	31.61	31.55	31.70	31.93	31.83	34.30 <sup>s</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 465

**Do you have a longstanding physical or mental condition or disability that has lasted or is likely to last 12 months and which has a substantial adverse effect on your ability to carry out day-to-day activities?**

**Base: All respondents**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
NET: Yes	504 24%	230 23%	274 26%	48 21%	60 17%	56 17%	112 30%def	76 25%ef	153 32%defh	120 21%	114 20%	81 19%	189 37%ijkl	43 25%	19 23%	71 31%qrw	33 20%	31 17%	42 28%rv	22 22%	52 27%rv	49 18%	61 22%	68 38%noq	13 21%
Yes - physical condition	335 16%	147 14%	188 18%	15 7%	22 6%	28 8%	79 21%def	63 20%def	127 26%defh	77 14%	75 13%	60 14%	122 24%ijkl	24 14%	15 18%	48 21%rv	26 15%	20 11%	22 15%	20 19%	38 20%rv	30 11%	47 16%	32 18%	13 21%
Yes - mental condition	223 11%	87 9%	136 13%a	41 18%fhi	46 13%i	37 11%i	55 15%hi	24 8%i	20 4%	49 9%	53 9%	28 7%	94 19%ijkl	22 13%qwy	9 11%	38 16%qrw	9 5%	12 7%	30 20%qrts	6 6%	19 10%	24 9%	17 6%	34 19%qrts	2 3%
Yes - disability	141 7%	72 7%	70 7%	4 2%	12 3%	15 4%	41 11%def	27 9%def	43 9%defh	30 5%	30 5%	14 3%	68 13%ijkl	13 7%	4 5%	21 9%v	10 6%	6 4%	13 9%v	5 5%	13 7%	10 4%	21 7%	22 12%rv	2 4%
Yes - other	20 1%	16 2%b	4 *	- -	3 1%	3 1%	4 1%	3 1%	6 1%	6 1%	3 1%	1 *	10 2%l	2 1%	- -	1 *	2 1%	1 *	3 2%	- -	1 *	2 1%	2 1%	7 4%pruv	- -
No	1530 74%	760 75%	770 72%	175 76%gl	294 82%ghi	265 80%ghi	247 67%	223 72%	326 68%	436 77%lm	460 79%lm	331 78%lm	303 60%	123 70%	64 76%x	157 68%	132 78%px	144 80%nps	100 68%	77 77%x	140 72%x	214 78%psx	218 77%px	111 62%	50 79%x
Prefer not to say	46 2%	25 2%	21 2%	8 4%i	6 2%	11 3%i	10 3%i	9 3%i	2 *	12 2%	10 2%	11 3%	13 3%	10 6%uw	1 1%	4 2%	4 2%	4 3%	6 4%x	1 1%	1 1%	9 3%	4 1%	* *	- -

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 466

**Do you have a longstanding physical or mental condition or disability that has lasted or is likely to last 12 months and which has a substantial adverse effect on your ability to carry out day-to-day activities?**

**Base: All respondents**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	University degree or higher (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
NET: Yes	504 24%	174 14%	175 45%ac	155 32%a	504 100%ei	223 100%ei	335 100%ei	141 100%ei	20 100%	-	308 26%j	196 22%k	484 26%lm	19 11%	399 26%oprs t	105 19%	91 20%	66 23%ot	32 16%	41 17%	39 18%	38 32%opqr st	126 39%wxyz	108 28%yz	108 29%yz	93 20%z	44 12%
Yes - physical condition	335 16%	100 8%	106 27%a	129 26%a	335 66%ei	100 45%ei	335 100%degi	98 69%ei	8 40%	-	202 17%	132 15%	329 17%lm	5 3%	279 18%oprs t	55 10%	48 11%	39 13%oprst	15 7%	20 8%	20 9%	26 22%opqr st	81 25%yz	77 20%yz	71 19%z	69 14%z	23 6%
Yes - mental condition	223 11%	94 8%bc	106 27%ac	23 5%	223 44%fgi	223 100%dfgi	100 30%i	51 36%i	4 20%	-	137 11%	86 10%	207 11%	14 9%	164 11%	59 11%	52 12%	33 11%	21 10%	29 12%	22 10%	15 13%	70 22%wxyz	44 12%yz	43 12%yz	34 7%	21 5%
Yes - disability	141 7%	40 3%	56 14%ac	46 9%a	141 28%ei	51 23%ei	98 29%ei	141 100%defi	7 36%	-	82 7%	59 7%	136 7%	5 3%	111 7%rs	30 5%r	26 6%st	22 8%rst	5 3%	8 3%	12 6%	14 11%oprs t	39 12%yz	33 9%yz	30 8%z	23 5%	9 2%
Yes - other	20 1%	8 1%	5 1%	7 1%	20 4%efi	4 2%ei	8 2%ei	7 5%ei	20 100%	-	10 1%	10 1%	18 1%	2 1%	14 1%	6 1%	5 1%	2 1%	1 *	3 1%	2 1%	1 1%	8 2%wy	2 1%	3 1%	2 *	3 1%
No	1530 74%	998 83%bc	200 51%	332 68%b	-	-	-	-	-	1530 100%defg	860 72%	661 75%	1376 73%	146 87%il	1084 71%	436 79%nu	351 78%nu	222 76%u	165 83%nu	202 81%nu	171 80%nqu	83 68%	193 59%	264 69%v	256 69%v	376 79%vwxy	326 86%vwxy
Prefer not to say	46 2%	29 2%bc	14 4%bc	2 1%	-	-	-	-	-	-	24 2%	19 2%	27 1%	4 2%	36 2%	9 2%	8 2%	4 2%	1 1%	5 2%	4 2%	-	5 2%	9 2%	8 2%	7 1%	7 2%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 467

**Do you have a longstanding physical or mental condition or disability that has lasted or is likely to last 12 months and which has a substantial adverse effect on your ability to carry out day-to-day activities?**

**Base: All respondents**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
NET: Yes	504 24%	25 31%	15 19%	20 24%	17 21%	7 20%	13 21%	49 29%	24 31%	21 24%	32 19%	25 31%j	19 27%	13 26%	7 24%	100 21%	15 19%	28 36%bjop sw	26 39%bdfj opsvw	15 20%	13 21%	19 21%
Yes - physical condition	335 16%	14 17%	9 10%	15 18%	13 15%	7 20%	8 13%	33 19%	17 22%	11 13%	19 12%	17 21%	13 18%	11 21%	4 14%	70 15%	10 13%	13 17%	12 18%	13 17%	13 21%	13 15%
Yes - mental condition	223 11%	14 17%ejm	7 8%	8 10%	5 6%	- -	9 14%ev	30 18%dejm osv	10 13%e	14 16%emov	13 8%	10 12%e	11 15%ev	2 4%	5 17%	41 9%	6 8%	13 17%dejm ov	11 17%emv	5 7%	2 3%	8 9%
Yes - disability	141 7%	7 9%	3 4%	6 7%	7 8%	1 4%	4 6%	15 9%	6 8%	6 7%	7 4%	9 11%	3 4%	5 10%	5 18%	26 6%	4 5%	6 8%	11 17%bjop svw	2 3%	2 4%	6 6%
Yes - other	20 1%	1 1%	1 1%	- -	2 2%	1 2%	- -	1 *	- -	2 2%	1 *	- -	1 1%	- -	- -	3 1%	- -	2 2%	5 7%cfghj kopsv	- -	- -	1 2%
No	1530 74%	53 64%	63 77%	63 74%	63 78%r	25 75%	49 77%	118 69%	53 67%	63 73%	131 78%aqr	54 67%	49 70%	37 72%	22 76%	361 77%aqr	61 79%r	48 63%	40 61%	60 80%aqr	50 79%r	68 75%
Prefer not to say	46 2%	4 5%	4 5%	1 1%	1 1%	2 6% s	1 2%	4 3%	1 2%	2 3%	5 3%	1 2%	2 3%	1 2%	- -	10 2%	2 2%	* 1%	- -	- -	- -	3 4%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 468

**Do you have a longstanding physical or mental condition or disability that has lasted or is likely to last 12 months and which has a substantial adverse effect on your ability to carry out day-to-day activities?**

**Base: All respondents**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme opinion (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
NET: Yes	504 24%	47 25%	47 25%	59 28%hl	29 21%	60 26%l	69 28%hl	49 24%	54 20%	83 24%	42 26%	43 26%	52 20%	29 25%	242 22%r	115 21%	166 20%	78 24%rs	76 18%	44 17%	59 30%no	53 24%rs	23 25%	24 23%	38 27%rs
Yes - physical condition	335 16%	30 16%	27 14%ml	34 16%hm	21 15%ml	40 17%hml	34 14%ml	26 12%	27 10%	47 14%ml	29 18%hml	27 16%ml	29 11%	8 7%	151 14%p	70 13%	93 11%	48 15%r	46 11%	27 10%	40 20%no	35 16%r	14 15%	14 14%	27 19%prs
Yes - mental condition	223 11%	23 12%	28 15%	32 15%	13 10%	29 13%	40 16%dil	27 13%	33 12%	41 12%	17 11%	24 15%	29 11%	23 20%dhijl	111 10%	53 10%	95 12%nl	44 14%nos	44 10%	23 9%	27 13%	29 13%	9 10%	11 11%	25 18%no
Yes - disability	141 7%	11 6%	12 6%	14 7%	7 5%	17 8%l	19 8%l	13 6%	12 4%	17 5%	12 7%l	16 10%hil	8 3%	9 8%l	73 7%prs	41 8%prs	43 5%	23 7%rs	16 4%	9 3%	22 11%nr	15 7%rs	9 10%rs	10 9%rs	14 10%prs
Yes - other	20 1%	3 1%	2 1%	3 2%	1 *	2 1%	5 2%	3 1%	2 1%	3 1%	1 *	2 1%	2 1%	1 *	10 1%	6 1%	7 1%	4 1%	1 *	1 *	3 2%	2 1%	1 1%	1 1%	2 1%
No	1530 74%	142 74%	140 74%	148 71%	105 78%fl	168 73%	171 69%	153 74%	207 78%cf	258 75%	112 71%	118 72%	204 78%cf	84 73%	849 77%t	414 77%t	638 78%tx	239 74%	344 81%qtx	210 81%qtx	139 69%	165 75%	67 73%	78 75%	100 71%
Prefer not to say	46 2%	2 1%	2 1%	4 2%	2 1%	1 *	7 3%e	5 2%e	5 2%	5 1%	5 3%e	4 2%	5 2%	2 1%	14 1%	11 2%	13 2%	5 1%	6 1%	5 2%	3 1%	1 1%	2 2%	2 2%	4 2%u

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 469

**Do you have a longstanding physical or mental condition or disability that has lasted or is likely to last 12 months and which has a substantial adverse effect on your ability to carry out day-to-day activities?**

**Base: All respondents**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan- dard (h)	Super- fast (i)	Ultra- fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream- ing (n)	Catch- up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi- players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
NET: Yes	504 24%	112 23%	145 24%	97 23%	133 32% <sup>c</sup>	95 22%	60 19%	72 23%	88 23%	201 27%	30 19%	317 25% <sup>ln</sup>	284 23%	245 23%	166 21%	300 24% <sup>ln</sup>	314 24% <sup>n</sup>	307 25%	281 25%	269 26%	147 23%
Yes - physical condition	335 16%	59 12%	83 14%	59 14%	89 21% <sup>c</sup>	47 11%	32 10%	38 12%	55 14%	126 17%	19 12%	201 16% <sup>lmnp</sup>	181 15% <sup>mn</sup>	134 13% <sup>n</sup>	81 10%	190 15% <sup>mnp</sup>	188 14% <sup>mn</sup>	184 15%	168 15%	167 16% <sup>t</sup>	78 12%
Yes - mental condition	223 11%	70 15%	78 13%	55 13%	64 15%	64 15%	41 13%	53 17%	41 11%	103 14%	19 12%	157 12% <sup>l</sup>	136 11%	150 14% <sup>klo</sup>	110 14% <sup>l</sup>	156 13% <sup>l</sup>	171 13% <sup>kl</sup>	166 14%	155 14%	144 14%	93 14%
Yes - disability	141 7%	27 6%	39 6%	31 7%	36 8%	18 4%	17 5%	17 5%	24 6%	55 7%	11 7%	90 7% <sup>p</sup>	82 7%	67 6%	47 6%	81 7%	85 6%	84 7%	71 6%	74 7% <sup>t</sup>	31 5%
Yes - other	20 1%	3 1%	7 1%	4 1%	4 1%	3 1%	1 *	-	5 1%	5 1%	3 2%	10 1%	13 1% <sup>kmo</sup>	7 1%	6 1%	10 1%	13 1% <sup>m</sup>	13 1%	10 1%	9 1%	6 1%
No	1530 74%	350 73%	453 74%	312 73%	283 67%	326 75%	251 79%	237 74%	286 74%	534 71%	120 78%	928 73%	920 75% <sup>ko</sup>	784 74%	591 76% <sup>ko</sup>	907 73%	961 73%	887 72%	799 72%	741 71%	478 74%
Prefer not to say	46 2%	16 3%	11 2%	17 4% <sup>d</sup>	4 1%	16 4%	8 2%	9 3%	10 3%	14 2%	5 3%	32 3%	30 2%	30 3%	24 3%	31 3%	33 3%	35 3%	31 3%	32 3%	20 3%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 470

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Summary**

	Activities											
	Attended a political rally, speech or organised protest	Been an active member of any political party or group that tries to influence public policy or government	Put yourself forward for any elected position	Served on a committee for a local organisation	Been an active member of any group that tries to influence things in the local community	Asked a question in a public meeting	Attended conferences / lectures / speakers lunches or dinners on a regular basis	Taken part in or led a fundraising campaign	Written a letter to a local or national newspaper or magazine	Phoned or texted in to a live radio or television programme to express an opinion	Organised a social event beyond your family and friends	Started an online campaign group (e.g. on facebook)
Unweighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
Weighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
In the last six months	100 5%	130 6%	57 3%	161 8%	154 7%	101 5%	170 8%	179 9%	74 4%	100 5%	122 6%	55 3%
In the last year	90 4%	81 4%	78 4%	67 3%	93 4%	106 5%	96 5%	167 8%	84 4%	66 3%	139 7%	60 3%
Longer ago than that	403 19%	252 12%	388 19%	453 22%	355 17%	434 21%	462 22%	572 27%	451 22%	343 16%	500 24%	167 8%
I've never done this	1487 72%	1617 78%	1557 75%	1399 67%	1479 71%	1439 69%	1352 65%	1162 56%	1471 71%	1572 76%	1319 63%	1798 86%

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 471

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended a political rally, speech or organised protest**

	Gender			Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	100 5%	66 7% <sup>b</sup>	34 3%	20 9% <sup>ghi</sup>	36 10% <sup>fghi</sup>	18 5% <sup>i</sup>	10 3%	8 3%	8 2%	52 9% <sup>klm</sup>	23 4%	12 3%	13 3%	9 5%	6 7% <sup>s</sup>	7 3%	6 3%	14 8% <sup>sw</sup>	3 2%	3 4%	8 8% <sup>psw</sup>	23 9%	9 3%	11 6%	1 2%
In the last year	90 4%	50 5%	40 4%	13 6% <sup>h</sup>	22 6% <sup>hi</sup>	11 3%	26 7% <sup>fh</sup>	5 1%	14 3%	29 5%	31 5%	16 4%	15 3%	5 3%	6 7% <sup>u</sup>	8 4%	5 3%	6 3%	3 2%	7 7% <sup>u</sup>	3 2%	24 9% <sup>npqr</sup>	11 4%	8 4%	4 6%
Longer ago than that	403 19%	229 23% <sup>b</sup>	174 16%	36 16%	55 15%	42 13%	79 21% <sup>f</sup>	58 19%	133 28% <sup>def</sup>	135 24% <sup>lm</sup>	114 20%	76 18%	78 15%	32 18%	15 17%	43 19%	34 20%	30 16%	25 17%	17 17%	37 19%	62 23%	58 21%	34 19%	14 22%
I've never done this	1487 72%	670 66%	817 77% <sup>a</sup>	162 70%	247 69%	262 79% <sup>deg</sup>	253 69%	237 77% <sup>egi</sup>	325 68%	353 62%	417 71% <sup>j</sup>	319 75% <sup>j</sup>	399 79% <sup>jk</sup>	130 74% <sup>v</sup>	58 68%	174 75% <sup>v</sup>	124 73% <sup>v</sup>	130 72% <sup>v</sup>	116 79% <sup>v</sup>	74 74% <sup>v</sup>	145 75% <sup>v</sup>	163 60%	204 72% <sup>v</sup>	126 70% <sup>v</sup>	44 71%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 472

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended a political rally, speech or organised protest**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	100 5%	78 6%bc	13 3%	9 2%	28 6%f	17 8%f	13 4%	5 3%	1 7%	71 5%	25 2%	74 9%j	83 4%	17 10%l	61 4%	38 7%n	32 7%n	19 6%	13 7%	21 8%n	16 7%	7 6%	9 3%	14 4%	18 5%	18 4%	34 9%vwy
In the last year	90 4%	68 6%bc	11 3%	11 2%	19 4%	11 5%	14 4%	7 5%	1 3%	70 5%	36 3%	55 6%j	77 4%	13 8%	54 4%	35 6%nq	25 6%	12 4%	15 8%n	16 6%	9 4%	3 3%	18 5%lx	11 3%	9 2%	18 4%	29 8%wxy
Longer ago than that	403 19%	210 17%	62 16%	131 27%cab	106 21%	41 18%	73 22%	27 19%	6 33%	283 18%	169 14%	233 27%j	364 19%	33 20%	317 21%opqs	81 15%	67 15%	44 15%	29 15%	31 13%	30 14%	23 19%	53 16%	75 20%	80 21%	102 21%	71 19%
I've never done this	1487 72%	845 70%	303 78%ac	339 69%	351 70%	154 69%	235 70%	103 73%	11 57%	1107 72%	963 81%k	513 59%	1364 72%am	105 62%	1086 72%	396 72%	325 72%	218 75%	140 71%	180 73%	160 74%	88 72%	244 75%z	282 74%z	265 71%	338 71%	244 65%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 473

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended a political rally, speech or organised protest**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	100	4	5	6	3	1	2	3	4	4	14	3	2	-	-	30	4	8	4	2	1	1
	5%	5%	6%	8%w	4%	3%	2%	2%	5%	4%	8%gmw	3%	2%	-	-	6%w	6%	10%gmw	5%	2%	2%	1%
In the last year	90	-	3	6	2	-	1	8	5	2	6	3	1	1	-	31	5	3	1	4	4	3
	4%	-	4%	7%a	3%	-	1%	5%	7%a	3%	4%	3%	1%	3%	-	7%a	7%a	4%	2%	6%a	6%a	3%
Longer ago than that	403	17	14	15	15	5	14	33	13	18	24	15	16	11	7	98	12	14	15	11	14	22
	19%	21%	17%	17%	18%	16%	22%	19%	17%	20%	14%	19%	23%	22%	24%	21%	15%	18%	23%	15%	22%	25%
I've never done this	1487	62	60	58	61	27	48	127	56	63	123	60	51	39	22	311	56	51	46	58	44	65
	72%	75%	73%	69%	75%	81%	75%	74%	71%	73%	73%	74%	74%	75%	76%	66%	73%	67%	70%	77%	71%	71%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 474

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended a political rally, speech or organised protest**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	100 5%	70 37%	100 52% hijklm	64 31% efg	36 27% i	50 22%	62 25% i	65 31% eil	67 25% i	68 20%	43 27% i	48 29% il	56 21%	37 32% eil	71 6%	50 9% n	62 8%	46 14% nopr	42 10% n	36 14% nopr	29 15% nop	36 17% nopr	22 24% nopqr	21 20% nopr	30 21% nopqrs
In the last year	90 4%	51 27%	90 48% hijklm	45 22% eil	23 17%	32 14%	42 17%	50 24% efhil	46 17%	48 14%	28 17%	31 19%	34 13%	29 25% eil	66 6%	49 9% np	57 7%	40 12% nopr	31 7%	28 11% np	19 9%	28 13% np	18 20% noprs	17 17% noprt	16 11% noprs
Longer ago than that	403 19%	58 30%	-	62 29% bgk	37 28% b	59 26% b	82 33% beghikm	43 21% b	63 24% b	89 26% b	44 28% bgk	31 19% b	73 28% bgk	24 21% b	229 21% os	89 17%	155 19%	63 20%	84 20% s	38 15%	48 24% os	49 22% os	16 17%	23 22%	35 25% os
I've never done this	1487 72%	12 6%	-	39 19% b	39 29% bc	87 38% bcdfgjm	60 24% b	49 24% b	90 34% bcfgm	141 41% bcdfg hjm	43 27% bc	55 33% bcfgm	99 38% bcdfgjm	26 23% b	740 67% qstuvwx	351 65% qtuvwx	543 66% qtuvwx	172 54% vwxx	270 63% qtuvwx	156 60% uvwx	105 52% vwxx	106 49%	36 39%	43 41%	61 43%

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 475

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended a political rally, speech or organised protest**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	100 5%	29 6%	49 8%	35 8%	35 8%	38 9%	18 6%	28 9%	30 8%	44 6%	8 5%	79 6%	83 7% <sub>o</sub>	79 7% <sub>ko</sub>	69 9% <sub>klop</sub>	75 6%	85 7%	81 7%	78 7%	58 6%	64 10% <sub>s</sub>
In the last year	90 4%	38 8%	31 5%	32 8%	23 5%	41 9% <sub>g</sub>	18 6%	18 6%	25 6%	36 5%	6 4%	68 5%	61 5%	66 6% <sub>lop</sub>	48 6%	64 5%	70 5%	68 6%	65 6%	49 5%	42 7% <sub>s</sub>
Longer ago than that	403 19%	88 19%	108 18%	70 17%	73 17%	73 17%	66 21%	57 18%	83 22%	133 18%	29 19%	241 19%	245 20% <sub>km</sub>	192 18%	166 21% <sub>kmp</sub>	242 20%	250 19%	224 18%	219 20%	197 19%	122 19%
I've never done this	1487 72%	322 67%	420 69%	288 68%	289 69%	286 65%	217 68%	216 68%	247 64%	536 72% <sub>h</sub>	111 72%	888 70% <sub>ln</sub>	844 68% <sub>ln</sub>	722 68% <sub>ln</sub>	498 64%	858 69% <sub>ln</sub>	903 69% <sub>ln</sub>	856 70% <sub>lr</sub>	749 67%	739 71% <sub>lt</sub>	417 65%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 476

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any political party or group that tries to influence public policy or government**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	130 6%	89 9%b	40 4%	17 7%f	41 11%fghi	10 3%	21 6%	10 3%	30 6%	63 11%klm	32 6%	15 3%	20 4%	14 8%	7 8%	9 4%	10 6%	11 6%	8 5%	7 7%	15 8%	22 8%	14 5%	13 7%	1 1%
In the last year	81 4%	45 4%	36 3%	16 7%hi	20 6%i	15 5%i	12 3%	8 3%	8 2%	29 5%lm	23 4%	17 4%	12 2%	4 2%	5 6%	11 5%	4 2%	11 6%	5 4%	5 5%	9 5%	7 2%	9 3%	8 4%	3 5%
Longer ago than that	252 12%	151 15%b	101 10%	23 10%	45 13%	43 13%	42 12%	28 9%	71 15%h	91 16%lm	72 12%	40 9%	50 10%	17 10%	12 15%	20 8%	16 9%	18 10%	14 10%	13 13%	17 9%	49 18%npq rsu	39 14%	26 14%	10 17%
I've never done this	1617 78%	730 72%	887 83%a	174 76%	253 70%	264 79%e	292 79%e	262 85%dei	372 77%e	386 68%	457 78%j	350 83%j	424 84%jk	140 80%	61 72%	193 83%vx	140 83%v	139 77%	120 81%v	77 76%	152 78%	194 71%	220 78%	133 74%	48 77%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 477

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any political party or group that tries to influence public policy or government**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	130 6%	85 7% <sup>b</sup>	13 3%	31 6% <sup>b</sup>	40 8%	17 8%	25 8%	7 5%	3 15%	88 6%	37 3%	93 11% <sup>j</sup>	116 6%	14 8%	93 6%	32 6%	24 5%	12 4%	13 7%	15 6%	11 5%	4 4%	16 5%	15 4%	19 5%	38 8% <sup>w</sup>	35 9% <sup>vw</sup>
In the last year	81 4%	61 5% <sup>bc</sup>	9 2%	11 2%	19 4%	15 7% <sup>df</sup>	9 3%	6 5%	1 3%	61 4%	31 3%	50 6% <sup>j</sup>	64 3%	16 9% <sup>l</sup>	44 3%	35 6% <sup>nu</sup>	26 6% <sup>nu</sup>	15 5%	17 9% <sup>nu</sup>	15 6% <sup>n</sup>	12 6%	2 2%	9 3%	17 4%	8 2%	20 4%	24 6% <sup>vx</sup>
Longer ago than that	252 12%	154 13% <sup>b</sup>	34 9%	65 13% <sup>b</sup>	66 13%	25 11%	43 13%	20 14%	4 20%	176 11%	101 8%	150 17% <sup>j</sup>	227 12%	22 13%	188 12%	64 12%	51 11%	30 10%	30 15%	32 13%	25 12%	13 11%	29 9%	43 11%	46 12%	51 11%	64 17% <sup>vw</sup>
I've never done this	1617 78%	900 75%	334 86% <sup>ac</sup>	383 78%	380 75%	166 75%	257 77%	108 76%	12 63%	1206 79%	1024 86% <sup>k</sup>	583 67%	1480 78% <sup>m</sup>	116 69%	1194 79% <sup>r</sup>	418 76% <sup>r</sup>	349 78% <sup>r</sup>	235 81% <sup>or</sup>	137 69%	186 75%	167 78%	101 83% <sup>or</sup>	270 83% <sup>yz</sup>	307 80% <sup>z</sup>	297 80% <sup>z</sup>	367 77% <sup>z</sup>	255 67%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 478

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any political party or group that tries to influence public policy or government**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	130 6%	9 11%mv	4 5%	8 10%mv	3 4%	2 7%	5 8%	7 4%	5 7%	5 5%	8 5%	6 8%	2 3%	-	2 7%	36 8%mv	6 7%	3 4%	8 13%gmv	5 7%	1 1%	4 5%
In the last year	81 4%	1 1%	5 6%w	2 2%	1 1%	1 3%	2 3%	9 5%w	4 5%w	5 6%w	12 7%ow	2 2%	5 8%ow	2 3%	-	13 3%	2 3%	4 5%	4 6%w	5 6%w	3 5%w	-
Longer ago than that	252 12%	9 11%	8 9%	12 15%	8 10%	3 8%	6 10%	16 9%	9 12%	12 13%	16 9%	6 8%	8 11%	8 16%	4 14%	73 16%w	11 14%	12 16%	8 12%	6 8%	10 17%	6 7%
I've never done this	1617 78%	63 77%	66 80%	62 73%	69 85%r	28 82%	51 79%	140 82%	60 76%	65 76%	132 79%	66 82%	54 78%	41 81%	22 78%	349 74%	59 76%	57 75%	46 70%	59 78%	48 77%	79 88%cioqr

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 479

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any political party or group that tries to influence public policy or government**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	130 6%	68 35%	56 29% hijkl	130 62% bdefg hijklm	44 32% hijkl	60 26% hijkl	83 34% ehijkl	61 30% hijkl	53 20%	70 20%	36 23%	33 20%	55 21%	35 31% hijkl	86 8%	50 9%	66 8%	44 14% nopr	39 9%	27 11%	30 15% nopr	35 16% noprs	22 24% nopqr st	24 23% nopqr st	29 20% nopqrs
In the last year	81 4%	50 26%	54 28% efhijl	81 38% bdefg hijkl	30 22% i	40 17%	53 21% il	50 24% eil	51 19% i	48 14%	38 24% ail	39 23% iil	42 16%	35 30% efhijl	59 5%	41 8% n	50 6%	35 11% nop	34 8% n	28 11% npr	20 10% np	28 13% nopr	16 17% noprt	12 11% np	18 13% np
Longer ago than that	252 12%	56 30%	43 22% cdm	-	18 13% c	37 16% c	43 17% c	39 19% c	50 19% c	61 18% c	34 21% cd	31 19% c	48 18% c	16 14% c	163 15%	77 14%	124 15%	54 17%	71 17%	43 17%	31 15%	37 17%	18 19%	19 18%	26 18%
I've never done this	1617 78%	17 9%	38 20% c	-	43 32% bc	92 40% bcdm fg	68 28% bc	57 28% bc	112 42% bcdfg jm	167 48% bcdfg gkjm	50 32% bc	62 38% bcfgm jm	117 45% bcdfg jm	29 25% c	797 72% qrst uvw	371 69% qstuv wx	577 71% qrstuv vw	189 59% vw	283 66% quvw vw	159 62% vw	120 60% vw	119 54% v	36 40%	49 47%	70 49%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 480

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any political party or group that tries to influence public policy or government**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	130 6%	38 8%	46 8%	34 8%	32 8%	36 8%	23 7%	25 8%	27 7%	58 8%	9 6%	91 7%	93 8%	85 8%	71 9% kop	90 7%	95 7%	86 7%	84 8%	67 6%	53 8%
In the last year	81 4%	31 7%	34 6%	27 6%	25 6%	44 10% fg	18 5%	14 4%	15 4%	39 5%	8 5%	67 5%	60 5%	59 6%	51 7% lo	60 5%	69 5%	65 5%	64 6%	47 5%	40 6% s
Longer ago than that	252 12%	73 15%	70 12%	62 15%	56 13%	64 15%	42 13%	52 16%	58 15%	85 11%	28 18% i	164 13%	168 14%	144 14%	118 15% kp	164 13%	173 13%	166 13%	153 14%	118 11%	99 15% s
I've never done this	1617 78%	335 70%	458 75%	302 71%	308 73%	293 67%	238 74% e	227 71%	284 74%	567 76%	110 71%	955 75% mn	913 74% n	771 73% n	540 69%	924 75% mn	971 74% n	912 74%	810 73%	809 78% t	452 70%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 481

