		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Male	503	503	-	171	138	194	35	113	128	276
	50%	100%		53%	50%	49%	53%	54%	57%	55%
Female	497	-	497	153	139	205	31	96	97	224
	50%		100%	47%	50%	51%	47%	46%	43%	45%

The winds of these regions at		Gen	der		Region			Age of 0	Samers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Scotland	76	43	33	76	-	-	7	17	15	39
	8%	9%	7%	23%			11%	8%	7%	8%
North East	46	22	24	46	-	-	3	8	12	23
	5%	4%	5%	14%			5%	4%	5%	5%
North West	112	57	55	112	-	-	9	24	32	65
	11%	11%	11%	35%			14%	11%	14%	13%
Yorkshire & Humberside	90	49	41	90	-	-	10	19	25	54
	9%	10%	8%	28%			15%	9%	11%	11%
West Midlands	102	49	53	-	102	-	4	28	19	51
	10%	10%	11%		37%		6%	13%	8%	10%
East Midlands	81	39	42	-	81	-	3	25	15	43
	8%	8%	8%		29%		5%	12%	7%	9%
Wales	56	32	24	-	56	-	4	10	16	30
	6%	6%	5%		20%		6%	5%	7%	6%
Eastern	38	18	20	-	38	-	1	5	13	19
	4%	4%	4%		14%		2%	2%	6%	4%
London	172	82	90	-	-	172	5	24	31	60
	17%	16%	18%			43%	8%	11%	14%	12%
South East	160	72	88	-	-	160	13	32	32	77
	16%	14%	18%			40%	20%	15%	14%	15%
South West	67	40	27	-	-	67	7	17	15	39
	7%	8%	5%			17%	11%	8%	7%	8%
NET Scotland & the North	324	171	153	324	-	-	29	68	84	181
	32%	34%	31%	100%			44%	33%	37%	36%
NET Midlands & Wales	277	138	139	-	277	-	12	68	63	143
	28%	27%	28%		100%		18%	33%	28%	29%
NET South	399	194	205	-	-	399	25	73	78	176
	40%	39%	41%			100%	38%	35%	35%	35%



			Age of Workers			Working	g status			Wor	k type			
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these	
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	•	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%		
Male	49	93	85	81	146	322	178	247	7	5	5 4	2		
	47%	47%	43%	48%	44%	49%	52%	47%	100%	83%	67%	100%		
Female	56	105	112	89	184	330	167	280	-	1	2	-		
	53%	53%	57%	52%	56%	51%	48%	53%		17%	33%			

az in which one of these regions do you in			Age of Workers			Working	g status			Worl	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	-
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
Scotland	10	15	12	15	22	47	29	38	1	-	-	-	-
	10%	8%	6%	9%	7%	7%	8%	7%	14%				
North East	5	11	7	9	14	33	13	24	1	1	1	-	-
	5%	6%	4%	5%	4%	5%	4%	5%	14%	17%	17%		
North West	10	20	17	14	33	70	40	51	-	1	4	-	-
	10%	10%	9%	8%	10%	11%	12%	10%		17%	67%		
Yorkshire & Humberside	8	14	14	13	23	57	33	39	2	-	-	-	-
	8%	7%	7%	8%	7%	9%	10%	7%	29%				
West Midlands	10	15	26	19	32	66	35	55	1	-	-	1	-
	10%	8%	13%	11%	10%	10%	10%	10%	14%			50%	
East Midlands	11	9	18	13	25	51	30	40	-	-	1	-	-
	10%	5%	9%	8%	8%	8%	9%	8%			17%		
Wales	3	12	11	8	18	28	28	27	-	-	-	-	-
	3%	6%	6%	5%	5%	4%	8%	5%					
Eastern	5	5	9	6	13	23	15	20	1	-	-	-	-
	5%	3%	5%	4%	4%	4%	4%	4%	14%				
London	17	48	47	33	79	130	42	116	1	2	-	1	-
	16%	24%	24%	19%	24%	20%	12%	22%	14%	33%		50%	
South East	21	37	25	33	50	110	50	87	-	1	-	-	-
	20%	19%	13%	19%	15%	17%	14%	17%		17%			
South West	5	12	11	7	21	37	30	30	-	1	-	-	-
	5%	6%	6%	4%	6%	6%	9%	6%		17%			
NET Scotland & the North	33	60	50	51	92	207	115	152	4	2	5	-	-
	31%	30%	25%	30%	28%	32%	33%	29%	57%	33%	83%		
NET Midlands & Wales	29	41	64	46	88	168	108	142	2	-	1	1	-
	28%	21%	32%	27%	27%	26%	31%	27%	29%		17%	50%	
NET South	43	97	83	73	150	277	122	233	1	4	-	1	
	41%	49%	42%	43%	45%	42%	35%	44%	14%	67%		50%	



	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	5
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Male	144	92	166	11	33	108	131	91	59	39	27	4
	54%	56%	62%	41%	37%	50%	51%	51%	47%	60%	69%	80%
Female	125	72	102	16	56	106	125	89	66	26	12	1
	46%	44%	38%	59%	63%	50%	49%	49%	53%	40%	31%	20%

-	Co	ompute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	5
·	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Scotland	16	20	21	1	7	20	21	12	7	3	5	
	6%	12%	8%	4%	8%	9%	8%	7%	6%	5%	13%	
North East	14	7	12	2	5	5	9	14	7	2	2	-
	5%	4%	4%	7%	6%	2%	4%	8%	6%	3%	5%	
North West	33	17	35	5	6	23	26	16	19	10	4	3
	12%	10%	13%	19%	7%	11%	10%	9%	15%	15%	10%	60%
Yorkshire & Humberside	30	20	20	3	9	19	12	26	13	5	3	-
	11%	12%	7%	11%	10%	9%	5%	14%	10%	8%	8%	
West Midlands	24	15	28	1	11	28	22	24	5	5	5	1
	9%	9%	10%	4%	12%	13%	9%	13%	4%	8%	13%	20%
East Midlands	25	16	17	2	4	19	29	12	13	1	1	-
	9%	10%	6%	7%	4%	9%	11%	7%	10%	2%	3%	
Wales	14	10	17	1	5	11	17	12	5	3	1	1
	5%	6%	6%	4%	6%	5%	7%	7%	4%	5%	3%	20%
Eastern	14	6	6	-	4	15	13	3	2	1	-	
	5%	4%	2%		4%	7%	5%	2%	2%	2%		
London	33	18	53	5		25	47	22	30	15	11	-
	12%	11%	20%	19%	19%	12%	18%	12%	24%	23%	28%	
South East	43	27	36	6	15	36	40	29	14	15	5	-
	16%	16%	13%	22%	17%	17%	16%	16%	11%	23%	13%	
South West	23		23	1	6						2	-
	9%	5%	9%	4%	7%	6%	8%	6%	8%	8%	5%	
NET Scotland & the North	93		88	11			68	68	46		14	3
	35%	39%	33%	41%	30%	31%	27%	38%	37%	31%	36%	60%
NET Midlands & Wales	77	47	68	4	24				25		7	2
	29%		25%	15%					20%			40%
NET South	99	53	112	12					54		18	-
	37%	32%	42%	44%	43%	35%	42%	34%	43%	54%	46%	



		Sitting (nett	ed options)				Industry			Sam	ıple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Male	44	108	281	66	105	26	31	16	46	276	227
	38%	50%	50%	63%	56%	41%	66%	39%	30%	55%	45%
Female	72	106	280	38	84	38	16	25	108	224	273
	62%	50%	50%	37%	44%	59%	34%	61%	70%	45%	55%

Q2 - III WINCH ONE OF these regions (Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Scotland	8	20	40	8	13	3	6	4	11	39	37
	7%	9%	7%	8%	7%	5%	13%	10%	7%	8%	7%
North East	7	5	30	4	. 9	3	3	1	7	23	23
	6%	2%	5%	4%	5%	5%	6%	2%	5%	5%	5%
North West	11	23	61	14	16	5	3	5	17	65	47
	9%	11%	11%	13%	8%	8%	6%	12%	11%	13%	9%
Yorkshire & Humberside	12	19	51	8	8	4	4	6	13	54	36
	10%		9%	8%	4%	6%		15%	8%	11%	7%
West Midlands	12		51	10				4	18	51	51
	10%	13%	9%	10%	10%	9%		10%	12%	10%	10%
East Midlands	6			2				3	11	43	38
	5%	9%	10%	2%	6%	9%	15%	7%	7%	9%	8%
Wales	6		34			7		-	6	30	26
	5%	5%	6%		5%	11%	9%		4%	6%	5%
Eastern	4	15						2	6	19	19
	3%	7%	3%	1%	4%	5%	2%	5%	4%	4%	4%
London	22	25	99	26	52	13	8	8	31	60	112
	19%	12%	18%	25%	28%	20%	17%	20%	20%	12%	22%
South East	21	36	83	20	38	8	5	3	28	77	83
	18%	17%	15%	19%	20%	13%	11%	7%	18%	15%	17%
South West	7	13	40	7	8	6	1	5	6	39	28
	6%	6%	7%	7%	4%	9%	2%	12%	4%	8%	6%
NET Scotland & the North	38	67	182	34	46	15	16	16	48	181	143
	33%	31%	32%	33%	24%	23%	34%	39%	31%	36%	29%
NET Midlands & Wales	28	73	157	17	45	22	17	9	41	143	134
	24%	34%	28%	16%	24%	34%	36%	22%	27%	29%	27%
NET South	50	74	222	53	98	27	14	16	65	176	223
	43%	35%	40%	51%	52%	42%	30%	39%	42%	35%	45%



		Worki	ng day			Game p	olaying			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Male	52	143	21	11	44	128	72	32	-	40	100	136
	50%	42%	55%	58%	46%	54%	55%	84%		51%	49%	68%
Female	52	196	17	8	51	109	58	6	18	39	104	63
	50%	58%	45%	42%	54%	46%	45%	16%	100%	49%	51%	32%

		Worki	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
·	100%	100%		100%		100%	100%	100%	100%	100%	100%	100%
Scotland	6	25	4	2	8	15	12	4	2	7	15	15
	6%	7%	11%	11%	8%	6%	9%	11%	11%	9%	7%	8%
North East	8	13	2	-	5	12	5	1	1	3	10	9
	8%	4%	5%		5%	5%	4%	3%	6%	4%	5%	5%
North West	7	34	4	2	16	22	18	9	3	11	23	28
	7%	10%	11%	11%	17%	9%	14%	24%	17%	14%	11%	14%
Yorkshire & Humberside	8	22	4	2	10	25	14	5	1	7	23	23
	8%	6%	11%	11%	11%	11%	11%	13%	6%	9%	11%	12%
West Midlands	8	41	2	-	6	31	10	4	1	8	21	21
	8%	12%	5%		6%	13%	8%	11%	6%	10%	10%	11%
East Midlands	10	26	1	1	6	24	10	3	1	8	16	18
	10%	8%	3%	5%	6%	10%	8%	8%	6%	10%	8%	9%
Wales	5	16	3	2	8	16	4	2	-	3	15	12
	5%	5%	8%	11%	8%	7%	3%	5%		4%	7%	6%
Eastern	5	11	1	2	4	10	4	1	1	7	6	5
	5%	3%	3%	11%	4%	4%	3%	3%	6%	9%	3%	3%
London	24	71	11	6	11	25	19	5	3	11	24	22
	23%	21%	29%	32%	12%	11%	15%	13%	17%	14%	12%	11%
South East	16	61	5	1	14	38	24	1	5	8	34	30
	15%	18%	13%	5%	15%	16%	18%	3%	28%	10%	17%	15%
South West	7	19	1	1	7	19	10	3	-	6	17	16
	7%	6%	3%	5%	7%	8%	8%	8%		8%	8%	8%
NET Scotland & the North	29	94	14	6	39	74	49	19	7	28	71	75
	28%	28%	37%	32%	41%	31%	38%	50%	39%	35%	35%	38%
NET Midlands & Wales	28	94	7	5	24	81	28	10	3	26	58	56
	27%	28%	18%	26%	25%	34%	22%	26%	17%	33%	28%	28%
NET South	47	151	17	8	32	82	53	9	8	25	75	68
	45%	45%	45%	42%	34%	35%	41%	24%	44%	32%	37%	34%



