Individual pastime or focused social interaction: Gendered gaming practices among Danish youth

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# Keywords

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## Sample

mixed-methods study of video gameplay patterns among Danish children and young people aged 10–18 years.
The study included a survey with a stratified random sample (N = 1560), follow-up in-depth interviews using purposive sampling from the survey respondents (N = 19) and focus group interviews with boys and girls (N = 2).

# Abstract

This article outlines how gaming and video gameplay among Danish youth can be integral parts of everyday practices. The article is based on a mixed-methods study of video gameplay patterns among Danish children and young people aged 10–18 years. The study included a survey with a stratified random sample ( N = 1560), follow-up in-depth interviews using purposive sampling from the survey respondents ( N = 19) and focus group interviews with boys and girls ( N = 2). We argue that pronounced differences in boys’ and girls’ gameplay patterns and preferences can be explained by the different ways in which gameplay is embedded into the social patterns of everyday life with family and friends. We identify two predominant gaming practices, one organised around competitive social play in teams and another around non-competitive solo play. These findings are discussed in the context of practice theory and existing work on gender and video games.

# Outcome

" We argue that pronounced differences in boys’ and girls’ gameplay patterns and preferences can be explained by the different ways in which gameplay is embedded into the social patterns of everyday life with family and friends. We identify two predominant gaming practices, one organised around competitive social play in teams and another around non-competitive solo play."