**OI.Activities** Please say when you last did each of the following. If you haven't done something, please say so.

**Base:** All respondents

**Put yourself forward for any elected position**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	57 3%	40 4% <sup>b</sup>	17 2%	7 3%	13 4% <sup>f</sup>	3 1%	6 2%	9 3%	19 4% <sup>f</sup>	29 5% <sup>klm</sup>	12 2%	8 2%	8 2%	2 1%	1 1%	3 1%	6 4%	5 3%	1 1%	6 6% <sup>ps</sup>	9 5% <sup>s</sup>	8 3%	9 3%	6 4%	-
In the last year	78 4%	39 4%	39 4%	9 4%	21 6% <sup>h</sup>	9 3%	12 3%	6 2%	21 4%	31 5% <sup>m</sup>	24 4% <sup>m</sup>	16 4% <sup>m</sup>	6 1%	4 2%	5 6%	5 2%	7 4%	11 6% <sup>w</sup>	3 2%	10 10% <sup>npsu</sup>	5 3%	8 3%	5 2%	13 7% <sup>npsu</sup>	2 3%
Longer ago than that	388 19%	214 21% <sup>b</sup>	174 16%	30 13%	40 11%	39 12%	65 18% <sup>ef</sup>	63 20% <sup>def</sup>	152 32% <sup>def</sup>	139 24% <sup>lm</sup>	113 19% <sup>m</sup>	65 16%	71 14%	34 19%	24 29% <sup>rsu</sup>	46 20%	32 19%	28 16%	21 14%	18 18%	24 12%	51 19%	65 23% <sup>su</sup>	35 19%	10 16%
I've never done this	1557 75%	723 71%	835 78% <sup>a</sup>	185 80% <sup>i</sup>	286 80% <sup>i</sup>	282 85% <sup>ghi</sup>	286 78% <sup>i</sup>	230 75% <sup>i</sup>	288 60%	369 65%	435 74% <sup>j</sup>	333 79% <sup>j</sup>	421 83% <sup>jk</sup>	135 77% <sup>o</sup>	54 64%	178 77% <sup>o</sup>	125 74%	136 76%	122 83% <sup>otw</sup>	66 66%	155 80% <sup>otw</sup>	206 76%	203 72%	125 70%	51 81% <sup>x</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 482

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Put yourself forward for any elected position**

	Working status			Disability						Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - phys- ical (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	57 3%	35 3%	5 1%	17 3%b	12 2%	3 1%	9 3%	3 2%	1 3%	45 3%	22 2%	35 4%j	50 3%	7 4%	40 3%	17 3%r	16 4%u	10 3%u	2 1%	10 4%r	9 4%	1 1%	3 1%	9 2%	6 2%	15 3%v	17 5%vx
In the last year	78 4%	54 4%b	5 1%	19 4%b	17 3%	10 4%	12 3%	4 3%	-	59 4%	30 3%	48 5%j	69 4%	8 5%	48 3%	30 5%npqt	16 4%	7 2%	19 10%nopqs	10 4%	5 2%	3 2%	13 4%	12 3%	15 4%	17 4%	18 5%
Longer ago than that	388 19%	200 17%b	40 10%	148 30%ab	103 20%e	31 14%	74 22%e	30 21%e	8 40%	275 18%	162 14%	224 26%j	356 19%	29 17%	303 20%op	84 15%	69 15%	47 16%	29 15%	36 14%	35 16%	23 19%	47 14%	70 18%	80 22%v	99 21%v	72 19%
I've never done this	1557 75%	912 76%c	340 87%ac	305 62%	372 74%	179 80%df	240 72%	104 74%	11 57%	1150 75%	979 82%k	568 65%	1412 75%	124 74%	1128 74%	418 76%	349 78%	228 78%	148 75%	193 78%	165 77%	94 78%	262 81%xyz	291 76%	270 73%	345 72%	270 72%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 483

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Put yourself forward for any elected position**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	57 3%	2 3%	-	1 1%	2 3%	2 6%bl	2 2%	2 1%	3 4%	1 1%	5 3%	4 5%	-	1 2%	-	17 4%	3 4%	2 2%	5 7%bgl	3 5%	-	1 1%
In the last year	78 4%	1 1%	3 3%	6 7%	2 2%	-	2 2%	7 4%	3 3%	2 2%	11 7%o	2 3%	1 2%	2 3%	-	13 3%	2 2%	5 7%	6 8%o	7 9%ao	2 3%	3 4%
Longer ago than that	388 19%	18 22%	14 17%	24 29%jklo	16 20%	5 14%	13 20%	32 18%	14 18%	15 18%	25 15%	11 14%	8 12%	16 31%jklo	7 25%	85 18%	16 21%	10 13%	14 21%	15 20%	10 16%	19 21%
I've never done this	1557 75%	61 74%	66 80%cr	53 62%	61 75%	27 80%	48 75%	130 76%c	58 75%	68 78%c	127 76%c	63 78%c	60 86%cmrs	33 64%	21 75%	355 76%c	57 73%	60 78%	42 63%	50 67%	51 81%cr	67 75%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 484

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Put yourself forward for any elected position**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	57 3%	39 20%	24 13%	35 17%	57 42% hijklm	54 24% bcfgh ijkl	43 17% i	33 16%	35 13%	43 12%	22 14%	22 14%	43 16%	24 21% bhi	39 4%	30 6% np	30 4%	21 7% np	17 4%	16 6% np	18 9% npr	20 9% noprs	13 14% nopqr	13 12% nopqr	14 10% noprs
In the last year	78 4%	39 21%	35 18%	38 18%	78 58% hijklm	63 28% bcfgh ijkl	47 19% i	41 20% i	46 17%	48 14%	33 21% i	30 18%	47 18%	25 22% i	55 5%	33 6% p	35 4%	24 8% p	22 5%	22 9% npr	17 8% np	25 11% noprs	17 19% nopqr st	15 15% nopqr t	16 11% noprs
Longer ago than that	388 19%	61 32%	47 25% d	47 22% d	-	55 24% d	63 26% d	59 29% d	59 22% d	80 23% d	43 27% d	46 28% dm	62 24% d	21 19% d	220 20%	96 18%	160 20%	60 19%	77 18%	43 17%	49 24% os	45 20%	15 17%	24 23%	26 18%
I've never done this	1557 75%	52 27%	84 44% deg	91 43% de	-	57 25% d	94 38% de	74 36% de	127 48% defgj	175 51% cdefg jkim	60 38% de	67 41% de	110 42% de	45 39% de	791 72% tuvwx	381 71% tuvwx	594 73% qtuvw x	216 67% tuvw	311 73% qtuvw x	176 68% tuvw	118 58%	129 59%	46 50%	52 50%	87 61% vw

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 485

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Put yourself forward for any elected position**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	57 3%	13 3%	20 3%	19 5%	13 3%	13 3%	9 3%	8 3%	9 2%	23 3%	2 1%	38 3%	38 3%	29 3%	23 3%	34 3%	37 3%	37 3%	30 3%	24 2%	18 3%
In the last year	78 4%	26 5%	27 4%	23 5%	22 5%	34 8%g	20 6%	14 4%	18 5%	32 4%	6 4%	56 4%	51 4%	49 5%	43 6%lp	54 4%	56 4%	54 4%	54 5%	35 3%	35 5% s
Longer ago than that	388 19%	88 18%	102 17%	83 20%	79 19%	58 13%	43 13%	41 13%	77 20%	121 16%	32 21%	232 18% m	228 18% m	173 16%	128 16%	225 18% m	230 18%	212 17%	190 17%	182 17%	101 16%
I've never done this	1557 75%	351 73%	460 76%	300 71%	307 73%	333 76%	248 78%	255 80%	281 73%	573 76%	113 74%	951 74%	917 74%	808 76% klo	586 75%	925 75%	986 75%	926 75%	838 75%	801 77%	491 76%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 486

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Served on a committee for a local organisation**

	Gender			Age						Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	161 8%	87 9%	74 7%	8 4%	31 9% <sup>d</sup>	22 7%	18 5%	20 6%	62 13% <sup>dfg</sup>	71 13% <sup>klm</sup>	36 6%	34 8% <sup>m</sup>	20 4%	7 4%	4 5%	14 6%	16 9%	13 7%	9 6%	11 11% <sup>n</sup>	22 11% <sup>n</sup>	18 7%	24 9%	20 11% <sup>n</sup>	2 4%
In the last year	67 3%	41 4%	26 2%	10 4%	12 3%	7 2%	19 5%	6 2%	14 3%	29 5% <sup>lm</sup>	18 3%	9 2%	11 2%	3 2%	4 5% <sup>uw</sup>	9 4% <sup>w</sup>	7 4% <sup>uw</sup>	10 6% <sup>uw</sup>	3 2%	5 5% <sup>uw</sup>	2 1%	7 3%	2 1%	9 5% <sup>uw</sup>	6 10% <sup>nsuvw</sup>
Longer ago than that	453 22%	221 22%	231 22%	33 14%	46 13%	49 15%	66 18%	86 28% <sup>defg</sup>	174 36% <sup>defg</sup>	143 25% <sup>lm</sup>	148 25% <sup>lm</sup>	68 16%	94 19%	37 21%	25 29%	45 20%	31 18%	35 20%	27 18%	22 22%	36 18%	59 22%	75 27%	45 25%	15 24%
I've never done this	1399 67%	666 66%	733 69%	180 78% <sup>hi</sup>	271 75% <sup>hi</sup>	255 77% <sup>hi</sup>	266 72% <sup>hi</sup>	196 64% <sup>i</sup>	231 48%	325 57%	382 65% <sup>j</sup>	311 74% <sup>jk</sup>	380 75% <sup>jk</sup>	128 73% <sup>x</sup>	52 61%	163 70% <sup>x</sup>	115 68%	121 67%	108 73% <sup>x</sup>	63 62%	135 70% <sup>x</sup>	189 69% <sup>x</sup>	181 64%	105 59%	39 62%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 487

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Served on a committee for a local organisation**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	161 8%	94 8% <sup>b</sup>	12 3%	55 11% <sup>ab</sup>	37 7%	13 6%	26 8%	9 7%	2 10%	124 8%	62 5%	99 11% <sup>j</sup>	146 8%	14 8%	116 8%	43 8%	34 8%	17 6%	12 6%	25 10% <sup>q</sup>	13 6%	5 4%	20 6%	26 7%	25 7%	46 10%	31 8%
In the last year	67 3%	48 4% <sup>b</sup>	6 2%	13 3%	23 5%	16 7% <sup>di</sup>	13 4%	8 6%	- -	43 3%	26 2%	41 5% <sup>j</sup>	60 3%	7 4%	36 2%	32 6% <sup>n</sup>	27 6% <sup>n</sup>	16 5% <sup>n</sup>	12 6% <sup>n</sup>	15 6% <sup>n</sup>	12 6% <sup>n</sup>	7 6% <sup>n</sup>	9 3%	9 2%	10 3%	17 4%	21 6%
Longer ago than that	453 22%	219 18%	57 15%	176 36% <sup>ab</sup>	122 24% <sup>e</sup>	42 19%	90 27% <sup>ei</sup>	42 29% <sup>ei</sup>	7 38%	319 21%	206 17%	245 28% <sup>j</sup>	416 22%	32 19%	357 24% <sup>opqr</sup>	90 16%	73 16%	47 16%	30 15%	41 16%	35 16%	19 16%	67 21%	78 20%	85 23%	107 23%	88 23%
I've never done this	1399 67%	839 70% <sup>c</sup>	314 81% <sup>ac</sup>	245 50%	323 64%	152 68% <sup>g</sup>	206 61%	83 58%	10 53%	1043 68% <sup>fg</sup>	898 75% <sup>k</sup>	491 56%	1264 67%	115 68%	1009 66%	385 70%	316 70%	213 73%	144 73%	168 68%	154 72%	89 74%	228 70%	269 70% <sup>z</sup>	250 67%	306 64%	237 63%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 488

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Served on a committee for a local organisation**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	161 8%	6 7%	1 2%	2 2%	8 10%b	3 9%	6 9%	16 9%b	2 2%	6 7%	13 8%	10 12%bch	2 3%	3 6%	- -	36 8%	11 14%bchl	8 11%b	8 12%bch	9 12%bch	2 4%	9 10%b
In the last year	67 3%	- -	3 4%	7 9%alop	2 2%	1 3%	1 1%	7 4%	3 3%	2 2%	12 7%alo	2 2%	- -	1 1%	2 8%	8 2%	1 1%	1 2%	4 7%alo	3 4%	6 10%alopw	2 2%
Longer ago than that	453 22%	17 20%	18 22%	26 31%ejk	14 17%	3 10%	13 21%	32 19%	17 21%	21 24%	28 17%	13 16%	16 24%	22 fg hijkl opqsw	9 42%abde	97 32%	18 21%	16 23%	20 30%ej	15 21%	15 24%	23 26%
I've never done this	1399 67%	60 73%mr	60 73%mr	49 58%	58 71%mr	26 78%mr	44 69%	117 68%mr	57 73%mr	57 66%	115 68%mr	57 70%mr	51 73%mr	26 50%	17 60%	330 70%cmr	48 62%	51 67%	34 52%	47 63%	39 62%	56 62%

**Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w**  
**Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing**

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 489

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Served on a committee for a local organisation**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	161 8%	69 36%	51 27%	68 32% jk	85 63% bcfgh ijklm	161 71% bcdfgh hijklm	100 41% bcghi jkm	67 32% hjk	67 25%	95 28%	35 22%	38 23%	93 35% bhijk	34 30%	97 9%	57 11%	75 9%	45 14% np	44 10%	40 15% nopr	32 16% nopr	42 19% nopqr st	24 26% nopqr st	24 23% nopqr st	27 19% nopr
In the last year	67 3%	41 22%	32 17%	31 15%	32 24% chi	67 29% bcfgh ijkl	45 18%	40 19%	43 16%	48 14%	30 19%	31 19%	44 17%	28 24% chil	53 5%	34 6% p	34 4%	23 7% p	25 6%	13 5%	16 8% np	23 10% noprs	14 15% nopqr st	15 14% nopqr st	15 10% nps
Longer ago than that	453 22%	57 30%	48 25% de	47 22% de	12 9% e	-	58 24% de	57 27% del	64 24% de	78 22% de	50 32% cdefh iki	40 24% de	54 21% de	26 23% de	241 22%	106 20%	172 21%	66 20%	88 21%	55 21%	52 26% o	53 24%	21 23%	23 22%	34 24%
I've never done this	1399 67%	24 12%	60 32% defg	64 30% defg	6 4% e	-	43 17% de	44 21% de	92 34% defg lm	125 36% defg lm	43 27% def	56 34% defgm	71 27% def	27 23% de	715 65% qstuv wx	342 63% tuvwx	538 66% qstuv wx	188 58% tuvwx	270 63% tuvwx	150 58% uvwx	101 50% vw	101 46% v	32 36%	42 41%	67 47% v

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 490

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Served on a committee for a local organisation**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	161 8%	43 9%	44 7%	56 13% <sup>d</sup>	27 6%	40 9%	21 7%	22 7%	33 9%	58 8%	7 4%	107 8% <sup>p</sup>	102 8%	80 8%	54 7%	102 8%	101 8%	100 8%	91 8%	81 8%	47 7%
In the last year	67 3%	27 6%	26 4%	20 5%	27 6%	31 7%	19 6%	19 6%	9 2%	37 5%	8 5%	55 4%	53 4%	52 5% <sup>p</sup>	47 6% <sup>klop</sup>	51 4%	53 4%	52 4%	51 5%	37 4%	34 5% <sup>s</sup>
Longer ago than that	453 22%	76 16%	135 22% <sup>a</sup>	72 17%	99 24% <sup>c</sup>	63 14%	55 17%	53 17%	79 21%	144 19%	40 26%	260 20% <sup>m</sup>	259 21% <sup>mno</sup>	190 18%	144 18%	243 20% <sup>m</sup>	262 20% <sup>m</sup>	237 19%	224 20%	203 19%	128 20%
I've never done this	1399 67%	331 69%	403 66%	277 65%	267 64%	303 69%	224 70%	223 70%	262 68%	510 68%	99 64%	855 67%	820 66%	738 70% <sup>kl</sup>	535 69%	843 68% <sup>kl</sup>	892 68% <sup>kl</sup>	840 68%	744 67%	722 69%	436 68%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 491

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any group that tries to influence things in the local community**

	Gender		Age							Social Grade					Region										
	Total	Male	Female	18-24	25-34	35-44	45-54	55-64	65+	AB	C1	C2	DE	Scot-land	North East	North West	York-shire & Humb-erside	West Mid-lands	East Mid-lands	Wales	East-ern	London	South East	South West	North-ern Ire-land
	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	154 7%	89 9% <sup>b</sup>	65 6%	20 9% <sup>g</sup>	43 12% <sup>fgh</sup>	20 6%	15 4%	16 5%	39 8% <sup>g</sup>	62 11% <sup>klm</sup>	42 7%	23 6%	26 5%	8 5%	4 5%	15 6%	14 8%	12 7%	8 5%	6 6%	21 11% <sup>n</sup>	27 10%	19 7%	15 9%	3 5%
In the last year	93 4%	47 5%	45 4%	18 8% <sup>fhi</sup>	20 5% <sup>h</sup>	12 3%	20 6% <sup>h</sup>	7 2%	16 3%	40 7% <sup>km</sup>	20 3%	17 4%	15 3%	8 4%	4 5%	13 5%	7 4%	7 4%	5 3%	8 8% <sup>u</sup>	4 2%	14 5%	12 4%	10 6%	1 1%
Longer ago than that	355 17%	177 17%	178 17%	29 12%	45 13%	50 15%	61 17%	70 23% <sup>def</sup>	99 21% <sup>de</sup>	121 21% <sup>klm</sup>	94 16%	65 15%	74 15%	26 15%	21 25% <sup>pq</sup>	26 11%	21 13%	44 25% <sup>npq</sup>	27 18%	14 14%	31 16%	46 17%	57 20% <sup>p</sup>	28 16%	13 20%
I've never done this	1479 71%	702 69%	777 73%	164 71%	252 70%	251 75% <sup>i</sup>	271 74%	215 70%	326 68%	345 61%	428 73% <sup>j</sup>	316 75% <sup>j</sup>	390 77% <sup>j</sup>	133 76% <sup>r</sup>	55 65%	179 77% <sup>r</sup>	127 75% <sup>r</sup>	116 64%	108 73%	73 72%	137 71%	186 68%	195 69%	125 70%	46 73%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 492

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any group that tries to influence things in the local community**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	154 7%	96 8%	20 5%	37 8%	44 9%	22 10%	24 7%	11 8%	5 24%	107 7%	53 4%	100 11% <sub>j</sub>	133 7%	21 12% <sub>l</sub>	100 7%	48 9%	37 8%	21 7%	16 8%	25 10%	16 7%	9 7%	21 7%	22 6%	25 7%	40 8%	36 10%
In the last year	93 4%	61 5%	14 4%	18 4%	25 5% <sub>f</sub>	18 8% <sub>d</sub> <sub>f</sub> <sub>i</sub>	10 3%	7 5%	-	63 4%	34 3%	59 7% <sub>j</sub>	80 4%	12 7%	61 4%	31 6%	28 6%	15 5%	10 5%	17 7%	14 6%	6 5%	10 3%	13 3%	16 4%	23 5%	27 7% <sub>v</sub>
Longer ago than that	355 17%	207 17%	50 13%	98 20% <sub>b</sub>	96 19%	34 15%	71 21% <sub>e</sub> <sub>i</sub>	31 22%	5 28%	248 16%	161 14%	188 21% <sub>j</sub>	324 17%	28 17%	264 17%	91 17%	73 16%	44 15%	34 17%	37 15%	31 15%	20 16%	46 14%	67 18%	67 18%	79 16%	69 18%
I've never done this	1479 71%	836 70%	306 78% <sub>a</sub> <sub>c</sub>	337 69%	339 67%	149 67%	230 69%	92 65%	9 48%	1111 73% <sub>d</sub>	944 79% <sub>k</sub>	528 60%	1351 72%	108 64%	1094 72%	379 69%	312 69%	211 72%	138 70%	169 68%	154 72%	86 71%	247 76% <sub>z</sub>	279 73% <sub>z</sub>	264 71%	335 70%	246 65%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 493

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any group that tries to influence things in the local community**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	154 7%	6 8%	2 3%	6 7%	8 10%	3 9%	8 4%	3 7%	2 6%	12 6%	5 7%	5 11%	9 6%	2 4%	2 7%	42 9%	9 11%	6 8%	9 13%bw	4 5%	3 5%	3 3%
In the last year	93 4%	3 4%	5 6%	6 7%	3 3%	2 5%	3 5%	9 5%	5 6%	1 2%	9 5%	1 2%	3 4%	2 4%	-	22 5%	1 1%	5 6%	5 8%	7 9%ikpw	1 1%	1 1%
Longer ago than that	355 17%	15 18%	9 10%	19 23%	9 11%	3 8%	13 21%	22 13%	11 14%	18 21%	36 21%	13 17%	11 16%	13 25%b	6 21%	81 17%	11 14%	9 12%	12 19%	11 15%	13 20%	20 22%
I've never done this	1479 71%	58 70%	67 81%cjor	53 63%	61 75%	27 79%	45 70%	129 75%r	57 74%	61 71%	112 67%	57 71%	51 73%	34 67%	20 72%	327 69%	57 73%	57 74%	40 60%	53 71%	46 73%	67 74%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 494

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Been an active member of any group that tries to influence things in the local community**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	154 7%	91 47%	62 32%	89 42% <sup>bhikl</sup>	56 42% <sup>hikl</sup>	98 43% <sup>bhijkl</sup>	154 62% <sup>bcdeg</sup>	83 40% <sup>bhikl</sup>	78 29%	98 28%	53 33%	51 31%	85 32%	51 44% <sup>bhijk</sup>	106 10%	71 13% <sup>np</sup>	86 10%	55 17% <sup>no</sup>	49 12%	38 15% <sup>n</sup>	37 18% <sup>nopr</sup>	46 21% <sup>nopr</sup>	27 30% <sup>no</sup>	27 26% <sup>no</sup>	29 20% <sup>no</sup>
In the last year	93 4%	44 23%	43 23%	47 22%	33 25%	47 21%	93 38% <sup>bcdeg</sup>	50 24% <sup>kl</sup>	51 19%	66 19%	32 20%	28 17%	58 22%	32 28% <sup>hik</sup>	67 6%	41 8%	53 7%	26 8%	36 8%	25 10% <sup>n</sup>	21 11% <sup>np</sup>	23 11% <sup>np</sup>	13 14% <sup>no</sup>	11 11%	18 13% <sup>no</sup>
Longer ago than that	355 17%	44 23%	39 20% <sup>cefm</sup>	29 14% <sup>f</sup>	18 14% <sup>f</sup>	30 13% <sup>f</sup>	-	37 18% <sup>f</sup>	50 19% <sup>ef</sup>	62 18% <sup>ef</sup>	35 22% <sup>cdefm</sup>	47 28% <sup>cdefg</sup>	48 18% <sup>ef</sup>	14 12% <sup>f</sup>	211 19%	94 17%	156 19%	66 20%	89 21%	54 21%	43 21%	54 25% <sup>no</sup>	22 24%	25 24%	39 28% <sup>no</sup>
I've never done this	1479 71%	13 7%	46 24% <sup>fgm</sup>	46 22% <sup>f</sup>	27 20% <sup>f</sup>	54 23% <sup>f</sup>	-	37 18% <sup>f</sup>	88 33% <sup>bcdef</sup>	121 35% <sup>bcdef</sup>	38 24% <sup>f</sup>	40 24% <sup>fm</sup>	72 27% <sup>fgm</sup>	18 16% <sup>f</sup>	722 65% <sup>qrstuvwx</sup>	334 62% <sup>qrstuvwx</sup>	522 64% <sup>qrstuvwx</sup>	175 54% <sup>uvwx</sup>	253 59% <sup>tuvw</sup>	141 55% <sup>uvwx</sup>	99 50% <sup>vw</sup>	95 44% <sup>v</sup>	29 31%	40 39%	56 39%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 495

**01.Activities** Please say when you last did each of the following. If you haven't done something, please say so.

**Base: All respondents**

**Been an active member of any group that tries to influence things in the local community**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	154 7%	50 11%	48 8%	51 12% <sup>d</sup>	27 6%	51 12%	31 10%	31 10%	38 10%	63 8%	7 4%	109 9%	107 9%	96 9%	79 10% <sup>op</sup>	101 8%	111 8%	103 8%	102 9%	78 8%	69 11% <sup>s</sup>
In the last year	93 4%	30 6%	37 6%	27 6%	25 6%	41 9% <sup>fg</sup>	16 5%	16 5%	14 4%	41 5%	13 8% <sup>h</sup>	63 5%	65 5%	65 6% <sup>kop</sup>	56 7% <sup>klop</sup>	65 5%	68 5%	68 6%	65 6%	49 5%	46 7% <sup>s</sup>
Longer ago than that	355 17%	80 17%	103 17%	75 18%	86 21%	65 15%	58 18%	58 18%	72 19%	129 17%	31 20%	232 18%	225 18%	186 18%	142 18%	223 18%	234 18%	214 17%	194 17%	180 17%	109 17%
I've never done this	1479 71%	317 66%	421 69%	273 64%	282 67%	280 64%	214 67%	213 67%	260 68%	517 69%	104 67%	873 68% <sup>n</sup>	837 68% <sup>n</sup>	712 67% <sup>n</sup>	503 65%	849 69% <sup>n</sup>	896 68% <sup>n</sup>	844 69%	749 67%	735 70% <sup>t</sup>	420 65%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 496

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Asked a question in a public meeting**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	101 5%	70 7% <sup>b</sup>	31 3%	9 4%	33 9% <sup>d</sup>	10 3% <sup>f</sup>	22 6%	11 4%	15 3%	35 6%	29 5%	17 4%	19 4%	8 4%	1 1%	11 5%	8 4%	11 6% <sup>s</sup>	1 1%	5 5%	9 5%	23 9% <sup>sy</sup>	13 5%	11 6% <sup>s</sup>	-
In the last year	106 5%	58 6%	48 5%	20 9% <sup>hi</sup>	29 8% <sup>hi</sup>	15 4%	21 6% <sup>i</sup>	8 3%	13 3%	38 7% <sup>m</sup>	33 6%	19 5%	16 3%	7 4%	10 12% <sup>n</sup>	16 7% <sup>qu</sup>	5 3%	12 7% <sup>u</sup>	7 5% <sup>u</sup>	8 8% <sup>u</sup>	2 1%	13 5% <sup>u</sup>	12 4% <sup>u</sup>	11 6% <sup>u</sup>	3 6% <sup>u</sup>
Longer ago than that	434 21%	226 22%	207 19%	28 12%	51 14%	60 18%	78 21% <sup>de</sup>	72 23% <sup>de</sup>	145 30% <sup>de</sup>	135 24% <sup>f</sup>	112 19%	94 22%	93 18%	37 21%	21 24%	43 18%	32 19%	37 21%	40 27% <sup>tv</sup>	16 16%	45 23%	48 17%	61 21%	39 22%	15 25%
I've never done this	1439 69%	661 65%	778 73% <sup>a</sup>	174 75% <sup>gi</sup>	247 69%	247 74% <sup>i</sup>	247 67%	217 70%	307 64%	360 63%	410 70% <sup>j</sup>	291 69%	378 75% <sup>j</sup>	124 71%	53 62%	163 70%	125 73%	120 67%	98 67%	73 72%	138 71%	189 69%	196 69%	118 66%	44 70%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 497

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Asked a question in a public meeting**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	101 5%	74 6% <sup>c</sup>	14 4%	12 2%	24 5%	10 5%	16 5%	6 4%	1 6%	74 5%	35 3%	66 8% <sup>j</sup>	84 4%	17 10% <sup>l</sup>	62 4%	37 7% <sup>nr</sup>	34 8% <sup>nr</sup>	24 8% <sup>nr</sup>	7 3%	16 6%	20 9% <sup>nr</sup>	10 8% <sup>n</sup>	11 3%	13 3%	13 3%	30 6%	29 8% <sup>vwx</sup>
In the last year	106 5%	77 6% <sup>bc</sup>	13 3%	16 3%	24 5% <sup>f</sup>	17 8% <sup>df</sup>	10 3%	6 5%	1 7%	79 5%	42 4%	64 7% <sup>j</sup>	91 5%	15 9% <sup>l</sup>	61 4%	44 8% <sup>n</sup>	32 7% <sup>n</sup>	18 6%	20 10% <sup>nu</sup>	20 8% <sup>n</sup>	15 7%	4 4%	16 5%	16 4%	15 4%	16 3%	35 9% <sup>wxy</sup>
Longer ago than that	434 21%	237 20% <sup>b</sup>	55 14%	142 29% <sup>cab</sup>	134 26% <sup>ei</sup>	48 22%	95 28% <sup>ei</sup>	44 31% <sup>ei</sup>	8 40%	290 19%	213 18%	213 24% <sup>j</sup>	399 21%	30 18%	322 21%	111 20%	93 21%	56 19%	36 18%	51 21%	37 17%	28 23%	64 20%	80 21%	85 23%	99 21%	71 19%
I've never done this	1439 69%	812 68%	308 79% <sup>ac</sup>	320 65%	322 64%	148 66%	214 64%	85 60%	9 47%	1087 71% <sup>dfg</sup>	903 76% <sup>k</sup>	531 61%	1314 70%	107 63%	1073 71% <sup>op</sup>	357 65%	291 65%	194 66%	135 68%	161 65%	142 66%	79 65%	233 72%	272 71%	258 70%	331 69%	243 64%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 498