		Gen	der		Region			Age of C	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
sase. All respondents	100%	100%	100%		100%	100%	100%	100%	100%	100%
16	13	8	5		3	4	13	10078	100 /0	13
	1%	2%	1%		1%	1%	20%			3%
17	53	27	26		9	21	53	-	_	53
	5%	5%	5%		3%	5%	80%			11%
18	98	47	51		36	35	-	98	-	98
	10%	9%	10%		13%	9%		47%		20%
19	111	66	45	41	32	38	-	111	-	111
	11%	13%	9%	13%	12%	10%		53%		22%
20	120	68	52	42	32	46	-	-	120	120
	12%	14%	10%	13%	12%	12%			53%	24%
21	105	60	45	42	31	32	-	-	105	105
	11%	12%	9%	13%	11%	8%			47%	21%
22	16	7	9	4	5	7	-	-	-	-
	2%	1%	2%	1%	2%	2%				
23	45	27	18	13	12	20	-	-	-	-
	5%	5%	4%	4%	4%	5%				
24	44	15	29	16	12	16	-	-	-	-
	4%	3%	6%	5%	4%	4%				
25	65	32	33		17	30	-	-	-	-
	7%	6%	7%		6%	8%				
26	64	23	41		9	33	-	-	-	-
	6%	5%	8%		3%	8%				
27	69	38	31		15	34	-	-	-	-
	7%	8%	6%		5%	9%				
28	56	23	33		20	22	-	-	-	-
	6%	5%	7%		7%	6%				
29	71	34	37		21	25	-	-	-	-
	7%	7%	7%		8%	6%				
30	70	28	42		23	36	-	-	-	-
	7%	6%	8%	3%	8%	9%				



			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
16	-	-	-	-	-	-		-	-	-	-	-	
							4%						
17	-	-	-	-	-	11	42	2	-	-	-	-	
						2%	12%	0%					
8	-	-	-	-	-	22	75	2	-	1	-	1	
						3%	22%	0%		17%		50%	
19	-	-	-	-	-	27	83	6	2	-	1	-	
						4%	24%	1%	29%		17%		
20	-	-	-	-	-	46	74	14	2			-	
						7%	21%	3%	29%	33%	33%		
21	-	-	-	-	-	46			3				
						7%			43%	50%	50%	50%	
22	16	-	-	16	-	16			-	-	-	-	
	15%			9%		2%		3%					
23	45	-	-	45	-	45		.0	-	-	-	-	•
	43%			26%		7%		9%					
24	44	-	-	44	-	44			-	-	-	-	
	42%			26%		7%		8%					
25	-	65	-	65	-	65			-	-	-	-	
		33%		38%		10%		12%					
26	-	64	-	-	64	64		0.	-	-	-	-	•
		32%			19%	10%		12%					
27	-	00	-	-	69	69		00	-	-	-	-	•
		35%			21%	11%		13%					
28	-	-	56	-	56	56			-	-	-	-	•
			28%		17%	9%		11%					
29	-	-	71	-		71			-	-	-	-	•
••			36%		22%	11%		13%					
30	-	-	70 36%	-	70 21%	70 11%		70 13%	-	-	-	-	•



Q3 - What is your age?	Co	ompute Game Usa	ge				Sitti	ng (unnetted opti	ions)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	5
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16	4	3	6	1	1	1	6	3	1	-	-	-
	1%	2%	2%	4%	1%	0%	2%	2%	1%			
17	15	14	24	-	8	12	9	8	10	5	1	-
	6%	9%	9%		9%	6%	4%	4%	8%	8%	3%	
18	36		33				25					1
	13%		12%									20%
19	51		41	2								1
	19%		15%		11%						13%	20%
20	47		46	-							11	-
	17%		17%		4%					17%	28%	
21	38		39									1
	14%		15%							12%	3%	20%
22	5		2								1	-
	2%		1%								3%	
23	9		10									1
	3%		4%									20%
24	5		3									-
	2%		1%									
25	12		6								1	-
	4%		2%									
26	7		14									-
	3%		5%		8%							
27	13		6									-
	5%		2%	15%								
28	6		14	2								-
	2%		5%									
29	11		15									-
	4%		6%									
30	10		9		-							1 20%
	4%	4%	3%	4%	10%	12%	7%	5%	2%	5%	3%	20%



		Sitting (nett	ted options)				Industry		_	Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	50
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16	2	1	10	-	-	-	-	-	-	13	
	2%	0%	2%							3%	
17	8	12	27	6	-	-	-	-	-	53	
	7%	6%	5%	6%						11%	
18	5	21	60	11	-	-	-	-	-	98	
	4%	10%	11%	11%						20%	
19	12	24	61	13	-	-	-	-	-	111	
	10%	11%	11%	13%						22%	
20	4	24	70	22	-	-	-	-	-	120	
	3%	11%	12%	21%						24%	
21	14	20	61	9	-	-	-	-	-	105	-
	12%	9%	11%	9%						21%	
22	3	4	8	1	6	3	-	1	6	-	16
	3%	2%	1%	1%	3%	5%		2%	4%		3%
23	2	9	27	6	24	1	9	2	7	-	45
	2%	4%	5%	6%	13%	2%	19%	5%	5%		9%
24	10	9	20	5	13	7	1	5	17	-	44
	9%	4%	4%	5%	7%	11%	2%	12%	11%		9%
25	10	10	43	2	27	6	8	4	20	-	65
	9%	5%	8%	2%	14%	9%	17%	10%	13%		13%
26	7	14	34	9	17	8	4	5	30	-	64
	6%	7%	6%	9%	9%	13%	9%	12%	19%		13%
27	7	18	38	6	26	12	6	4	21	-	69
	6%	8%	7%	6%	14%	19%	13%	10%	14%		14%
28	12	8	30	6	20	7	7	7	14	-	56
	10%	4%	5%	6%	11%	11%	15%	17%	9%		11%
29	10	15	42	4	26	10	4	7	23	-	71
	9%	7%	7%	4%	14%	16%	9%	17%	15%		14%
30	10	25	30	4	30	10	8	6	16	-	70
	9%	12%	5%	4%	16%	16%	17%	15%	10%		14%



Q3 - What is your age?		Worki	ng day			Game	nlaving			Longes	t name	
		VVOIKI	ing day			Gaine	Jiayilig			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
	100%			100%		100%	100%			100%	100%	100%
16	-	-		-	3	7	3	-	_		5	(
					3%	3%	2%		11%		2%	3%
17	-	-	_	-		26	15			10	23	16
					11%	11%	12%	5%	22%	13%	11%	89
18	-	-	-	-	13	49	31	5	2	15	39	42
					14%	21%	24%	13%	11%	19%	19%	21%
19	-	-	-	-	19	58	28	6	1	21	43	46
					20%	24%	22%	16%	6%	27%	21%	23%
20	-	-	-	-	23	53	26	18	6	15	45	54
					24%	22%	20%	47%	33%	19%	22%	27%
21	-	-	-	-	27	44	27	7			49	35
					28%	19%	21%	18%	17%	23%	24%	18%
22	3			-	-	-	-	-	-	-	-	
	3%											
23	10					-	-	-	-	-	-	
	10%			5%								
24	12					-	-	-	-	-	-	
	12%			11%								
25	15			3		-	-	-	-	-	-	
	14%			16%								
26	12		8			-	-	-	-	-	-	
	12%			16%								
27	13			3		-	-	-	-	-	-	
20	13%			16%								
28	16 15%			2 11%		-	-	-	-	-	-	
29	15%			11%								
23	14%			11%		-	-	-	-	-	-	
30	8		576									
50	8%			16%	•	•	-	-	•	•	•	



Q3 - Coded - What is your age?

		Gen	der		Region			Age of 0	Samers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16-17	66	35	31	29	12	25	66	-	-	66
	7%	7%	6%	9%	4%	6%	100%			13%
18-19	209	113	96	68	68	73	-	209	-	209
	21%	22%	19%	21%	25%	18%		100%		42%
20-21	225	128	97	84	63	78	-	-	225	225
	23%	25%	20%	26%	23%	20%			100%	45%
21-24	105	49	56	33	29	43	-	-	-	
	11%	10%	11%	10%	10%	11%				
25-27	198	93	105	60	41	97	-	-	-	
	20%	18%	21%	19%	15%	24%				
28-30	197	85	112	50	64	83	-	-	-	
	20%	17%	23%	15%	23%	21%				
NET 16-21	500	276	224	181	143	176	66	209	225	500
	50%	55%	45%	56%	52%	44%	100%	100%	100%	100%
NET 21-25	170	81	89	51	46	73	-	-	-	-
	17%	16%	18%	16%	17%	18%				
NET 26-30	330	146	184	92	88	150	-	-	-	-
	33%	29%	37%	28%	32%	38%				



Q3 - Coded - What is your age?

Q3 - Coded - What is your age?													
			Age of Workers			Working	j status			Work	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	-
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
16-17	-	-	-	-	-	11	55	2	-	-	-	-	-
						2%	16%	0%					
18-19	-	-	-	-	-	49	158	8	2	1	1	1	-
						8%	46%	2%	29%	17%	17%	50%	
20-21	-	-	-	-	-	92	132	17	5	5	5	1	-
						14%	38%	3%	71%	83%	83%	50%	
21-24	105	-	-	105	-	105	-	105	-	-	-	-	-
	100%			62%		16%		20%					
25-27	-	198	-	65	133	198	-	198	-	-	-	-	-
		100%		38%	40%	30%		38%					
28-30	-	-	197	-	197	197	-	197	-	-	-	-	-
			100%		60%	30%		37%					
NET 16-21	-	-	-	-	-	152	345	27	7	6	6	2	-
						23%	100%	5%	100%	100%	100%	100%	
NET 21-25	105	65	-	170	-	170	-	170	-	-	-	-	-
	100%	33%		100%		26%		32%					
NET 26-30	-	133	197	-	330	330	-	330	-	-	-	-	-
		67%	100%		100%	51%		63%					



Q3 - Coded - What is your age?

Q3 - Coded - What is your age?	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	5
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16-17	19	17	30	1	9	13	15	11	11	5	1	-
	7%	10%	11%	4%	10%	6%	6%	6%	9%	8%	3%	
18-19	87	48	74	4	13	45	56	43	22	15	9	2
	32%	29%	28%	15%	15%	21%	22%	24%	18%	23%	23%	40%
20-21	85	55	85	4	14	44	49	44	38	19	12	1
	32%	34%	32%	15%	16%	21%	19%	24%	30%	29%	31%	20%
21-24	19	11	15	5	10	22	25	24	6	5	7	1
	7%	7%	6%	19%	11%	10%	10%	13%	5%	8%	18%	20%
25-27	32	16	26	8	16	42	56	28	31	10	7	-
	12%	10%	10%	30%	18%	20%	22%	16%	25%	15%	18%	
28-30	27	17	38	5	27	48	55	30	17	11	3	1
	10%	10%	14%	19%	30%	22%	21%	17%	14%	17%	8%	20%
NET 16-21	191	120	189	9	36	102	120	98	71	39	22	3
	71%	73%	71%	33%	40%	48%	47%	54%	57%	60%	56%	60%
NET 21-25	31	16	21	9	16	32	45	34	19	6	8	1
	12%	10%	8%	33%	18%	15%	18%	19%	15%	9%	21%	20%
NET 26-30	47	28	58	9	37	80	91	48	35	20	9	1
	17%	17%	22%	33%	42%	37%	36%	27%	28%	31%	23%	20%



Q3 - Coded - What is your age?

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16-17	10	13	37	6	-	-	-	-	-	66	-
	9%	6%	7%	6%						13%	
18-19	17	45	121	24	-	-	-	-	-	209	-
	15%	21%	22%	23%						42%	
20-21	18	44	131	31	-	-	-	-	-	225	-
	16%	21%	23%	30%						45%	
21-24	15	22	55	12	43	11	10	8	30	-	105
	13%	10%	10%	12%	23%	17%	21%	20%	19%		21%
25-27	24	42	115	17	70	26	18	13	71	-	198
	21%	20%	20%	16%	37%	41%	38%	32%	46%		40%
28-30	32	48	102	14	76	27	19	20	53	-	197
	28%	22%	18%	13%	40%	42%	40%	49%	34%		39%
NET 16-21	45	102	289	61	-	-	-	-	-	500	-
	39%	48%	52%	59%						100%	
NET 21-25	25	32	98	14	70	17	18	12	50	-	170
	22%	15%	17%	13%	37%	27%	38%	29%	32%		34%
NET 26-30	46	80	174	29	119	47	29	29	104	-	330
	40%	37%	31%	28%	63%	73%	62%	71%	68%		66%



Q3 - Coded - What is your age?

