

# Mapping the Field of Digital Games Research: Results of a Large International Survey

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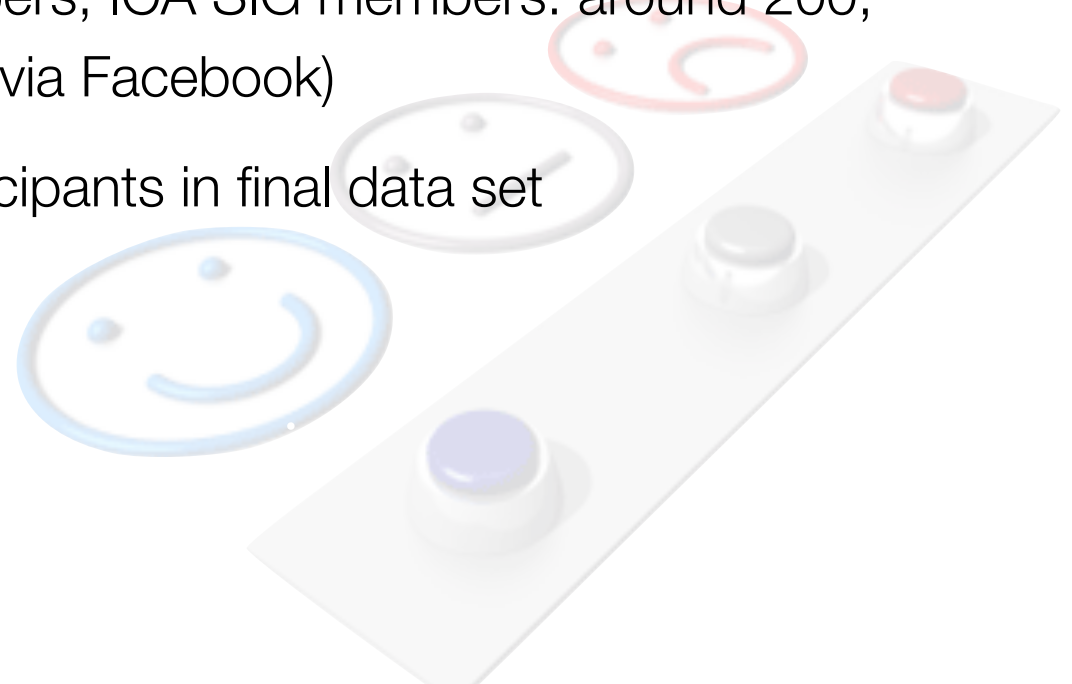
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# State of Digital Games Research: International Survey