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Asked a question in a public meeting**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	101 5%	3 4%	3 4%	1 1%	4 5% <sub>i</sub>	2 5% <sub>i</sub>	2 2%	10 6% <sub>i</sub>	1 1%	- -	10 6% <sub>i</sub>	4 5% <sub>i</sub>	2 3%	1 3%	2 7%	31 7% <sub>i</sub>	5 7% <sub>i</sub>	7 9% <sub>iv</sub>	5 7% <sub>iv</sub>	4 5% <sub>i</sub>	- -	4 4%
In the last year	106 5%	3 4%	4 5%	10 11% <sub>diklo</sub> w	2 2%	1 4%	3 5% <sub>w</sub>	14 8% <sub>kw</sub>	7 10% <sub>kw</sub>	2 3%	14 8% <sub>kw</sub>	1 1%	1 2%	2 4%	2 6%	19 4%	4 5% <sub>w</sub>	3 4%	6 9% <sub>kw</sub>	4 6% <sub>w</sub>	3 6% <sub>w</sub>	- -
Longer ago than that	434 21%	23 28% <sub>p</sub>	12 14%	21 24%	15 19%	7 21%	16 25%	32 19%	15 20%	27 31% <sub>bgjo</sub> ps	31 19%	16 21%	15 22%	15 28% <sub>p</sub>	1 4%	93 20%	9 12%	16 21%	18 26%	11 14%	15 25%	24 26% <sub>p</sub>
I've never done this	1439 69%	54 65%	63 77% <sub>ar</sub>	53 63%	60 74% <sub>ar</sub>	23 69%	43 67%	116 68%	54 69%	58 67%	113 67%	59 73%	51 73%	33 65%	24 83%	327 69%	59 76% <sub>r</sub>	51 66%	38 57%	56 74% <sub>ar</sub>	44 70%	63 70%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 499

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Asked a question in a public meeting**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	101 5%	75 39%	59 31%il	60 29%i	40 30%il	62 27%il	71 29%il	101 49%hijklm	71 27%il	70 20%	47 30%il	50 30%il	61 23%	40 35%il	78 7%	59 11%np	68 8%	50 16%no	43 10%no	38 15%np	33 17%no	41 19%no	25 28%no	24 23%no	20 14%np
In the last year	106 5%	60 31%	56 30%eil	51 24%	34 25%	45 20%	62 25%eil	106 51%hijklm	66 25%il	63 18%	43 27%il	47 28%eil	53 20%	39 33%eil	84 8%	54 10%np	56 7%	40 12%np	39 9%	31 12%np	23 11%p	30 14%np	19 21%no	22 21%no	22 16%no
Longer ago than that	434 21%	41 22%	35 18%g	38 18%g	27 20%g	46 20%g	48 20%g	-	52 20%g	79 23%gm	38 24%gm	32 19%g	59 23%gm	16 14%g	249 23%g	111 21%	184 22%g	59 18%	82 19%	40 15%	43 21%	51 23%g	16 17%	22 21%	39 28%qrs
I've never done this	1439 69%	15 8%	40 21%g	62 29%bgjm	34 25%g	76 33%bdfgjm	65 26%gm	-	76 29%bgjm	135 39%bdfgjm	30 19%g	37 22%g	89 34%bdfgjm	20 18%g	695 63%oqtuvwx	316 58%tuvwx	509 62%oqtuvwx	173 54%uvwx	263 62%qtuvwx	150 58%uvwx	102 51%vw	97 44%vw	31 34%	35 34%	61 43%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 500

**O1.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Asked a question in a public meeting**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	101 5%	30 6%	42 7%	35 8%	23 5%	36 8%	19 6%	24 7%	25 7%	43 6%	5 3%	78 6%	78 6%	69 7%	55 7%	71 6%	80 6%	75 6%	68 6%	56 5%	44 7%
In the last year	106 5%	46 10%	43 7%	32 8%	33 8%	55 13%	35 11%	22 7%	26 7%	45 6%	15 10%	88 7%	85 7%	79 8%	76 10%	82 10%	88 7%	85 7%	84 8%	57 6%	67 10%
Longer ago than that	434 21%	87 18%	132 22%	91 21%	110 26%	73 17%	50 16%	66 21%	75 19%	165 22%	36 24%	263 21%	271 22%	204 19%	151 19%	265 21%	270 21%	255 21%	233 21%	214 21%	118 18%
I've never done this	1439 69%	314 66%	392 64%	268 63%	256 61%	273 63%	216 68%	207 65%	258 67%	496 66%	98 64%	848 66%	800 65%	707 67%	499 64%	821 66%	871 67%	814 66%	726 65%	715 69%	416 65%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 501

**OI.Activities** Please say when you last did each of the following. If you haven't done something, please say so.

**Base:** All respondents

**Attended conferences / lectures / speakers lunches or dinners on a regular basis**

	Gender			Age							Social Grade					Region									
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	170 8%	104 10%b	66 6%	38 16%fgh i	55 15%fghi	25 7%h	20 5%	10 3%	22 5%	75 13%lm	54 9%lm	21 5%	20 4%	12 7%	9 10%	22 9%w	13 8%	16 9%w	6 4%	11 11%sw	15 8%	35 13%swy	12 4%	18 10%sw	2 3%
In the last year	96 5%	59 6%b	37 3%	23 10%fhi	24 7%fi	9 3%	24 6%fi	11 3%i	5 1%	38 7%lm	32 5%m	14 3%	12 2%	5 3%	4 4%	14 6%	6 3%	8 4%	4 3%	5 5%	4 2%	24 9%nqsu w	9 3%	9 5%	5 8%u
Longer ago than that	462 22%	250 25%b	212 20%	31 14%	72 20%	59 18%	73 20%	79 26%df	147 31%defg	166 29%klm	133 23%m	80 19%	82 16%	42 24%	20 23%	46 20%	39 23%	39 22%	37 25%	16 16%	41 21%	62 23%	67 24%	37 21%	15 24%
I've never done this	1352 65%	602 59%	750 70%a	139 60%	209 58%	239 72%dei	251 68%e	208 68%e	306 64%	289 51%	365 62%j	307 73%jk	391 77%jk	116 66%v	53 62%	150 65%	112 66%	117 65%	101 69%v	69 69%v	133 69%v	152 56%	195 69%v	115 64%	40 65%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 502

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended conferences / lectures / speakers lunches or dinners on a regular basis**

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	170 8%	123 10% <sup>c</sup>	26 7%	21 4%	37 7% <sup>f</sup>	22 10% <sup>f</sup>	17 5%	8 6%	2 12%	131 9%	56 5%	114 13% <sup>j</sup>	141 7%	29 17% <sup>l</sup>	105 7%	59 11% <sup>np</sup>	42 9%	29 10%	25 12% <sup>n</sup>	25 10%	23 11%	9 7%	17 5%	18 5%	20 5%	45 9% <sup>vw</sup>	57 15% <sup>vwx</sup>
In the last year	96 5%	75 6% <sup>c</sup>	15 4% <sup>c</sup>	6 1%	16 3%	10 5%	10 3%	4 3%	-	77 5%	27 2%	69 8% <sup>j</sup>	78 4%	16 9% <sup>l</sup>	60 4%	36 6% <sup>nq</sup>	25 6% <sup>q</sup>	12 4%	16 8% <sup>n</sup>	16 6%	9 4%	4 3%	12 4%	16 4%	13 4%	11 2%	34 9% <sup>vwx</sup>
Longer ago than that	462 22%	245 20%	65 17%	152 31% <sup>ab</sup>	124 25% <sup>e</sup>	43 19%	84 25%	41 29% <sup>e</sup>	6 30%	326 21%	172 14%	285 33% <sup>j</sup>	406 22%	50 30% <sup>l</sup>	364 24% <sup>opqs</sup>	96 17%	83 18%	52 18%	36 18%	43 17%	33 15%	31 26% <sup>opqt</sup>	51 16%	78 20%	96 26% <sup>v</sup>	114 24% <sup>v</sup>	91 24% <sup>v</sup>
I've never done this	1352 65%	757 63%	285 73% <sup>ac</sup>	311 63%	326 65%	148 66%	224 67%	89 63%	11 58%	997 65%	937 79% <sup>k</sup>	408 47%	1261 67% <sup>m</sup>	74 44%	989 65%	359 65%	299 67%	200 68%	122 61%	165 66%	150 70%	77 64%	244 75% <sup>xyz</sup>	268 70% <sup>z</sup>	242 65% <sup>z</sup>	306 64% <sup>z</sup>	194 52%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 503

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended conferences / lectures / speakers lunches or dinners on a regular basis**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	170	8	3	10	6	1	5	18	7	4	15	7	3	1	3	43	8	8	7	8	2	2
	8%	10%w	4%	12%w	7%	3%	8%	11%w	9%	5%	9%w	9%	4%	3%	11%	9%w	10%w	10%w	10%w	10%w	3%	2%
In the last year	96	1	4	2	4	1	-	12	4	4	8	2	2	1	2	29	3	6	2	4	5	1
	5%	1%	4%	2%	5%	4%	-	7%	5%	5%	5%	2%	3%	1%	7%	6%	4%	7% <sup>f</sup>	3%	5%	8% <sup>a</sup> <sup>f</sup> <sup>w</sup>	1%
Longer ago than that	462	19	22	21	18	7	17	39	13	23	35	15	16	12	7	112	6	15	18	11	15	21
	22%	23% <sup>p</sup>	26% <sup>p</sup>	25% <sup>p</sup>	23% <sup>p</sup>	21%	26% <sup>p</sup>	23% <sup>p</sup>	16%	26% <sup>p</sup>	21% <sup>p</sup>	19%	22% <sup>p</sup>	24% <sup>p</sup>	25%	24% <sup>p</sup>	7%	20% <sup>p</sup>	27% <sup>p</sup>	15%	24% <sup>p</sup>	23% <sup>p</sup>
I've never done this	1352	54	54	51	53	24	42	102	54	55	110	56	49	37	16	287	61	48	39	53	40	66
	65%	66%	65%	60%	65%	72%	66%	60%	70%	64%	66%	70%	71%	72%	57%	61%	79% <sup>c</sup> <sup>g</sup> <sup>o</sup>	63%	59%	70%	65%	73% <sup>g</sup> <sup>o</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 504

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended conferences / lectures / speakers lunches or dinners on a regular basis**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	170 8%	92 48%	72 38%	71 34%	56 42% ei	78 34%	91 37%	101 49% bcfe ijkl	170 64% bcdef gijklm	108 31%	56 35%	55 33%	87 33%	58 50% bcfe ijkl	122 11%	80 15% n	101 12%	69 21% nop	77 18% np	53 21% nop	36 18% np	52 24% nop	34 37% nopqr stux	32 30% nopqr stx	29 20% np
In the last year	96 5%	41 21%	41 22% cefi	33 16%	24 18%	33 14%	37 15%	37 18%	96 36% bcdef gijklm	50 15%	31 19%	31 19%	47 18%	21 18%	69 6%	41 8%	56 7%	28 9%	27 6%	23 9%	15 7%	26 12% nopr	12 14% nopr	11 11%	24 17% nopqrst
Longer ago than that	462 22%	44 23%	36 19% hm	46 22% hm	26 19% hm	56 24% ghm	54 22% ghm	33 16% h	-	85 24% ghm	33 21% hm	34 20% hm	67 26% ghm	12 11% h	286 26%	125 23%	206 25%	70 22%	109 25%	57 22%	50 25%	57 26%	17 18%	22 21%	35 24%
I've never done this	1352 65%	15 8%	41 21% h	61 29% bgh	28 21% h	63 27% dgh	64 26% gh	36 18% h	-	103 30% bdghl	38 24% h	45 27% gh	61 23% h	24 21% h	629 57% qrsuv wx	294 54% quvw x	455 56% qrsuv wx	155 48% uvwx	214 50% uvwx	124 48% uvx	101 50% uvwx	84 38%	28 31%	39 38%	54 38%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 505

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Attended conferences / lectures / speakers lunches or dinners on a regular basis**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nintendo (g)	Standard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	170 8%	68 14% <sup>b</sup>	57 9%	52 12%	34 8%	64 15%	38 12%	44 14%	34 9%	84 11%	10 6%	131 10%	132 11%	128 12% <sup>klop</sup>	109 14% <sup>klmo</sup>	129 10%	139 11%	122 10%	127 11% <sup>q</sup>	99 10%	95 15% <sup>s</sup>
In the last year	96 5%	27 6%	37 6%	34 8%	27 6%	41 9%	24 7%	20 6%	28 7%	38 5%	9 6%	73 6% <sup>l</sup>	63 5%	67 6% <sup>lo</sup>	64 8% <sup>klmop</sup>	67 5%	76 6% <sup>l</sup>	72 6%	70 6%	51 5%	48 7% <sup>s</sup>
Longer ago than that	462 22%	101 21%	127 21%	96 23%	103 24%	90 21%	54 17%	66 21%	82 21%	169 23%	34 22%	285 22% <sup>m</sup>	285 23% <sup>mnp</sup>	219 21%	157 20%	277 22% <sup>m</sup>	287 22%	262 21%	247 22%	225 22%	141 22%
I've never done this	1352 65%	281 59%	387 64%	244 57%	256 61%	242 55%	203 64% <sup>e</sup>	188 59%	240 63%	458 61%	102 66%	787 62% <sup>n</sup>	753 61% <sup>n</sup>	645 61% <sup>n</sup>	450 58%	765 62% <sup>n</sup>	807 62% <sup>n</sup>	773 63% <sup>r</sup>	667 60%	667 64% <sup>t</sup>	360 56%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 506

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Taken part in or led a fundraising campaign**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	179 9%	97 10%	82 8%	25 11%h	43 12%h	30 9%h	28 8%	13 4%	40 8%h	72 13%lm	55 9%l	22 5%	30 6%	10 6%	13 15%np	13 6%	14 8%	13 7%	14 10%	6 6%	22 12%p	30 11%	24 9%	15 8%	5 8%
In the last year	167 8%	79 8%	88 8%	21 9%i	37 10%i	31 9%i	34 9%i	20 7%	24 5%	63 11%m	47 8%m	37 9%m	19 4%	14 8%	3 3%	24 10%w	12 7%	20 11%w	10 7%	15 15%oquw	11 5%	21 8%	13 5%	21 12%w	4 6%
Longer ago than that	572 27%	290 29%	281 26%	60 26%	72 20%	73 22%	101 28%e	106 34%ef	159 33%ef	177 31%	151 26%	116 27%	128 25%	48 27%	27 32%	58 25%	46 27%	53 30%	43 29%	23 23%	47 24%	77 28%	83 29%	50 28%	16 26%
I've never done this	1162 56%	548 54%	614 58%	124 54%	208 58%	199 60%	205 56%	169 55%	258 54%	255 45%	332 57%j	247 58%j	328 65%jk	104 59%	42 49%	137 59%	98 58%	93 52%	80 54%	57 56%	114 59%	145 53%	162 57%	93 52%	38 60%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 507

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Taken part in or led a fundraising campaign**

	Working status			Disability					Educational level		Ethnicity		Kids in household							Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	179 9%	121 10% <sup>b</sup>	21 5%	37 7%	46 9%	21 9%	27 8%	9 7%	2 10%	132 9%	66 6%	113 13% <sup>j</sup>	159 8%	20 12%	120 8%	55 10% <sup>n</sup>	50 11% <sup>q</sup>	26 9%	14 7%	33 13% <sup>nr</sup>	23 10%	9 8%	17 5%	28 7%	26 7%	44 9% <sup>v</sup>	56 15% <sup>vwxy</sup>
In the last year	167 8%	120 10% <sup>bc</sup>	24 6%	23 5%	37 7%	20 9%	20 6%	7 5%	1 3%	126 8%	74 6%	93 11% <sup>j</sup>	146 8%	19 11%	108 7%	55 10% <sup>n</sup>	42 9%	25 9%	23 11%	24 10%	19 9%	9 7%	26 8%	27 7%	28 7%	45 9%	34 9%
Longer ago than that	572 27%	308 26%	99 25%	165 34% <sup>ab</sup>	153 30%	64 29%	104 31%	52 37% <sup>i</sup>	9 47%	403 26%	292 25%	274 31% <sup>j</sup>	521 28%	44 26%	442 29% <sup>opst</sup>	128 23% <sup>st</sup>	103 23% <sup>st</sup>	73 25% <sup>t</sup>	44 22%	46 19%	39 18%	44 37% <sup>opqrs</sup>	85 26%	95 25%	103 28%	128 27%	118 31%
I've never done this	1162 56%	651 54%	246 63% <sup>ac</sup>	265 54%	269 53%	118 53%	184 55%	72 51%	8 40%	869 57%	760 64% <sup>k</sup>	396 45%	1060 56%	85 51%	847 56%	310 57%	254 57%	169 58% <sup>u</sup>	117 59%	145 58%	134 63% <sup>opqu</sup>	58 48%	196 60% <sup>z</sup>	231 61% <sup>z</sup>	215 58% <sup>z</sup>	260 54% <sup>z</sup>	169 45%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 508

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Taken part in or led a fundraising campaign**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	179	7	3	13	8	-	6	11	5	11	10	10	9	2	3	45	8	6	6	4	5	6
	9%	8%	4%	15%begj	10%	-	9%	6%	7%	13%e	6%	12%e	13%e	5%	11%	10%	11%	8%	9%	5%	8%	6%
In the last year	167	5	9	5	6	3	3	22	9	6	19	2	6	2	1	33	4	11	7	12	4	-
	8%	6%w	11%w	5%w	7%w	8%w	5%w	13%kw	12%w	7%w	11%kw	3%	8%w	4%	4%	7%w	5%w	14%kow	10%w	16%ckopw	6%w	-
Longer ago than that	572	21	26	26	20	9	21	44	15	27	48	22	16	17	7	126	26	19	16	16	16	31
	27%	26%	32%	31%	24%	28%	33%	26%	20%	31%	29%	27%	23%	34%	24%	27%	34%	25%	24%	22%	26%	34%
I've never done this	1162	50	44	41	48	22	34	95	48	43	91	46	39	29	17	267	38	39	37	43	38	54
	56%	61%	53%	48%	59%	64%	53%	55%	62%	50%	54%	57%	56%	57%	60%	57%	50%	52%	56%	57%	60%	60%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 509

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Taken part in or led a fundraising campaign**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	179 9%	87 46%	68 36%	74 35%	55 41%	83 36%	96 39%	78 38%	93 35%	179 52% bcdef ghjkl	53 33%	57 35%	94 36%	56 48% bcdegh ijkl	133 12%	92 17% np	113 14% n	70 22% nopr	73 17% n	51 20% np	33 16%	59 27% noprs t	33 36% nopqr st	25 24% npt	41 29% noprst
In the last year	167 8%	57 30%	49 26%	44 21%	37 27%	60 26%	68 27% c	55 26%	66 25%	167 48% bcdef ghijklm	41 26%	35 21%	82 31% chk	41 36% bcghk jkl	125 11%	73 13%	98 12%	48 15%	64 15% n	39 15%	37 18% np	30 14%	20 21% nop	22 22% nopx	19 14%
Longer ago than that	572 27%	42 22%	43 23% im	51 24% im	26 19% im	46 20% im	53 22% im	40 19% im	63 24% im	-	33 21% im	47 29% degij lm	53 20% im	12 11% i	310 28% v	151 28% v	224 27% v	80 25%	112 26% v	69 27% v	52 26% v	56 26% v	15 16%	26 25% v	34 24%
I've never done this	1162 56%	5 3%	31 16% im	42 20% film	18 13% i	38 17% fim	30 12% i	34 17% im	45 17% im	-	30 19% film	26 16% im	32 12% i	6 5% i	538 49% oqrst uvw	224 41% uvw	382 47% oqrst uvw	124 38% v	179 42% uvw	99 38% v	79 39% vw	73 34%	24 26%	30 29%	47 33%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 510

**O1.Activities** Please say when you last did each of the following. If you haven't done something, please say so.

**Base: All respondents**

**Taken part in or led a fundraising campaign**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	179 9%	45 9%	65 11%	51 12%	51 12%	62 14%	36 11%	37 12%	39 10%	81 11%	12 8%	133 10%	133 11%	116 11%	92 12%	129 10%	133 10%	122 10%	127 11%q	100 10%	78 12% s
In the last year	167 8%	59 12%	57 9%	50 12%	42 10%	60 14%	34 11%	38 12%	42 11%	63 8%	14 9%	115 9%	119 10%	106 10%	94 12%klmop	116 9%	124 9%	118 10%	107 10%	89 9%	74 11% s
Longer ago than that	572 27%	136 28%	168 28%	114 27%	123 29%	100 23%	83 26%	84 26%	96 25%	212 28%	47 31%	357 28%	348 28%	287 27%	208 27%	347 28%	358 27%	345 28%	308 28%	302 29%	183 28%
I've never done this	1162 56%	238 50%	318 52%	210 49%	205 49%	215 49%	166 52%	160 50%	208 54%	394 53%	81 52%	672 53%ln	633 51%	550 52%	385 49%	647 52%n	693 53%ln	644 52%	569 51%	552 53%t	310 48%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 511

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Written a letter to a local or national newspaper or magazine**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	74 4%	53 5% <sup>b</sup>	21 2%	8 4%	20 5% <sup>h</sup>	12 4%	15 4%	5 2%	14 3%	28 5%	21 4%	10 2%	15 3%	2 1%	3 3%	8 4%	6 3%	7 4%	5 3%	3 3%	6 3%	15 5% <sup>n</sup>	10 4%	10 5% <sup>n</sup>	-
In the last year	84 4%	51 5% <sup>b</sup>	32 3%	10 4%	25 7% <sup>fi</sup>	10 3%	13 4%	11 3%	15 3%	34 6% <sup>m</sup>	20 3%	14 3%	15 3%	3 2%	5 6%	11 5%	6 4%	14 8% <sup>nsvw</sup>	3 2%	7 7% <sup>nw</sup>	11 6% <sup>w</sup>	8 3%	6 2%	7 4%	1 2%
Longer ago than that	451 22%	229 23%	222 21%	36 16%	47 13%	51 15%	94 25% <sup>def</sup>	77 25% <sup>def</sup>	146 30% <sup>def</sup>	140 25%	114 20%	99 23%	98 19%	32 18%	17 21%	44 19%	38 23%	36 20%	37 25%	23 23%	45 23%	63 23%	55 19%	45 25%	16 25%
I've never done this	1471 71%	682 67%	789 74% <sup>a</sup>	177 77% <sup>gi</sup>	268 75% <sup>gi</sup>	260 78% <sup>ghi</sup>	246 67%	215 70%	305 63%	366 64%	429 73% <sup>ej</sup>	299 71% <sup>j</sup>	377 75% <sup>ej</sup>	138 79% <sup>ruv</sup>	59 70%	169 73%	119 70%	123 68%	102 69%	68 68%	132 68%	186 68%	212 75% <sup>x</sup>	117 65%	46 73%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 512

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Written a letter to a local or national newspaper or magazine**

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	74 4%	53 4% <sup>b</sup>	7 2%	14 3%	22 4%	8 4%	17 5%	8 6%	1 3%	49 3%	24 2%	51 6% <sup>j</sup>	66 4%	8 5%	52 3%	23 4%	19 4%	15 5% <sup>u</sup>	8 4%	12 5%	14 6%	2 2%	8 2%	8 2%	10 3%	17 4%	23 6% <sup>vw</sup>
In the last year	84 4%	59 5%	10 3%	14 3%	19 4%	9 4%	13 4%	3 2%	-	62 4%	37 3%	46 5% <sup>j</sup>	72 4%	10 6%	47 3%	37 7% <sup>npqt</sup>	25 6% <sup>nq</sup>	9 3%	20 10% <sup>nopqt</sup>	17 7% <sup>nq</sup>	7 3%	4 4%	9 3%	16 4%	13 3%	24 5%	20 5%
Longer ago than that	451 22%	232 19%	74 19%	145 30% <sup>cab</sup>	136 27% <sup>ai</sup>	52 23%	92 27% <sup>ai</sup>	43 31% <sup>ai</sup>	8 39%	302 20%	224 19%	223 25% <sup>aj</sup>	415 22%	31 18%	345 23% <sup>qr</sup>	104 19%	91 20%	58 20%	29 15%	44 18%	42 19%	24 20%	70 22%	78 21%	90 24%	106 22%	71 19%
I've never done this	1471 71%	856 71% <sup>c</sup>	298 76% <sup>c</sup>	317 65%	327 65%	154 69%	214 64%	86 61%	11 57%	1116 73% <sup>dfg</sup>	908 76% <sup>k</sup>	555 63%	1334 71%	120 71%	1075 71%	385 70%	314 70%	210 72%	140 71%	175 70%	152 71%	90 74%	237 73%	279 73%	258 70%	329 69%	264 70%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 513

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.****Base: All respondents****Written a letter to a local or national newspaper or magazine**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	74 4%	1 1%	1 1%	5 5%	3 3%	1 2%	1 1%	4 2%	5 6%	4 5%	6 4%	2 3%	2 2%	3 5%	-	20 4%	7 9% bgvw	4 5%	4 6%	2 3%	-	1 1%
In the last year	84 4%	1 1%	2 3%	5 6%	2 3%	2 5%	2 3%	8 5%	6 8% o	4 4%	13 8% ao	2 2%	2 3%	1 3%	2 7%	13 3%	2 2%	4 5%	1 2%	3 4%	1 2%	6 6%
Longer ago than that	451 22%	13 16%	16 19%	17 21%	14 17%	8 23%	22 34% adjl	36 21%	15 19%	19 22%	33 19%	18 22%	12 17%	9 18%	6 21%	110 23% p	9 11%	18 24%	18 27% p	17 22%	16 25%	25 27% p
I've never done this	1471 71%	67 81% foqr w	64 77%	57 67%	63 77%	24 70%	39 61%	124 72%	52 67%	60 69%	116 69%	58 73%	53 77%	38 74%	20 72%	327 69%	60 78%	50 66%	43 64%	53 71%	46 73%	59 65%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 514

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Written a letter to a local or national newspaper or magazine**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	74 4%	48 25%	36 19%	40 19%	34 25%ehil	39 17%	50 20%i	47 23%i	46 17%	50 15%	74 47%bcdefghiklm	53 32%bcdefghil	44 17%	34 29%bcdefghi	55 5%	46 9%np	45 6%	37 11%np	38 9%np	31 12%np	23 11%np	25 12%np	20 22%nopqrstu	19 18%nopqrstu	21 15%nopqrstu
In the last year	84 4%	39 21%	34 18%e	34 16%	22 16%	26 11%	34 14%	43 21%efhijl	40 15%	44 13%	84 53%bcdefghiklm	47 29%bcdefghil	37 14%	31 27%bcdefghil	63 6%	41 8%np	42 5%	30 9%np	25 6%	19 7%	17 9%p	26 12%nopqr	12 14%nopqr	13 13%np	12 8%
Longer ago than that	451 22%	71 37%	50 27%jm	59 28%jm	36 27%jm	68 30%hjm	69 28%jm	56 27%jm	60 23%j	98 28%hjm	-	40 24%j	78 30%hjm	18 16%j	253 23%	127 23%	182 22%	68 21%	97 23%	58 23%	51 25%	61 28%pq	24 26%	32 31%pq	47 33%nopqrs
I've never done this	1471 71%	32 17%	69 36%jk	78 37%gjk	43 32%jk	96 42%dgjkm	92 37%gjk	61 29%jk	119 45%bcdgjk	153 44%bdfgjk	-	26 16%j	103 39%dgjkm	32 28%jk	734 66%oqstuvwx	326 60%uvwx	549 67%oqstuvwx	187 58%uvwx	268 63%tuvwx	150 58%uvwx	110 55%vw	107 49%vw	34 38%	39 38%	62 43%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 515

**OI.Activities** Please say when you last did each of the following. If you haven't done something, please say so.

**Base:** All respondents

**Written a letter to a local or national newspaper or magazine**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	74 4%	30 6%	23 4%	30 7%	17 4%	28 6%	12 4%	18 6%	17 4%	34 5%	4 2%	55 4%	56 4%	49 5%	50 6%	53 klop4%	53 4%	53 4%	50 5%	37 4%	40 6%
In the last year	84 4%	21 4%	34 6%	13 3%	27 6%	32 7%	23 7%	17 5%	22 6%	30 4%	9 6%	56 4%	60 5%	54 5%	48 6%	55 klop4%	60 5%	57 5%	54 5%	40 4%	39 6%
Longer ago than that	451 22%	96 20%	120 20%	97 23%	96 23%	81 18%	62 20%	68 21%	87 23%	150 20%	32 21%	272 21%	264 21%	216 20%	163 21%	260 21%	271 21%	253 21%	239 22%	222 21%	142 22%
I've never done this	1471 71%	330 69%	433 71%	286 67%	281 67%	296 68%	222 69%	216 68%	259 67%	535 71%	109 71%	895 70%	854 69%	740 70%	518 66%	871 70%	924 71%	865 70%	768 69%	743 71%	425 66%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 516