Q3 - Coded - What is your age?												-
		Worki	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
16-17	-	-	-	-	13	33	18	2	6	10	28	22
					14%	14%	14%	5%	33%	13%	14%	11%
18-19	-	-	-	-	32	107	59	11	3	36	82	88
					34%	45%	45%	29%	17%	46%	40%	44%
20-21	-	-	-	-	50	97	53	25	9	33	94	89
					53%	41%	41%	66%	50%	42%	46%	45%
21-24	25	70	7	3	-	-	-	-	-	-	-	-
	24%	21%	18%	16%								
25-27	40	128		9	-	-	-	-	-	-	-	-
	38%	38%	55%	47%								
28-30	39	141	10	7	-	-	-	-	-	-	-	-
	38%	42%	26%	37%								
NET 16-21	-	-	-	-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
NET 21-25	40	112	12	6	-	-	-	-	-	-	-	-
	38%	33%	32%	32%								
NET 26-30	64	227	26	13	-	-	-	-	-	-	-	-
	62%	67%	68%	68%								



Q4 - Which of the following best describes your current working status?

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
·	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Working full time - working 40 hours per week or more	548	265	283	163	146	239	2	13	33	48
	55%	53%	57%	50%	53%	60%	3%	6%	15%	10%
Working full time - working 30 to 39 hours per week	33	19	14	19	6	8	2	12	19	33
	3%	4%	3%	6%	2%	2%	3%	6%	8%	7%
Working part time - working between 1 and 29 hours per week	71	38	33	25	16	30	7	24	40	71
	7%	8%	7%	8%	6%	8%	11%	11%	18%	14%
Not working but seeking work or temporarily unemployed or sick	37	21	16	16	7	14	6	14	17	37
	4%	4%	3%	5%	3%	4%	9%	7%	8%	7%
Not working and not seeking work	10	5	5	2	4	4	-	2	8	10
	1%	1%	1%	1%	1%	1%		1%	4%	2%
Retired	-	-	-	-	-	-	-	-	-	-
Student	298	152	146		97	104	49	142	107	298
	30%	30%	29%	30%	35%	26%	74%	68%	48%	60%
Other	3	3	-	2	1	-	-	2	1	3
	0%	1%		1%	0%			1%	0%	1%
NET Working	652	322	330	207	168	277	11	49	92	152
	65%	64%	66%		61%	69%	17%	23%	41%	30%
NET Not working	348	181	167	117	109	122	55	160	133	348
	35%	36%	34%	36%	39%	31%	83%	77%	59%	70%

Q5 - You previously said that you work, how would you describe your normal working environment?

		Gen	der		Region			Age of 0	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Respondents who are working 40	548	265	283	163	146	239	2	13	33	48
hours per week or more										
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Office or desk	527	247	280	152	142	233	2	8	17	27
	96%	93%	99%	93%	97%	97%	100%	62%	52%	56%
Industrial, e.g. plant, factory	7	7	-	4	2	1	-	2	5	7
	1%	3%		2%	1%	0%		15%	15%	15%
Outdoor, e.g. building site, agriculture	6	5	1	2	-	4	-	1	5	6
, , , , ,	1%	2%	0%	1%		2%		8%	15%	13%
Other indoor spaces, e.g. school, hospital ward, kitchen	6	4	2	5	1	-	-	1	5	6
•	1%	2%	1%	3%	1%			8%	15%	13%
Other	2	2	-	-	1	1	-	1	1	2
	0%	1%			1%	0%		8%	3%	4%
None of these	-	-	_	_	_	_	-	-	-	_



Q4 - Which of the following best describes y			A			147 1 *		ı		147			
_			Age of Workers			Working	y status			Worl	type		1
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
Norking full time - working 40 hours per week or more	105	198	197	170	330	548	-	32.	7	6		2	
	100%	100%	100%	100%	100%	84%		100%	100%	100%	100%	100%	
Norking full time - working 30 to 39 hours per week	-	-	-	-	-	33	-	-	-	-	-	-	
						5%							
Vorking part time - working between 1 and 9 hours per week	-	-	-	-	-	71	-	-	-	-	-	-	
						11%							
lot working but seeking work or emporarily unemployed or sick	-	-	-	-	-	-	37	-	-	-	-	-	
							11%						
ot working and not seeking work	-	-	-	-	-	-	10		-	-	-	-	
							3%						
etired	-	-	-	-	-	-	-	-	-	-	-	-	
Student	-	-	-	-	-	-	298		-	-	-	-	
							86%						
Other	-	-	-	-	-	-	-	-	-	-	-	-	
NET Working	105	198	197	170	330	652	-		7	6	6	2	
	100%	100%	100%	100%	100%	100%		100%	100%	100%	100%	100%	
NET Not working	-	-	-	-	-	-	345 100%		-	-	•	-	

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Respondents who are working 40	105	198	197	170	330	548	-	527	7	6	6	2	
hours per week or more													
	100%	100%	100%	100%	100%	100%		100%	100%	100%	100%	100%	
Office or desk	105	198	197	170	330	527	-	527	-	-	-	-	
	100%	100%	100%	100%	100%	96%		100%					
Industrial, e.g. plant, factory	-	-	-	-	-	7	-	-	7	-	-	-	
						1%			100%				
Outdoor, e.g. building site, agriculture	-	-	-	-	-	6	-	-	-	6	-	-	
						1%				100%			
Other indoor spaces, e.g. school, hospital ward, kitchen	-	-	-	-	-	6	-	-	-	-	6	-	
•						1%					100%		
Other	-	-	-	-	-	2	-	-	-	-	-	2	
						0%						100%	
None of these	-	_	-	-	-	-	-	-	-	-	-	-	



	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
			-		F							
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	5
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Working full time - working 40 hours per week or more	97	54	98	19	56	117	146	91	64	32	21	2
	36%	33%	37%	70%	63%	55%	57%	51%	51%	49%	54%	40%
Working full time - working 30 to 39 hours per week	15	6	12	2	2	12	6	4	1	3	2	1
	6%	4%	4%	7%	2%	6%	2%	2%	1%	5%	5%	20%
Working part time - working between 1 and 29 hours per week	25	21	25	1	5	20	11	19	10	5	-	-
	9%	13%	9%	4%	6%	9%	4%	11%	8%	8%		
Not working but seeking work or temporarily unemployed or sick	14	7	16	2		8	7	6			2	1
	5%	4%	6%	7%	4%	4%	3%	3%	2%	6%	5%	20%
Not working and not seeking work	2 1%	3 2%	5 2%	1 4%	-	1 0%	3 1%		1 1%	-	3 8%	-
Retired	-		-	-			-		-	-	-	-
Student	115	73	110	2	22	55	83	58	45	21	11	1
	43%	45%	41%	7%	25%	26%	32%	32%	36%	32%	28%	20%
Other	1	-	2	-	-	1	-	1	1	-	-	-
	0%		1%			0%		1%	1%			
NET Working	137	81	135	22	63	149	163	114	75	40	23	3
	51%	49%	50%	81%	71%	70%	64%	63%	60%	62%	59%	60%
NET Not working	132	83	133	5		65	93		50	25	16	2
	49%	51%	50%	19%	29%	30%	36%	37%	40%	38%	41%	40%

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Respondents who are working 40	97	54	98	19	56	117	146	91	64	32	21	2
hours per week or more												
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Office or desk	87	50	91	18	55	113	144	88	58	29	20	2
	90%	93%	93%	95%	98%	97%	99%	97%	91%	91%	95%	100%
Industrial, e.g. plant, factory	3	1	3	-	-	1	1	2	1	2	-	
	3%	2%	3%			1%	1%	2%	2%	6%		
Outdoor, e.g. building site, agriculture	4	1	1	1	-	-	-	1	3	-	1	
	4%	2%	1%	5%				1%	5%		5%	
Other indoor spaces, e.g. school, hospital ward, kitchen	3	1	2	-	1	2	1	-	1	1	-	
•	3%	2%	2%		2%	2%	1%		2%	3%		
Other	-	1	1	-	-	1	-	-	1	-	-	
		2%	1%			1%			2%			
None of these	-	-	-	-	-	-	-	-	-	-	-	



		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Norking full time - working 40 hours per week or more	75	117	301	53	189	64	47	41	154	48	500
	65%	55%	54%	51%	100%	100%	100%	100%	100%	10%	100%
Norking full time - working 30 to 39 hours per week	4	12	11	5	-	-	-	-	-	33	-
	3%	6%	2%	5%						7%	
Norking part time - working between 1 and 29 hours per week	6	20	40	5	-	-	-	-	-	71	-
	5%	9%	7%	5%						14%	
Not working but seeking work or emporarily unemployed or sick	6	8	16	6	-	-	-	-	-	37	-
	5%	4%	3%	6%						7%	
Not working and not seeking work	1	1	5	3	-	-	-	-	-	10	-
	1%	0%	1%	3%						2%	
Retired	-	-	-	-	-	-	-	-	-	-	
Student	24	55	186		-	-	-	-	-	298	-
	21%	26%	33%							60%	
Other	-	1	2		-	-	-	-	-	3	-
		0%	0%							1%	
NET Working	85	149	352		189	64	47	41	154	152	500
MET Made and the	73%	70%	63%		100%	100%	100%	100%	100%	30%	100%
NET Not working	31	65	209		-	-	-	-	-	348	-
	27%	30%	37%	39%						70%	

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Respondents who are working 40	75	117	301	53	189	64	47	41	154	48	500
hours per week or more											
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Office or desk	73	113	290	49	189	64	47	41	154	27	500
	97%	97%	96%	92%	100%	100%	100%	100%	100%	56%	100%
Industrial, e.g. plant, factory	-	1	4	2	-	-	-	-	-	7	-
		1%	1%	4%						15%	
Outdoor, e.g. building site, agriculture	1	-	4	1	-	-	-	-	-	6	
	1%		1%	2%						13%	
Other indoor spaces, e.g. school, hospital ward, kitchen	1	2	2	1	-	-	-	-	-	6	
	1%	2%	1%	2%						13%	
Other	-	1	1	-	-	-	-	-	-	2	
		1%	0%							4%	
None of these	-	-	-	-	-	-	-	-	-	-	-



4 - Which of the following best describes y		Workir	ng day			Game j	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
·	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Working full time - working 40 hours per week or more	104	339	38	19	5	21	12	10	1	7	17	23
	100%	100%	100%	100%	5%	9%	9%	26%	6%	9%	8%	12%
Working full time - working 30 to 39 hours per week	-	-	-	-	4	16	13	-	-	6	14	13
					4%	7%	10%			8%		7%
Working part time - working between 1 and 29 hours per week	-	-	-	-	12	33	23	3	4	10	30	27
					13%	14%	18%	8%	22%	13%	15%	14%
Not working but seeking work or emporarily unemployed or sick	-	-	-	-	11	12	9	5	3	9	10	15
					12%	5%	7%	13%	17%	11%	5%	8%
Not working and not seeking work	-	-	-	-	1	4	1	4	-	3		4
					1%	2%	1%	11%		4%	1%	2%
Retired	-	-	-	-	-	-	-	-	-	-	-	-
Student	-	-	-	-	٥.	150	71	16		43		116
					64%	63%	55%	42%	56%	54%		58%
Other	-	-	-	-	1	1	1	-	-	1	1	1
					1%	0%	1%		_	1%		1%
NET Working	104	339	38	19		70	48	13	5	23	61	63
	100%	100%	100%	100%		30%	37%	34%		29%	30%	32%
NET Not working	-	-	-	-	74	167	82	25	13	56	143	136
					78%	70%	63%	66%	72%	71%	70%	68%

		Workii	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Respondents who are working 40	104	339	38	19	5	21	12	10	1	7	17	23
nours per week or more												
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Office or desk	104	339	38	19	3	13	5	6	1	5	9	12
	100%	100%	100%	100%	60%	62%	42%	60%	100%	71%	53%	52%
ndustrial, e.g. plant, factory	-	-	-	-	-	3	3	1	-	1	2	4
						14%	25%	10%		14%	12%	17%
Outdoor, e.g. building site, agriculture	-	-	-	-	-	3	2	1	-	-	3	3
						14%	17%	10%			18%	13%
Other indoor spaces, e.g. school, hospital ward, kitchen	-	-	-	-	1	2	2	1	-	-	3	3
					20%	10%	17%	10%			18%	13%
Other	-	-	-	-	1	-	-	1	-	1	-	1
					20%			10%		14%		4%
None of these	-	-	-	-	-	-	-	-	-	-	-	



Q6 - In a typical week, how many hours, if any, do you spend playing computer, video or console games?