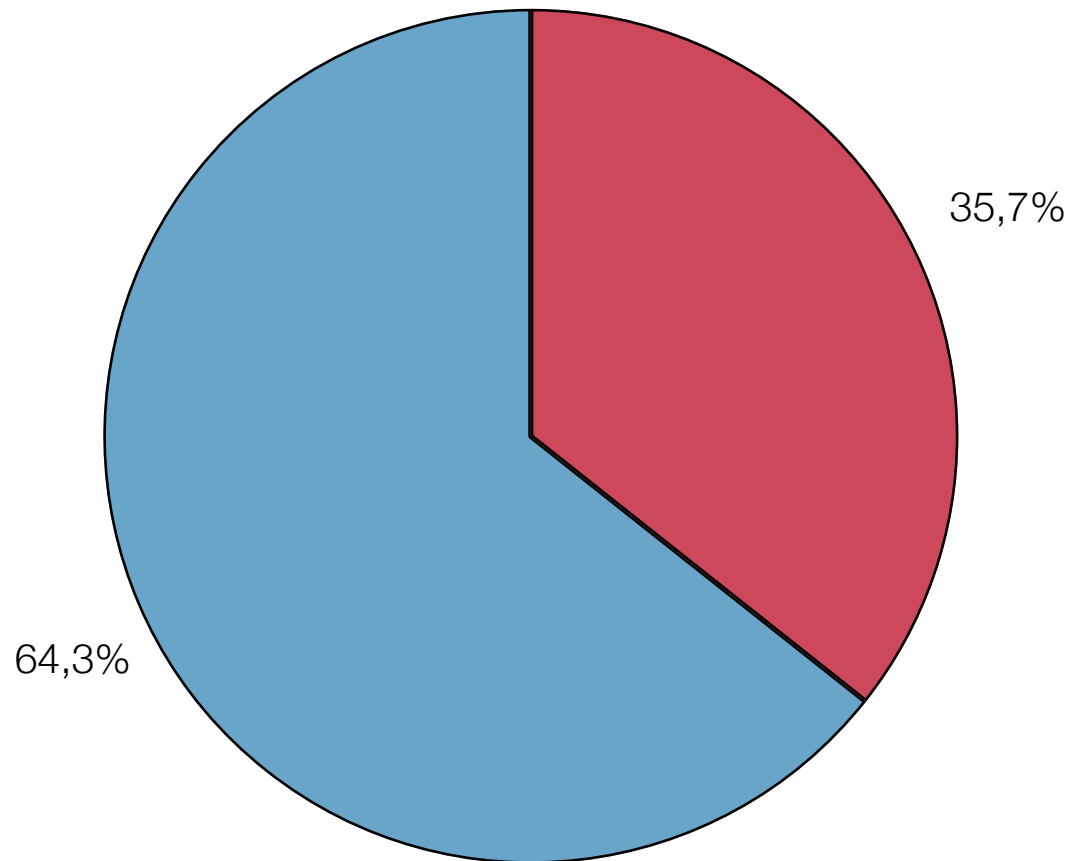


- ▶ October 2012, collaboration of DiGRA, ECREA TWG, ICA SIG
- ▶ Goal: to obtain a clearer picture of the people involved in research into digital games: their backgrounds, types of activities, perceptions of the field and ideas for future directions
- ▶ Distributed to organization members, mailing lists, social media (Gamesnetwork list: 1500 members, ICA SIG members: around 200, ECREA TWG members: 82/180 via Facebook)
- ▶ initially 792 responses, 544 participants in final data set