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Phoned or texted in to a live radio or television programme to express an opinion**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	100 5%	64 6%b	35 3%	18 8%hi	28 8%fhi	12 4%	24 7%hi	8 3%	9 2%	31 5%	29 5%	16 4%	24 5%	2 1%	5 6%n	11 5%	8 5%	15 8%ns	3 2%	2 2%	6 3%	19 7%ns	13 5%	12 7%ns	4 6%ns
In the last year	66 3%	43 4%b	23 2%	8 3%	20 6%i	13 4%i	12 3%	9 3%	5 1%	21 4%	15 3%	14 3%	16 3%	4 2%	4 5%w	4 2%	8 4%w	13 7%npuv	4 3%	7 7%pw	5 3%	6 2%	3 1%	6 3%	2 3%
Longer ago than that	343 16%	184 18%	159 15%	38 16%	54 15%	71 21%i	66 18%	53 17%	61 13%	111 19%ms	88 15%	74 18%	70 14%	32 18%	13 15%	43 19%	23 13%	26 15%	27 19%	16 16%	29 15%	43 16%	44 16%	33 19%	14 22%
I've never done this	1572 76%	725 71%	847 80%a	168 73%	258 72%	237 71%	267 72%	238 77%	405 84%def	405 71%	453 78%j	319 76%	395 78%j	138 79%	62 73%	174 75%	132 78%	126 70%	113 76%	76 75%	154 79%	204 75%	223 79%r	128 71%	43 69%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 517

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Phoned or texted in to a live radio or television programme to express an opinion**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	100 5%	78 6% <sup>c</sup>	15 4% <sup>c</sup>	6 1%	21 4%	10 5%	16 5%	10 7%	1 3%	77 5%	44 4%	54 6% <sup>j</sup>	85 5%	14 8%	63 4%	37 7% <sup>n</sup>	30 7% <sup>n</sup>	19 6%	14 7%	20 8% <sup>n</sup>	17 8% <sup>n</sup>	4 3%	15 5%	9 2%	12 3%	20 3%	36 10% <sup>vwxy</sup>
In the last year	66 3%	54 5% <sup>bc</sup>	7 2%	4 1%	22 4% <sup>f</sup>	14 6% <sup>fi</sup>	10 3%	6 4%	1 6%	42 3%	27 2%	37 4% <sup>j</sup>	55 3%	9 6%	30 2%	35 6% <sup>n</sup>	26 6% <sup>n</sup>	17 6% <sup>n</sup>	16 8% <sup>n</sup>	13 5% <sup>n</sup>	12 6% <sup>n</sup>	7 6% <sup>n</sup>	11 4%	12 3%	9 2%	16 3%	14 4%
Longer ago than that	343 16%	221 18% <sup>c</sup>	64 16%	58 12%	97 19%	50 22% <sup>i</sup>	60 18%	29 21%	5 28%	240 16%	169 14%	170 19% <sup>j</sup>	316 17%	24 14%	237 16%	104 19%	87 19% <sup>qt</sup>	47 16%	38 19%	54 22% <sup>n</sup>	33 15%	24 20%	59 18%	51 13%	61 17%	65 14%	79 21% <sup>wy</sup>
I've never done this	1572 76%	847 71%	303 78% <sup>a</sup>	421 86% <sup>ab</sup>	364 72% <sup>e</sup>	149 67%	248 74% <sup>e</sup>	97 68%	12 62%	1171 77% <sup>eg</sup>	952 80% <sup>k</sup>	613 70%	1431 76%	121 72%	1188 78% <sup>opqr</sup>	373 68%	305 68%	211 72% <sup>op</sup>	130 66%	161 65%	153 71%	86 71%	238 73%	309 81% <sup>vz</sup>	289 78% <sup>z</sup>	375 79% <sup>z</sup>	249 66%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 518

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Phoned or texted in to a live radio or television programme to express an opinion**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	100	1	1	3	5	1	2	8	6	2	13	2	3	1	3	25	7	6	4	2	4	-
	5%	1%	1%	4%	6%w	3%	3%	5%	8%w	2%	8%w	2%	5%	2%	10%	5%w	9%abw	8%w	6%w	2%	6%w	-
In the last year	66	1	2	6	2	2	2	3	1	4	13	1	-	1	-	11	-	3	2	6	2	4
	3%	2%	3%	7%klop	2%	6%p	4%	2%	1%	5%	8%gklop	1%	-	2%	-	2%	-	4%	3%	8%gklop	3%	4%
Longer ago than that	343	16	13	14	11	2	14	34	17	14	23	11	12	10	2	75	11	14	12	11	14	14
	16%	19%	16%	16%	14%	5%	22%e	20%	21%e	16%	14%	14%	17%	19%	8%	16%	14%	19%	18%	14%	22%e	15%
I've never done this	1572	64	66	61	64	29	46	126	54	67	119	67	54	40	23	359	59	53	48	56	43	73
	76%	78%	80%	73%	79%	86%	72%	73%	69%	77%	71%	83%j	78%	78%	82%	76%	76%	69%	73%	75%	69%	81%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 519

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Phoned or texted in to a live radio or television programme to express an opinion**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	100	59	41	38	27	35	47	57	52	57	63	100	45	39	80	67	76	54	52	43	24	34	23	19	26
	5%	31%	22%	18%	20%	15%	19%	28% l	19%	16%	40% ghil	60% ghijlm	17%	34% il	7%	12% np	9% n	17% nopr	12% n	17% npr	12% n	16% np	25% nopqr	18% np	18% np
In the last year	66	37	38	34	25	34	32	40	35	36	38	66	41	27	49	37	31	20	24	17	19	23	13	16	13
	3%	19%	20% fhi	16% i	19% i	15% i	13%	19% fhi	13%	10%	24% l	40% ghijlm	16% i	23% l	4%	7% np	4%	6% p	6%	7% p	10% np	10% npqr	14% nopqr	16% nopqrs	9% np
Longer ago than that	343	54	39	44	22	38	53	37	52	76	20	-	48	19	214	106	168	73	99	63	41	42	16	26	36
	16%	28%	21% jk	21% jk	16% k	17% k	21% jk	18% k	19% k	22% jk	13% k	-	19% k	17% jk	19%	20%	21%	23%	23% n	24%	20%	19%	18%	25%	25%
I've never done this	1572	41	72	94	60	121	114	73	128	178	37	-	127	30	763	330	542	175	252	135	117	121	39	43	67
	76%	21%	38% jkm	45% gijk	45% gijk	53% bcdfg	46% bgjkm	35% jk	48% bgjkm	51% bgjkm	23% k	-	48% bgjkm	26% k	69% opqrs	61% qsvwx	66% oqrst	54% vw	59% svwx	52% w	58% vw	55% vw	43%	41%	48%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 520

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Phoned or texted in to a live radio or television programme to express an opinion**

	Mobile phone			Tablet		Games console			Broadband			Content consumption					Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	100 5%	38 8%	37 6%	42 10% d	24 6%	35 8%	25 8%	27 8%	22 6%	51 7%	7 4%	77 6%	79 6%	68 6%	74 9% klmop	74 6%	80 6%	76 6%	77 7%	61 6%	52 8% s
In the last year	66 3%	24 5%	35 6%	21 5%	30 7%	36 8% g	24 8%	14 4%	14 4%	33 4%	7 4%	56 4%	55 4%	48 5%	41 5%	52 4%	56 4%	55 4%	52 5%	36 3%	43 7% s
Longer ago than that	343 16%	92 19%	109 18%	86 20%	73 17%	84 19%	58 18%	65 20%	67 18%	130 17%	27 18%	226 18%	226 18%	198 19%	147 19%	220 18%	230 18%	223 18%	193 17%	186 18%	121 19%
I've never done this	1572 76%	323 68%	428 70%	277 65%	294 70%	281 64%	212 66%	213 67%	280 73%	536 71%	113 74%	917 72% n	874 71% n	745 70% n	519 67%	893 72% lmn	943 72% lmn	875 71%	789 71%	760 73% t	429 67%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 521

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Organised a social event beyond your family and friends**

	Gender			Age							Social Grade				Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	122 6%	66 7%	56 5%	19 8%	31 9%hi	19 6%	18 5%	12 4%	22 5%	49 9%km	28 5%	24 6%	21 4%	6 3%	4 5%	12 5%	10 6%	9 5%	4 2%	9 9%ns	16 8%ss	24 9%nsw	11 4%	13 7%	5 8%
In the last year	139 7%	67 7%	73 7%	16 7%	32 9%hi	28 9%h	25 7%	13 4%	24 5%	61 11%km	32 5%	30 7%lm	17 3%	9 5%	6 7%	13 6%	7 4%	16 9%	5 4%	8 8%	11 6%	25 9%	20 7%	14 8%	4 6%
Longer ago than that	500 24%	243 24%	256 24%	43 19%	72 20%	50 15%	88 24%fg	89 29%def	158 33%def	175 31%lm	149 26%lm	82 20%	93 18%	38 22%	19 22%	48 21%	39 23%	44 24%	36 24%	25 25%	40 20%	77 28%	79 28%	43 24%	13 21%
I've never done this	1319 63%	639 63%	680 64%	153 66%ii	224 62%	235 71%ei	236 64%	194 63%	276 58%	283 50%	376 64%jj	286 68%jj	374 74%jjkl	122 70%vv	55 65%	159 69%vv	114 67%vv	111 62%	103 70%vv	59 58%	128 66%vv	146 54%	173 61%	109 61%	40 64%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 522

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Organised a social event beyond your family and friends**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	122 6%	88 7%bc	13 3%	21 4%	24 5%g	12 5%	15 4%	2 1%	1 7%	97 6%g	42 4%	80 9%j	105 6%	17 10%l	74 5%	46 8%n	37 8%n	26 9%n	17 9%n	25 10%n	22 10%n	11 9%	13 4%	14 4%	19 5%	29 6%	40 11%vwxy
In the last year	139 7%	103 9%bc	18 5%	19 4%	28 6%	18 8%f	15 4%	6 4%	1 3%	107 7%	56 5%	84 10%j	118 6%	20 12%l	81 5%	58 11%n	46 10%n	24 8%	20 10%n	29 12%n	18 8%	9 8%	13 4%	26 7%	21 6%	42 9%v	31 8%v
Longer ago than that	500 24%	256 21%	76 19%	168 34%ab	136 27%	50 23%	96 29%i	47 33%ei	10 49%	352 23%	237 20%	259 30%j	455 24%	40 24%	389 26%opqst	107 19%	85 19%	54 19%	40 20%	41 16%	36 17%	27 22%	75 23%	80 21%	95 26%	118 25%	104 27%
I've never done this	1319 63%	753 63%	284 73%ac	282 58%	317 63%	143 64%	209 63%	86 61%	8 41%	974 64%	858 72%k	452 52%	1208 64%m	91 54%	974 64%	338 61%	281 63%	188 64%	121 61%	153 62%	138 64%	74 61%	223 69%yz	261 69%yz	236 64%z	288 60%	202 54%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 523

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.****Base: All respondents****Organised a social event beyond your family and friends**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	122 6%	4 5%	2 2%	2 2%	3 4%	1 4%	5 8%	12 7%	4 5%	3 4%	7 4%	9 11%bcm	5 7%	-	-	30 6%	8 10%am	5 7%	5 7%	7 9%am	5 8%	5 6%
In the last year	139 7%	3 4%	6 7%	10 11%cdf	2 2%	1 3%	1 1%	11 6%	2 3%	4 5%	15 9%df	3 4%	3 4%	5 9%	6 22%	37 8%	3 4%	7 9%	5 8%	8 11%df	4 6%	4 4%
Longer ago than that	500 24%	18 22%	19 24%	20 23%	17 21%	9 26%	17 26%	42 24%	16 20%	23 27%	38 23%	21 26%	11 16%	17 33%ls	5 17%	120 25%	23 29%	16 21%	16 24%	12 17%	13 21%	28 31%ls
I've never done this	1319 63%	57 69%	55 67%	53 63%	59 73%o	23 68%	41 65%	107 62%	56 71%	56 65%	107 64%	48 59%	51 73%	30 58%	17 61%	284 60%	44 57%	49 64%	40 61%	47 63%	40 64%	54 60%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 524

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Organised a social event beyond your family and friends**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (l)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	122 6%	62 32%	39 20%	50 24%	49 36% bcfgh ijk	73 32% bcij	66 27%	54 26%	68 26%	84 24%	39 25%	40 24%	122 47% bcdef ghijklm	41 36% bcfghj k	89 8%	63 12% n	80 10% n	50 16% nop	49 11% n	37 14% np	23 11%	39 18% noprst	23 26% nopqr	24 23% nopqr	30 21% noprst
In the last year	139 7%	60 31%	51 27%	46 22%	40 30%	63 28%	76 31% c	60 29% c	65 25%	92 27%	42 27%	46 28%	139 53% bcdef ghijklm	42 37% bchij jk	107 10%	65 12% n	83 10%	39 12%	49 12%	25 10%	35 18% nopqrs	38 18% nopqrs	18 20% nopqr	18 18% nps	17 12%
Longer ago than that	50 24%	56 29%	44 23% lm	50 24% lm	27 20% l	45 20% l	58 23% lm	57 28% elm	65 25% lm	86 25% lm	43 27% lm	42 26% lm	-	15 13% l	286 26%	128 24%	206 25%	81 25%	110 26%	66 26%	51 25%	55 25%	17 19%	24 23%	40 28%
I've never done this	1319 63%	14 7%	57 30% defg m	64 30% defgj kim	18 14% l	48 21% dl	46 19% l	37 18% l	67 25% dfglm	84 24% dfglm	34 22% dl	37 22% dl	-	16 14% l	623 56% oqrstu vw	284 53% uvwx	449 55% qtuvw x	152 47% uvw	218 51% uvw	130 50% uvwx	92 46% w	86 39%	33 36%	37 36%	55 39%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 525

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Organised a social event beyond your family and friends**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music streaming (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	122 6%	33 7%	42 7%	42 10% <sup>d</sup>	22 5%	44 10%	23 7%	32 10%	28 7%	49 7%	4 3%	86 7%	86 7%	79 7%	68 9% <sup>klop</sup>	88 7%	89 7%	81 7%	80 7%	70 7%	45 7%
In the last year	139 7%	48 10%	59 10%	37 9%	47 11%	53 12% <sup>g</sup>	30 9%	25 8%	26 7%	65 9%	17 11%	104 8%	106 9%	94 9%	80 10% <sup>kop</sup>	99 8%	112 9%	112 9%	99 9%	82 8%	67 10% <sup>s</sup>
Longer ago than that	500 24%	134 28% <sup>b</sup>	129 21%	106 25%	103 25%	94 21%	62 20%	64 20%	88 23%	175 23%	43 28%	308 24%	301 24% <sup>m</sup>	240 23%	183 23%	305 25% <sup>mp</sup>	308 24%	291 24%	261 23%	240 23%	160 25%
I've never done this	1319 63%	263 55%	378 62% <sup>a</sup>	241 57%	248 59%	246 56%	204 64% <sup>e</sup>	198 62%	242 63%	460 61%	89 58%	779 61% <sup>n</sup>	741 60%	647 61% <sup>n</sup>	450 58%	746 60%	800 61% <sup>n</sup>	745 61%	672 60%	652 63% <sup>t</sup>	372 58%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 526

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Started an online campaign group (e.g. on facebook)**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
In the last six months	55 3%	32 3%	23 2%	10 4%hi	27 7%fghi	7 2%i	7 2%i	4 1%	1 *	25 4%lm	16 3%	6 1%	9 2%	-	2 2%p	-	6 3%np	5 3%np	1 *	5 5%nps	3 2%	17 6%npsu	7 2%p	9 5%nps	1 1%
In the last year	60 3%	39 4%b	21 2%	12 5%hi	20 6%hi	12 4%hi	12 3%hi	1 *	4 1%	26 5%	13 2%	10 2%	12 2%	3 2%	2 3%	7 3%	2 1%	12 7%nquv	3 2%	5 5%	4 2%	7 3%	6 2%	7 4%	1 1%
Longer ago than that	167 8%	97 10%b	70 7%	29 13%hi	51 14%hi	29 9%hi	36 10%hi	10 3%	12 2%	55 10%lm	47 8%	35 8%	29 6%	15 9%	11 13%	18 8%	9 5%	13 7%	8 5%	5 5%	11 6%	42 15%pqrs tuwx	24 8%	9 5%	3 5%
I've never done this	1798 86%	847 83%	951 89%a	181 78%	262 73%	285 86%de	313 85%e	293 95%def	464 96%def	462 81%	508 87%j	372 88%j	456 90%j	158 90%v	70 82%	207 89%v	153 90%v	150 83%	136 92%orv	85 84%	175 91%rv	207 76%	246 87%v	154 86%v	58 93%v

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 527

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Started an online campaign group (e.g. on facebook)**

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
In the last six months	55 3%	50 4%bc	5 1%c	-	14 3%f	8 4%	5 2%	4 3%	1 3%	41 3%	16 1%	38 4%j	40 2%	15 9%l	22 1%	29 5%n	23 5%n	13 4%n	11 6%n	16 6%n	12 5%n	3 3%	7 2%	4 1%	9 2%	10 2%	19 5%wy
In the last year	60 3%	48 4%c	10 3%c	3 1%	15 3%f	15 7%dfi	2 1%	5 4%f	-	44 3%f	24 2%	36 4%j	43 2%	16 10%j	27 2%	33 6%n	27 6%n	16 5%n	13 7%n	18 7%n	13 6%n	3 3%	6 2%	11 3%	5 1%	17 4%	17 5%x
Longer ago than that	167 8%	126 11%bc	26 7%c	15 3%	31 6%	21 9%df	17 5%	9 7%	3 14%	131 9%f	70 6%	96 11%j	144 8%	19 11%	112 7%	53 10%qu	43 10%qu	21 7%	18 9%	27 11%	19 9%	6 5%	18 6%	26 7%	32 9%	30 6%	51 13%vwy
I've never done this	1798 86%	977 81%	349 89%a	472 96%ab	444 88%e	180 80%	310 93%degi	123 87%	16 84%	1315 86%e	1082 91%k	705 81%	1661 88%m	118 70%	1357 89%opqr	434 79%	357 79%	243 83%opst	156 79%	188 76%	171 80%	109 90%opqr	294 91%z	340 89%z	325 88%z	419 88%z	290 77%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 528

**01.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Started an online campaign group (e.g. on facebook)**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
In the last six months	55 3%	- -	- -	4 4%g	2 2%	1 2%	2 3%g	- -	4 5%gw	1 1%	5 3%g	- -	5 6%abgkw	- -	- -	21 4%g	5 6%abgkw	2 2%	3 5%gw	1 2%	* 1%	- -
In the last year	60 3%	- -	3 4%	2 3%	1 1%	1 3%	1 1%	5 3%	3 4%	1 2%	13 8%adkmo	- -	3 5%	- -	2 7%	9 2%	5 6%akow	2 3%	4 5%w	4 6%akw	1 1%	- -
Longer ago than that	167 8%	9 11%w	8 10%	9 10%w	4 5%	2 7%	4 6%	13 8%	8 10%	7 8%	11 7%	7 8%	5 7%	3 6%	* 2%	56 12%rw	3 5%	7 9%	2 3%	3 5%	3 5%	2 2%
I've never done this	1798 86%	74 89%	71 87%	70 83%	75 93%hjo	30 88%	57 90%	154 89%o	63 81%	77 89%	138 83%	74 92%o	57 82%	48 94%hjo	26 91%	384 82%	64 83%	66 86%	58 87%	66 88%	58 93%o	88 98%abceghijlopqrs

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 529

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Started an online campaign group (e.g. on facebook)**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
In the last six months	55 3%	42 22%	30 16%	34 16%	29 21% ehi	31 14%	41 17%	36 17%	39 15%	47 14%	30 19%	30 18%	40 15%	55 48% hijkl	45 4%	35 6% n	41 5%	31 10% nop	29 7% n	24 9% np	20 10% np	25 11% nopr	17 19% nopqr stu	21 20% nopqr stu	20 14% nopqr stu
In the last year	60 3%	44 23%	35 19%	36 17%	20 15%	31 14%	42 17%	42 20% ehi	40 15%	49 14%	35 22% ehi	35 21% ei	43 17%	60 52% hijkl	52 5%	43 8% np	39 5%	25 8% np	26 6%	20 8% np	22 11% npr	23 11% npr	13 14% nopqr	13 13% npr	15 11% npr
Longer ago than that	167 8%	58 30%	39 21% deilm	36 17% em	15 11% m	22 9% m	41 17% em	38 18% dem	42 16% em	49 14% em	26 17% em	36 22% deilm	34 13% m	-	126 11%	76 14% n	105 13%	46 14%	57 13%	38 15%	24 12%	26 12%	18 20% nu	17 16%	26 19% nu
I've never done this	1798 86%	48 25%	86 45% m	105 50% km	71 52% km	145 63% bcdfg hijklm	122 49% km	91 44% m	145 55% bgikm	200 58% bcfgj km	67 43% m	64 38% m	144 55% bgikm	-	883 80% opqrs tuvwx	386 72% vwxx	632 77% oqstu vwxx	220 68% vwxx	315 74% suvwx	176 68% vwxx	134 67% vwxx	144 66% vwxx	43 48%	53 51%	80 57%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 530

**OI.Activities Please say when you last did each of the following. If you haven't done something, please say so.**

**Base: All respondents**

**Started an online campaign group (e.g. on facebook)**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
In the last six months	55 3%	18 4%	27 5%	17 4%	17 4%	31 7%	15 5%	17 5%	10 3%	35 5%	2 1%	44 3%	48 4%	45 4%	44 6%	45 klop	48 4%	44 4%	48 4%	30 3%	38 6%
In the last year	60 3%	29 6%	28 5%	23 5%	25 6%	32 7%	26 8%	15 5%	14 4%	35 5%	4 3%	53 4%	52 4%	50 5%	46 6%	45 klop	54 4%	54 4%	53 5%	34 3%	38 6%
Longer ago than that	167 8%	59 12%	66 11%	53 12%	48 12%	60 14%	36 11%	39 12%	45 12%	57 8%	30 19%	124 10%	122 10%	118 11%	101 13%	125 kmo	134 10%	133 11%	117 11%	96 9%	86 13%
I've never done this	1798 86%	370 78%	487 80%	333 78%	329 78%	314 72%	243 76%	247 78%	315 82%	622 83%	118 76%	1055 83%	1011 82%	847 80%	589 76%	1024 83%	1072 82%	999 81%	893 80%	883 85%	483 75%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 531

**Q1.Network How often would you say you are asked for advice by the following people?****Base: All respondents****Summary**

	People										
	Close family	Extended family	Close friends	Wider group of friends	Work colleagues	People more senior to you at work	Your neighbours	People you know personally through shared interests / hobbies	People you know through your place of worship	People you know in your local community	Experts in an area who you don't know personally
Unweighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
Weighted base	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080	2080
Always	459 22%	100 5%	227 11%	45 2%	105 5%	54 3%	27 1%	37 2%	25 1%	18 1%	26 1%
Often	646 31%	440 21%	591 28%	277 13%	322 15%	204 10%	174 8%	182 9%	67 3%	86 4%	116 6%
Sometimes	740 36%	701 34%	870 42%	767 37%	496 24%	401 19%	592 28%	559 27%	156 8%	364 18%	387 19%
Rarely	182 9%	622 30%	273 13%	698 34%	250 12%	364 17%	785 38%	520 25%	169 8%	701 34%	411 20%
Never/ Not applicable	53 3%	217 10%	119 6%	293 14%	907 44%	1057 51%	502 24%	782 38%	1664 80%	910 44%	1140 55%

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 532  
**Q1.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Close family**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	459 22%	212 21%	248 23%	86 37% i	123 34% fgh	75 23% i	73 20% i	50 16% i	52 11%	143 25% k	110 19%	92 22%	114 23%	19 11%	22 26% n	59 25% nu	31 19%	39 21% n	35 24% n	19 19%	31 16%	73 27% nu	72 26% nu	48 27% nu	11 17%
Often	646 31%	313 31%	333 31%	74 32%	120 33% i	113 34% i	132 36% hi	82 27%	125 26%	195 34% m	191 33% m	136 32% m	125 25%	59 34%	29 34%	69 30%	51 30%	57 32%	51 35%	36 36%	59 31%	94 34%	73 26%	46 26%	21 34%
Sometimes	740 36%	355 35%	385 36%	45 20%	90 25%	119 36% de	125 34% de	128 41% de	233 49% de	179 49% def	236 42% g	142 32%	182 36%	70 40% sv	30 35%	82 35%	66 39% sv	65 36%	41 28%	35 34%	77 40% sv	77 28%	107 38% sv	62 35%	29 47% sv
Rarely	182 9%	105 10% b	77 7%	20 9%	21 6%	20 6%	29 8%	39 13% ef	53 11% ef	41 7%	36 6%	41 10% k	63 13% jk	19 11% oy	2 2%	19 8%	20 12% oy	14 8%	19 13% oy	8 8%	21 11% oy	19 7%	24 9%	16 9%	1 2%
Never/ Not applicable	53 3%	31 3%	22 2%	6 2%	7 2%	5 1%	9 2%	9 3%	18 4%	9 2%	12 2%	10 2%	21 4% j	8 5% q	3 3%	4 2%	1 1%	5 3%	1 1%	3 3%	5 3%	10 4%	5 2%	8 4%	-

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 533  
O1.Network How often would you say you are asked for advice by the following people?  
Base: All respondents  
Close family

	Working status			Disability					Educational level		Ethnicity		Kids in household						Income								
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	459 22%	319 27% <sup>c</sup>	94 24% <sup>c</sup>	47 10%	88 17%	42 19%	56 17%	33 23% <sup>f</sup>	4 23%	365 24% <sup>df</sup>	254 21%	203 23%	398 21%	58 35% <sup>l</sup>	296 20%	159 29% <sup>n</sup>	131 29% <sup>nu</sup>	81 28% <sup>n</sup>	70 35% <sup>nou</sup>	80 32% <sup>nu</sup>	68 32% <sup>nqu</sup>	26 21%	69 21%	70 18%	72 19%	96 20%	117 31% <sup>vwxy</sup>
Often	646 31%	406 34% <sup>c</sup>	124 32% <sup>c</sup>	116 24%	154 31%	69 31%	95 28%	41 29%	6 28%	485 32%	333 28%	308 35% <sup>j</sup>	585 31%	57 34%	442 29%	200 36% <sup>n</sup>	158 35% <sup>n</sup>	102 35%	77 39% <sup>n</sup>	86 35%	68 32%	47 39% <sup>n</sup>	72 22%	101 26%	115 31% <sup>v</sup>	177 37% <sup>vw</sup>	138 37% <sup>vw</sup>
Sometimes	740 36%	383 32%	110 28%	247 50% <sup>ab</sup>	187 37% <sup>g</sup>	79 35%	132 39% <sup>g</sup>	40 28%	6 33%	533 35%	464 39% <sup>k</sup>	273 31%	693 37% <sup>m</sup>	36 21%	584 38% <sup>opqr</sup>	151 28% <sup>r</sup>	132 29% <sup>r</sup>	88 30% <sup>r</sup>	38 19%	68 27% <sup>r</sup>	66 31% <sup>r</sup>	38 31% <sup>r</sup>	124 38% <sup>z</sup>	158 42% <sup>yz</sup>	146 39% <sup>z</sup>	161 34%	101 27%
Rarely	182 9%	69 6%	51 13% <sup>a</sup>	61 12% <sup>a</sup>	54 11%	24 11%	38 11% <sup>i</sup>	22 15% <sup>i</sup>	2 11%	120 8%	114 10%	66 7%	163 9%	13 8%	148 10% <sup>opst</sup>	34 6%	24 5%	18 6%	12 6%	12 5%	11 5%	10 8%	39 12% <sup>yz</sup>	40 11% <sup>z</sup>	31 8%	33 7%	17 5%
Never/ Not applicable	53 3%	23 2%	12 3%	18 4% <sup>a</sup>	22 4% <sup>i</sup>	10 5% <sup>i</sup>	14 4% <sup>i</sup>	6 5% <sup>i</sup>	1 5%	28 2%	27 2%	26 3%	48 3%	4 2%	48 3% <sup>op</sup>	5 1%	4 1%	3 1%	1 1%	2 1%	3 1%	* *	20 6% <sup>wxyz</sup>	11 3%	8 2%	9 2%	4 1%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 534

**Ol.Network How often would you say you are asked for advice by the following people?****Base: All respondents****Close family**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	459	12	9	20	16	7	13	39	22	20	35	13	23	10	9	114	24	25	10	15	11	13
	22%	15%	11%	24%	19%	22%	20%	23%	28%bw	23%	21%	16%	33%abkr	20%	32%	24%b	31%abkw	32%abkr	15%	21%	17%	14%
Often	646	31	25	29	23	10	20	51	25	30	53	27	16	12	7	152	16	22	22	30	21	23
	31%	38%p	31%	34%	28%	31%	31%	30%	32%	35%	32%	34%	23%	23%	26%	32%	20%	29%	33%	40%lp	34%	25%
Sometimes	740	26	37	30	30	13	27	64	27	24	61	31	24	20	8	149	31	23	26	23	29	36
	36%	32%	45%io	35%	37%	40%	42%	38%	34%	28%	36%	39%	35%	38%	30%	32%	40%	30%	39%	30%	47%io	40%
Rarely	182	8	9	3	12	3	4	12	4	12	14	9	5	7	1	40	6	7	4	5	1	14
	9%	10%	11%	4%	14%cv	8%	6%	7%	5%	14%cv	8%	12%v	7%	14%cv	4%	9%	8%	9%	6%	7%	2%	16%cghov
Never/ Not applicable	53	5	2	3	1	-	-	5	1	*	4	-	1	2	2	15	1	-	4	2	-	4
	3%	6%k	2%	3%	2%	-	-	3%	1%	*	2%	-	2%	4%	8%	3%	2%	-	7%ikq	2%	-	5%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 535