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277		66	209	225	500
Base: All respondents	1000	100%			100%		100%	100%		100%
None I de net nlev computer video er		100%	100%		100%		100%	100%	100%	100%
None, I do not play computer, video or console games in a typical week (0)	47	7	40	13	14	20	-	-	-	-
	5%	1%	8%	4%	5%	5%				
From 1 to 4 hours a week (2.5)	155	48	107	41	39	75	-	-	-	-
	16%	10%	22%	13%	14%	19%				
From 5 to 9 hours a week (7)	96	46	50	24	32	40	-	-	-	-
	10%	9%	10%	7%	12%	10%				
From 10 to 14 hours a week (12)	269	144	125	93	77	99	19	87	85	191
	27%	29%	25%	29%	28%	25%	29%	42%	38%	38%
From 15 to 19 hours a week (17)	164	92	72	64	47	53	17	48	55	120
	16%	18%	14%	20%	17%	13%	26%	23%	24%	24%
From 20 to 25 hours a week (22.5)	112	69	43	37	33	42	11	31	34	76
	11%	14%	9%	11%	12%	11%	17%	15%	15%	15%
More than 25 hours a week (25)	156	97	59	51	35	70	19	43	51	113
	16%	19%	12%	16%	13%	18%	29%	21%	23%	23%
Don't know	1	-	1	1	-	-	-	-	-	-
	0%		0%	0%						
NET 10 to 14 hours	269	144	125	93	77	99	19	87	85	191
	27%	29%	25%	29%	28%	25%	29%	42%	38%	38%
NET 15 to 19 hours	164	92	72	64	47	53	17	48	55	120
	16%	18%	14%	20%	17%	13%	26%	23%	24%	24%
NET 20 hours +	268	166	102	88	68	112	30	74	85	189
	27%	33%	21%	27%	25%	28%	45%	35%	38%	38%
MEAN	13.51	15.33	11.66	14.19	13.22	13.16	18.78	17.38	17.76	17.73
STANDARD DEVIATION	7.99	7.36	8.18	7.67	7.77	8.37	5.28	5.30	5.30	5.30
MEDIAN	12.00	17.00	12.00	12.00	12.00	12.00	17.00	17.00	17.00	17.00
MODE	12.00	12.00	12.00	12.00	12.00	12.00	12.00	12.00	12.00	12.00

Sample - Sample - Work/Gamers

		Gen	ider		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Workers	500	227	273	143	134	223	-	-	-	-
	50%	45%	55%	44%	48%	56%				
Gamers	500	276	224	181	143	176	66	209	225	500
	50%	55%	45%	56%	52%	44%	100%	100%	100%	100%



Q0 - III a typical week, now many nours, ii a			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	-
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
None, I do not play computer, video or console games in a typical week (0)	7	21	19	13	34	47	-	47	-	-	-	-	-
	7%	11%	10%	8%	10%	7%		9%					
From 1 to 4 hours a week (2.5)	29	66	60	48	107	155	-	155	-	-		-	-
	28%	33%	30%	28%	32%	24%		29%					
From 5 to 9 hours a week (7)	23	37	36	40	56	96	-	96	-	-	-	-	-
	22%	19%	18%	24%	17%	15%		18%					
From 10 to 14 hours a week (12)	19	32	27	31	47	137	131	87	3	4	3	-	-
	18%	16%	14%	18%	14%	21%	38%	17%	43%	67%	50%		
From 15 to 19 hours a week (17)	11	16	17	16	28	81	83	50	1	1	1	1	-
	10%	8%	9%	9%	8%	12%	24%	9%	14%	17%	17%	50%	
From 20 to 25 hours a week (22.5)	5	10	21	7	29	58				-		-	-
	5%	5%	11%	4%	9%	9%	15%	7%	14%		17%		
More than 25 hours a week (25)	10	16	17	14	29	77	78	53			1	1	-
	10%	8%	9%	8%	9%	12%	23%	10%	29%	17%	17%	50%	
Don't know	1	-	-	1	-	1	-	1	-	-	-	-	-
	1%			1%		0%		0%					
NET 10 to 14 hours	19	32	27	31	47	137	131				3	-	-
	18%	16%	14%	18%	14%	21%	38%			67%	50%		
NET 15 to 19 hours	11	16	17	16	28	81	83			1	1	1	-
	10%	8%	9%	9%	8%	12%	24%						
NET 20 hours +	15	26	38	21	58	135	131		3		_		-
	14%	13%	19%	12%	18%	21%	38%						
MEAN	9.72	8.61	9.71	9.18	9.32	11.23							
STANDARD DEVIATION	7.74	7.75	8.34	7.48	8.25	8.25							
MEDIAN	7.00	7.00	7.00	7.00	7.00	12.00							
MODE	2.50	2.50	2.50	2.50	2.50	2.50	12.00	2.50	12.00	12.00	12.00	17.00	

Sample - Sample - Work/Gamers

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	-
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	
Workers	105	198	197	170	330	500	-	500	-	-	-	-	-
	100%	100%	100%	100%	100%	77%		95%					
Gamers	-	-	-	-	-	152	345	27	7	6	6	2	-
						23%	100%	5%	100%	100%	100%	100%	



	aı Co	mpute Game Usa	ne e				Qi++	ng (unnetted opti	ons)			
		ilipute Gaille Osa	ge		1	1	Jitti	lig (unificated opti	Ulis)	1		
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	
•	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
None, I do not play computer, video or console games in a typical week (0)	-	-	-	1	11	10	13	5	5	2	-	
				4%	12%	5%	5%	3%	4%	3%		
From 1 to 4 hours a week (2.5)	-	-	-	12	23	43	43	14	11	6	3	
				44%	26%	20%	17%	8%	9%	9%	8%	
From 5 to 9 hours a week (7)	-	-	-	3	11	22	30	18	9	3	-	
				11%	12%	10%	12%	10%	7%	5%		
From 10 to 14 hours a week (12)	269	-	-	5	23	73	66	51	32	16	2	
	100%			19%	26%	34%	26%	28%	26%	25%	5%	20%
From 15 to 19 hours a week (17)	-	164	-	3	13	32	46	43	21	4	-	:
		100%		11%	15%	15%	18%	24%	17%	6%		40%
From 20 to 25 hours a week (22.5)	-	-	112	1	1	22	27	23	21	12	4	
			42%	4%	1%	10%	11%	13%	17%	18%	10%	20%
More than 25 hours a week (25)	-	-	156	2	7	12	31	26	26	22	30	
			58%	7%	8%	6%	12%	14%	21%	34%	77%	
Don't know	-	-	-	-	-	-	-	-	-	-	-	20%
NET 10 to 14 hours	269	-	-	5	23	73	66	51	32	16	2	
	100%			19%			26%		26%		5%	20%
NET 15 to 19 hours	-	164	-	3			46		21	4	-	
		100%		11%			18%	24%	17%	6%		40%
NET 20 hours +	-	_	268	3		34	58		47	34	34	
			100%	11%			23%		38%	52%	87%	20%
MEAN	12.00	17.00	23.96	8.69			12.79		15.63	17.17	22.35	17.1
STANDARD DEVIATION	0.00	0.00	1.24	7.67			7.85				6.50	4.2
MEDIAN	12.00	17.00	25.00	7.00	7.00	12.00	12.00	17.00	17.00	22.50	25.00	17.00
MODE	12.00	17.00	25.00	2.50	2.50	12.00	12.00	12.00	12.00	25.00	25.00	17.00

Sample - Sample - Work/Gamers

Sample - Sample - Work/Gamers												
	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269	164	268	27	89	214	256	180	125	65	39	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Workers	78	44	79	18	53	112	136	82	54	26	17	2
	29%	27%	29%	67%	60%	52%	53%	46%	43%	40%	44%	40%
Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	71%	73%	71%	33%	40%	48%	47%	54%	57%	60%	56%	60%



		Sitting (nett	ed options)				Industry			San	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
None, I do not play computer, video or console games in a typical week (0)	12	10	23	2	14	6	3	5	19	-	47
	10%	5%	4%	2%	7%	9%	6%	12%	12%		9%
From 1 to 4 hours a week (2.5)	35	43	68	9	55	24	8	12	54	-	155
	30%	20%	12%	9%	29%	38%	17%	29%	35%		31%
From 5 to 9 hours a week (7)	14	22	57	3	37	14	12	9	24	-	96
	12%	10%	10%	3%	20%	22%	26%	22%	16%		19%
From 10 to 14 hours a week (12)	28	73	149	18	27	8	9	6	27	191	78
	24%	34%	27%	17%	14%	13%	19%	15%	18%	38%	16%
From 15 to 19 hours a week (17)	16	32	110	4	23	4	3	3	11	120	44
	14%	15%	20%	4%	12%	6%	6%	7%	7%	24%	9%
From 20 to 25 hours a week (22.5)	2	22	71	16	14	4	7	3	8	76	36
	2%	10%	13%	15%	7%	6%	15%	7%	5%	15%	7%
More than 25 hours a week (25)	9	12	83	52	19	4	5	3	11	113	43
	8%	6%	15%	50%	10%	6%	11%	7%	7%	23%	9%
Don't know	-	-	-	-	-	-	-	-	-	-	1
											0%
NET 10 to 14 hours	28	73	149	18	27	8	9	6	27	191	78
	24%	34%	27%	17%	14%	13%	19%	15%	18%	38%	16%
NET 15 to 19 hours	16	32	110	4	23	4	3	3	11	120	44
	14%	15%	20%	4%	12%	6%	6%	7%	7%	24%	9%
NET 20 hours +	11	34	154	68	33	8	12	6	19	189	79
	9%	16%	27%	65%	17%	13%	26%	15%	12%	38%	16%
MEAN	9.17	11.57	14.08	19.11	10.06	8.00	11.61	8.74	8.24	17.73	9.28
STANDARD DEVIATION	7.49	7.21	7.68	7.99	8.16	7.53	8.26	7.92	7.69	5.30	7.99
MEDIAN	7.00	12.00	12.00	23.75	7.00	7.00	12.00	7.00	7.00	17.00	7.00
MODE	2.50	12.00	12.00	25.00	2.50	2.50	7.00	2.50	2.50	12.00	2.50

Sample - Sample - Work/Gamers

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity		Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Workers	71	112	272	43	189	64	47	41	154	-	500
	61%	52%	48%	41%	100%	100%	100%	100%	100%		100%
Gamers	45	102	289	61	-	-	-	-	-	500	-
	39%	48%	52%	59%						100%	



Q6 - In a typical week, how many hours, if	1	Worki	ng day			Game	nlaving			Longes	t game	
		I	lig day			Came	piaying			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	<u> </u> 19	95	237	130	38	18	79	204	19
	100%			100%			100%			100%	100%	100%
None, I do not play computer, video or console games in a typical week (0)	4			1	-	-	-			-	-	
	4%	11%	11%	5%								
From 1 to 4 hours a week (2.5)	34	102	12	7	-	-	-		-	-	-	
	33%	30%	32%	37%								
From 5 to 9 hours a week (7)	21	69	4	2	-	-	-	-	-	-	-	
	20%	20%	11%	11%								
From 10 to 14 hours a week (12)	14	. 52	10	2	44	110	34	3	10	38	86	5
	13%	15%	26%	11%	46%	46%	26%	8%	56%	48%	42%	29
From 15 to 19 hours a week (17)	12	27	4	1	28	57	30	5	4	20	53	4
	12%	8%	11%	5%	29%	24%	23%	13%	22%	25%	26%	22
From 20 to 25 hours a week (22.5)	10	23	1	2	13	30	27	6	1	8	30	3
	10%	7%	3%	11%	14%	13%	21%	16%	6%	10%	15%	19
More than 25 hours a week (25)	9	27	3	4	10	40	39	24	3	13	35	6
	9%	8%	8%	21%	11%	17%	30%	63%	17%	16%	17%	319
Don't know	-	•		-	-	-	-	-	-	-	-	
NET 40 to 444 to the		0%				440			40	••		_
NET 10 to 14 hours	14			2		110	34	3		38	86	5
 NET 15 to 19 hours	13%			11% 1		46% 57	26% 30			48% 20	42% 53	29
NET 15 to 19 hours	12 12%			5%			23%			25%	26%	22
 NET 20 hours +	12%			6		70	23%	30		25%	65	9
NE I 20 nours +	18%			32%		30%	51%	79%		21 27%	32%	50°
 MEAN	10.13			32% 11.45			19.23			16.47	17.07	19.0
STANDARD DEVIATION	8.08			9.84		5.13	5.22			5.07	5.11	5.3
MEDIAN	7.00			7.00			22.50			17.00	17.00	17.0
MODE	2.50			2.50			25.00			12.00	12.00	25.0
MODE	2.30	2.50	2.30	2.30	12.00	12.00	23.00	23.00	12.00	12.00	12.00	25.0

Sample - Sample - Work/Gamer

Sample - Sample - Work/Gamers												
		Worki	ng day			Game j	playing			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	199
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Workers	104	339	38	19	-	-	-	-	-	-	-	
	100%	100%	100%	100%								
Gamers	-	-	-	-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%



Q7 - Thinking about your average week day, what is the longest length of time you spend sitting down in one place before getting up to move around? This can include sitting at a desk. in front of a computer or television etc.

