„Geld für Games – wenn Computerspiel zum Glücksspiel wird

Engl. transl.: "Money for Games - When Computer Games turn to Gambling

# Details

## Year

2018

## Scope

National

## Countries

Germany

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

## Funder

DAK-Gesundheit

## Funder Types

Private industry / Company

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://dak.de/dak/bundesthemen/computerspielsucht-2103398.html#/

## Data Set Availability

Not mentioned

# Goals

The study aims to research the gaming behaviour of adolescents, especially because children and young people are a primary target group of the computer games industry. For the first time, additional monetary factors, which are part of such games, were part of the survey as well.

Research question:

1. "How much money do young people in Germany spend on purchasing computer games and their configurations?"
2. How do regular, inconspicuous users differ from users with risky or addictive consumption in terms of money spent on games, gaming motives, risk of addiction and emotional problems?" (URL: https://dak.de/dak/download/folien-2103394.pdf)

[translated by the coder]