**Ol.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**Close family**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	459 22%	85 45%	64 34%	66 31%	40 30%	65 29%	83 34%	74 36%	89 33%	122 35%e	63 40%de	67 41%cde	92 35%e	49 42%cde	459 42%	359 67%npqrs tuvwx	370 45%nw	183 57%np rsuvwx	181 42%	112 43%	102 51%nr	91 42%	41 45%	43 42%	61 43%
Often	646 31%	79 41%	73 38%	79 38%	54 40%	84 37%	89 36%	87 42%	103 39%	135 39%	55 35%	62 37%	105 40%	48 42%	646 58%opqrs tuvx	173 32%	364 45%oq	115 36%	186 44%oq	113 44%oq	88 44%oq	98 45%oq	41 45%o	56 54%oqt	68 48%oq
Sometimes	740 36%	22 12%	38 20% m	53 25% gm	33 25% m	59 26% gkm	54 22% m	38 18%	54 20% m	74 21% m	29 18%	29 18%	56 21% m	14 12%	-	7 1% n	68 8% noqt	16 5% no	47 11% nopqt w	28 11% noqt w	8 4% no	21 10% noqt w	8 9% notw	3 3% n	9 7% no
Rarely	182 9%	4 2%	10 5%	9 4%	7 5%	17 7% gil	17 7% gil	5 3%	13 5%	12 3%	9 6%	7 4%	9 3%	4 3%	-	1 *	11 1% no	4 1% n	10 2% no	3 1% n	2 1% n	6 3% no	1 1% n	2 2% no	2 1% no
Never/ Not applicable	53 3%	1 *	5 2% l	3 1%	1 1%	3 1%	3 1%	2 1%	7 3% l	4 1%	2 1%	-	1 *	1 1%	-	-	5 1% n	5 1% no	4 1% n	2 1% n	-	3 1% no	-	-	2 1% no

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 536  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Close family**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	459 22%	153 32% <sup>b</sup>	158 26%	138 32% <sup>d</sup>	106 25%	145 33% <sup>f</sup>	84 26%	100 31%	92 24%	196 26%	43 28%	335 26%	314 25%	290 27% <sup>l</sup>	242 31% <sup>k</sup>	324 26% <sup>o</sup>	339 26%	337 27%	287 26%	263 25%	198 31% <sup>s</sup>
Often	646 31%	160 33%	205 34%	147 34%	145 34%	145 33%	125 39%	114 36%	120 31%	258 34%	53 34%	420 33%	415 34%	365 34%	279 36% <sup>k</sup>	419 34%	434 33%	406 33%	382 34%	345 33%	231 36%
Sometimes	740 36%	140 29%	188 31%	113 27%	133 32%	119 27%	82 26%	85 27%	127 33%	237 32%	46 30%	410 32% <sup>mn</sup>	400 32% <sup>mn</sup>	317 30% <sup>n</sup>	198 25%	394 32% <sup>mn</sup>	420 32% <sup>mn</sup>	384 31%	340 31%	339 33% <sup>t</sup>	160 25%
Rarely	182 9%	20 4%	49 8% <sup>a</sup>	23 6%	29 7%	25 6%	25 8%	18 6%	36 9%	50 7%	8 5%	96 8%	87 7%	72 7%	51 6%	89 7%	96 7%	84 7%	81 7%	80 8%	46 7%
Never/ Not applicable	53 3%	5 1%	9 2%	5 1%	7 2%	3 1%	3 1%	2 *	11 3%	8 1%	4 2%	16 1% <sup>o</sup>	17 1% <sup>o</sup>	16 1% <sup>o</sup>	10 1%	12 1%	20 2% <sup>ko</sup>	18 1%	21 2%	15 1%	10 2%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 537  
O1.Network How often would you say you are asked for advice by the following people?  
Base: All respondents  
Extended family

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	100 5%	52 5%	48 4%	14 6%hi	38 10%ghi	20 6%hi	19 5%hi	5 2%	3 1%	38 7%	25 4%	17 4%	19 4%	3 2%	7 8%nq	9 4%	3 2%	14 8%nq	5 4%	3 3%	7 4%	22 8%nq	16 6%	8 4%	4 6%
Often	440 21%	224 22%	215 20%	58 25%hi	105 29%hi	95 28%hi	88 24%hi	44 14%	50 10%	136 24%k	109 19%	100 24%	95 19%	37 21%	14 17%	49 21%	35 21%	38 21%	36 24%u	25 25%u	27 14%	59 22%	62 22%u	47 26%u	10 17%
Sometimes	701 34%	318 31%	383 36%a	62 27%	102 28%	118 35%	137 37%de	99 32%	183 38%de	201 35%g	211 36%g	148 35%g	141 28%	53 30%	32 38%	81 35%	60 36%	55 30%	48 32%	33 33%	78 40%vx	82 30%	103 36%	51 28%	25 40%
Rarely	622 30%	321 32%	301 28%	67 29%	89 25%	78 24%	95 26%	110 36%efg	181 38%def	155 27%	186 32%	114 27%	167 33%	55 31%	27 32%	73 32%	57 34%w	58 32%	43 29%	29 29%	67 34%w	77 28%	68 24%	49 27%	19 30%
Never/ Not applicable	217 10%	99 10%	118 11%	29 12%f	26 7%	21 6%	29 8%	49 16%efg	63 13%efg	38 7%	53 9%	43 10%	83 16%jkl	28 16%opqu	5 6%	19 8%	13 8%	15 9%	15 10%	11 11%	15 8%	32 12%	33 12%	26 14%	4 7%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 538  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Extended family**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	100 5%	83 7% <sup>c</sup>	16 4% <sup>c</sup>	1 *	17 3%	13 6% <sup>df</sup>	9 3%	6 4%	- -	83 5%	46 4%	54 6% <sup>ij</sup>	79 4%	21 13% <sup>l</sup>	50 3%	50 9% <sup>nu</sup>	42 9% <sup>nqu</sup>	20 7% <sup>nu</sup>	24 12% <sup>nu</sup>	29 12% <sup>nqu</sup>	18 8% <sup>nu</sup>	3 3%	14 4%	19 5%	9 2%	13 3%	38 10% <sup>vwxy</sup>
Often	440 21%	325 27% <sup>bc</sup>	71 18% <sup>c</sup>	44 9%	98 19%	40 18%	60 18%	35 25% <sup>f</sup>	6 33%	331 22%	238 20%	198 23%	384 20%	50 30% <sup>l</sup>	264 17%	172 31% <sup>n</sup>	148 33% <sup>n</sup>	99 34% <sup>n</sup>	61 31% <sup>n</sup>	80 32% <sup>n</sup>	75 35% <sup>n</sup>	41 34% <sup>n</sup>	50 15%	60 16%	80 22% <sup>v</sup>	113 24% <sup>vw</sup>	109 29% <sup>vwxy</sup>
Sometimes	701 34%	404 34%	118 30%	180 37% <sup>b</sup>	165 33% <sup>g</sup>	80 36% <sup>g</sup>	108 32% <sup>g</sup>	35 25%	5 24%	523 34% <sup>g</sup>	390 33%	305 35%	654 35% <sup>m</sup>	40 24%	505 33%	190 35%	155 35%	102 35%	63 32%	89 36%	75 35%	43 36%	92 28%	115 30%	132 36%	184 39% <sup>vw</sup>	123 33%
Rarely	622 30%	297 25%	125 32% <sup>a</sup>	199 41% <sup>ab</sup>	155 31%	59 27%	112 33% <sup>e</sup>	48 34%	4 23%	452 30%	383 32% <sup>k</sup>	236 27%	582 31% <sup>m</sup>	31 18%	514 34% <sup>opqr</sup>	105 19% <sup>ps</sup>	78 17%	55 19%	39 20%	36 14%	36 17%	24 20%	111 34% <sup>z</sup>	135 36% <sup>yz</sup>	111 30%	132 28%	89 24%
Never/ Not applicable	217 10%	91 8%	60 15% <sup>a</sup>	66 14% <sup>a</sup>	69 14% <sup>i</sup>	31 14%	45 14% <sup>i</sup>	18 13%	4 20%	141 9%	135 11%	82 9%	189 10%	26 15%	185 12% <sup>opqrs</sup>	33 6%	26 6%	18 6%	11 6%	15 6%	10 5%	9 8%	58 18% <sup>xyz</sup>	51 14% <sup>yz</sup>	39 11% <sup>z</sup>	34 7%	17 5%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 539

**Ol.Network How often would you say you are asked for advice by the following people?****Base: All respondents****Extended family**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	100 5%	3 4%	- -	7 8%bw	1 2%	- -	2 4%	6 4%	4 5%	3 4%	16 10%bdw	6 7%bw	5 8%bw	2 3%	2 6%	27 6%bw	6 8%bw	3 3%	2 3%	2 3%	4 6%bw	- -
Often	440 21%	17 20%	19 23%k	16 18%	18 22%k	8 23%k	12 18%	32 19%	23 30%k	15 17%	33 20%k	7 8%	17 25%k	10 19%	6 22%	108 23%k	16 20%	25 32%gik	12 18%	20 27%k	10 17%	17 19%
Sometimes	701 34%	27 33%	22 27%	32 38%	31 38%	14 40%	19 30%	63 37%	23 29%	33 38%	48 28%	39 49%bfhj	23 33%	19 37%	7 26%	147 31%	30 39%	21 28%	23 35%	29 39%	25 40%	24 27%
Rarely	622 30%	21 25%	30 36%	26 30%	23 28%	10 29%	29 45%almo	54 32%	25 32%	25 28%	55 33%	25 31%	19 27%	12 24%	11 39%	132 28%	19 25%	20 26%	17 26%	17 22%	19 30%	35 39% pqrs
Never/ Not applicable	217 10%	15 18%cfhk	12 14%	5 6%	8 10%	3 8%	2 4%	15 9%	4 5%	11 13%	16 9%	4 5%	5 8%	8 16%fhk	2 8%	56 12%	6 8%	9 11%	12 18%cfhk	6 8%	4 7%	14 16%fhk

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 540  
**OI.Network How often would you say you are asked for advice by the following people?**  
 Base: All respondents  
 Extended family

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	100 5%	44 23%	31 16% <sup>e</sup>	26 12%	23 17% <sup>e</sup>	24 10%	32 13%	36 18% <sup>eil</sup>	39 15%	40 12%	31 20% <sup>cefil</sup>	33 20% <sup>cefil</sup>	32 12%	25 21% <sup>cefil</sup>	100 9%	100 19% <sup>npr</sup>	94 11% <sup>n</sup>	73 23% <sup>nprst</sup>	55 13% <sup>n</sup>	44 17% <sup>npr</sup>	31 16% <sup>n</sup>	39 18% <sup>np</sup>	22 24% <sup>nprt</sup>	25 24% <sup>nprt</sup>	23 16% <sup>n</sup>
Often	440 21%	82 43%	68 36%	65 31%	39 29%	68 30%	80 32%	77 37%	82 31%	124 36%	56 35%	71 43% <sup>cdefh</sup>	96 37% <sup>e</sup>	53 46% <sup>cdefh</sup>	432 39%	440 81% <sup>npqrs</sup>	351 43% <sup>n</sup>	181 56% <sup>nprsu</sup>	183 43%	127 49% <sup>nr</sup>	117 58% <sup>nprsu</sup>	102 47% <sup>n</sup>	51 56% <sup>npr</sup>	64 61% <sup>nprsu</sup>	78 55% <sup>npru</sup>
Sometimes	701 34%	47 24%	51 27%	67 32% <sup>m</sup>	44 33% <sup>m</sup>	86 37% <sup>bgjhjkm</sup>	87 35% <sup>bgjkm</sup>	59 29%	79 30%	110 32% <sup>jm</sup>	38 24%	43 26%	82 31% <sup>m</sup>	24 21%	417 38% <sup>opqrstuvwx</sup>	-	249 30% <sup>oqstuvwx</sup>	39 12% <sup>o</sup>	120 28% <sup>oqstv</sup>	52 20% <sup>oqw</sup>	39 19% <sup>oqw</sup>	50 23% <sup>oqvw</sup>	12 14% <sup>o</sup>	11 10% <sup>o</sup>	23 16% <sup>o</sup>
Rarely	622 30%	15 8%	26 14% <sup>k</sup>	41 19% <sup>gkm</sup>	19 14% <sup>k</sup>	40 18% <sup>km</sup>	38 15% <sup>km</sup>	28 13% <sup>k</sup>	47 18% <sup>km</sup>	53 15% <sup>km</sup>	25 16% <sup>km</sup>	13 8%	39 15% <sup>km</sup>	9 8%	118 11% <sup>oqtw</sup>	-	86 10% <sup>oqtw</sup>	18 6% <sup>o</sup>	50 12% <sup>oqtw</sup>	28 11% <sup>oqtw</sup>	10 5% <sup>o</sup>	19 9% <sup>ow</sup>	6 7% <sup>o</sup>	3 3% <sup>o</sup>	11 8% <sup>o</sup>
Never/ Not applicable	217 10%	3 1%	14 7% <sup>g</sup>	12 6%	9 6%	11 5%	11 4%	6 3%	19 7% <sup>g</sup>	19 6%	8 5%	6 4%	13 5%	4 4%	39 3% <sup>o</sup>	-	39 5% <sup>no</sup>	11 3% <sup>o</sup>	19 4% <sup>o</sup>	8 3% <sup>o</sup>	4 2% <sup>o</sup>	9 4% <sup>o</sup>	-	2 2% <sup>o</sup>	7 5% <sup>o</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 541  
**Q1.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Extended family**

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	100 5%	41 9%	44 7%	41 10%	30 7%	49 11%	32 10%	29 9%	24 6%	48 6%	18 11%	80 6%	82 7%	83 8%klp	70 9%klp	78 6%	85 7%	86 7%	85 8%	56 5%	56 9% s
Often	440 21%	143 30%	159 26%	137 32%	113 27%	141 32%	85 27%	96 30%	89 23%	184 25%	39 25%	315 25%	310 25%	281 27%kp	237 30%klmo	308 25%	320 24%	320 26%	279 25%	260 25%	191 30% s
Sometimes	701 34%	156 33%	205 34%	126 30%	151 36%	123 28%	101 32%	108 34%	130 34%	262 35%	45 29%	446 35%mpn	435 35%mpn	345 33%	248 32%	430 35%mn	441 34%	410 33%	369 33%	364 35%t	200 31%
Rarely	622 30%	106 22%	151 25%	96 23%	101 24%	99 23%	79 25%	62 19%	102 27%	197 26%	40 26%	338 26%ln	311 25%n	267 25%n	173 22%	332 27%ln	353 27%lmn	317 26%	279 25%	276 26%t	149 23%
Never/ Not applicable	217 10%	31 7%	48 8%	26 6%	26 6%	25 6%	23 7%	23 7%	39 10%	57 8%	12 8%	98 8%	96 8%	83 8%	51 7%	90 7%	108 8%kno	96 8%	98 9%	87 8%	49 8%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 542  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Close friends**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	227 11%	106 10%	121 11%	64 28% fgh i	90 25% fghi	29 9% hi	23 6% i	13 4% i	8 2%	85 15% klm	56 10%	38 9%	49 10%	14 8%	15 18% nps	17 7%	15 9%	21 12%	11 8%	8 8%	18 9%	50 19% npq stuw	28 10%	24 14%	4 7%
Often	591 28%	264 26%	327 31% a	85 37% hi	120 33% hi	125 38% hi	127 34% hi	65 21% i	70 14%	175 31% m	166 28%	129 31% m	121 24%	63 36% oqu	15 18%	60 26%	39 23%	47 26%	49 34% oqu	37 36% oqu	40 21%	89 32% ou	90 32% ou	49 27%	13 21%
Sometimes	870 42%	427 42%	444 42%	57 25%	101 28%	131 39% de	160 43% de	167 54% def g	254 53% def g	233 41%	274 47% lm	169 40%	195 39%	60 34%	38 45%	115 50% nvx	88 52% nsv x	74 41%	59 40%	40 40%	89 46% nv	86 32%	120 43% v	69 39%	31 49% v
Rarely	273 13%	158 16% b	116 11%	11 5%	41 11% d	33 10%	44 12% d	41 13% d	103 21% def gh	59 10%	66 11%	63 15% j	86 17% jk	29 16% w	11 13%	28 12%	20 12%	27 15%	20 13%	11 11%	35 18% w	34 12%	27 9%	22 12%	11 17%
Never/ Not applicable	119 6%	61 6%	58 5%	14 6% e	8 2%	15 4%	14 4%	22 7% e	46 10% efg	16 3%	24 4%	24 6% j	55 11% jkl	10 6%	6 7%	12 5%	8 4%	10 6%	7 5%	5 5%	12 6%	13 5%	17 6%	14 8%	4 6%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 543  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Close friends**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	227 11%	169 14% <sup>c</sup>	54 14% <sup>c</sup>	5 1%	47 9%	33 15% <sup>df</sup>	25 8%	15 10%	3 15%	178 12% <sup>f</sup>	125 10%	103 12%	192 10%	34 20% <sup>l</sup>	155 10%	67 12%	49 11%	31 11%	38 19% <sup>no</sup>	34 14% <sup>tu</sup>	25 12%	11 9%	33 10%	25 7%	33 9%	47 10%	70 19% <sup>vwxy</sup>
Often	591 28%	418 35% <sup>bc</sup>	106 27% <sup>c</sup>	67 14%	119 24% <sup>f</sup>	63 28% <sup>f</sup>	68 20%	28 20%	4 23%	460 30% <sup>dfg</sup>	306 26%	279 32% <sup>j</sup>	531 28%	55 33%	375 25%	213 39% <sup>n</sup>	177 39% <sup>n</sup>	106 36% <sup>n</sup>	81 41% <sup>n</sup>	104 42% <sup>n</sup>	78 36% <sup>n</sup>	43 35% <sup>n</sup>	71 22%	91 24%	93 25%	145 30% <sup>vw</sup>	144 38% <sup>vwxy</sup>
Sometimes	870 42%	463 39%	145 37%	262 54% <sup>ab</sup>	214 42%	86 39%	144 43%	59 41%	8 41%	636 42%	503 42%	362 41%	810 43% <sup>m</sup>	51 30%	671 44% <sup>oprs</sup>	195 36%	160 36%	111 38%	60 30%	80 32%	84 39%	45 37%	138 43% <sup>z</sup>	176 46% <sup>z</sup>	164 44% <sup>z</sup>	215 45% <sup>z</sup>	120 32%
Rarely	273 13%	111 9%	51 13% <sup>a</sup>	112 23% <sup>ab</sup>	81 16% <sup>i</sup>	28 13%	61 18% <sup>ei</sup>	28 20% <sup>ei</sup>	2 11%	185 12%	174 15% <sup>k</sup>	97 11%	248 13%	18 11%	219 14% <sup>oprs</sup>	55 10%	45 10%	31 11%	16 8%	20 8%	23 11%	13 11%	57 18% <sup>yz</sup>	55 14% <sup>z</sup>	55 15% <sup>z</sup>	56 12%	32 9%
Never/ Not applicable	119 6%	41 3%	35 9% <sup>a</sup>	43 9% <sup>a</sup>	43 9% <sup>i</sup>	14 6%	37 11% <sup>dei</sup>	12 9%	2 10%	70 5%	85 7% <sup>k</sup>	34 4%	106 6%	10 6%	99 6% <sup>ort</sup>	19 4%	18 4%	13 5% <sup>t</sup>	4 2%	10 4%	5 3%	8 7% <sup>rt</sup>	25 8% <sup>yz</sup>	34 9% <sup>yz</sup>	26 7% <sup>yz</sup>	13 3%	10 3%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing





**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 544

O1.Network How often would you say you are asked for advice by the following people?

Base: All respondents

Close friends

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	227 11%	11 13%w	5 6%	12 14%w	10 12%w	2 6%	7 10%w	13 7%	10 12%w	6 7%	20 12%w	8 10%w	11 16%w	5 10%w	-	72 15%gsw	9 11%w	11 14%w	7 10%w	5 6%	4 7%	1 1%
Often	591 28%	27 33%c	34 41%cdgj krvw	13 16%	18 22%	9 27%	15 24%	45 26%	21 27%	28 32%c	41 25%	16 20%	19 28%	16 31%	13 46%	144 31%c	23 30%	26 34%c	16 24%	31 41%cdfg jkrvw	13 21%	21 23%
Sometimes	870 42%	24 29%	30 37%	42 50%aoq	39 48%a	18 52%a	34 53%aoq	86 50%aoq	33 43%	36 41%	70 42%	39 48%ao	25 36%	21 41%	11 39%	168 36%	34 44%	24 32%	32 48%a	31 41%	31 49%a	43 48%ao
Rarely	273 13%	14 17%	9 11%	12 15%	11 13%	3 10%	8 12%	22 13%	8 10%	13 15%	26 16%	14 18% <i>s</i>	7 10%	8 12%	3 13%	60 11%	8 10%	8 10%	8 12%	5 6%	11 17%	15 16%
Never/ Not applicable	119 6%	6 7%	4 5%	5 6%	4 5%	2 6%	1 2%	5 3%	6 7%	3 4%	10 6%	4 5%	7 10%g	2 3%	1 4%	27 6%	3 4%	7 9%	4 6%	4 6%	4 6%	10 12%fgo

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 545  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Close friends**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	227 11%	62 33%	48 25%e	52 25%e	26 19%	38 16%	58 23%e	48 23%e	68 26%e	76 22%e	35 22%	42 25%e	57 22%	39 34%defgij	214 19%	157 29%n	227 28%n	164 51%noprs tuvwx	129 30%n	88 34%npt	52 26%n	75 34%npt	25 28%	35 34%n	50 35%nt
Often	591 28%	82 43%	72 38%c	64 31%	39 29%	71 31%	81 33%	76 37%	89 33%	135 39%cde	52 33%	65 39%cd	106 41%cdefh	42 37%	520 47%	287 53%nqs	591 72%noqrs tuvwx	140 43%	209 49%	119 46%	113 56%nqsu	105 48%	50 55%q	57 55%q	69 48%
Sometimes	870 42%	40 21%	55 29%	77 36%bm	61 45%bfghijklm	98 43%bfhiklm	89 36%bm	74 36%lm	90 34%lm	114 33%lm	54 34%lm	49 29%	91 35%lm	27 24%	303 27%opqrs tuvwx	83 15%pqw	-	13 4%p	75 18%pqvw	44 17%pqw	29 14%pqw	35 16%pqw	9 9%pq	8 8%p	17 12%pq
Rarely	273 13%	7 4%	13 7%l	13 6%l	10 7%l	20 9%gil	16 6%l	8 4%	14 5%	19 5%l	11 7%l	8 5%	7 3%	5 4%	51 5%opqu	9 2%p	-	3 1%p	13 3%pq	7 3%pq	5 3%p	3 1%p	7 7%opqrstu	4 4%pq	6 4%pqu
Never/ Not applicable	119 6%	-	3 2%	4 2%	-	2 1%	2 1%	* *	4 2%	3 1%	6 4%dgikl	2 1%	1 *	2 2%	18 2%opr	3 1%p	-	2 1%	* *	-	2 1%p	* *	1 1%p	-	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 546  
**O1.Network How often would you say you are asked for advice by the following people?**  
Base: All respondents  
Close friends

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	227 11%	92 19% <sup>b</sup>	80 13%	78 18% <sup>d</sup>	45 11%	96 22%	53 16%	68 21%	47 12%	100 13%	27 18%	177 14%	165 13%	173 16% <sup>klop</sup>	152 20% <sup>klmo</sup>	176 14%	184 14%	177 14%	166 15%	132 13%	122 19% <sup>s</sup>
Often	591 28%	176 37%	203 33%	141 33%	139 33%	147 34%	115 36%	107 34%	119 31%	253 34%	48 31%	404 32%	409 33% <sup>k</sup>	360 34% <sup>k</sup>	302 39% <sup>klmo</sup>	406 33% <sup>k</sup>	427 33%	408 33%	355 32%	353 34%	219 34%
Sometimes	870 42%	170 36%	230 38%	158 37%	163 39%	138 32%	108 34%	111 35%	162 42%	279 37%	59 39%	504 39% <sup>mn</sup>	488 40% <sup>mn</sup>	389 37% <sup>n</sup>	248 32%	489 39% <sup>mn</sup>	505 39% <sup>mn</sup>	470 38%	424 38%	412 40% <sup>t</sup>	221 34%
Rarely	273 13%	27 6%	73 12% <sup>a</sup>	38 9%	55 13%	42 10%	30 10%	26 8%	38 10%	83 11%	17 11%	140 11% <sup>mn</sup>	127 10% <sup>n</sup>	100 9% <sup>n</sup>	58 7%	128 10% <sup>n</sup>	141 11% <sup>mn</sup>	129 11%	117 11%	108 10%	57 9%
Never/ Not applicable	119 6%	12 2%	23 4%	11 3%	19 4%	13 3%	12 4%	7 2%	19 5%	35 5%	2 1%	52 4% <sup>no</sup>	46 4% <sup>n</sup>	38 4% <sup>n</sup>	19 2%	40 3%	52 4% <sup>no</sup>	45 4%	48 4%	38 4%	25 4%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 547  
**01.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Wider group of friends**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	45 2%	27 3%	19 2%	12 5% fghi	21 6% fghi	6 2% i	3 1%	4 1% i	-	15 3%	14 2%	8 2%	9 2%	2 1%	2 3%	2 1%	2 1%	3 2%	8 5% npw	2 2%	4 2%	13 5% pw	3 1%	3 2%	1 1%
Often	277 13%	136 13%	141 13%	50 22% ghi	84 23% ghi	55 17% hi	50 14% hi	22 7% i	15 3%	103 18% klm	64 11%	50 12%	59 12%	23 13%	15 18% s	23 10%	17 10%	32 18% ps	10 7%	15 15% s	22 11%	52 19% pqs	32 11% uwy	30 17% s	5 7%
Sometimes	767 37%	363 36%	404 38%	80 35%	134 37% i	141 42% i	157 43% i	111 36%	144 30%	225 40% m	240 41% m	160 38% m	143 28%	71 40% o	22 26%	95 41% o	63 37%	59 33%	56 38%	37 37%	62 32%	93 34%	119 42% ou	65 36%	25 40%
Rarely	698 34%	343 34%	355 33%	61 26%	90 25%	102 31%	120 33% e	115 37% de	209 44% defg	177 31%	200 34%	142 34%	179 35%	53 30%	32 38%	77 33%	63 37%	60 33%	54 36%	31 31%	79 41% x	87 32%	91 32%	50 28%	22 36%
Never/ Not applicable	293 14%	147 14%	146 14%	28 12%	30 8%	29 9%	38 10%	55 18% efg	113 23% defg	49 9%	67 11%	62 15% j	116 23% jkl	27 15%	14 16%	35 15%	24 14%	25 14%	20 14%	15 15%	27 14%	28 10%	37 13%	31 17%	10 17%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 548  
**OI.Network How often would you say you are asked for advice by the following people?**  
 Base: All respondents  
 Wider group of friends

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	45 2%	36 3% <i>c</i>	9 2% <i>c</i>	-	9 2%	8 3%	7 2%	6 4% <i>d</i>	-	34 2%	25 2%	21 2%	39 2%	6 4%	32 2%	12 2% <i>q</i>	10 2% <i>q</i>	3 1%	7 4%	7 3%	3 1%	-	7 2%	4 1%	3 1%	7 1%	21 6% <i>vwxy</i>
Often	277 13%	212 18% <i>c</i>	53 14% <i>c</i>	11 2%	69 14%	37 17%	41 12%	18 12%	4 19%	205 13%	134 11%	141 16% <i>j</i>	238 13%	38 23% <i>l</i>	168 11%	107 19% <i>n</i>	89 20% <i>n</i>	55 19% <i>n</i>	50 25% <i>nou</i>	56 23% <i>n</i>	47 22% <i>n</i>	17 14%	39 12%	37 10%	42 11%	67 14%	74 20% <i>vwxx</i>
Sometimes	767 37%	518 43% <i>bc</i>	107 27%	142 29%	156 31% <i>f</i>	74 33%	92 27%	40 28%	8 38%	591 39% <i>dfg</i>	398 33%	363 41% <i>j</i>	696 37%	64 38%	538 35%	224 41% <i>n</i>	184 41%	115 39%	72 37%	101 41%	79 37%	55 46% <i>n</i>	97 30%	127 33%	139 37% <i>v</i>	197 41% <i>vw</i>	155 41% <i>vw</i>
Rarely	698 34%	335 28%	145 37% <i>a</i>	218 45% <i>ab</i>	170 34%	70 31%	116 35%	50 35%	5 26%	515 34%	424 36% <i>k</i>	270 31%	647 34% <i>m</i>	43 26%	534 35% <i>opsu</i>	161 29%	130 29%	93 32%	55 28%	67 27%	71 33%	31 25%	108 33%	142 37% <i>z</i>	132 35%	154 32%	106 28%
Never/ Not applicable	293 14%	99 8%	75 19% <i>a</i>	118 24% <i>a</i>	100 20% <i>ei</i>	35 15%	79 24% <i>dei</i>	28 20% <i>i</i>	3 16%	185 12%	212 18% <i>k</i>	80 9%	267 14%	17 10%	245 16% <i>opqrs</i>	45 8%	36 8%	27 9% <i>t</i>	14 7%	17 7%	15 7%	17 14% <i>opqs</i>	73 23% <i>xyz</i>	72 19% <i>yz</i>	55 15% <i>z</i>	51 11% <i>z</i>	21 6%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 549