		Gend	der		Region			Age of (Gamers	
	Total	Men	Women	Scotland & the	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	1000	503	497	324	277	399	66	209	225	50
	100%	100%	100%	100%	100%	100%	100%	100%	100%	1009
ess than 30 minutes (0.25)	27	11	16	11	4	12	1	4	4	
	3%	2%	3%	3%	1%	3%	2%	2%	2%	29
From 30 minutes up to 1 hours (0.75)	89	33	56	27	24	38	9	13	14	3
	9%	7%	11%	8%	9%	10%	14%	6%	6%	79
From 1 up to 2 hours (1.5)	214	108	106	67	73	74	13	45	44	10
	21%	21%	21%	21%	26%	19%	20%	22%	20%	209
From 2 up to 3 hours (2.5)	256	131	125	68	81	107	15	56	49	12
	26%	26%	25%	21%	29%	27%	23%	27%	22%	249
From 3 up to 4 hours (3.5)	180	91	89	68	51	61	11	43	44	9
	18%	18%	18%	21%	18%	15%	17%	21%	20%	209
From 4 up to 5 hours (4.5)	125	59	66	46	25	54	11	22	38	7
	13%	12%	13%	14%	9%	14%	17%	11%	17%	149
From 5 up to 8 hours (6.5)	65	39	26	20	10	35	5	15	19	3
	7%	8%	5%	6%	4%	9%	8%	7%	8%	89
More than 8 hours (8)	39	27	12	14	7	18	1	9	12	2
	4%	5%	2%	4%	3%	5%	2%	4%	5%	49
Don't know	5	4	1	3	2	-	-	2	1	
	1%	1%	0%	1%	1%			1%	0%	19
NET More than 2 hours	665	347	318	216	174	275	43	145	162	35
	67%	69%	64%	67%	63%	69%	65%	69%	72%	70%
NET Less than 1 hour	116	44	72	38	28	50	10	17	18	4:
	12%	9%	14%	12%	10%	13%	15%	8%	8%	99
NET 1 up to 2 hours	214	108	106	67	73	74	13	45	44	10
	21%	21%	21%	21%	26%	19%	20%	22%	20%	20%
NET 2 up to 5 hours	561	281	280	182	157	222	37	121	131	28
·	56%	56%	56%	56%	57%	56%	56%	58%	58%	589
NET 5 hours or more	104	66	38	34	17	53	6	24	31	6
	10%	13%	8%	10%	6%	13%	9%	11%	14%	129
//EAN	2.98	3.15	2.80	3.05	2.70	3.10	2.92	3.08	3.32	3.1
STANDARD DEVIATION	1.82	1.91	1.71	1.86	1.57	1.93	1.75	1.82	1.92	1.8
MEDIAN	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	3.50	2.5
MODE	2.50	2.50	2.50		2.50	2.50	2.50	2.50	2.50	2.5



Q7 - Thinking about your average week day, up to move around? This can include sitting

up to move around? This can include sitting	¥		Age of Workers			Working	n etatue			Mork	c type		
	ļ .	1	Age of Workers			vvorking	j status			Work	t type		I
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	652	345	527	7	6	6	2	l
2400.7 iii 100po400	100%	100%	100%	100%	100%	100%	100%		100%	100%		100%	
Less than 30 minutes (0.25)	5	8	5	9	9	22	5	18		1	-		
	5%	4%	3%	5%	3%	3%	1%			17%			
From 30 minutes up to 1 hours (0.75)	10	16	27	16	37	63	26		_	-	1	_	
Tom or minutes up to 1 hours (one)	10%	8%	14%	9%	11%	10%	8%				17%		
From 1 up to 2 hours (1.5)	22	42	48	32	80	149	64		1	-	2	1	
Tom Tup to 2 hours (1.5)	21%	21%	24%	19%	24%	23%	19%				33%	50%	
From 2 up to 3 hours (2.5)	25	56	55	45	91	163	93		1	_		-	
110111 2 up to 0 110u13 (2.0)	24%	28%	28%	26%	28%	25%	27%		14%		17%		
From 3 up to 4 hours (3.5)	24	28	30	34	48	114	65		2	1	- 1770	_	
Tom 3 up to 4 nours (3.3)	23%	14%	15%	20%	15%	17%	19%			17%			
From 4 up to 5 hours (4.5)	6	31	17	19	35	75	49			3		1	
1011 4 up to 3 110urs (4.5)	6%	16%	9%	11%	11%	12%	14%			50%		50%	
From 5 up to 8 hours (6.5)	5	10%	11	6	20	40	25		2			3070	
Tom 3 up to 6 nours (6.5)	5%	5%	6%	4%	6%	6%	7%		29%	_	17%	_	
More than 8 hours (8)	7	7	3	8	9	23	16			1	17 /0	_	
wore than a nours (a)	7%	4%	2%	5%	3%	4%	5%			17%	•	-	
Don't know	1 1	476	1	1	1	3	2			17 /0			
DOIL KILOW	1%		1%	1%	0%	0%	1%			-	•	-	
NET More than 2 hours	67	132	116	112	203	415	248		6	5	3	1	
VET WOTE than 2 Hours	64%	67%	59%	66%	62%	64%	72%		86%	83%		50%	
NET Less than 1 hour	15	24	32	25	46	85	31		80%	1	1	-	
NET Less than I noti	14%	12%	16%	15%	14%	13%	9%		-	17%		-	
NET 1 up to 2 hours	22	42	48	32	80	149	64		1	1770	2	1	
VET Tup to 2 hours	21%	21%	24%	19%	24%	23%	19%		14%	-	33%	50%	
NET 0 40 F booms					24% 174		19%						
NET 2 up to 5 hours	55 52%	115 58%	102 52%	98 58%	174 53%	352 54%	60%		4 57%	4 67%	2 33%	1 50%	
NET 5 hours or more		58% 17								6/%		50%	
	12		14	14	29	63	41		2		1	-	
	11%	9%	7 %	8%	9%	10%	12%		29%	17%		2.00	
MEAN	2.92	2.91	2.59	2.85	2.75	2.87	3.17		4.07	4.21	2.88	3.00	
STANDARD DEVIATION	1.97	1.78	1.63	1.82	1.74	1.81	1.84			2.48		2.12	
MEDIAN	2.50	2.50	2.50	2.50	2.50	2.50	2.50		3.50	4.50		3.00	
MODE	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	3.50	4.50	1.50	1.50	



Q7 - Thinking about your average week day, up to move around? This can include sitting

	Co	ompute Game Usa	ae				Sitt	ing (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours			From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	269		268								39	
	100%		100%	100%							100%	1009
ess than 30 minutes (0.25)	5		3			-	-	-	-	-	-	
	2%		1%									
rom 30 minutes up to 1 hours (0.75)	23		8	-	00		-	-	-	-	-	
	9%		3%		100%							
rom 1 up to 2 hours (1.5)	73		34	-	-	=		-	-	-	-	
	27%		13%			100%						
rom 2 up to 3 hours (2.5)	66		58	-	-	-			-	-	-	
	25%	28%	22%				100%					
From 3 up to 4 hours (3.5)	51	43	49	-	-	-	-	180	-	-	-	
	19%	26%	18%					100%				
rom 4 up to 5 hours (4.5)	32	21	47	-	-	-	-	-	125	-	-	
	12%	13%	18%						100%			
rom 5 up to 8 hours (6.5)	16	4	34	-	-	-	-	-	-	65	-	
	6%	2%	13%							100%		
flore than 8 hours (8)	2	-	34	-	-	-	-	-	-	-	39	
	1%		13%								100%	
Oon't know	1	2	1	-	-	-	-	-	-	-	-	
	0%	1%	0%									1009
NET More than 2 hours	167	114	222	-	-	-	256	180	125	65	39	
	62%	70%	83%				100%	100%	100%	100%	100%	
NET Less than 1 hour	28	16	11	27	89	-	-	-	-	-	-	
	10%		4%	100%								
IET 1 up to 2 hours	73		34	-			-	-	-	_	-	
	27%		13%			100%						
IET 2 up to 5 hours	149		154	-	-			180	125	_	_	
	55%		57%				100%					
IET 5 hours or more	18		68	_	-	-	-		-		39	
	7%		25%							100%	100%	
MEAN	2.74		4.04	0.25	0.75	1.50	2.50	3.50	4.50		8.00	
STANDARD DEVIATION	1.56		2.17	0.00								
MEDIAN	2.50		3.50								8.00	
MODE	1.50		2.50								8.00	
NODE	1.50	2.50	2.50	0.25	0.75	1.50	2.50	3.50	4.50	0.50	8.00	



Q7 - Thinking about your average week day, up to move around? This can include sitting

		Sitting (nett	ed options)				Industry		_	Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	116	214	561	104	189	64	47	41	154	500	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Less than 30 minutes (0.25)	27		-	-	10		1	-	6	9	18
	23%				5%	2%	2%		4%	2%	4%
From 30 minutes up to 1 hours (0.75)	89	-	-	-	24	6	1	4	16	36	53
	77%				13%	9%	2%	10%	10%	7%	11%
From 1 up to 2 hours (1.5)	-	214	-	-	36	23	8	9	36	102	112
		100%			19%	36%	17%	22%	23%	20%	22%
From 2 up to 3 hours (2.5)	-	-	256	-	49	19	12	12	44	120	136
			46%		26%	30%	26%	29%	29%	24%	27%
From 3 up to 4 hours (3.5)	-	-	180	-	35	7	10	5	23	98	82
			32%		19%	11%	21%	12%	15%	20%	16%
From 4 up to 5 hours (4.5)	-	-	125	-	20	4	8	7	15	71	54
			22%		11%	6%	17%	17%	10%	14%	11%
From 5 up to 8 hours (6.5)	-	-	-	65	8	4	3	2	9	39	26
				63%	4%	6%	6%	5%	6%	8%	5%
More than 8 hours (8)	-	-	-	39	6	-	4	2	5	22	17
				38%	3%		9%	5%	3%	4%	3%
Don't know	-	-	-	-	1	-	-	-	-	3	2
					1%					1%	0%
NET More than 2 hours	-	-	561	104	118	34	37	28	96	350	315
			100%	100%	62%	53%	79%	68%	62%	70%	63%
NET Less than 1 hour	116	-	-	-	34	7	2	4	22	45	71
	100%				18%	11%	4%	10%	14%	9%	14%
NET 1 up to 2 hours	-	214	-	-	36	23	8	9	36	102	112
		100%			19%	36%	17%	22%	23%	20%	22%
NET 2 up to 5 hours	-	-	561	-	104	30	30	24	82	289	272
			100%		55%	47%	64%	59%	53%	58%	54%
NET 5 hours or more	-	-	-	104	14	4	7	4	14	61	43
				100%	7%	6%	15%	10%	9%	12%	9%
MEAN	0.63	1.50	3.27	7.06	2.71	2.43	3.52	3.04	2.75	3.17	2.79
STANDARD DEVIATION	0.21	0.00	0.79	0.73	1.76	1.45	1.97	1.84	1.78	1.86	1.77
MEDIAN	0.75			6.50			3.50	2.50	2.50	2.50	2.50
MODE	0.75	1.50					2.50	2.50	2.50	2.50	2.50