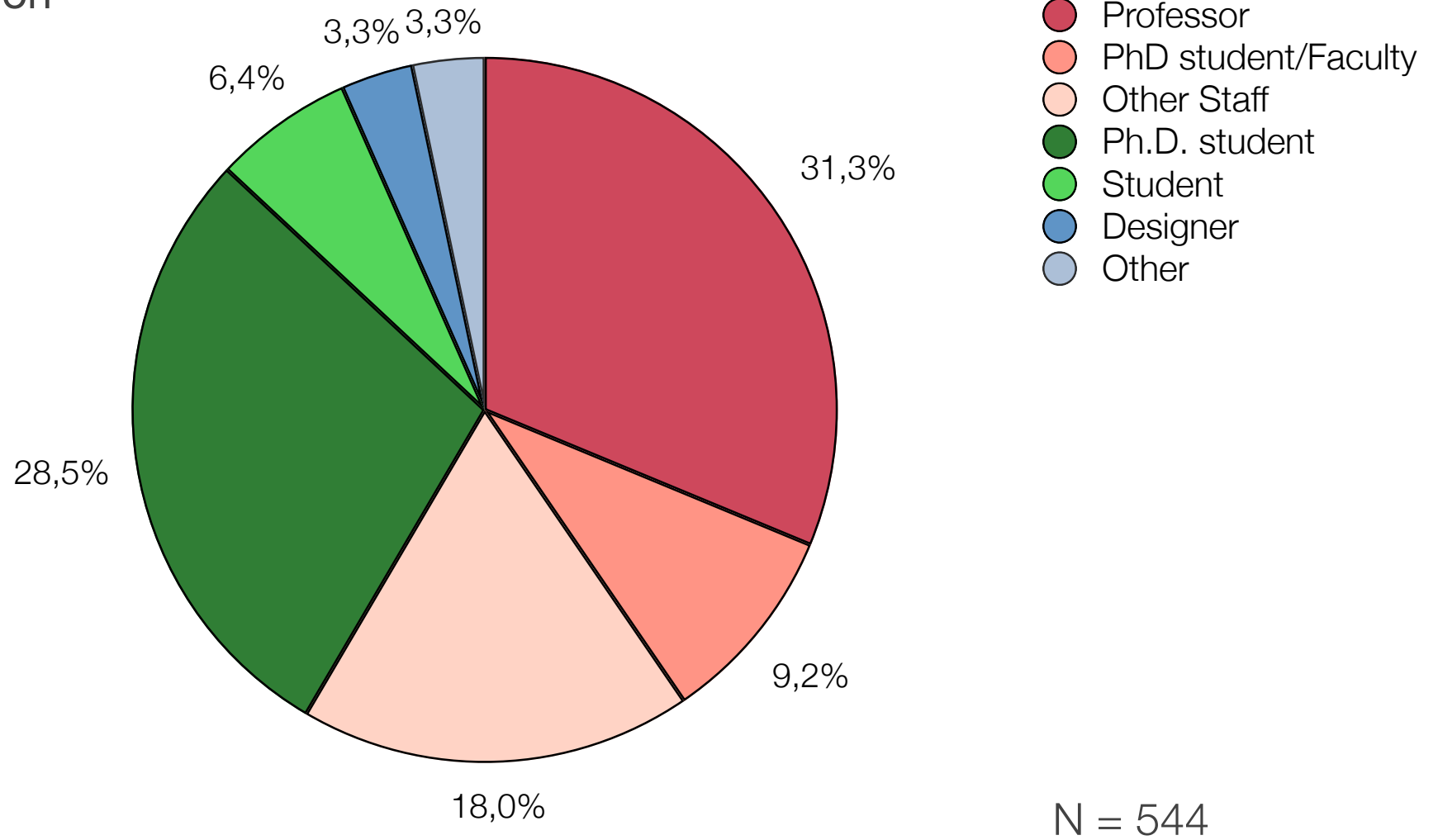
## Gender

Female Male



N = 544

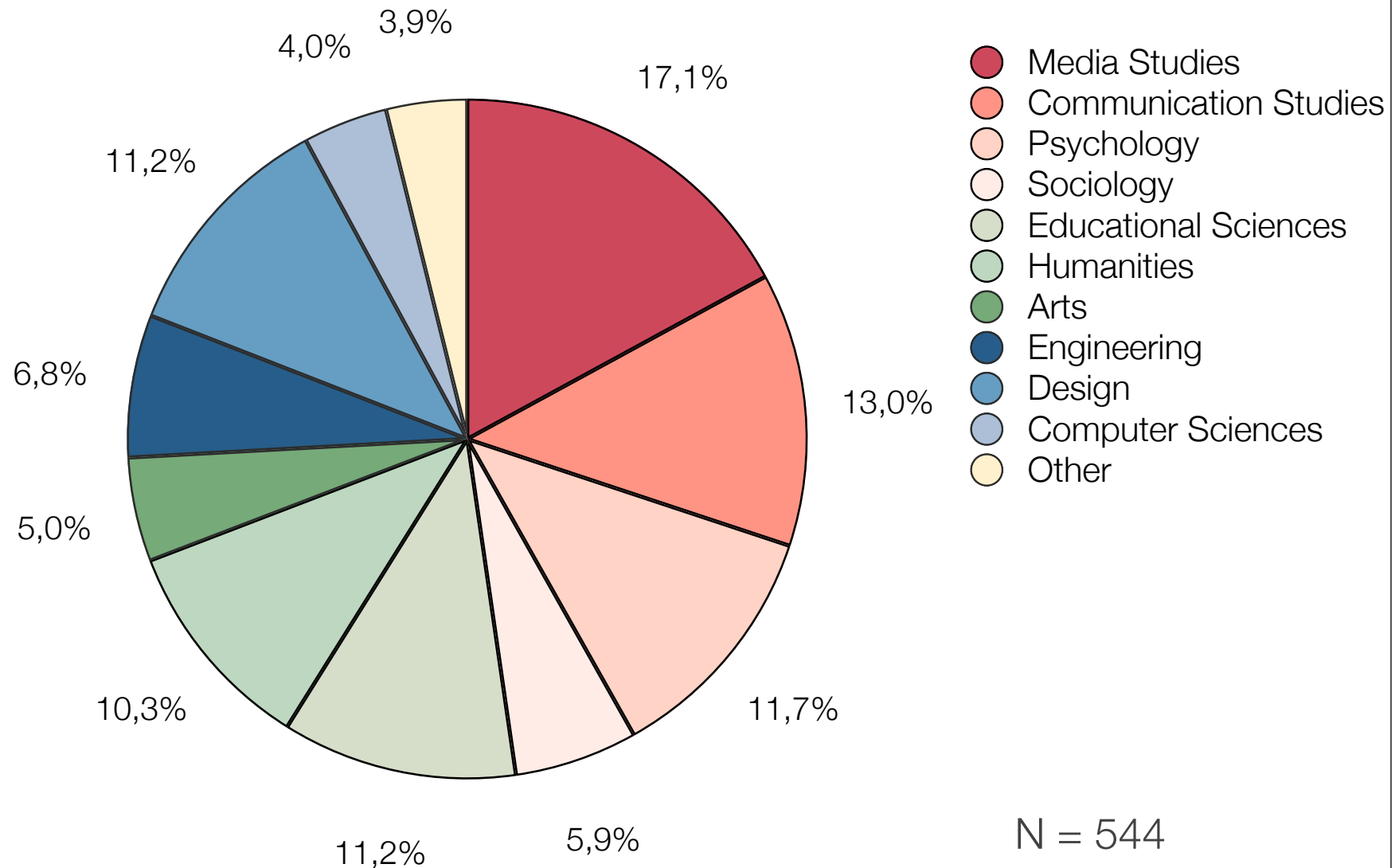
## Current Position