**Ol.Network How often would you say you are asked for advice by the following people?****Base: All respondents****Wider group of friends**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	45 2%	1 2%	1 1%	2 3%	2 3%	-	3 5%gw	1 1%	1 1%	3 3%	3 2%	2 3%	4 5%gw	2 3%	-	13 3%	2 2%	2 2%	2 2%	2 3%	1 1%	-
Often	277 13%	14 17%i	8 9%	16 18%dik	5 6%	3 9%	8 12%	16 9%	14 18%di	4 5%	31 18%dgikw	6 7%	9 13%	7 13%	1 3%	82 17%dgikw	9 12%	16 21%dgikvw	7 11%	10 13%	5 7%	7 8%
Sometimes	767 37%	34 41%c	39 47%cfj	18 21%	38 47%cfjo	10 30%	17 27%	78 45%cfjo	26 34%	35 40%c	50 30%	28 35%	24 34%	21 42%c	16 56%	161 34%c	32 42%c	28 36%	27 41%c	30 40%c	25 40%c	30 33%
Rarely	698 34%	20 24%	23 28%	34 41%a	24 29%	14 40%	32 49%abdg hmoqrs	57 33%	23 30%	33 38%	59 35%	31 38%	26 37%	15 29%	7 26%	156 33%	25 32%	19 24%	19 29%	24 31%	22 36%	36 40%aq
Never/ Not applicable	293 14%	14 17%	13 15%	14 17%	12 15%	7 22%f	4 6%	20 11%	13 17%	12 14%	25 15%	13 16%	7 10%	7 13%	4 15%	59 13%	9 12%	12 16%	11 16%	10 13%	10 17%	17 19%f

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 550  
**Ol.Network** How often would you say you are asked for advice by the following people?  
 Base: All respondents  
 Wider group of friends

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	45 2%	19 10%	17 9%e	17 8%	11 8%e	11 5%	19 8%e	17 8%	22 8%	22 6%	20 12%eil	18 11%el	14 5%	12 11%el	40 4%	39 7%np	40 5%n	45 14%noprt	37 9%np	30 12%nop	16 8%n	25 11%nop	11 12%np	14 13%nop	18 13%nop
Often	277 13%	85 45%	69 36%defhi	62 29%	35 26%	58 25%	62 25%	73 35%defhi	74 28%	96 28%	47 30%	56 34%ef	75 29%	43 38%defhi	257 23%	215 40%np	263 32%n	277 86%noprs tuvwx	160 38%np	115 44%np	98 49%np	107 49%np	55 60%noprs tu	72 69%noprs	77 54%noprs
Sometimes	767 37%	70 36%	69 36%	74 35%	52 38%	98 43%bc	112 46%bcgj	78 38%	107 40%	155 45%bcj	54 34%	62 37%	118 45%bcj	44 38%	485 44%qstuv wx	221 41%qtuv x	420 51%noqrst uvwx	-	184 43%qstuv wx	90 35%qvw	64 32%qwx	70 32%qwx	21 23%q	18 17%q	33 23%q
Rarely	698 34%	17 9%	26 14%	51 24%bgikm	34 25%bgijk m	52 23%bikm	48 19%	37 18%	53 20%b	61 18%	27 17%	24 15%	52 20%am	14 12%	247 22%opqrst uvwx	43 8%qw	75 9%qw	-	39 9%qw	20 8%qw	14 7%qw	15 7%qw	3 4%q	-	12 8%qw
Never/ Not applicable	293 14%	-	9 5%gl	7 3%	3 2%	9 4%gl	5 2%	2 1%	10 4%gl	13 4%gl	11 7%fgklm	5 3%	3 1%	2 1%	76 7%opqrstu vw	23 4%pqr	19 2%q	-	6 2%	4 2%	9 4%qu	1 1%	1 1%	1 1%	2 2%q

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 551  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Wider group of friends**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	45 2%	22 5% <sup>b</sup>	13 2%	21 5%	11 3%	18 4%	13 4%	15 5%	10 3%	26 3%	2 1%	33 3%	34 3%	39 4% <sup>k</sup> <sub>l</sub> <sup>p</sup>	33 4% <sup>k</sup> <sub>l</sub> <sup>p</sup>	38 3% <sup>k</sup>	39 3%	38 3%	38 3%	20 2%	31 5% <sup>s</sup>
Often	277 13%	101 21%	109 18%	85 20%	69 16%	115 26% <sup>f</sup>	57 18%	71 22%	61 16%	114 15%	31 20%	202 16%	210 17% <sup>k</sup>	195 18% <sup>k</sup> <sub>o</sub> <sup>p</sup>	172 22% <sup>k</sup> <sub>l</sub> <sup>m</sup> <sup>o</sup>	199 16%	216 17%	212 17%	189 17%	165 16%	130 20% <sup>s</sup>
Sometimes	767 37%	206 43%	236 39%	174 41%	166 40%	154 35%	131 41%	132 42% <sup>e</sup>	151 39%	305 41%	55 35%	508 40%	493 40%	413 39%	328 42% <sup>m</sup>	501 40%	522 40%	493 40%	433 39%	425 41%	253 39%
Rarely	698 34%	120 25%	187 31%	108 25%	124 30%	119 27%	87 27%	83 26%	115 30%	217 29%	51 33%	392 31% <sup>m</sup> <sub>n</sub>	371 30% <sup>n</sup>	302 29% <sup>n</sup>	194 25%	370 30% <sup>n</sup>	388 30% <sup>n</sup>	360 29%	327 29%	322 31%	178 28%
Never/ Not applicable	293 14%	28 6%	63 10% <sup>a</sup>	39 9%	50 12%	31 7%	31 10% <sup>g</sup>	17 5%	47 12%	88 12%	15 10%	141 11% <sup>n</sup>	126 10% <sup>n</sup>	111 10% <sup>n</sup>	54 7%	131 11% <sup>n</sup>	143 11% <sup>n</sup>	127 10%	124 11%	111 11% <sup>t</sup>	53 8%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 552  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Work colleagues**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	105 5%	67 7% <sup>b</sup>	39 4%	20 8% <sup>hi</sup>	35 10% <sup>ghi</sup>	28 8% <sup>hi</sup>	16 4% <sup>hi</sup>	7 2% <sup>hi</sup>	-	47 8% <sup>lm</sup>	33 6% <sup>m</sup>	14 3%	12 2%	6 4%	3 5%	12 6%	9 5%	4 2%	8 8% <sup>u</sup>	5 2%	21 8% <sup>su</sup>	17 6%	9 5%	3 4%	
Often	322 15%	176 17% <sup>b</sup>	146 14%	52 23% <sup>hi</sup>	78 22% <sup>hi</sup>	66 20% <sup>hi</sup>	83 23% <sup>hi</sup>	30 10% <sup>i</sup>	12 3%	122 21% <sup>km</sup>	87 15% <sup>m</sup>	75 18% <sup>m</sup>	38 8%	26 15%	14 17%	27 12%	18 11%	28 15%	23 16%	18 18%	31 16%	62 23% <sup>pqw</sup>	36 13%	27 15%	13 20%
Sometimes	496 24%	253 25%	244 23%	62 27% <sup>i</sup>	107 30% <sup>i</sup>	122 37% <sup>dghi</sup>	99 27% <sup>i</sup>	82 27% <sup>i</sup>	25 5%	138 24% <sup>m</sup>	168 29% <sup>m</sup>	104 25% <sup>m</sup>	86 17%	42 24%	18 22%	62 27% <sup>u</sup>	42 25% <sup>u</sup>	45 25% <sup>u</sup>	32 21%	17 17%	31 16%	77 28% <sup>tu</sup>	76 27% <sup>u</sup>	39 22%	13 21%
Rarely	250 12%	132 13%	118 11%	37 16% <sup>i</sup>	60 17% <sup>hi</sup>	45 13% <sup>i</sup>	58 16% <sup>i</sup>	31 10% <sup>i</sup>	19 4%	56 10%	85 14% <sup>j</sup>	48 11%	60 12%	26 15%	11 12%	20 8%	24 14%	21 12%	19 13%	13 13%	32 17% <sup>pw</sup>	28 10%	27 9%	25 14%	4 6%
Never/ Not applicable	907 44%	388 38%	519 49% <sup>a</sup>	60 26%	80 22%	73 22%	111 30% <sup>ef</sup>	158 51% <sup>def</sup>	425 88% <sup>def</sup>	204 36%	213 36%	181 43% <sup>j</sup>	309 61% <sup>ijkl</sup>	75 43% <sup>v</sup>	38 45% <sup>v</sup>	111 48% <sup>v</sup>	76 45% <sup>v</sup>	76 42% <sup>v</sup>	70 48% <sup>v</sup>	45 44% <sup>v</sup>	95 49% <sup>v</sup>	84 31%	127 45% <sup>v</sup>	79 44% <sup>v</sup>	30 48% <sup>v</sup>

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 553  
O1.Network How often would you say you are asked for advice by the following people?  
Base: All respondents  
Work colleagues

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	105 5%	102 9%bc	3 1%	-	17 3%	10 4%	12 3%	3 2%	-	86 6%	39 3%	65 7%j	95 5%	9 5%	64 4%	40 7%n	35 8%n	22 7%n	11 6%	23 9%n	15 7%	10 8%	5 1%	7 2%	7 2%	27 6%vw	49 13%vwxy
Often	322 15%	304 25%bc	17 4%c	1 *	59 12%	34 15%f	34 10%	13 9%	1	258 17%dfg	160 13%	160 18%j	291 15%	30 18%	192 13%	125 23%n	108 24%n	69 23%n	45 23%n	56 22%n	51 24%n	28 23%n	21 6%	41 11%	50 13%v	99 21%vw	96 25%vwxy
Sometimes	496 24%	445 37%bc	39 10%c	12 2%	68 13%f	39 17%df	35 10%	15 11%	2 10%	412 27%defg	258 22%	236 27%j	432 23%	59 35%l	331 22%	163 30%n	128 29%n	81 28%n	58 29%n	78 31%n	67 31%nq	28 24%	42 13%	80 21%v	91 25%v	115 24%v	132 35%vwxy
Rarely	250 12%	209 17%bc	32 8%c	9 2%	44 9%	19 7%	24 6%	8 6%	5 24%	197 13%dfg	151 13%	98 11%	218 12%	27 16%	159 10%	90 16%n	68 15%n	44 15%n	33 17%n	39 16%n	31 14%	18 15%	28 9%	58 15%vx	36 10%	66 14%v	40 11%
Never/ Not applicable	907 44%	140 12%	299 77%a	468 96%ab	316 63%ei	121 54%i	230 69%dei	103 73%dei	12 60%	577 38%	585 49%k	317 36%	850 45%m	43 26%	772 51%opqr	131 24%	110 24%	77 26%	51 26%	53 21%	50 23%	37 30%	229 71%wxyz	195 51%yz	187 50%yz	169 36%z	60 16%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 554  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Work colleagues**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	105 5%	4 4%	3 3%	5 6%w	4 5%w	2 5%w	3 4%	7 4%	6 7%nw	2 2%	9 5%w	1 1%	5 7%nw	6 12%ikrw	2 7%	25 5%w	8 10%krw	5 7%rw	-	7 9%krw	3 4%	-
Often	322 15%	16 19%dm	12 14% <i>m</i>	11 13% <i>m</i>	5 6%	6 18% <i>m</i>	11 17% <i>m</i>	21 13% <i>m</i>	10 13% <i>m</i>	9 11%	28 17% <i>dm</i>	7 9%	12 18% <i>dm</i>	1 2%	5 19%	99 21% <i>dgikmw</i>	9 12%	13 18% <i>dm</i>	10 15% <i>m</i>	14 19% <i>dmw</i>	13 20% <i>dmw</i>	7 8%
Sometimes	496 24%	21 25%	20 25%	17 20%	24 29% <i>kw</i>	6 18%	16 25%	53 31% <i>kw</i>	15 19%	20 23%	41 25%	11 14%	15 21%	13 24%	9 32%	123 26% <i>kw</i>	23 30% <i>kw</i>	17 22%	12 18%	15 20%	13 21%	13 14%
Rarely	250 12%	10 12%	11 13%	11 14%	16 20% <i>gov</i>	2 6%	8 13%	16 9%	8 10%	12 14%	21 13%	15 19% <i>gov</i>	11 16%	4 9%	4 13%	45 9%	10 13%	11 15%	13 20% <i>gov</i>	7 9%	4 6%	11 12%
Never/ Not applicable	907 44%	33 40%	36 44%	41 48%	33 40%	18 53%	27 42%	74 43%	39 50%	44 50% <i>o</i>	68 40%	46 57% <i>adjl</i>	26 38%	27 53%	8 29%	179 38%	27 35%	30 39%	31 46%	32 43%	30 48%	59 66% <i>abcdgijlopqrs</i>

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 555

**Ol.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**Work colleagues**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	105 5%	32 17%	25 13%	22 11%	14 10%	20 9%	28 11%	26 13%	32 12%	35 10%	22 14%	27 17%eil	27 10%	15 13%	92 8%	71 13%np	84 10%n	61 19%nopt	105 25%nopqt	87 34%nopqr	21 11%	32 14%n	16 18%nopt	18 18%nopt	24 17%np
Often	322 15%	63 33%	48 25%	51 24%	25 19%	49 21%	57 23%	56 27%cd	72 27%cd	102 29%def	41 26%	48 29%cd	72 27%de	40 35%bcdef	275 25%	167 31%n	254 31%n	136 42%nop	322 75%nopqs	141 54%nopqt	77 38%nop	86 39%nop	43 47%nop	45 43%nop	65 46%nop
Sometimes	496 24%	49 25%	48 25%	48 23%	30 23%	48 21%	59 24%	52 25%	73 28%	95 27%e	34 22%	37 22%	76 29%e	30 26%	269 24%qrstuvwx	130 24%qrstuvwx	216 26%qrstuvwx	54 17%rs	-	23 9%r	35 17%rsw	32 14%rs	11 12%r	11 11%r	17 12%r
Rarely	250 12%	24 12%	30 16%fi	29 14%ii	19 14%ii	26 11%	26 11%	28 14%ii	35 13%ii	27 8%	23 14%ii	20 12%	28 11%	19 16%ii	94 8%qrstx	39 7%rst	63 8%rstx	17 5%rs	-	3 1%	7 3%r	14 6%rs	5 6%rs	8 7%rs	5 3%r
Never/ Not applicable	907 44%	24 13%	39 20%km	60 29%bghklm	47 35%bghijklm	86 38%bcfghijklm	77 31%bghijklm	45 22%lm	53 20%lm	88 25%lm	38 24%lm	33 20%lm	59 22%lm	12 11%	376 34%opqrstuvwx	133 25%qrst	199 24%qrst	53 16%rs	-	4 2%r	61 30%qrstvwx	56 25%qrst	16 18%rs	22 21%rs	31 22%rs

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 556  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Work colleagues**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	105 5%	42 9%	42 7%	29 7%	26 6%	38 9%	26 8%	28 9%	26 7%	58 8%	5 3%	86 7%	86 7%	85 8%	74 10%	86 7%	88 7%	81 7%	80 7%	72 7%	60 9%
Often	322 15%	117 24% <sup>b</sup>	112 18%	103 24% <sup>d</sup>	73 17%	99 23%	75 23%	71 22%	60 16%	142 19%	34 22%	229 18%	240 19% <sup>k</sup>	223 21% <sup>kop</sup>	184 24% <sup>klmo</sup>	236 19% <sup>k</sup>	246 19%	233 19%	208 19%	184 18%	148 23% <sup>s</sup>
Sometimes	496 24%	149 31%	170 28%	120 28%	112 27%	130 30%	89 28%	93 29%	104 27%	192 26%	51 33%	350 27%	344 28%	300 28%	228 29%	345 28%	360 28%	349 28%	297 27%	301 29%	173 27%
Rarely	250 12%	65 14%	86 14%	48 11%	56 13%	69 16%	54 17%	48 15%	47 12%	100 13%	22 14%	171 13%	157 13%	147 14%	111 14%	158 13%	175 13%	165 13%	147 13%	131 13%	89 14%
Never/ Not applicable	907 44%	106 22%	200 33% <sup>a</sup>	126 30%	153 36%	100 23%	75 24%	79 25%	148 38% <sup>j</sup>	258 34%	42 27%	441 35% <sup>lmno</sup>	407 33% <sup>mn</sup>	304 29% <sup>n</sup>	182 23%	415 33% <sup>mn</sup>	439 34% <sup>mn</sup>	401 33%	378 34%	355 34% <sup>t</sup>	174 27%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 557  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People more senior to you at work**

	Gender			Age						Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	54 3%	29 3%	25 2%	10 4%ghi	24 7%ghi	14 4%ghi	4 1%i	3 1%	-	22 4%km	15 3%	10 2%	6 1%	2 1%	3 4%	8 3%	4 3%	4 2%	4 3%	2 2%	5 2%	14 5%nw	3 1%	3 2%	2 3%
Often	204 10%	118 12%b	86 8%	24 10%hi	55 15%hi	57 17%dhi	50 14%hi	15 5%i	4 1%	84 15%klm	58 10%lm	42 10%lm	20 4%	20 11%	10 12%	21 9%	13 8%	20 11%	8 6%	19 18%ppqsuwx	14 7%	32 12%	27 10%	13 7%	7 12%
Sometimes	401 19%	226 22%b	175 16%	59 26%hi	90 25%hi	95 29%hi	93 25%hi	47 15%i	17 4%	132 23%lm	120 21%lm	89 21%lm	60 12%	25 14%	18 21%	43 19%	28 17%	36 20%	33 22%	17 17%	33 17%	64 23%nw	60 21%	34 19%	10 15%
Rarely	364 17%	182 18%	182 17%	56 24%i	93 26%hi	71 21%i	71 19%i	57 19%i	15 3%	95 17%	126 22%lm	67 16%	77 15%	45 25%ptw	12 14%	30 13%	34 20%t	32 18%t	26 18%t	8 8%	36 18%t	54 20%t	43 15%	32 18%t	13 20%t
Never/ Not applicable	1057 51%	460 45%	597 56%a	82 35%	97 27%	96 29%	150 41%ef	187 61%defg	445 93%defg	236 41%	265 45%	215 51%j	342 68%kl	84 48%	42 49%	130 56%v	90 53%v	87 48%	76 52%v	54 54%v	106 55%v	109 40%	149 53%v	98 54%v	31 50%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 558  
O1.Network How often would you say you are asked for advice by the following people?  
Base: All respondents  
People more senior to you at work

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	54 3%	53 4%bc	1 *	-	7 1%	7 3%dfg	4 1%	-	-	46 3%g	22 2%	31 3%j	41 2%	13 8%l	27 2%	27 5%nu	21 5%nu	9 3%	10 5%n	15 6%n	8 4%	2 1%	5 2%	3 1%	2 1%	15 3%wx	25 7%vwxy
Often	204 10%	191 16%bc	13 3%c	-	36 7%	16 7%	23 7%	9 6%	1	163 11%df	82 7%	122 14%j	180 10%	22 13%	114 8%	90 16%n	73 16%n	45 15%n	35 18%n	44 18%n	33 15%n	20 17%n	18 6%	22 6%	26 7%	61 13%vwxy	62 16%vwxy
Sometimes	401 19%	371 31%bc	21 5%c	9 2%	69 14%f	39 18%dfg	37 11%	13 9%	3 14%	320 21%dfg	197 17%	201 23%j	353 19%	44 26%l	247 16%	147 27%n	121 27%n	82 28%n	46 23%n	64 26%n	62 29%n	35 29%n	28 9%	54 14%v	72 19%v	95 20%vw	127 34%vwxy
Rarely	364 17%	317 26%bc	41 11%c	6 1%	58 11%f	32 14%f	30 9%	12 9%	7 35%	297 19%dfg	199 17%	163 19%	328 17%	33 20%	245 16%	117 21%n	94 21%n	63 21%n	42 21%	52 21%	51 24%n	21 17%	33 10%	62 16%v	55 15%	94 20%v	93 25%vwxy
Never/ Not applicable	1057 51%	269 22%	313 80%a	475 97%ab	334 66%ei	129 58%i	241 72%dei	107 76%dei	9 45%	704 46%	692 58%k	359 41%	985 52%m	56 33%	885 58%opqr	169 31%	141 31%	94 32%	64 32%	72 29%	61 28%	44 36%	241 74%wxyz	240 63%yz	216 58%yz	211 44%z	71 19%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 559

**01.Network How often would you say you are asked for advice by the following people?****Base: All respondents****People more senior to you at work**

	Total	City																			None of these (w)	
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	54 3%	1 2%	1 1%	1 1%	2 3%	1 3%	1 1%	7 4%	3 4%	1 1%	6 4%	1 1%	5 7%qrw	2 4%	- -	15 3%	3 3%	- -	- -	2 2%	2 3%	1 1%
Often	204 10%	11 13%rw	9 11%w	8 10%	7 9%	2 7%	3 5%	18 11%w	12 16%imw	4 5%	16 10%w	6 8%	6 8%	2 3%	4 15%	51 11%w	12 15%irw	8 11%w	2 2%	13 17%fimr	7 12%w	2 3%
Sometimes	401 19%	13 15%	13 15%	19 23%h	12 15%	5 16%	17 26%hkw	40 23%h	7 9%	15 17%	34 20%	9 12%	16 23%h	9 18%	6 21%	103 22%hkw	19 24%h	19 24%h	11 17%	14 18%	10 15%	11 12%
Rarely	364 17%	20 24%w	20 24%w	12 14%	21 26%ghms	3 10%	11 17%	22 13%	9 12%	20 23%w	36 21%w	10 13%	15 21%w	5 11%	5 19%	88 19%w	10 13%	13 17%	15 22%w	6 9%	13 20%	11 12%
Never/ Not applicable	1057 51%	38 46%	40 49%	44 52%	39 48%	22 64%lo	32 50%	84 49%	46 59%lo	47 55%	76 45%	54 67%abdg	28 41%	33 64%jlop	13 45%	214 45%	35 45%	37 48%	39 58%	40 54%	31 50%	65 72%abcdfgijlopqsv

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 560

**Opinion Influencer Network** How often would you say you are asked for advice by the following people?

Base: All respondents

People more senior to you at work

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	54 3%	22 12%	15 8%	16 7%	10 7%	9 4%	16 7%	19 9%el	20 8%	21 6%	15 10%e	20 12%efil	13 5%	10 9%	47 4%	41 8%np	41 5%	31 10%np	49 11%nop	54 21%nopq	15 7%	19 9%np	10 11%np	8 8%	16 11%np
Often	204 10%	62 33%	49 26%cf	40 19%	29 21%	43 19%	47 19%	49 24%	56 21%	69 20%	35 22%	40 24%	49 19%	34 29%cefil	178 16%	130 24%np	165 20%n	114 35%nop	179 42%nopqt	204 79%nopqr	62 31%nop	74 34%nop	40 43%nopt	48 46%nopqt	64 45%nopqtu
Sometimes	401 19%	48 25%	49 26%	52 25%	27 20%	47 21%	52 21%	50 24%	73 27%efj	100 29%defj	30 19%	38 23%	81 31%defgjk	33 29%j	244 22%stwx	127 24%stwx	206 25%nstwx	73 23%stwx	136 32%nopqst	-	32 16%st	39 18%sw	16 17%sw	11 10%st	21 15%st
Rarely	364 17%	31 16%	31 17%	38 18%	19 14%	29 13%	45 18%e	40 19%e	54 20%ei	49 14%	32 20%e	27 17%	44 17%	22 19%	189 17%oqrst	76 14%rs	143 17%oqrst	41 13%st	44 10%st	-	21 10%st	26 12%st	7 8%st	9 9%st	14 10%st
Never/ Not applicable	1057 51%	28 14%	46 24%lm	65 31%bghm	50 37%bghklm	100 44%bcfghijklm	86 35%bghklm	49 24%lm	63 24%lm	107 31%ghm	46 29%lm	40 24%lm	75 29%lm	16 14%	447 40%opqrs	165 31%qrsvx	262 32%qrsvx	64 20%rs	19 5%st	-	72 36%qrsuvx	62 28%qrsx	19 21%rs	28 27%rs	27 19%rs

Proportions/Means: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 561  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People more senior to you at work**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	54 3%	26 5% <sup>b</sup>	16 3%	19 4%	11 3%	22 5%	13 4%	17 5%	15 4%	25 3%	2 1%	40 3%	36 3%	37 4%	35 4%	38 3%	39 3%	41 3%	41 4%	27 3%	31 5% <sup>s</sup>
Often	204 10%	72 15%	76 12%	61 14%	53 13%	78 18%	50 16%	50 16%	45 12%	94 13%	21 14%	147 12%	159 13% <sup>k</sup>	156 15% <sup>klop</sup>	130 17% <sup>kimo</sup>	152 12% <sup>k</sup>	164 13% <sup>k</sup>	151 12%	149 13%	116 11%	102 16% <sup>s</sup>
Sometimes	401 19%	138 29%	150 25%	114 27%	92 22%	113 26%	84 26%	83 26%	86 22%	178 24%	38 25%	310 24%	313 25% <sup>k</sup>	268 25%	221 28% <sup>kimo</sup>	309 25%	319 24%	305 25%	259 23%	254 24%	156 24%
Rarely	364 17%	92 19%	128 21%	77 18%	84 20%	95 22%	75 24%	72 23%	73 19%	136 18%	32 21%	243 19%	235 19%	213 20%	161 21%	234 19%	254 19%	241 20%	215 19%	201 19%	147 23% <sup>s</sup>
Never/ Not applicable	1057 51%	149 31%	238 39% <sup>a</sup>	155 36%	181 43%	130 30%	98 31%	97 30%	165 43%	316 42%	61 39%	537 42% <sup>lmno</sup>	490 40% <sup>mn</sup>	384 36% <sup>n</sup>	233 30%	506 41% <sup>mn</sup>	532 41% <sup>mn</sup>	492 40%	447 40%	445 43% <sup>t</sup>	208 32%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 562  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Your neighbours**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	27 1%	14 1%	13 1%	2 1%	6 2%	7 2%	5 1%	3 1%	3 1%	12 2%k	3 1%	8 2%k	4 1%	2 1%	4 5%pw	- t	1 *	5 3%pu	3 2%	- -	- -	4 2%	2 1%	6 3%pu	- -
Often	174 8%	91 9%	83 8%	11 5%	37 10%di	33 10%	36 10%	29 9%	29 6%	60 11%mi	51 9%	31 7%	32 6%	17 10%	4 4%	25 11%y	11 6%	15 8%	14 10%	9 9%	11 6%	31 11%y	18 6%	19 11%y	1 2%
Sometimes	592 28%	299 29%	294 28%	26 11%	81 22%di	93 28%di	118 32%de	101 33%de	174 36%def	174 31%mi	171 29%mi	132 31%mi	115 23%	47 27%	23 28%	67 29%	49 29%	49 28%	35 24%	27 27%	58 30%	62 23%	98 35%sv	49 28%	26 42%ns
Rarely	785 38%	389 38%	395 37%	78 34%	103 29%	132 40%e	150 41%e	115 37%e	206 43%de	206 36%	209 36%	155 37%	214 42%k	69 39%	31 37%	89 38%	60 35%	72 40%	56 38%	37 36%	82 42%x	106 39%	105 37%	54 30%	24 39%
Never/ Not applicable	502 24%	222 22%	280 26%a	113 49%efg	132 37%fgh	68 20%hi	60 16%	61 20%	69 14%	116 20%	150 26%	96 23%	140 28%j	42 24%	22 26%	52 22%	49 29%	38 21%	39 27%	28 27%	42 22%	69 25%	59 21%	52 29%	11 17%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 563  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Your neighbours**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Work-ing (a)	Not work-ing (b)	Ret-ired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni-versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	27 1%	18 1%c	8 2%c	1 *	9 2%	4 2%	6 2%	3 2%	- -	18 1%	14 1%	12 1%	25 1%	2 1%	14 2%n	12 3%n	6 2%	4 2%	7 3%n	4 2%	4 3%n	5 1%x	10 3%x	*	6 1%	6 2%	
Often	174 8%	121 10%bc	21 5%	32 6%	51 10%	22 10%	34 10%	19 13%i	3 16%	121 8%	94 8%	80 9%	142 8%	30 18%l	98 6%	76 14%n	68 15%n	47 16%n	26 13%n	35 14%n	40 19%no	16 13%n	22 7%	25 7%	37 10%	49 10%	35 9%
Sometimes	592 28%	341 28%b	85 22%	167 34%ab	148 29%	63 28%	101 30%	37 26%	4 22%	432 28%	343 29%	244 28%	561 30%m	27 16%	437 29%	152 28%	136 30%or	86 30%	46 23%	79 32%r	67 31%	33 27%	89 27%	95 25%	109 29%	154 32%w	99 26%
Rarely	785 38%	420 35%	146 38%	219 45%ab	196 39%e	74 33%	133 40%	59 42%	7 38%	578 38%	445 37%	334 38%	734 39%m	46 27%	584 38%s	195 35%	151 34%	104 36%	72 36%	76 31%	73 34%	46 38%	129 40%	160 42%	137 37%	172 36%	144 38%
Never/ Not applicable	502 24%	301 25%c	130 33%ac	71 15%	102 20%	60 27%dfg	59 18%	23 17%	5 23%	381 25%dfg	296 25%	204 23%	425 23%	64 38%l	385 25%pqt	114 21%ppt	83 18%t	48 16%	52 26%opqt	51 20%	30 14%	22 18%	80 25%	91 24%	87 24%	95 20%	93 25%