Q7 - Thinking about your average week day,

up to move around? This can include sitti	ing	M/a alais			1		danda a			1		
		Worki	ng day			Game _I	biaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	95	237	130	38	18	79	204	19
	100%		100%	100%		100%	100%	100%		100%	100%	100%
ess than 30 minutes (0.25)	4	10	1	3	3	3	3	-	2	1	4	
	4%	3%	3%	16%	3%	1%	2%		11%	1%	2%	19
rom 30 minutes up to 1 hours (0.75)	11	36	4	2	20	14	1	1	4	12	14	
	11%	11%	11%	11%	21%	6%	1%	3%	22%	15%	7%	39
From 1 up to 2 hours (1.5)	20	77	12	3	29	61	11	1	5	29	38	3
	19%	23%	32%	16%	31%	26%	8%	3%	28%	37%	19%	15%
From 2 up to 3 hours (2.5)	32	93	6	5	28	64	26	2	6	21	60	3
	31%	27%	16%	26%	29%	27%	20%	5%	33%	27%	29%	179
rom 3 up to 4 hours (3.5)	17	59	4	2	9	47	35	7	-	8	47	4
	16%	17%	11%	11%	9%	20%	27%	18%		10%	23%	229
rom 4 up to 5 hours (4.5)	14	34	5	1	5	31	25	10	-	6	25	4
	13%	10%	13%	5%	5%	13%	19%	26%		8%	12%	209
rom 5 up to 8 hours (6.5)	3	20	3	-	1	13	18	7	-	1	13	2
	3%	6%	8%		1%	5%	14%	18%		1%	6%	139
fore than 8 hours (8)	3	8	3	3	-	3	9	10	1	1	3	1
	3%	2%	8%	16%		1%	7%	26%	6%	1%	1%	99
Oon't know	-	2	-	-	-	1	2	-	-	-	-	
		1%				0%	2%					29
NET More than 2 hours	69	214	21	11	43	158	113	36	7	37	148	15
	66%	63%	55%	58%	45%	67%	87%	95%	39%	47%	73%	79%
IET Less than 1 hour	15	46	5	5	23	17	4	1	6	13	18	
	14%	14%	13%	26%	24%	7%	3%	3%	33%	16%	9%	49
IET 1 up to 2 hours	20	77	12	3	29	61	11	1	5	29	38	3
	19%	23%	32%	16%	31%	26%	8%	3%	28%	37%	19%	15%
IET 2 up to 5 hours	63	186	15	8	42	142	86	19	6	35	132	11
	61%	55%	39%	42%	44%	60%	66%	50%	33%	44%	65%	58%
IET 5 hours or more	6	28	6	3	1	16	27	17	1	2	16	42
	6%	8%	16%	16%	1%	7%	21%	45%	6%	3%	8%	219
IEAN	2.74	2.76	3.06	2.88	2.00	2.86	3.96	5.32	1.89	2.21	2.96	3.8
STANDARD DEVIATION	1.65	1.70	2.21	2.56	1.16	1.54	1.89	2.10	1.73	1.35	1.57	2.0
MEDIAN	2.50		2.50	2.50	1.50	2.50	3.50	4.50	1.50	1.50		3.5
MODE	2.50	2.50	1.50	2.50	1.50	2.50	3.50	4.50	2.50	1.50	2.50	3.50



		Gen	der		Region			Age of	f Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223			<u>. </u>	
	100%	100%	100%		100%	100%				
Education	14	8	6		2	7				
	3%	4%	2%		1%	3%				
Law	19	4	15		2	11	-			
	4%	2%	5%	4%	1%	5%				
Accountancy	22	10	12	1	9	12				
	4%	4%	4%	1%	7%	5%				
Banking / finance	46	24	22	11	5	30				
	9%	11%	8%	8%	4%	13%				
Healthcare	27	8	19		7	9				
	5%	4%	7%	8%	5%	4%				
Public services	29	13	16	7	14	8				
	6%	6%	6%	5%	10%	4%				
Politics / public affairs	4	2	2	1	1	2				
	1%	1%	1%	1%	1%	1%				
Science/ technology	14	7	7	8	3	3				
	3%	3%	3%	6%	2%	1%				
IT	102	67	35	28	29	45				
	20%	30%	13%	20%	22%	20%				
Engineering	23	16	7	6	9	8				
	5%	7%	3%	4%	7%	4%				
Architecture/ design	10	8	2	2	5	3				
	2%	4%	1%	1%	4%	1%				
Charity	10	2	8	1	6	3				
	2%	1%	3%	1%	4%	1%				
Marketing/ media	21	9	12	6	1	14				
	4%	4%	4%	4%	1%	6%				
Other	154	46	108	48	41	65				
	31%	20%	40%	34%	31%	29%				
Don't know	5	3	2	2	-	3				
	1%	1%	1%	1%		1%				
NET Law, banking, finance, accountancy, IT	189	105	84	46	45	98	-			
	38%	46%	31%	32%	34%	44%				
NET Public services, politics, public affairs, marketing media, charity	64	26	38	15	22	27	-			
	13%	11%	14%	10%	16%	12%				
NET Architecture, design, engineering, science and technology	47	31	16	16	17	14	-			
	9%	14%	6%	11%	13%	6%				
NET Healthcare, education	41	16	25	16	9	16	-			
	8%	7%	9%	11%	7%	7%				
NET Other	154	46	108	48	41	65	-			
	31%	20%	40%	34%	31%	29%				



			Age of Workers			Working	g status		·	Wor	k type		·
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		- 500	-				-
	100%	100%	100%	100%	100%	100%		100%					
Education	1	4	9	2	12	14		- 14	-				-
	1%	2%	5%	1%	4%	3%		3%					
Law	4	6	9	8	11	19		- 19	-	-			-
	4%	3%	5%	5%	3%	4%		4%					
Accountancy	4	10	8	10	12	22		- 22	-	-			-
	4%	5%	4%	6%	4%	4%		4%					
Banking / finance	14	14	18	18	28	46		- 46	-				-
	13%	7%	9%	11%	8%	9%		9%					
Healthcare	7	9	11	10	17	27		- 27	-				-
	7%	5%	6%	6%	5%	5%		5%					
Public services	4	11	14	7	22	29		- 29	-				-
	4%	6%	7%	4%	7%	6%		6%					
Politics / public affairs	-	2	2	1	3	4		- 4	-				-
·		1%	1%		1%	1%		1%					
Science/ technology	4	6	4	7	7	14		- 14					_
	4%	3%	2%	4%	2%	3%		3%					
ІТ	21	40	41	34	68	102		- 102					_
	20%	20%	21%	20%	21%	20%		20%					
Engineering	4	11	8		15	23		- 23					-
gg	4%	6%	4%	5%	5%	5%		5%					
Architecture/ design	2	1	7			10		- 10					-
, a constant, a congr.	2%	1%	4%	2%	2%	2%		2%					
Charity	2	3	5			10		- 10					-
Onancy	2%	2%	3%	1%	2%	2%		2%					
Marketing/ media	5	10	6		14	21		- 21		_			-
marketing/ media	5%	5%	3%	4%	4%	4%		4%					
Other	30	71	53		104	154		- 154		_	_		-
Other	29%	36%	27%	29%	32%	31%		31%			_		-
Don't know	3	3070	2//0			5		- 5		_	_		-
DOILT KHOW	3%	•	1%		1%	1%		- 5 1%			-		-
NET Law, banking, finance, accountancy,	43	70	76	70	119	189		. 189					
IT	43	70	70	70	119	109	•	109	-	-	-		
	41%	35%	39%	41%	36%	38%		38%					
NET Public services, politics, public affairs, marketing media, charity	11	26	27	17	47	64	-	0.7		-	-		
	10%	13%	14%	10%	14%	13%		13%					
NET Architecture, design, engineering, science and technology	10	18	19	18	29	47	-	71		-	-		-
	10%	9%	10%	11%	9%	9%		9%					
NET Healthcare, education	8	13	20	12	29	41	-	41	-	-	-		-
	8%	7%	10%	7%	9%	8%		8%					
NET Other	30	71	53	50	104	154		704	-	-	-		-
	29%	36%	27%	29%	32%	31%		31%					



	Co	ompute Game Usa	ge				Sitt	ing (unnetted opt	ions)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	:
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Education	2		2	-							-	
	3%		3%		2%					4%		
Law	3		2							-	-	
	4%		3%	17%								
Accountancy	1	1	3	1						2	-	
	1%		4%	6%								
Banking / finance	9		4	2							-	
	12%		5%	11%								
Healthcare	4		4		. 3						2	
	5%		5%		6%						12%	
Public services	2		6	-	7				. 2		-	
	3%	5%	8%		8%				4%	12%		
Politics / public affairs	1	1	-	1		2		-	-	-	-	
	1%			6%		2%						
Science/ technology	4		3	1		1	•				-	
	5%		4%	6%		1%						
IT	14		24	4								1
	18%		30%	22%	25%	13%					35%	50%
Engineering	3		7		-	4						
	4%		9%			4%					24%	
Architecture/ design	2		2		· 1				. 3		-	
	3%		3%		2%				6%			
Charity	1	1	-		-					-	-	
	1%				4%							
Marketing/ media	4		2	-	-	7					-	
	5%		3%			6%						
Other	27		19	6								
	35%		24%	33%						35%	29%	
Don't know	1		1	-	_		-	2		-	-	
	1%		1%		4%			2%			_	50%
NET Law, banking, finance, accountancy, IT	27	23	33	10	24	36	49	35	20	8	6	1
	35%	52%	42%	56%	45%	32%	36%	43%	37%	31%	35%	50%
NET Public services, politics, public affairs, marketing media, charity	8	4	8	1	6	23	19	7	4	4	-	
	10%		10%	6%	11%	21%	14%					
NET Architecture, design, engineering, science and technology	9		12	1		8					4	
	12%		15%	6%							24%	
NET Healthcare, education	6		6	-	4	9					2	
	8%		8%		8%						12%	
NET Other	27		19	6							5	
	35%	25%	24%	33%	30%	32%	32%	28%	28%	35%	29%	



Q8 - In which sector do you work?

		Sitting (nett	ed options)				Industry			Sar	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71						47	41		-	
	100%	100%		100%	100%	100%	100%	100%			100%
Education	1	3		1	-	-	-	14		-	1-7
	1%			2%				34%			3%
Law	6			-	19		-	-	-	-	19
_	8%			_	10%						4%
Accountancy	4	4		2			-	-	-	-	22
	6%	4%		5%							4%
Banking / finance	7			1			-	-	-	-	46
	10%	13%		2%							9%
Healthcare	3			3		-	-	27		-	27
	4%	5%		7%		00		66%			5%
Public services	4			3		29	-	-	-	-	
	6%	9%		7%		45%					6%
Politics / public affairs	1	2		-	-	4	-	-	-	-	
	1%	2%				6%					1%
Science/ technology	1	1	11	1		-	14	-	-	-	
	1%			2%			30%				3%
IT	17	15		11	102		-	-	-	-	102
	24%	13%		26%							20%
Engineering	-	4	13	6	-	-	23	-	-	-	
And the standard lands		4%	5%	14%			49%				5%
Architecture/ design	1	3		-	-	-	10	-	-	-	10
OL vet	1%					40	21%				2%
Charity	2			-	-	10	-	-	-	-	10
Mandage of the Pa	3%			4		16%					2%
Marketing/ media	-	7		1		21	-	-	-	-	21
041	22	6% 36		2%		33%			454	_	4%
Other	31%	32%		14 33%		-	-	-	154 100%	-	154 31%
Don't know	2		2						100%		5
	3%	-	1%	-	-	-	-	-	-	-	1%
NET Law, banking, finance, accountancy,	3% 34	26	104	44	189					_	189
IT	34	36	104	14	109	-	-	-	-	-	109
	48%	32%	38%	33%	100%						38%
NET Public services, politics, public affairs, marketing media, charity	7	23	30	4	-	64	-	-	-	-	64
	10%	21%	11%	9%		100%					13%
NET Architecture, design, engineering, science and technology	2		30	7	-	-	47	-	-	-	47
	370	7%	11%	16%			100%				9%
NET Healthcare, education	4	9	24	4	-	-	-	41	-	-	41
	6%	8%	9%	9%				100%			8%
NET Other	22	36	82	14	-	-	-	-	154	-	154
	31%	32%	30%	33%					100%		31%



Q8 - In which sector do you work?