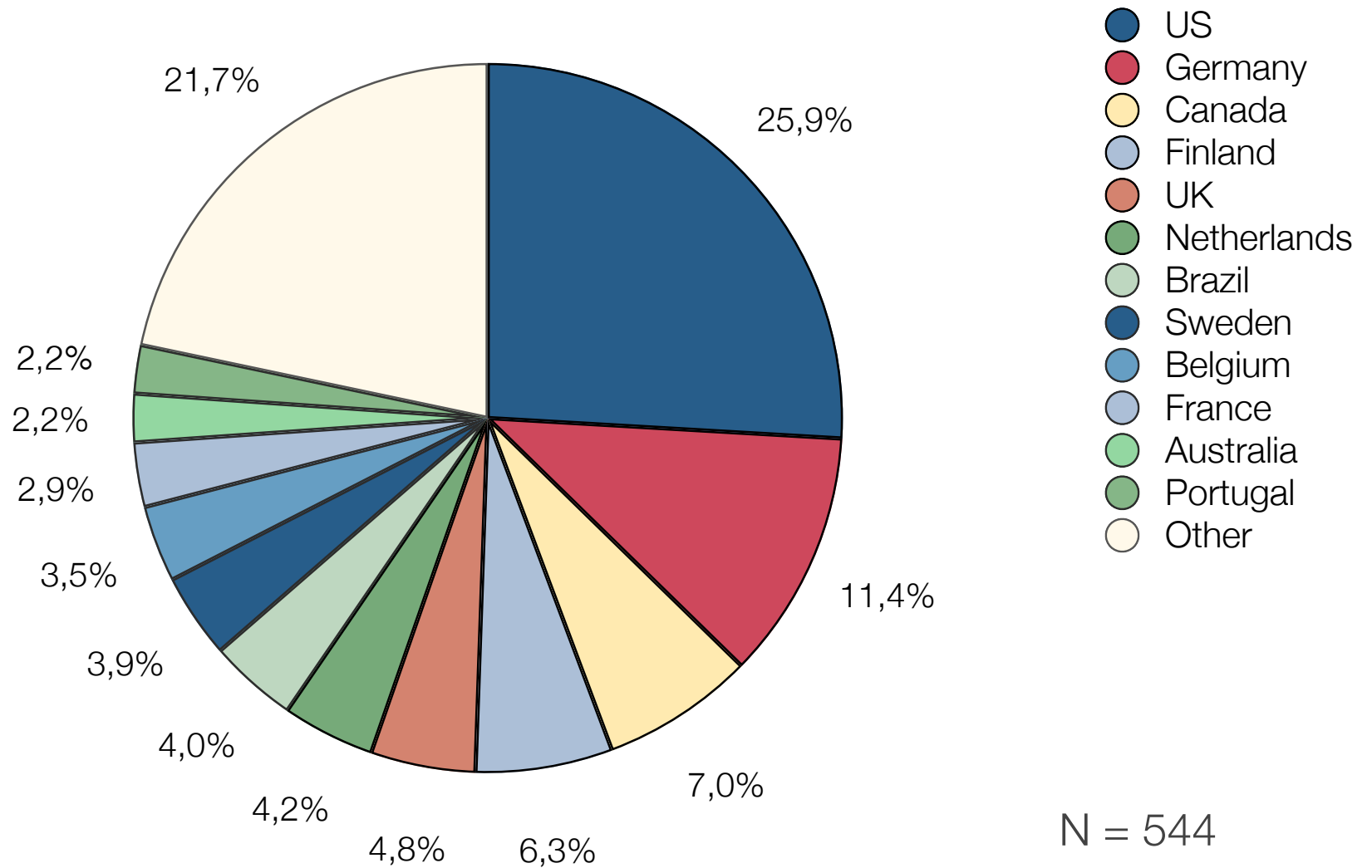
# Base data / Sample



## Background



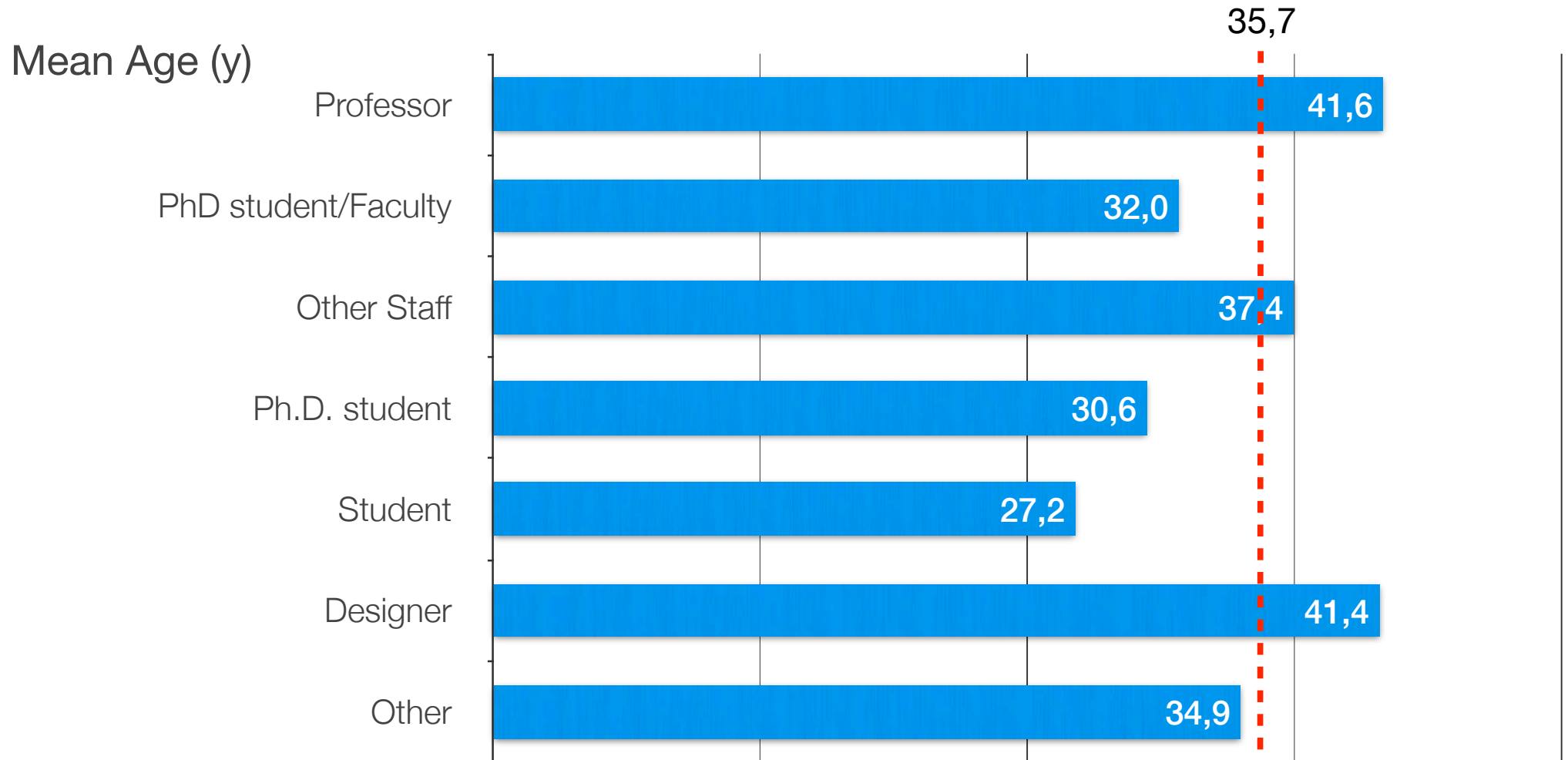
## Nationality



## Base data / Sample

	Mean	Min	Max	N
Age	35,7	19	79	536
Years in DG research	5,9	0	32	503
Playing time per day (minutes)	66,02	0	480	544