Proportions/Means: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 564  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Your neighbours**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	27 1%	2 2%	- -	4 5%go	- -	- -	1 1%	- -	- -	1 2%	5 3%g	- -	- -	- -	- -	5 1%	1 1%	4 6%bdgko	1 2%	- -	- -	2 2%
Often	174 8%	7 9%	8 10%k	5 5%	3 4%	5 16%dkv	6 9%	19 11%kv	4 6%	6 6%	13 7%	2 2%	8 11%kv	3 6%	3 10%	47 10%kv	5 6%	5 7%	8 12%kv	8 11%kv	1 2%	9 10%k
Sometimes	592 28%	19 23%	27 33%l	24 28%	19 23%	9 27%	21 33%l	55 32%l	21 27%	23 26%	45 27%	26 32%l	11 16%	22 43%adjl	10 37%	127 27%	30 39%alw	20 26%	19 28%	22 29%	26 42%adjl	18 20%
Rarely	785 38%	31 38%	32 39%	34 40%	29 36%	9 26%	29 45%	63 36%	30 39%	35 40%	67 40%	34 42%	29 42%	16 32%	6 21%	183 39%	29 38%	22 28%	23 34%	27 36%	24 39%	33 36%
Never/ Not applicable	502 24%	24 29%f	15 18%	18 22%	31 38%bcfg	10 30%f	8 12%	36 21%	22 29%f	22 26%	38 23%	19 24%	22 31%f	10 19%	9 32%	108 23%	13 17%	25 33%fp	16 24%	18 24%	11 17%	28 31%fp

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 565

**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Your neighbours**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	27 1%	16 9%	11 6%	11 5%	9 7%	11 5%	11 5%	12 6%	9 3%	13 4%	9 6%	8 5%	11 4%	7 6%	27 2%	23 4%	24 3%	21 6%	14 3%	11 4%	27 13%	21 10%	13 nopr	19 14%	14 10%
Often	174 8%	51 27%	37 20%	39 19%	25 19%	38 17%	47 19%	44 21%	42 16%	57 17%	31 20%	35 21%	47 18%	35 31%	164 15%	125 23%	141 17%	93 29%	84 20%	65 25%	174 87%	81 37%	45 49%	62 59%	62 43%
Sometimes	592 28%	64 34%	58 31%	64 30%	49 36%	90 39%	84 34%	67 32%	77 29%	131 38%	61 38%	67 40%	99 38%	42 37%	343 31%	166 31%	250 31%	83 26%	134 31%	78 30%	-	60 28%	18 20%	19 18%	29 21%
Rarely	785 38%	46 24%	51 27%	58 28%	33 24%	65 29%	70 28%	58 28%	88 33%	87 25%	39 25%	43 26%	61 23%	17 15%	340 31%	134 25%	226 28%	71 22%	125 29%	60 23%	-	35 16%	9 10%	3 3%	18 12%
Never/ Not applicable	502 24%	14 7%	33 17%	38 18%	19 14%	25 11%	34 14%	26 12%	50 19%	58 17%	18 11%	13 8%	44 17%	13 11%	232 21%	91 17%	177 22%	54 17%	70 16%	44 17%	-	22 10%	7 7%	2 2%	19 13%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 566  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Your neighbours**

	Mobile phone		Tablet		Games console			Broadband			Content consumption						Device		Solo players		
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	27 1%	6 1%	16 3%	9 2%	9 2%	10 2%	3 1%	9 3%	4 1%	10 1%	7 4%hi	22 2%	22 2%	18 2%	17 2%	21 2%	22 2%	21 2%	20 2%	13 1%	14 2% s
Often	174 8%	61 13%	60 10%	54 13%	57 14%	54 12%	38 12%	30 9%	39 10%	74 10%	17 11%	124 10%	126 10%	104 10%	96 12%klmo	120 10%	131 10%	126 10%	120 11%	96 9%	80 12% s
Sometimes	592 28%	119 25%	169 28%	121 29%	133 32%	118 27%	89 28%	104 33%	104 27%	203 27%	44 29%	361 28% p	351 28% mp	282 27%	214 27%	347 28%	356 27%	331 27%	313 28%	293 28% t	160 25%
Rarely	785 38%	165 35%	218 36%	159 37%	148 35%	152 35%	109 34%	103 32%	138 36%	293 39%	52 33%	492 39% mnp	466 38% mn	370 35% n	251 32%	465 38% mn	486 37% mn	450 37%	390 35%	388 37%	225 35%
Never/ Not applicable	502 24%	125 26%	147 24%	83 19%	73 17%	102 23%	80 25%	74 23%	99 26%	169 22%	34 22%	279 22%	269 22%	285 27% klop	202 26% klo	285 23% kl	314 24% kl	301 25%	267 24%	253 24%	166 26%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 567  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know personally through shared interests / hobbies**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of England (u)	London (v)	South East (w)	South West (x)	North Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	37 2%	20 2%	17 2%	4 2%	16 5%hi	6 2%	7 2%	1 *	2 *	18 3%km	7 1%	7 2%	5 1%	1 1%	6 7%npqs uw	4 2%	1 1%	5 3%	1 1%	3 2%	3 2%	7 3%	1 *	4 2%	-
Often	182 9%	104 10%b	78 7%	22 10%	42 12%hi	29 9%	35 10%	21 7%	32 7%	71 12%km	47 8%	35 8%	30 6%	17 9%	5 5%	14 6%	12 7%	18 10%	16 11%	14 14%pw	18 9%	25 9%	17 6%	22 12%w	5 7%
Sometimes	559 27%	285 28%	274 26%	43 19%	79 22%	110 33%deh	108 29%de	74 24%	143 30%de	172 30%lm	172 29%km	100 24%	115 23%	47 27%	25 29%	67 29%qs	46 27%	51 29%qs	27 18%	29 28%	42 22%	68 25%	80 28%qs	53 29%qs	24 38%su
Rarely	520 25%	260 26%	261 24%	62 27%	79 22%	82 25%	95 26%	86 28%	117 24%	148 26%	147 25%	107 25%	119 24%	52 30%x	16 19%	51 22%	47 28%	43 24%	45 31%x	23 22%	60 31%x	65 24%	71 25%	34 19%	14 22%
Never/ Not applicable	782 38%	346 34%	435 41%a	99 43%fg	143 40%	106 32%	123 33%	126 41%f	186 39%	159 28%	212 36%j	174 41%j	237 47%jk	58 33%	33 39%	95 41%	64 38%	62 35%	58 39%	33 33%	70 36%	108 40%	113 40%	67 38%	20 32%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base





### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 568  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know personally through shared interests / hobbies**

	Working status			Disability					Educational level		Ethnicity		Kids in household					Income									
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	37 2%	28 2% <sup>c</sup>	7 2%	2 *	11 2%	7 3%	6 2%	1 1%	1 7%	26 2%	18 2%	19 2%	29 2%	8 5% <sup>l</sup>	20 1%	16 3% <sup>nq</sup>	11 2% <sup>q</sup>	3 1%	11 5% <sup>napqt</sup>	8 3%	3 1%	1 1%	8 3%	6 2%	3 1%	6 1%	11 3%
Often	182 9%	133 11% <sup>bc</sup>	25 6%	23 5%	42 8%	21 10%	28 9%	13 9%	1 5%	139 9%	83 7%	99 11% <sup>j</sup>	156 8%	26 15% <sup>l</sup>	108 7%	74 13% <sup>n</sup>	58 13% <sup>n</sup>	37 13% <sup>n</sup>	26 13% <sup>n</sup>	31 13% <sup>n</sup>	28 13% <sup>n</sup>	17 14% <sup>n</sup>	20 6%	32 8%	35 9%	47 10%	38 10%
Sometimes	559 27%	319 27%	95 24%	145 30%	135 27%	57 26%	90 27%	32 23%	3 17%	410 27%	278 23%	278 32% <sup>j</sup>	516 27%	37 22%	395 26%	161 29%	139 31%	88 30%	52 26%	84 34% <sup>n</sup>	68 31%	33 27%	86 27%	96 25%	108 29%	132 28%	98 26%
Rarely	520 25%	295 25%	93 24%	133 27%	120 24% <sup>f</sup>	64 29% <sup>df</sup>	67 20%	32 22%	7 36%	391 26% <sup>f</sup>	300 25%	215 25%	481 25%	33 19%	390 26%	124 23%	101 23%	74 25%	39 20%	50 20%	52 24%	31 26%	76 24%	91 28%	103 24%	117 26%	100 26%
Never/ Not applicable	782 38%	425 35%	170 44% <sup>a</sup>	186 38%	197 39% <sup>ae</sup>	73 33%	144 43% <sup>de</sup>	63 44% <sup>e</sup>	7 34%	564 37%	512 43% <sup>k</sup>	265 30%	704 37%	65 39%	604 40% <sup>opqs</sup>	175 32%	141 31%	91 31%	70 36%	75 30%	64 30%	39 32%	133 41% <sup>x</sup>	156 41% <sup>x</sup>	122 33%	175 37%	130 35%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 569  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know personally through shared interests / hobbies**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	37 2%	-	1 2%	4 5%	1 2%	-	-	6 3%	3 3%	1 2%	5 3%	2 2%	2 2%	-	-	8 2%	1 1%	3 3%	-	-	-	-
Often	182 9%	9 10%	7 8%	5 6%	5 6%	2 7%	6 9%	15 9%	2 3%	7 9%	18 11%	5 6%	3 5%	3 6%	5 19%	40 8%	4 6%	6 8%	13 19% cdgh	13 17% hlo	5 7%	9 10%
Sometimes	559 27%	21 26%	25 30% l	27 32% l	19 23%	7 21%	20 31% l	52 30% l	22 28%	18 21%	43 26%	24 30% l	10 14%	18 34% l	4 15%	111 24%	32 42% deij lo	21 27%	17 25%	20 26%	24 38% ilo	25 28%
Rarely	520 25%	22 27%	25 31%	19 23%	23 28%	8 23%	20 31%	36 21%	21 27%	20 23%	42 25%	26 33% q	28 41% cgij opqrsvw	12 23%	4 14%	119 25%	15 20%	12 16%	14 22%	17 23%	14 22%	21 23%
Never/ Not applicable	782 38%	31 37%	24 29%	28 33%	33 41%	17 49%	18 28%	63 37%	30 39%	40 46% b fk	60 36%	23 29%	26 38%	18 36%	15 52%	193 41%	24 32%	34 45%	22 34%	26 34%	20 32%	35 39%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 570

**OI.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**People you know personally through shared interests / hobbies**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	37 2%	25 13%	19 10%	17 8%	14 10%	16 7%	17 7%	19 9%	21 8%	22 6%	15 10%	14 9%	19 7%	14 12% <sup>ai</sup>	33 3%	27 5% <sup>n</sup>	35 4% <sup>n</sup>	34 10% <sup>nopr</sup>	21 5% <sup>n</sup>	25 10% <sup>nopr</sup>	21 11% <sup>nopr</sup>	37 17% <sup>nopr</sup>	16 18% <sup>nopr</sup>	23 22% <sup>nopr</sup>	23 16% <sup>nopr</sup>
Often	182 9%	65 34%	45 24%	46 22%	31 23%	49 21%	52 21%	51 25%	57 21%	67 19%	36 23%	42 26%	59 23%	34 30% <sup>fi</sup>	156 14%	113 21% <sup>np</sup>	146 18% <sup>n</sup>	99 31% <sup>nopr</sup>	97 23% <sup>np</sup>	69 27% <sup>np</sup>	81 40% <sup>nopr</sup>	182 83% <sup>nopr</sup>	50 55% <sup>nopr</sup>	61 58% <sup>nopr</sup>	86 61% <sup>nopr</sup>
Sometimes	559 27%	78 41%	66 35%	63 30%	48 36%	87 38% <sup>c</sup>	88 36%	70 34%	96 36%	133 38% <sup>c</sup>	50 32%	55 33%	101 38% <sup>c</sup>	42 36%	329 30% <sup>uvwx</sup>	164 30% <sup>uvwx</sup>	254 31% <sup>uvwx</sup>	88 27% <sup>uw</sup>	125 29% <sup>uvwx</sup>	71 27% <sup>uw</sup>	58 29% <sup>uvwx</sup>	-	17 19% <sup>u</sup>	19 18% <sup>u</sup>	27 19% <sup>u</sup>
Rarely	520 25%	16 8%	30 16%	43 21%	28 21%	51 22% <sup>hjm</sup>	49 20%	38 18%	40 15%	61 18%	23 15%	30 18%	45 17%	15 13%	234 21% <sup>opqst</sup>	94 17% <sup>qtuvw</sup>	153 19% <sup>qtuvw</sup>	38 12% <sup>tuwx</sup>	84 20% <sup>qstuv</sup>	36 14% <sup>tuwx</sup>	14 7% <sup>uw</sup>	-	5 5% <sup>u</sup>	2 2%	3 2%
Never/ Not applicable	782 38%	7 4%	30 16% <sup>m</sup>	41 20% <sup>degm</sup>	14 10%	26 11%	39 16% <sup>em</sup>	28 14%	52 19% <sup>degm</sup>	63 18% <sup>dem</sup>	34 21% <sup>degklm</sup>	24 15%	38 14%	10 9%	353 32% <sup>opqrs</sup>	141 26% <sup>qtuvw</sup>	230 28% <sup>qrtuv</sup>	64 20% <sup>tuwx</sup>	100 23% <sup>tuwx</sup>	58 23% <sup>tuwx</sup>	27 13% <sup>uvwx</sup>	-	3 4% <sup>u</sup>	1 1%	4 2% <sup>u</sup>

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 571  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know personally through shared interests / hobbies**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	37 2%	15 3%	11 2%	13 3%	10 2%	14 3%	6 2%	13 4%	8 2%	11 1%	7 5% <sup>i</sup>	25 2%	26 2%	22 2%	24 3% <sup>k</sup>	26 2%	28 2%	26 2%	28 3%	12 1%	23 4% <sup>s</sup>
Often	182 9%	50 10%	77 13%	48 11%	56 13%	67 15%	48 15%	35 11%	39 10%	78 10%	16 10%	129 10%	138 11% <sup>ko</sup>	118 11%	99 13% <sup>kop</sup>	127 10%	137 10%	132 11%	129 12%	101 10%	80 12% <sup>s</sup>
Sometimes	559 27%	141 30%	159 26%	122 29%	126 30%	113 26%	95 30%	102 32% <sup>e</sup>	111 29%	205 27%	38 24%	356 28% <sup>m</sup>	343 28% <sup>m</sup>	273 26%	221 28% <sup>m</sup>	339 27%	368 28% <sup>m</sup>	338 28%	313 28%	294 28%	183 28%
Rarely	520 25%	111 23%	161 26%	110 26%	104 25%	119 27% <sup>f</sup>	65 20%	73 23%	97 25%	183 24%	45 29%	325 25% <sup>n</sup>	317 26% <sup>n</sup>	262 25%	178 23%	314 25% <sup>n</sup>	329 25%	306 25%	281 25%	260 25%	169 26%
Never/ Not applicable	782 38%	160 33%	200 33%	134 31%	124 29%	124 28%	105 33%	97 30%	130 34%	272 36%	48 31%	442 35% <sup>l</sup>	410 33%	384 36% <sup>lnp</sup>	258 33%	432 35% <sup>l</sup>	447 34%	426 35% <sup>r</sup>	360 32%	376 36% <sup>t</sup>	190 30%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 572

**Ol.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**People you know through your place of worship**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	25 1%	16 2%	9 1%	2 1%	11 3%hi	5 1%	3 1%	1 *	3 1%	12 2%am	8 1%	3 1%	2 *	-	2 3%u	1 1%	2 1%	4 2%u	3 2%	1 1%	-	5 2%	3 1%	3 2%	1 1%
Often	67 3%	41 4%	26 2%	10 4%hi	19 5%hi	14 4%hi	15 4%hi	3 1%	7 1%	32 6%km	13 2%	14 3%	8 2%	4 2%	5 6%w	4 2%	3 2%	8 4%w	4 3%	5 5%w	3 2%	16 6%puw	2 1%	8 4%w	3 5%w
Sometimes	156 8%	81 8%	75 7%	8 3%	42 12%dgh	32 10%d	25 7%	21 7%	29 6%	43 8%	55 9%am	33 8%	26 5%	6 3%	8 8%	12 5%	13 7%	18 10%rn	11 7%	8 8%	14 7%	21 8%	24 8%	14 8%	9 14%np
Rarely	169 8%	80 8%	89 8%	32 14%fgh	39 11%hi	22 7%	28 8%	18 6%	29 6%	58 10%	50 9%	28 7%	33 7%	11 7%	4 4%	20 9%	15 9%	19 11%t	13 9%	3 3%	16 8%	25 9%	23 8%	9 5%	9 15%otx
Never/ Not applicable	1664 80%	798 79%	865 81%	178 77%	249 69%	260 78%e	297 81%e	266 86%def	413 86%def	424 75%	459 79%	344 81%j	437 86%jk	154 88%rvy	67 79%	194 84%rvy	137 81%y	130 72%	117 79%y	83 83%y	160 82%ry	205 75%	230 81%ry	146 81%y	41 65%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 573  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through your place of worship**

	Working status			Disability						Educational level		Ethnicity		Kids in household						Income							
	Total	Working (a)	Not working (b)	Retired (c)	NET: Yes (d)	Yes - mental (e)	Yes - physical (f)	Yes - disability (g)	Yes - other (h)	No (i)	Up to secondary school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No children (n)	NET: Yes (o)	NET: Any 5-18 (p)	NET: Any 11-18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	25 1%	19 2%	2 1%	3 1%	6 1%	2 1%	5 1%	3 2%	-	19 1%	9 1%	16 2%j	18 1%	7 4%l	12 1%	13 2%n	10 2%n	5 2%	4 2%	5 2%	5 2%n	1 1%	3 1%	4 1%	5 1%	5 1%	7 2%
Often	67 3%	51 4% <b>c</b>	9 2%	7 1%	17 3%	8 3%	9 3%	7 5%	1 4%	48 3%	24 2%	42 5%j	51 3%	13 8%l	31 2%	33 6%n	28 6%n	13 4%n	16 8%n	21 8%n	11 5%n	6 5%n	5 2%	13 3%	16 4% <b>v</b>	13 3%	18 5% <b>v</b>
Sometimes	156 8%	107 9% <b>c</b>	25 6%	24 5%	29 6%	14 6%	20 6%	6 4%	-	126 8%	69 6%	87 10%j	127 7%	28 17%l	95 6%	58 10%n	44 10%n	34 12% <b>nu</b>	23 11% <b>n</b>	24 10%	33 15% <b>nopqu</b>	8 6%	26 8%	22 6%	24 7%	44 9%	30 8%
Rarely	169 8%	117 10% <b>c</b>	25 6%	27 5%	31 6%	15 7%	22 6%	10 7%	2 13%	133 9%	75 6%	131 11%j	35 7%	21 21%l	115 8%	54 10%	39 9%	27 9%	24 12%	26 11%	18 9%	12 10%	20 6%	37 10%	28 8%	32 7%	40 11%
Never/ Not applicable	1664 80%	905 75%	330 85% <b>a</b>	429 88% <b>a</b>	422 84% <b>i</b>	185 83%	279 83%	116 82%	16 84%	1204 79%	1016 85% <b>k</b>	637 73%	1561 83% <b>m</b>	85 50%	1265 83% <b>opqr</b>	392 71%	329 73%	213 73% <b>t</b>	132 67%	172 69%	147 69%	94 78% <b>r</b>	270 83% <b>z</b>	305 80%	298 80%	383 81%	282 75%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 574

**Ol.Network How often would you say you are asked for advice by the following people?****Base: All respondents****People you know through your place of worship**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Notttingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	25 1%	-	-	4 5%o	-	-	-	1 1%	-	2 2%	4 3%	-	-	1 1%	-	6 1%	1 1%	3 4%	-	1 2%	1 1%	*
Often	67 3%	3 3%	2 2%	5 6%	2 3%	1 4%	1 2%	4 2%	1 1%	2 3%	7 4%	1 1%	1 2%	-	1 3%	20 4%	1 2%	3 4%	3 5%	4 6%	3 5%	1 1%
Sometimes	156 8%	4 5%	2 2%	4 5%	5 6%	* 1%	7 12%bw	8 5%	8 11%b	5 6%	20 12%bglo w	10 12%blw	2 3%	4 8%	2 7%	32 7%	12 16%abce glow	8 10%	4 7%	5 6%	9 14%bglow	3 3%
Rarely	169 8%	5 7%	4 4%	5 6%	9 12% s	2 5%	4 7%	14 8% s	7 9% s	11 13% s	19 11% s	5 6%	7 11% s	2 3%	*	44 9% s	5 7%	4 5%	3 4%	1 1%	9 15% bmrs	8 9% s
Never/ Not applicable	1664 80%	70 85% jv	75 92% chij opqv	65 78%	65 80%	30 90% jv	51 80%	144 84% jv	62 79%	66 76%	117 70%	65 81%	59 85% jv	45 87% jv	25 88%	369 78% jv	57 74%	59 77%	56 85% jv	64 86% jv	41 65%	78 86% jv

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing

## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 575

**OI.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**People you know through your place of worship**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	25 1%	18 10%	16 8%	16 8%	13 9%e	12 5%	16 6%	17 8%	17 6%	19 6%	15 10%l	14 9%	14 5%	13 11%eil	24 2%	23 4%np	18 2%	21 7%np	18 4%np	15 6%np	20 10%no	20 9%no	25 27%no	18 18%no	18 13%no
Often	67 3%	37 19%	24 12%	21 10%	18 13%	26 11%	25 10%	28 14%	30 11%	33 10%	18 11%	22 13%	28 11%	17 15%	58 5%	50 9%np	57 7%np	45 14%no	41 10%np	34 13%np	38 19%no	46 21%no	67 73%no	42 40%no	38 27%no
Sometimes	156 8%	40 21%	36 19%	35 17%	21 16%	39 17%	40 16%	34 17%	48 18%	53 15%	29 19%	29 18%	45 17%	32 28% hijkl	89 8%v	50 9%v	68 8%v	35 11%v	34 8%v	25 10%v	22 11%v	24 11%v	-	10 10%v	14 10%v
Rarely	169 8%	23 12%	23 12%	24 11%	19 14%e	19 8%	30 12%e	25 12%	30 11%	31 9%	22 14%	18 11%	26 10%	15 13%	89 8%ruvw	50 9%quvw	62 8%ruvw	18 6%vw	19 5%	18 7%ruvw	11 6%vw	6 3%	-	1 1%	4 3%
Never/ Not applicable	1664 80%	73 38%	92 48% m	114 54% m	65 48% m	133 58% bdj	136 55% m	103 50% m	142 53% m	210 61% bdgh km	74 47% m	82 50% m	148 57% jm	38 33%	845 76% oqstu vw	366 68% tuvwx	612 75% oqstu vw	203 63% tuvwx	314 74% oqstu vw	165 64% tvwx	110 55% vw	123 56% vw	-	33 32% v	67 47% vw

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base





## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 576  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through your place of worship**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	25 1%	8 2%	12 2%	7 2%	10 2%	8 2%	3 1%	7 2%	7 2%	10 1%	2 1%	19 1%	19 2%	18 2%	15 2%	16 1%	19 1%	18 1%	19 2%	12 1%	13 2%
Often	67 3%	26 5%	27 4%	25 6%	24 6%	30 7%	20 6%	20 6%	12 3%	28 4%	14 9% <sup>hi</sup>	50 4%	53 4%	51 5% <sup>k</sup>	43 5% <sup>kop</sup>	50 4%	56 4%	53 4%	53 5%	34 3%	35 5% <sup>s</sup>
Sometimes	156 8%	51 11%	55 9%	35 8%	42 10%	52 12%	30 9%	26 8%	40 10%	60 8%	9 6%	109 9%	106 9%	86 8%	82 10% <sup>klmop</sup>	100 8%	110 8%	107 9%	98 9%	79 8%	63 10% <sup>s</sup>
Rarely	169 8%	49 10%	56 9%	38 9%	37 9%	46 11% <sup>g</sup>	29 9%	20 6%	28 7%	66 9%	21 13% <sup>h</sup>	115 9% <sup>o</sup>	109 9%	95 9%	74 9%	104 8%	120 9% <sup>o</sup>	109 9%	105 9%	81 8%	68 11% <sup>s</sup>
Never/ Not applicable	1664 80%	343 72%	459 75%	320 75%	307 73%	301 69%	237 74%	247 77% <sup>e</sup>	298 77%	586 78%	108 70%	984 77% <sup>n</sup>	946 77% <sup>n</sup>	809 76% <sup>n</sup>	566 73%	969 78% <sup>klmn</sup>	1004 77% <sup>n</sup>	942 77%	836 75%	836 80% <sup>t</sup>	465 72%

Proportions/Means: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 577  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know in your local community**

	Gender		Age							Social Grade					Region										
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humber (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East of London (u)	London (v)	South East (w)	South West (x)	Northern Ireland (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	18 1%	9 1%	9 1%	3 1%	9 3%hi	2 1%	3 1%	-	1 *	8 1%	5 1%	3 1%	2 *	1 1%	1 1%	-	-	3 1%	2 1%	-	1 *	6 2%pw	* *	3 2%	1 1%
Often	86 4%	51 5%	35 3%	7 3%	24 7%hi	20 6%hi	19 5%hi	4 1%	11 2%	38 7%klm	19 3%	15 4%	14 3%	7 4%	5 6%	7 3%	5 3%	9 5%	6 4%	11 11%npquvw	4 2%	10 4%	8 3%	11 6%	2 3%
Sometimes	364 18%	194 19%	171 16%	31 13%	55 15%	67 20%	74 20%	56 18%	82 17%	115 20%mn	113 19%mn	72 17%	64 13%	24 13%	10 12%	47 20%	30 18%	23 13%	28 19%	20 20%	27 14%	50 18%	60 21%r	39 22%r	7 11%
Rarely	701 34%	351 35%	350 33%	58 25%	103 28%	128 39%de	135 37%de	108 35%de	170 35%de	203 36%	185 32%	153 36%	161 32%	77 44%pqtvwx	30 35%ax	72 31%ax	54 32%ax	75 42%ptv	53 36%ax	29 29%	78 40%vx	74 27%	94 33%ax	36 20%	29 46%ptvx
Never/ Not applicable	910 44%	411 40%	500 47%a	132 57%efg	169 47%fg	115 35%	137 37%	140 46%fg	217 45%fg	204 36%	262 45%j	179 42%	265 52%ijkl	67 38%	38 45%	105 45%	80 47%	70 39%	58 39%	40 40%	84 43%	133 49%	121 43%	91 51%nr	24 38%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 578  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know in your local community**

	Working status				Disability					Educational level		Ethnicity		Kids in household						Income							
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	18 1%	16 1%	1 *	1 *	5 1%	2 1%	5 1%	3 2%	1 3%	13 1%	7 1%	11 1%	15 1%	3 2%	9 1%	9 2% <sub>n</sub>	8 2% <sub>n</sub>	4 1%	2 1%	5 2% <sub>n</sub>	4 2%	-	4 1%	2 1%	2 *	2 *	8 2% <sub>y</sub>
Often	86 4%	65 5% <sub>c</sub>	15 4% <sub>c</sub>	6 1%	18 4%	9 4%	10 3%	7 5%	-	65 4%	43 4%	43 5%	71 4%	14 8% <sub>l</sub>	38 3%	47 9% <sub>n</sub>	40 9% <sub>n</sub>	22 8% <sub>n</sub>	21 11% <sub>n</sub>	23 9% <sub>n</sub>	15 7% <sub>n</sub>	14 12% <sub>n</sub>	12 4%	19 5%	18 5%	19 4%	17 5%
Sometimes	364 18%	233 19% <sub>b</sub>	50 13%	81 17%	102 20%	46 21%	67 20%	25 17%	4 22%	259 17%	174 15%	188 21% <sub>j</sub>	332 18%	32 19%	240 16%	120 22% <sub>n</sub>	95 21% <sub>n</sub>	62 21% <sub>n</sub>	42 21%	58 23% <sub>n</sub>	54 25% <sub>nq</sub>	20 17%	57 18%	53 14%	54 15%	97 20% <sub>w</sub>	74 20%
Rarely	701 34%	398 33%	129 33%	175 36%	171 34%	77 34%	111 33%	39 28%	10 51%	512 33%	383 32%	315 36%	643 34%	51 30%	521 34%	177 32%	152 34%	102 35%	59 30%	82 33%	69 32%	46 38%	107 33%	134 35%	125 34%	154 32%	136 36%
Never/ Not applicable	910 44%	490 41%	195 50% <sub>a</sub>	226 46%	208 41%	89 40%	142 42%	68 48%	5 24%	681 45%	586 49% <sub>k</sub>	318 36%	826 44%	69 41%	710 47% <sub>opqr</sub>	196 36%	154 34%	102 35%	74 37%	81 32%	73 34%	41 34%	145 45%	173 45%	172 46% <sub>z</sub>	205 43%	142 38%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 579  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know in your local community**

	Total	City																			None of these (w)	
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)	Cardiff (s)		Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	18 1%	1 2%	-	1 1%	-	-	-	-	-	2 2%	3 2%	1 1%	-	-	-	6 1%	-	1 1%	2 3%g	-	1 1%	-
Often	86 4%	2 2%	4 4%	7 8%dk	-	-	4 6%dk	7 4%	4 5%	2 2%	11 6%dk	-	1 2%	3 6%dk	1 3%	18 4%	1 2%	5 7%dk	3 5%	8 11%adgik lop	2 3%	4 5%
Sometimes	364 18%	11 14%	12 15%	11 13%	11 13%	6 18%	19 30%abcd jkovw	35 21%j	13 17%	18 20%	19 11%	12 15%	11 15%	15 29%acdj ov	4 13%	75 16%	26 33%abcd hjklovw	17 23%j	12 17%	18 23%j	7 11%	14 15%
Rarely	701 34%	35 42%oqr	36 44%oqr	29 34%	27 33%	12 34%	20 31%	62 36%q	24 30%	31 35%q	68 40%oqr	32 40%q	30 43%oqr	17 33%	8 28%	138 29%	24 31%	15 20%	16 25%	20 27%	29 46%oqrs	30 33%
Never/ Not applicable	910 44%	33 40%	31 37%	36 43%	44 54%fmp	16 48%	21 33%	68 40%	37 48%	35 40%	68 41%	36 45%	28 40%	16 32%	16 57%	233 49%fmp	26 34%	38 49%	33 50%	28 38%	24 38%	42 47%