		Workii	ng day		<u> </u>	Game	playing		Longest game				
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	
Base: Workers	104	339	38	19	-	-	-		-	-	-	-	
	100%	100%	100%	100%									
Education	4	9	1	-	-	-	-	-	-	-	-	-	
	4%	3%	3%										
Law	4	13		1		-	-	-	-	-	-	-	
	4%	4%	3%	5%									
Accountancy	6	15	1	-	-	-	-	-	-	-	-	-	
	6%												
Banking / finance	11			2	-	-	-	-	-	-	-	-	
	11%	9%	11%	11%									
Healthcare	4		1	1	-	-	-	-	-	-	-	-	
	4%	6%	3%	5%									
Public services	10	15	2	2	-	-	-	-	-	-	-	-	
	10%	4%	5%	11%									
Politics / public affairs	1	1	2	-	-	-	-	-	-	-	-	-	
	1%												
Science/ technology	4	7	1	2	-	-	-	-	-	-	-	-	
	4%	2%	3%	11%									
IT	19	73	7	3	-	-	-	-	-	-	-	-	
	18%	22%	18%	16%									
Engineering	5	16	1	1	-	-	-	-	-	-	-	-	
	5%	5%	3%	5%									
Architecture/ design	3	7	-	-	-	-	-	-	-	-	-	-	
	3%	2%											
Charity	4	6	-	-	-	-	-	-	-	-	-	-	
	4%	2%											
Marketing/ media	3	17	1	-	-	-	-	-	-	-	-	-	
	3%	5%	3%										
Other	25					-	-	-	-	-	-	-	
	24%	31%	42%	37%									
Don't know	1	4	-	-	-	-	-	-	-	-	-	-	
	1%	1%											
NET Law, banking, finance, accountancy,	40	130	13	6	-	-	-	-	-	-	-	-	
IT	200/	200/	240/	200/									
NET Bublic convices politics public	38%											_	
NET Public services, politics, public affairs, marketing media, charity	18	39	5	2	-	-	-	-	-	-	-	-	
	. 17%	12%	13%	11%									
NET Architecture, design, engineering,	12					-	-	-	-	-	-	-	
science and technology	. 12%	9%	5%	16%									
NET Healthcare, education	. 12%												
	8%					-	-	-	-	-	-	-	
NET Other	25												
						-	-	-	-	-	-	-	
	24%	31%	42%	37%									



Q9.r01 - Hours - Approximately how many hours is the length of your typical working day? If your hours vary, please say the hours

-		Gen	der		Region		Age of Gamers				
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21	
									<u> </u>		
Base: Workers	500	227	273		134		-	-	-		
	100%	100%	100%		100%						
1	4	2	2		-	2	-	-	-		
	1%	1%	1%			1%					
2	9	7	2		4		-	-	-		
	2%	3%	1%		3%						
3	2	1	1		1	1	-	-	-	-	
	0%	0%	0%		1%						
4	2	-	2		1	-	-	-	-	•	
	0%	_	1%		1%						
5	7	5	2		1	3	-	-	-		
	1%	2%	1%		1%						
6	8	6	2		1	4	-	-	-		
_	2%	3%	1%		1%						
7	72	31	41		20		-	-	-		
	14%	14%	15%		15%						
3	240	102	138		65		-	-	-		
	48%	45%	51%		49%						
9	99	41	58		29		-	-	-		
••	20%	18%	21%		22%						
10	33	19	14		5		-	-	-		
	7%	8%	5%		4%						
11	5	2	3		2		-	-	-	•	
	1% 14	1%	1%		1% 5						
12	3%	8 4%	6 2%		5 4%		-	-	-		
12	3%	1	2%	3%	470	2%					
13	0%	0%	-	1%	-	-	-	-	-		
14	1	1	_			_					
14	0%	0%	-	1%	-	-	-	-	-	•	
16	1	0%	1			1					
10	0%	-	0%		-	0%	-	-	-		
22	2	1	1			2					
	0%	0%	0%		-	1%	-	-	-		
	0%	0%	0%			1%					



Q9.r01 - Hours - Approximately how many he you work most frequently in a day.

			Age of Workers			Workin	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		500	-	-	-		•
	100%	100%	100%	100%	100%	100%		100%					
	1	1	2	2	2	4	-	4	-	-	-		
	1%	1%	1%	1%	1%	1%		1%					
!	3	2	4		4	9	-	-		-	-		
	3%	1%	2%		1%			2%					
3	-	-	2		2		-	-		-	-		
			1%		1%	0%		0%					
ı	-	1	1		2			-		-	-		•
		1%	1%		1%	0%		0%					
i e	2	3	2							-	-	•	•
	2%	2%	1%		1%	1%		1%					
	2	4	2					ŭ		-	-		•
	2%	2%	1%		1%			2%					
•	17	29	26		47	72		. =		-	-	•	•
	16%	15%	13%		14%			14%					
•	54	94	92		158	240	-	= .0		-	-	•	•
	51%	47%	47%		48%			48%					
	16	34	49		69		-	00		-	-		
	15%	17%	25%		21%			20%					
0	6	20	7		22					-	-		•
	6%	10%	4%		7%			7%					
1	1	1	3		4	5		ŭ		-	-		
	1%	1%	2%		1%			1%					
2	3	5	6		10		-			-	-	•	•
	3%	3%	3%		3%			3%					
3	-	1	-	1	-	1	-			-	-	•	•
		1%		1%		0%		0%					
14	-	1	-	1	-	1	-	-		-	-	•	•
		1%		1%		0%		0%					
16	-	1	-	-	· ·	1	-			-	-		
_		1%			0%			0%					
22	-	1	1	-	2			-		-	-		
		1%	1%		1%	0%		0%					



Q9.r01 - Hours - Approximately how many he you work most frequently in a day.

	Co	mpute Game Usa	ge				Sitt	ing (unnetted opt	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	l18	53	112	136	82	<u>54</u>	26	17	
24001 110111010	100%		100%									1009
1	-		-									
		2%		6%	4%	1%						
2	1	1	1	1	1	4	2	-	-	-	1	
	1%	2%	1%	6%	2%	4%	1%				6%	
3	-	1	1	-	-	1	-	-	1	-	-	
		2%	1%			1%			2%			
4	-		-	-	-				-	-	-	
		2%				1%		1%				
5	-	1	4	-	-	-	2	1	3	-	1	
		2%	5%				1%	1%	6%		6%	
6	2		2	-	_			2	2	-	-	
	3%		3%		4%	1%	1%					
7	11			2								
	14%		14%	11%								
8	41		28									
	53%		35%	39%								100
9	11		22									
	14%		28%	17%	19%				22%			
10	8		4	1					4			
	10%		5%	6%	8%			5%		12%	18%	
11	2		-	-	-	4		-	1	-	-	
	3%					4%			2%			
12	-		4								1	
		2%	5%	11%							6%	
13	-	-	-	•		-	-	-	-	-	-	
				6%								
14	1		-	-	-	-	-		-	-	-	
	1%							1%				
16	1		-	-	-	-			-	-	-	
	1%						1%					
22	-	-	2	-	-	-	-	-	-	-	2	
			3%								12%	



Q9.r01 - Hours - Approximately how many he you work most frequently in a day.

		Sitting (net	ted options)				Industry			Sar	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71									-	-
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
1	3		-	-				-		-	
	4%				1%				1%		1%
2	2						-			-	ū
	3%			2%	4%			2%			2%
3	-	1	1	-	-	1		1	-	-	2
		1%				2%		2%			0%
4	-	1	1		1		-	-	-	-	2
		1%			1%						0%
5	-	-	6				1		1	-	•
			2%				2%		1%		1%
6	2		5				2		2	-	ū
	3%				2%		4%		1%		2%
7	8									-	
	11%										14%
8	33									-	2.0
	46%										48%
9	13		58							-	55
	18%						17%				20%
10	5									-	00
	7%										7%
11	-			-	_		-		1	-	ū
		4%			1%			2%			1%
12	4									-	1-7
	6%	3%							4%		3%
13	1	-	-	-	-	-	1		-	-	1
	1%						2%				0%
14	-	-	1	-	-	-	1		-	-	
40			0%				2%				0%
16	-	-	1	-	-	-	-	-	1	-	
			0%		_				1%		0%
22	-	-	-	2			-	-	-	-	2
				5%	1%						0%



Q9.r01 - Hours - Approximately how many he you work most frequently in a day.

you work most frequently in a day.		Worki	ng day			Game	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-			-	-	-	
	100%	100%	100%	100%								
1	4		-	-	-	-	-		-	-	-	
	4%											
2	9		-	-	-	-	-		-	-	-	
	9%											
3	2		-	-	-	-	-	-	-	-	-	
	2%											
4	2		-	-	-	-	-	-	-	-	-	
_	2%											
5	7		-	-	-	-	-		-	-	-	
_	7%											
6	8		-	-	-	-	-		-	-	-	
7	8% 72		_			_						
,	69%		-	-	-	-	· -	•	-	-	-	
В	-		_	_	_	_	_	_	_	_	_	
	_	71%			_				_	_	_	
9	_			_	_	_				_	_	
		29%										
10	-			-	_	-				-	-	
			87%									
11	-	-	_		-	-	-		-	-	-	
			13%									
12	-	-			-	-	-		-	-	-	
				74%								
13	-	-	-			-	-	-	-	-	-	
				5%								
14	-	-	-			-	-	-	-	-	-	
				5%								
16	-	-	-			-	-		-	-	-	
				5%								
22	-	-	-	-		-	-	-	-	-	-	
				11%								



Q9.r02 - Minutes - Approximately how many hours is the length of your typical working day? If your hours vary, please say the

	1	Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	500	227	273	143	134	223			<u> </u> -	
zaos. 7 iii 100ponaomo	100%	100%	100%		100%	100%				
)	288	121	167	86	78	124	-		-	_
	58%	53%	61%		58%	56%				
1	3	2	1		-	1	-		-	-
	1%	1%	0%			0%				
2	2	1	1	2	-	-	-		-	-
	0%	0%	0%							
3	2	1	1	-	1	1	-		-	-
	0%	0%	0%		1%	0%				
5	4	-	4		-	3	-	,	-	-
	1%		1%			1%				
6	3	3	-	1	1	1	-		-	-
	1%	1%		1%	1%	0%				
7	1	1	-	1	-	-	-		-	_
	0%	0%		1%						
3	1	-	1		-	-	-		-	-
	0%		0%							
10	9	7	2		2	5	-		-	_
	2%	3%	1%		1%	2%				
12	1	-	1	-	-	1	-		-	_
	0%		0%			0%				
15	7	4	3		2	4	-		-	_
	1%	2%	1%		1%	2%				
20	7	2	5		2	4	-		-	-
	1%	1%	2%		1%	2%				
21	1	1	-	-	-	1	-		-	-
	0%	0%				0%				
22	1	1	-	-	-	1	-		-	-
	0%	0%				0%				
24	2	1	1	1	1	_	-		-	_
	0%	0%	0%		1%					
30	154	74	80		43	71	-		-	_
	31%	33%	29%		32%	32%				
32	1	1	-	-	-	1	-		-	_
	0%	0%				0%				
33	1	1	-	-	1	-	-		-	-
	0%	0%			1%					
34	1	-	1	-	-	1	-		-	-
	0%		0%			0%				
40	3	-	3		-	1	-		-	-
	1%		1%			0%				
45	6	4	2		3	1	-		-	-
	1%	2%	1%		2%	0%				
50	2	2	-	-	-	2	-		-	-



