Gamerek az iskolában

Engl. transl.: Gamers in the school

# Details

## Year

2017

## Scope

Local

## Countries

Hungary

## Type

Empirical research – Mixed methods

## Methodologies

## Researched Groups

## Children Ages

Adolescents (14-18 Years old)

## Consents

Consent obtained from school officials / principal

## Informed Consent

Consent obtained

# Goals

The main focus of the study was online gaming and aimed to investigate how much time teenagers spend with online games, what kind of games they prefer and what do they think about the positive and negative consequences of playing with these games.