Video games and young children’s evolving sense of identity

# Details

## Year

2011

## Scope

Local

## Countries

United Kingdom

## Type

Empirical research – Qualitative

## Methodologies

## Researched Groups

* Children
* Parents
* Families

## Children Ages

## Funder

N/A

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## Data Set Availability

Not mentioned

# Goals

To investigate children’s experience as consumers of video games and associated digital communication technology, and the role this experience may play in their evolving
senses of identity