Digital Gaming and Young People’s Friendships: A Mixed Methods Study of Time Use and Gaming in Schoo

# Details

## Year

2013

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

17-19 years old

## Funder

The Swedish Research Council for Health, Working Life and Welfare (FORTE)

## Funder Types

National Government / Ministry

## Has Formal Ethical Clearance

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://journals.sagepub.com/doi/pdf/10.1177/1103308818754990

## Data Set Availability

Not mentioned

# Goals

"...this study contributes to current research by examining the relationship between gaming habits and the formation of social relations in upper-secondary school, as well as how young people on the brink of adulthood make sense of such relationships.... We examine friendship formation in school and describe how a sample of young people seem to take responsibility for managing their free time and gaming to position themselves as credible individuals and lead balanced social lives." (Authors, 33)