Proportions/Means: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 580  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know in your local community**

	Opinion Influencer Activities												Opinion Influencer Network												
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	18 1%	14 7%	11 6%	11 5%	7 5%	8 3%	13 5%	12 6%	12 5%	15 4%	10 6%	9 6%	9 3%	8 7%	17 2%	16 3%	16 2%	18 6%	15 4%	13 5%	16 8%	16 7%	14 16%	18 18%	15 11%
Often	86 4%	43 22%	28 15%	25 12%	21 15%	31 13%	26 10%	35 17%	31 12%	32 9%	23 15%	26 15%	34 13%	26 23%	82 7%	72 13%	76 9%	67 21%	48 11%	43 17%	65 32%	67 31%	46 50%	86 82%	47 33%
Sometimes	364 18%	76 40%	58 31%	63 30%	43 32%	78 34%	86 35%	67 32%	73 27%	111 32%	49 31%	56 34%	84 32%	38 33%	232 21%	119 22%	182 22%	85 26%	105 25%	60 23%	57 28%	65 30%	19 20%	-	40 28%
Rarely	701 34%	47 25%	55 29%	59 28%	41 30%	70 31%	78 31%	58 28%	83 31%	118 34%	47 30%	50 30%	87 33%	30 26%	368 33%	168 31%	270 33%	63 20%	137 32%	76 29%	33 16%	45 20%	11 12%	-	22 15%
Never/ Not applicable	910 44%	12 6%	38 20%	52 25%	23 17%	42 18%	45 18%	36 17%	67 25%	70 20%	29 18%	24 14%	47 18%	13 11%	406 37%	165 31%	273 33%	88 27%	122 29%	66 26%	30 15%	26 12%	2 2%	-	17 12%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 581  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know in your local community**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players				
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)	
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630	
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645	
Always	18 1%	8 2%	7 1%	9 2%	6 2%	7 1%	1 *	5 2%	4 1%	11 2%	1 1%	16 1%	17 1%	16 2%	14 2%	16 1%	17 1%	16 1%	16 1%	11 1%	12 2%	
Often	86 4%	30 6%	41 7%	26 6%	34 8%	42 10%	29 9%	30 10%	20 5%	34 4%	14 9%	63 5%	68 5%	59 6%	58 7%	63 5%	68 5%	68 6%	68 6%	44 4%	45 7%	
Sometimes	364 18%	94 20%	129 21%	81 19%	112 27%	91 21%	71 22%	64 20%	75 20%	143 19%	30 20%	254 20%	256 21%	203 19%	164 21%	236 19%	257 20%	245 20%	230 21%	201 19%	140 22%	
Rarely	701 34%	162 34%	197 32%	157 37%	127 30%	138 32%	103 32%	107 34%	126 33%	262 35%	45 29%	435 34%	417 34%	342 32%	250 32%	424 34%	443 34%	404 33%	382 34%	357 34%	202 31%	
Never/ Not applicable	910 44%	183 38%	234 39%	153 36%	141 34%	159 36%	116 36%	112 35%	159 41%	299 40%	64 42%	510 40%	477 39%	439 41%	294 38%	499 40%	499 40%	523 40%	495 40%	415 37%	431 41%	246 38%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 582  
**01.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through an online community**

	Gender		Age							Social Grade				Region											
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	26 1%	13 1%	13 1%	4 2%h	15 4%fg	4 1%	2 1%	-	1 *	13 2%km	4 1%	5 1%	3 1%	1 1%	3 4%w	3 1%	1 *	7 4%qw	1 *	1 1%	1 1%	6 2%w	-	2 1%	-
Often	116 6%	63 6%	54 5%	17 7%hi	33 9%hi	21 6%hi	26 7%hi	8 3%	12 3%	48 8%klm	27 5%	18 4%	24 5%	13 7%p	3 3%	6 3%	11 6%	10 6%	12 8%puw	11 11%puw	6 3%	21 8%pw	9 3%	12 7%	4 6%
Sometimes	387 19%	192 19%	195 18%	40 17%	62 17%	90 27%deh	86 23%hi	44 14%	64 13%	113 20%	114 20%	82 19%	78 15%	29 16%	16 19%	39 17%	24 14%	36 20%	27 18%	20 20%	35 18%	53 19%	57 20%	39 22%	13 20%
Rarely	411 20%	208 21%	203 19%	52 23%	75 21%	68 20%	86 23%i	53 17%	77 16%	113 20%	119 20%	78 18%	101 20%	39 22%	16 19%	38 16%	41 24%x	35 19%	32 22%	21 21%	43 22%x	47 17%	67 24%xy	25 14%	7 12%
Never/ Not applicable	1140 55%	540 53%	601 56%	118 51%	175 49%	150 45%	169 46%	202 66%def	327 68%def	280 49%	319 55%	240 57%j	301 59%j	93 53%	47 55%	147 63%rst	93 55%	92 51%	76 51%	48 48%	108 56%	146 53%	150 53%	102 57%	39 62%

Proportions/Means: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 583  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through an online community**

	Working status				Disability					Educational level			Ethnicity		Kids in household						Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No child- ren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	26 1%	22 2% <sup>c</sup>	2 1%	1 *	5 1%	4 2%	4 1%	- -	- -	20 1%	7 1%	18 2% <sup>j</sup>	21 1%	4 3%	14 1%	11 2% <sup>q</sup>	8 2% <sup>q</sup>	2 1%	4 2%	6 2%	2 1%	- -	5 1%	4 1%	3 1%	6 1%	6 2%
Often	116 6%	84 7% <sup>c</sup>	24 6% <sup>c</sup>	9 2%	33 7%	22 10% <sup>d</sup>	23 7%	14 10% <sup>i</sup>	2 11%	80 5%	58 5%	59 7%	95 5%	21 12% <sup>l</sup>	56 4%	60 11% <sup>n</sup>	53 12% <sup>n</sup>	35 12% <sup>n</sup>	19 10% <sup>n</sup>	31 12% <sup>n</sup>	30 14% <sup>n</sup>	12 10% <sup>n</sup>	17 5%	18 5%	25 7%	32 7%	19 5%
Sometimes	387 19%	256 21% <sup>c</sup>	67 17%	64 13%	109 22%	52 23%	75 23% <sup>i</sup>	26 18%	2 10%	268 18%	188 16%	197 23% <sup>j</sup>	356 19%	29 17%	259 17%	124 23% <sup>n</sup>	103 23% <sup>n</sup>	61 21%	44 22%	64 26% <sup>n</sup>	44 20%	28 23%	55 17%	57 15%	74 20%	86 18%	94 25% <sup>vw</sup>
Rarely	411 20%	252 21%	78 20%	81 17%	103 20% <sup>f</sup>	55 25% <sup>f</sup>	60 18%	28 20%	6 29%	299 20%	235 20%	174 20%	373 20%	33 20%	297 20%	112 20%	93 21%	71 24% <sup>ops</sup>	35 18%	43 17%	51 24%	29 24%	66 20%	78 21%	71 19%	93 20%	73 19%
Never/ Not applicable	1140 55%	587 49%	219 56% <sup>a</sup>	335 68% <sup>ab</sup>	254 50% <sup>e</sup>	91 41%	173 52% <sup>e</sup>	74 52% <sup>e</sup>	10 50%	862 56% <sup>de</sup>	705 59% <sup>k</sup>	427 49%	1042 55%	82 48%	892 59% <sup>opqr</sup>	242 44%	193 43%	123 42%	95 48%	104 42%	87 41%	52 43%	181 56%	224 59% <sup>z</sup>	198 53%	260 55%	185 49%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



**Ofcom Gaming Survey**  
**ONLINE Fieldwork: 13th to 15th March 2020**

Absolutes/col percents

Table 584  
**Ol.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through an online community**

	Total	City																		None of these (w)		
		Glasgow (a)	Edin-burgh (b)	New-castle (c)	Leeds (d)	Hull (e)	Shef-field (f)	Manch-ester (g)	Liver-pool (h)	Nott-ingham (i)	Birm-ingham (j)	Norwich (k)	Milton Keynes (l)	Brigh-ton (m)	Oxford (n)	London (o)	South-ampton (p)	Bristol (q)	Ply-mouth (r)		Cardiff (s)	Belfast (v)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	26 1%	-	1 1%	1 1%	-	1 2%	-	6 3%	-	1 1%	5 3%	1 1%	-	-	6 1%	-	1 2%	1 1%	1 2%	1 2%	-	*
Often	116 6%	6 7%	6 8%	3 3%	5 6%	2 7%	6 9%	6 4%	3 4%	5 6%	10 6%	2 2%	3 4%	1 2%	1 3%	29 6%	4 6%	2 2%	8 12%	8 11%	4 6%	3 3%
Sometimes	387 19%	17 21%	12 14%	16 19%	12 14%	3 9%	13 21%	28 16%	13 17%	14 17%	33 20%	14 18%	7 10%	10 19%	5 18%	91 19%	25 32% ilior	18 23%	9 14%	17 23%	13 20%	17 19%
Rarely	411 20%	15 18%	20 24%	21 25%	21 26%	8 22%	12 19%	28 16%	20 25%	21 25%	30 18%	19 24%	20 29% grsv	13 25%	5 17%	91 19%	11 15%	14 19%	8 12%	10 14%	7 12%	16 17%
Never/ Not applicable	1140 55%	45 54%	43 52%	43 51%	43 53%	20 60%	33 51%	104 61%	42 54%	45 52%	88 53%	45 55%	39 57%	28 54%	18 63%	254 54%	37 48%	41 54%	40 61%	38 51%	39 62%	55 61%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 585

**OI.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**People you know through an online community**

	Opinion Influencer Activities											Opinion Influencer Network													
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	26 1%	18 9%	13 7%	14 7%	9 7%	11 5%	11 4%	11 5%	13 5%	14 4%	8 5%	10 6%	14 5%	9 8%	22 2%	18 3% <sub>n</sub>	18 2%	19 6% <sub>nopr</sub>	17 4% <sub>np</sub>	19 7% <sub>nopr</sub>	15 7% <sub>nopr</sub>	23 10% <sub>noprqr</sub>	12 13% <sub>noprqr</sub>	10 10% <sub>nopr</sub>	26 18% <sub>noprstuvw</sub>
Often	116 6%	47 25%	33 17%	33 15%	20 15%	30 13%	36 15%	31 15%	40 15%	46 13%	25 16%	28 17%	33 13%	26 23% <sub>efgil</sub>	107 10%	82 15% <sub>np</sub>	101 12% <sub>n</sub>	76 24% <sub>nopr</sub>	72 17% <sub>np</sub>	60 23% <sub>nopr</sub>	61 30% <sub>noprqr</sub>	86 39% <sub>noprqrst</sub>	44 49% <sub>noprqrst</sub>	52 50% <sub>noprqstu</sub>	116 82% <sub>noprstuvw</sub>
Sometimes	387 19%	74 38%	59 31%	62 29%	35 26%	65 28%	76 31%	67 33%	74 28%	100 29%	39 25%	47 29%	81 31%	41 36% <sub>j</sub>	240 22% <sub>x</sub>	125 23% <sub>vx</sub>	187 23% <sub>vx</sub>	65 20% <sub>x</sub>	107 25% <sub>vwvx</sub>	58 22% <sub>vx</sub>	39 19% <sub>x</sub>	47 21% <sub>x</sub>	12 13% <sub>x</sub>	16 15% <sub>x</sub>	-
Rarely	411 20%	28 15%	38 20%	42 20%	26 19%	39 17%	55 22% <sub>e</sub>	38 18%	44 16%	62 18%	36 23%	37 22%	46 18%	25 21%	203 18% <sub>qstuw</sub>	98 18% <sub>qstuw</sub>	150 18% <sub>qstuw</sub>	43 13% <sub>x</sub>	69 16% <sub>ux</sub>	34 13% <sub>x</sub>	22 11% <sub>x</sub>	22 10% <sub>x</sub>	9 10% <sub>x</sub>	9 9% <sub>x</sub>	-
Never/ Not applicable	1140 55%	25 13%	47 25% <sub>m</sub>	60 28% <sub>m</sub>	45 33% <sub>m</sub>	83 36% <sub>bcfgkm</sub>	69 28% <sub>m</sub>	60 29% <sub>m</sub>	95 36% <sub>bcfgkm</sub>	124 36% <sub>bcfgkm</sub>	49 31% <sub>m</sub>	43 26% <sub>m</sub>	88 34% <sub>bm</sub>	14 12%	534 48% <sub>opqrs</sub>	216 40% <sub>tuvwx</sub>	363 44% <sub>oqrst</sub>	119 37% <sub>uvwx</sub>	162 38% <sub>uvwx</sub>	87 34% <sub>uvwx</sub>	63 32% <sub>uvwx</sub>	42 19% <sub>x</sub>	13 15% <sub>x</sub>	16 15% <sub>x</sub>	-

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 586  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**People you know through an online community**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stand-ard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	26 1%	10 2%	9 1%	7 2%	7 2%	10 2%	6 2%	6 2%	5 1%	13 2%	1 1%	18 1%	18 1%	16 2%	14 2%	15 1%	20 2%	19 2%	19 2%	9 1%	14 2%
Often	116 6%	39 8%	56 9%	39 9%	44 10%	51 12%	33 10%	36 11%	26 7%	50 7%	18 12% <sup>ai</sup>	90 7%	98 8%	85 8%	75 10% <sup>klmop</sup>	92 7%	99 8%	94 8%	96 9%	69 7%	70 11% <sup>s</sup>
Sometimes	387 19%	113 24%	133 22%	103 24%	99 23%	108 25%	80 25%	77 24%	69 18%	169 23%	41 27% <sup>h</sup>	278 22%	266 22%	227 21%	184 24%	267 22%	286 22%	273 22%	243 22%	235 23%	151 23%
Rarely	411 20%	109 23%	142 23%	91 21%	88 21%	100 23%	59 19%	66 21%	90 23%	157 21%	29 19%	275 22%	270 22%	233 22%	178 23%	270 22%	284 22%	269 22%	243 22%	222 21%	151 23%
Never/ Not applicable	1140 55%	206 43%	269 44%	185 44%	182 43%	169 39%	141 44%	133 42%	194 50%	361 48%	64 42%	616 48% <sup>n</sup>	582 47% <sup>n</sup>	498 47% <sup>n</sup>	330 42%	595 48% <sup>n</sup>	620 47% <sup>n</sup>	574 47%	509 46%	508 49% <sup>t</sup>	258 40%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 587  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Experts in an area who you don't know personally**

	Gender		Age					Social Grade					Region												
	Total	Male (a)	Female (b)	18-24 (d)	25-34 (e)	35-44 (f)	45-54 (g)	55-64 (h)	65+ (i)	AB (j)	C1 (k)	C2 (l)	DE (m)	Scotland (n)	North East (o)	North West (p)	Yorkshire & Humberside (q)	West Midlands (r)	East Midlands (s)	Wales (t)	East-ern (u)	London (v)	South East (w)	South West (x)	North-ern Ire-land (y)
Unweighted base	2080	1032	1048	228	326	316	377	332	501	533	565	461	521	170	76	205	179	182	167	106	211	247	305	165	67
Weighted base	2080	1015	1065	231	360	333	368	308	481	568	584	422	506	176	85*	232	170	180	147	101*	194	272	282	180	62*
Always	16 1%	7 1%	9 1%	1 1%	12 3% fghi	-	2 1%	-	1 *	9 2%	2 *	4 1%	2 *	2 1%	3 4% pqwx	1 *	-	4 2% w	1 *	-	1 *	5 2%	-	-	-
Often	83 4%	60 6% b	23 2%	10 4% hi	26 7% hi	20 6% hi	17 5% hi	3 1%	5 1%	43 8% klm	22 4% m	12 3%	5 1%	4 2%	3 3%	4 2%	4 2%	8 4%	4 3%	12 12% npqr suw	7 3%	15 6%	10 4%	9 5%	2 3%
Sometimes	227 11%	131 13% b	96 9%	15 7%	44 12% i	62 19% deh i	49 13% di	29 9%	29 6%	74 13% m	58 10%	52 12%	43 9%	18 10%	13 15%	17 7%	21 12%	18 10%	15 10%	12 12%	20 10%	38 14% p	29 10%	20 11%	7 12%
Rarely	427 21%	245 24% b	182 17%	55 24% i	79 22% i	80 24% i	85 23% i	64 21% i	64 13%	117 21%	130 22%	90 21%	90 18%	32 18%	13 15%	52 23% t	42 25% t	43 24% t	35 24% t	11 11%	46 24% t	51 19%	55 19%	33 18%	15 23%
Never/ Not applicable	1327 64%	573 56%	755 71% a	149 65% ef	199 55%	171 51%	215 58%	212 69% efg	382 79% def gh	325 57%	372 64% j	265 63%	365 72% ijkl	120 68%	53 63%	158 68%	103 61%	106 59%	92 63%	66 66%	120 62%	163 60%	188 67%	118 66%	39 62%

Proportions/Mean: Columns Tested (5% risk level) - a/b - d/e/f/g/h/i - j/k/l/m - n/o/p/q/r/s/t/u/v/w/x/y  
 Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 588

**01.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**Experts in an area who you don't know personally**

	Working status				Disability					Educational level		Ethnicity		Kids in household							Income						
	Total	Work- ing (a)	Not work- ing (b)	Ret- ired (c)	NET: Yes (d)	Yes - men- tal (e)	Yes - physi- cal (f)	Yes - disa- bility (g)	Yes - other (h)	No (i)	Up to seconda- ry school (j)	Uni- versity degree or higher. (k)	White (l)	BAME (m)	No chil- dren (n)	NET: Yes (o)	NET: Any 5- 18 (p)	NET: Any 11- 18 (q)	Under 5 (r)	5 to 10 (s)	11 to 15 (t)	16 to 18 (u)	Up to £14,000 (v)	£14,001 to £21,000 (w)	£21,001 to £28,000 (x)	£28,001 to £41,000 (y)	£41,001 or more (z)
Unweighted base	2080	1131	432	517	537	235	355	159	21	1497	1216	851	1890	167	1521	549	446	293	197	241	216	121	375	403	389	459	315
Weighted base	2080	1200	390	490	504	223	335	141	20**	1530	1193	875	1887	169	1518	549	450	292	198	248	215	121*	324	381	371	476	377
Always	16 1%	13 1%	1 *	1 *	5 1%	3 2%	4 1%	- -	- -	10 1%	4 *	12 1%j	12 1%	3 2%	7 *	8 2%n	6 1%	2 1%	4 2%n	4 2%	2 1%	- -	4 1%	2 1%	3 1%	2 *	4 1%
Often	83 4%	72 6%bc	11 3%c	- -	19 4%	7 3%	11 3%	6 4%	1 6%	63 4%	32 3%	51 6%j	64 3%	19 11%l	40 3%	42 8%n	38 8%n	23 8%n	18 9%n	25 10%n	18 8%	13 11%n	6 2%	12 3%	13 4%	23 5%v	27 7%vw
Sometimes	227 11%	175 15%bc	24 6%	28 6%	57 11%	32 15%	37 11%	17 12%	1 7%	166 11%	103 9%	122 14%j	209 11%	16 9%	136 9%	91 16%n	75 17%n	41 14%n	30 15%n	50 20%nu	32 15%n	14 11%	37 11%	33 9%	36 10%	38 8%	63 17%wxy
Rarely	427 21%	293 24%bc	66 17%	68 14%	91 18%	40 18%	60 18%	23 16%	7 38%	324 21%	194 19%	384 22%	40 20%	293 24%	131 24%n	109 24%n	82 28%n	41 nops	20% 20%	51 21%	60 28%n	35 29%n	62 19%	66 17%	70 19%	112 23%w	95 25%w
Never/ Not applicable	1327 64%	646 54%	288 74%a	393 80%ab	332 66%	140 63%	222 66%	95 67%	9 49%	968 63%	822 69%k	497 57%	1218 65%m	91 54%	1041 69%opqr	277 51%	222 49%	145 49%	106 53%	118 47%	103 48%	59 49%	215 66%z	268 70%z	249 67%z	302 63%z	188 50%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c - d/e/f/g/h/i - j/k - l/m - n/o/p/q/r/s/t/u - v/w/x/y/z  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



### Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 589  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Experts in an area who you don't know personally**

	Total	City																				
		Glasgow (a)	Edinburgh (b)	Newcastle (c)	Leeds (d)	Hull (e)	Sheffield (f)	Manchester (g)	Liverpool (h)	Nottingham (i)	Birmingham (j)	Norwich (k)	Milton Keynes (l)	Brighton (m)	Oxford (n)	London (o)	Southampton (p)	Bristol (q)	Plymouth (r)	Cardiff (s)	Belfast (v)	None of these (w)
Unweighted base	2080	79	80	78	85	36	65	148	73	101	172	87	77	58	27	458	75	72	64	77	67	101
Weighted base	2080	83*	82*	84*	81*	34*	64*	172	78*	87*	168	80*	69*	51*	28**	471	77*	76*	66*	75*	62*	90*
Always	16 1%	-	2 2%	1 1%	-	-	-	3 2%	-	1 1%	4 3%	-	1 1%	-	-	5 1%	-	-	-	-	-	-
Often	83 4%	2 2%	3 3%	5 5%w	-	-	2 3%	4 3%	3 4%	1 1%	10 6%dw	1 1%	2 3%	-	1 3%	26 5%dw	7 9%dikmw	3 4%	4 6%dw	9 12%abdeg ikmow	2 3%	-
Sometimes	227 11%	7 8%	9 11%	13 15%h	10 12%	3 9%	10 15%h	17 10%	3 4%	8 10%	18 11%	10 12%	7 11%	7 14%	2 8%	54 11%	14 19%hw	7 9%	6 10%	7 10%	7 12%	7 8%
Rarely	427 21%	12 14%	17 21%	14 17%	24 29%aopr s	9 28% s	11 17%	43 25% s	17 22% s	22 25% s	36 22% s	15 18%	21 30%aopr s	15 30% aprs	3 11%	86 18%	11 14%	20 27% s	8 12%	7 9%	15 23% s	21 23% s
Never/ Not applicable	1327 64%	62 76% d g j l m p	52 63%	52 61%	48 59%	21 63%	41 65%	105 61%	55 70%	55 63%	99 59%	55 69%	38 55%	29 56%	22 78%	300 64%	46 59%	46 60%	48 72%	52 69%	39 62%	63 69%

Proportions/Mean: Columns Tested (5% risk level) - a/b/c/d/e/f/g/h/i/j/k/l/m/n/o/p/q/r/s/t/u/v/w  
 Overlap formulae used. \* small base; \*\* very small base (under 30) ineligible for sig testing



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 590

**OI.Network How often would you say you are asked for advice by the following people?**

**Base: All respondents**

**Experts in an area who you don't know personally**

	Opinion Influencer Activities													Opinion Influencer Network											
	Total	Opinion Influencer (a)	Attended a political rally (b)	Active member of a political party (c)	Put yourself forward for an elected position (d)	Served on a committee for a local organisation (e)	Active member of any group in the local community (f)	Asked a question in a public meeting (g)	Attended conferences / lectures (h)	Taken part in or led a fundraising (i)	Written a letter to a newspaper or magazine (j)	Phoned or texted in to a live radio or TV programme (k)	Organised a social event beyond your family and friends (l)	Started an online campaign group (m)	Close family (n)	Extended family (o)	Close friends (p)	Wider group of friends (q)	Work colleagues (r)	People more senior to you at work (s)	Your neighbours (t)	People you know personally through shared interests / hobbies (u)	People you know through your place of worship (v)	People you know in your local community (w)	Experts in an area who you don't know personally (x)
Unweighted base	2080	171	176	197	128	216	234	183	246	330	150	150	248	102	1073	497	764	286	382	228	186	207	91	96	143
Weighted base	2080	191	190	211	135	229	246	207	266	346	158	166	262	115*	1106	540	818	322	427	258	201	219	91*	104*	142
Always	16 1%	12 6%	10 5%	11 5%	8 6%e	7 3%	7 3%	10 5%	10 4%	11 3%	8 5%	9 6%	9 3%	8 7%	12 1%	12 2%n	11 1%	13 4%np	11 3%n	13 5%nopt	10 5%nopt	13 6%nopt	9 10%nopt	8 8%nopt	14 10%nopt
Often	83 4%	48 25%	32 17% <i>i</i>	33 16% <i>i</i>	24 17% <i>ei</i>	28 12%	34 14%	33 16% <i>i</i>	37 14%	37 11%	27 17% <i>i</i>	30 18% <i>i</i>	36 14%	27 24% <i>cefg</i>	77 7%	67 12% <i>np</i>	70 9% <i>n</i>	60 19% <i>nopt</i>	65 15% <i>np</i>	63 25% <i>nopt</i>	50 25% <i>nopt</i>	58 27% <i>nopt</i>	37 40% <i>nopt</i>	51 49% <i>nopt</i>	53 38% <i>nopt</i>
Sometimes	227 11%	54 28%	41 22% <i>c</i>	32 15%	30 22%	46 20%	41 17%	41 20%	56 21%	69 20%	26 16%	26 16%	51 20%	24 21%	138 12%	75 14%	114 14%	60 19% <i>nopt</i>	77 18% <i>nopt</i>	58 22% <i>nopt</i>	30 15%	50 23% <i>nopt</i>	13 15%	13 12%	28 20% <i>n</i>
Rarely	427 21%	42 22%	38 20%	41 19%	19 14%	43 19%	58 23% <i>d</i>	46 22% <i>d</i>	57 22% <i>d</i>	76 22% <i>d</i>	35 22%	46 28% <i>d</i>	51 20%	23 20%	240 22% <i>qstwx</i>	114 21% <i>qswx</i>	190 23% <i>qstwx</i>	53 16%	108 25% <i>qstwx</i>	38 15%	31 15%	41 19% <i>w</i>	15 16%	12 11%	19 13%
Never/ Not applicable	1327 64%	36 19%	69 36%	93 44% <i>bkm</i>	54 40% <i>m</i>	104 45% <i>bgkm</i>	106 43% <i>km</i>	77 37%	106 40% <i>m</i>	154 44% <i>bkm</i>	62 40% <i>m</i>	54 33%	114 44% <i>km</i>	33 28%	639 58% <i>opqrs</i>	272 50% <i>qrstu</i>	432 53% <i>qrstu</i>	137 43% <i>suvwx</i>	166 39% <i>suvwx</i>	86 33% <i>vwx</i>	80 40% <i>uvwx</i>	57 26%	17 19%	20 19%	28 20%

Proportions/Mean: Columns Tested (5% risk level) - b/c/d/e/f/g/h/i/j/k/l/m - n/o/p/q/r/s/t/u/v/w/x  
Overlap formulae used. \* small base



## Ofcom Gaming Survey ONLINE Fieldwork: 13th to 15th March 2020

Absolutes/col percents

Table 591  
**OI.Network How often would you say you are asked for advice by the following people?**  
**Base: All respondents**  
**Experts in an area who you don't know personally**

	Mobile phone		Tablet		Games console			Broadband			Content consumption					Device		Solo players			
	Total	iOS (a)	Non-iOS (b)	iOS (c)	Non-iOS (d)	Sony (e)	Xbox (f)	Nin-tendo (g)	Stan-dard (h)	Super-fast (i)	Ultra-fast (j)	Live TV (k)	Live radio (l)	VOD (m)	Music stream-ing (n)	Catch-up TV (o)	Online videos (p)	Mobile and Tablet (q)	Console and PC (r)	Solo Players (s)	Multi-players (t)
Unweighted base	2080	451	599	392	428	413	298	304	382	737	154	1255	1216	1021	744	1219	1290	1206	1093	1039	630
Weighted base	2080	477	609	426	420	437	319	319	384	749	154	1277	1234	1059	780	1238	1308	1229	1111	1043	645
Always	16 1%	8 2%	7 1%	8 2%	5 1%	6 1%	4 1%	5 2%	4 1%	10 1%	1 1%	14 1%	12 1%	11 1%	11 1%	12 1%	15 1%	15 1%	15 1%	7 1%	10 1%
Often	83 4%	37 8%	36 6%	36 8%	29 7%	42 10% <sup>f</sup>	19 6%	23 7%	23 6%	34 5%	10 7%	65 5%	68 5%	67 6% <sup>kop</sup>	61 8% <sup>aklmop</sup>	65 5%	67 5%	68 6%	64 6%	48 5%	48 7% <sup>s</sup>
Sometimes	227 11%	60 12%	87 14%	55 13%	71 17%	80 18%	48 15%	53 17%	43 11%	106 14%	16 11%	162 13%	159 13%	143 13%	114 15%	159 13%	169 13%	157 13%	156 14%	131 13%	89 14%
Rarely	427 21%	107 22%	149 24%	93 22%	98 23%	94 21%	77 24%	77 24%	91 24%	175 23%	34 22%	302 24%	298 24%	240 23%	192 25%	290 23%	309 24%	282 23%	265 24%	234 22%	156 24%
Never/ Not applicable	1327 64%	265 56%	330 54%	233 55%	218 52%	215 49%	171 54%	161 50%	223 58%	424 57%	92 60%	733 57% <sup>n</sup>	697 56% <sup>n</sup>	598 56% <sup>n</sup>	402 51%	712 57% <sup>n</sup>	747 57% <sup>n</sup>	707 57% <sup>r</sup>	612 55%	623 60% <sup>t</sup>	343 53%

Proportions/Mean: Columns Tested (5% risk level) - a/b - c/d - e/f/g - h/i/j - k/l/m/n/o/p - q/r - s/t  
 Overlap formulae used.

