Computerspil og Hverdagsliv

Engl. transl.: Computer games and everyday life

# Details

## Year

2015

## Scope

National

## Countries

Denmark

## Type

Empirical research – Mixed methods

## Methodologies

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-18 years old

## Funder

University of Copenhagen; ludomanimidlerne

## Funder Types

## Informed Consent

Consent not mentioned

## URL

https://spilogfamilieliv.ku.dk/om-projektet/

## Data Set Availability

Not mentioned

# Goals

Survey for documenting general gaming habits among 10-18 year olds in Denmark
Interviews for studying selected gaming patterns in an everyday context