# Group comparisons



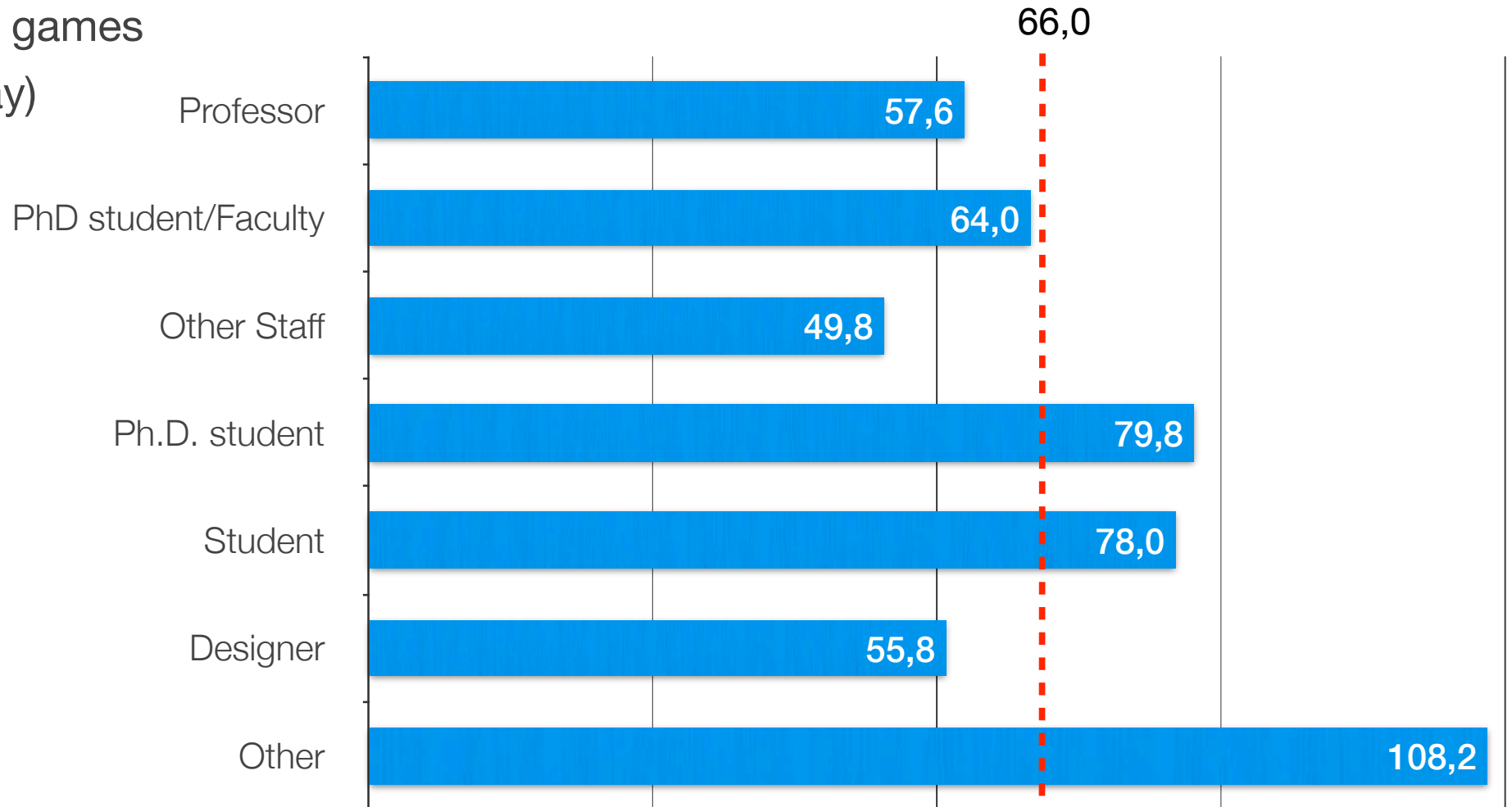
N = 536



# The sample



Playing games  
(min/day)



N = 544