Q9.r02 - Minutes - Approximately how many

hours you work most frequently in a d	ay.		Age of Workers			Workin	g status			Wor	k type		
			Age of Workers			WORKIN	g status			1	Ктуре		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	500		- 500	-				
	100%	100%	100%	100%	100%	100%		100%					
0	61	112	115	90	198	288	-	- 288	-	-			
	58%	57%	58%	53%	60%	58%		58%					
1	2	-	1			3		-		-	-		
	2%		1%		0%			1%					
2	-	1	1	1	1	2	-	_		-	-	•	-
		1%	1%		0%			0%					
3	1	-	1			2		_			-		-
	1%		1%		0%			0%					
5	2	-	2								-		
	2%		1%		1%			1%					
6	1	1	1		2			-			-		-
_	1%	1%	1%		1%			1%					
7	-	-	1		1	1				•	-	•	
_			1%		0%			0%					
8	-	-	1	-	1	1	-	-		-	-	•	
	_		1%		0%			0%					
10	5		-	7				-			-		
40	5%	2%		4%	1%			2%					
12	-	-	1		1	1	•						-
45		4	1%		0%			0%					
15	2 2%	1 1%	4		5 2%		•	- 7		•	-	•	-
20	276	4	2% 1					1% · 7					
20	2%	2%	1%		1%		•	· /		•	· -	•	-
21	2/0	2/0	1 / 1	2/0	1 /8	1.70				_	_		
21	•		1%		0%			0%			•		•
22	_	_	1 1			1							
22			1%		0%			0%					
24	_	-	2		2								
			1%		1%			0%					
30	28	68	58		99								
	27%	34%	29%		30%			31%					
32		1		1	-	1							
		1%		1%		0%		0%					
33	-		1		1	1							
			1%		0%	0%		0%					
34	-	1	-	-		1	-			-			
		1%			0%			0%					
40	-	2	1	1	2								
		1%	1%		1%			1%					
45	1	2	3					- 6					
	1%	1%	2%	2%	1%	1%		1%					
50	-	1	1		1	2							
		1%	1%	1%	0%	0%		0%					



Q9.r02 - Minutes - Approximately how many

	Co	mpute Game Usa	ge				Sitt	ing (unnetted opt	ions)			-
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
0	51		36	8							5	
	65%		46%	44%	57%				59%	62%	29%	100%
	-		1	-	-				-	-	1	
2		2%	1%			1%					6%	
:	-	-	-	2 11%		-	-		-	-	-	
3	_	1	_	1170		_	1	1	_	_	_	
,		2%					1%					
5	-	-	1	-	. 1	-				-	-	
			1%		2%		1%					
6	-	-	2	-	. 1		-			-	2	
			3%		2%						12%	
7	-	-	-	-		-	1	-	-	-	-	
							1%					
3	-	-	-	-					-	-	-	
						1%						
0	2		3	-						1	-	
_	3%		4%		2%					4%		
2	-	-	1	-	-	-	-	-			-	
E	3	_	1% 1		. 1	3	3		2%			
5	4%	-	1%	-	2%				-	-	-	
20	1	3		1					1	_	_	
	1%			6%								
21	-	-	1			-				-	1	
			1%								6%	
22	-	-	1	-	-	-	-		-	-	1	
			1%								6%	
24	-	-	1	-	-	-	2	: -	-	-	-	
			1%				1%					
30	20		26	7							6	
	26%		33%	39%			35%	29%	24%	31%	35%	
32	-	-	-	-			-		-	-	-	
					2%							
33	-	-	1	-	-	-	-		-	1	-	
34		_	1% 1							4%	4	
9 *	-	-	1%	-	-	-	-	-	-	-	1 6%	•
10	_	_	1 76	_		_	_	. 1	2	_	-	
- -			1%					1%				
45	1	1	-	-		-	2				-	
	1%						1%		7%			
50	-	-	2	-		1				-	-	
			3%			1%		1%				



Q9.r02 - Minutes - Approximately how many

		Sitting (net	ed options)				Industry			Sa	mple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	71										500
	100%		100%				100%				100%
0	38										
	54%						49%				58%
1	-	1	1				-	-	1	•	
		1%							1%		19
2	2		-	-	1		-	-	-		. 2
	3%				1%						0%
3	-	-	2		-		-	-	-		-
			1%		1%						0%
5	1		3		-		2	-	-		. 4
	1%		1%		1%		4%				1%
6	1		-	2			1	-	-		. ;
	1%			5%			2%				1%
7	-	-	1				-	-	-		
			0%		1%						0%
8	-	1		-			-	-	-		
		1%			1%						0%
10	1						1	-	2	•	,
	1%	3%			3%		2%		1%		2%
12	-	-	1	-	-	1	-	-	-		
			0%			2%					0%
15	1				4		1	-	1	•	. 7
	1%				2%		2%		1%		1%
20	2		4		_		-	-	4	•	. 7
	3%	1%	1%		1%	2%			3%		1%
21	-	-	-			-	-	1			
				2%				2%			0%
22	-	-	-	1			-	-	-		
				2%	1%						0%
24	-	-	2	-	-	2	-	-	-		. 2
			1%			3%					0%
30	24	32	84	14	56	19	16	9	53		. 154
	34%	29%	31%	33%	30%	30%	34%	22%	34%		31%
32	1	-	-	-	1	-	-	-	-		- 1
	1%				1%						0%
33	-	-	-	1	-	-	1	-	-		. 1
				2%			2%				0%
34	-	-	-	1	1	-	-	-	-		. 1
				2%	1%						0%
40	-	-	3	-	1	-	1	1	-		. :
			1%		1%		2%	2%			1%
45	-	-	6	-	2	1	1	1	1		. (
			2%		1%	2%	2%	2%	1%		1%
50	-	1	1	-	2	-	-	-	-		. 2
		1%	0%		1%						0%



Q9.r02 - Minutes - Approximately how many

		Worki	ng day			Game	playing	•		Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	-	-	-			-	-	
	100%	100%	100%	100%	1							
0	25	221	31	11	-	-	-			-	-	
	24%		82%	58%	,							
1	2			-	-	-	-		-	-	-	
	2%											
2	2		-	-	-	-	-		-	-	-	
	2%											
3	1		-	1		-	-		-	-	-	
_	1%			5%								
5	2			-	-	-	-		-	-	-	
6	2% 2											
0	2%			-	-	-	-		-	-	-	
7	2%											
ı	1%		-	-	-	-	-	•	-	-	-	
8	-		_	_		_	_			_	_	
•		0%										
10	2			-		-	_			-	-	
	2%											
12	1			-		-	-			-	-	
	1%											
15	2		-	1	-	-	-			-	-	
	2%	1%		5%	•							
20	4	2	-	1	-	-	-			-	-	
	4%	1%		5%	,							
21	-	-	-	1	-	-	-		-	-	-	
				5%								
22	-	-	-	1		-	-		-	-	-	
				5%								
24	2		-	-	-	-	-	•	-	-	-	
	2%											
30	53					-	-		-	-	-	
20	51%			11%								
32	1		-	-	-	-	-	•	-	-	-	
22	1%											
33	-	1 0%		-	-	-	-		-	-	-	
34	_			1								
v -	•	-	-	5%		-	-		-	_	-	
40	_	3	_	5/6		-	_			-	-	
· -		1%										
45	2			-		-	-			-	-	
	2%											
50	2			-		-	-			-	-	
	2%											



Q9_MIN - In minutes - Approximately how many hours is the length of your typical working day? If your hours vary, please say the hours you work most frequently in a day.

·		Gen	der	·	Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: All respondents	500	227	273	143	134	223	-	-	-	-
	100%	100%	100%	100%	100%	100%				
Less than 8 hours a day	104	52	52	29	28	47	-	-	-	-
	21%	23%	19%	20%	21%	21%				
8 to 10 hours a day	339	143	196	94	94	151	-	-	-	-
	68%	63%	72%	66%	70%	68%				
10 to 12 hours a day	38	21	17	14	7	17	-	-	-	-
	8%	9%	6%	10%	5%	8%				
More than 12 hours a day	19	11	8	6	5	8	-	-	-	-
	4%	5%	3%	4%	4%	4%				
***STATISTICS IN MINUTES										
MEAN	500.31	498.56	501.75	497.07	494.93	505.61	-	-	-	-
STANDARD DEVIATION	112.16	123.81	101.68	101.51	96.66	126.63				
MEDIAN	480.00	490.00	480.00	480.00	480.00	510.00				
MODE	480.00	480.00	480.00	480.00	480.00	480.00				

Q10.r01 - Work 'over-time' either paid or unpaid - Please state how regularly, if at all, you do each of the following.

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-		
	100%	100%	100%	100%	100%	100%				
Very often	129	65	64	36	29	64	-	-	-	
	26%	29%	23%	25%	22%	29%				
airly often	178	89	89	52	47	79	-	-	-	
	36%	39%	33%	36%	35%	35%				
Not very often	109	42	67	27	31	51	-	-	-	
	22%	19%	25%	19%	23%	23%				
Not often at all	81	29	52	28	25	28	-	-	-	
	16%	13%	19%	20%	19%	13%				
Don't know	3	2	1	-	2	1	-	-	-	
	1%	1%	0%		1%	0%				
NET Total often	307	154	153	88	76	143	-	-	-	
	61%	68%	56%	62%	57%	64%				
NET Total not often	190	71	119	55	56	79	-	-	-	
	38%	31%	44%	38%	42%	35%				



hours you work most frequently in a day.

			Age of Workers			Working	j status			Work	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: All respondents	105	198	197	170	330	500	-	500	-	-	-	-	-
	100%	100%	100%	100%	100%	100%		100%					
Less than 8 hours a day	25	40	39	40	64	104	-	104	-	-	-	-	-
	24%	20%	20%	24%	19%	21%		21%					
8 to 10 hours a day	70	128	141	112	227	339	-	339	-	-	-	-	-
	67%	65%	72%	66%	69%	68%		68%					
10 to 12 hours a day	7	21	10	12	26	38	-	38	-	-	-	-	-
	7%	11%	5%	7%	8%	8%		8%					
More than 12 hours a day	3	9	7	6	13	19	-	. 19	-	-	-	-	-
	3%	5%	4%	4%	4%	4%		4%					
***STATISTICS IN MINUTES													
MEAN	484.63	510.95	497.96	490.18	505.52	500.31	-	500.31	-	-	-	-	-
STANDARD DEVIATION	98.58	113.45	116.98	107.39	114.35	112.16		112.16					
MEDIAN	480.00	492.50	480.00	480.00	480.00	480.00		480.00					
MODE	480.00	480.00	480.00	480.00	480.00	480.00		480.00					

Q10.r01 - Work 'over-time' either paid or unp

			Age of Workers			Working	g status			Worl	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		500			-		
	100%	100%	100%	100%	100%	100%		100%					
Very often	24	60	45	47	82	129	-	129	-	-	-	-	-
	23%	30%	23%	28%	25%	26%		26%					
Fairly often	39	68	71	63	115	178	-	178	-	-	-	-	-
	37%	34%	36%	37%	35%	36%		36%					
Not very often	23	39	47	34	75	109	-	109	-	-	-	-	-
	22%	20%	24%	20%	23%	22%		22%					
Not often at all	19	30	32	26	55	81	-	81	-	-	-	-	
	18%	15%	16%	15%	17%	16%		16%					
Don't know	-	1	2	-	3	3	-	3	-	-	-	-	
		1%	1%		1%	1%		1%					
NET Total often	63	128	116	110	197	307	-	307	-	-	-	-	-
	60%	65%	59%	65%	60%	61%		61%					
NET Total not often	42	69	79	60	130	190	-	190	-	-	-	-	-
	40%	35%	40%	35%	39%	38%		38%					



	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: All respondents	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Less than 8 hours a day	14	12	19	4	11	20	32	17	14	3	3	-
	18%	27%	24%	22%	21%	18%	24%	21%	26%	12%	18%	
8 to 10 hours a day	52	27	50	10	36	77	93	59	34	20	8	2
	67%	61%	63%	56%	68%	69%	68%	72%	63%	77%	47%	100%
10 to 12 hours a day	10	4	4	1	4	12	6	4	5	3	3	-
	13%	9%	5%	6%	8%	11%	4%	5%	9%	12%	18%	
More than 12 hours a day	2	1	6	3	2	3	5	2	1	-	3	-
	3%	2%	8%	17%	4%	3%	4%	2%	2%		18%	
***STATISTICS IN MINUTES												
MEAN	509.36	472.25	521.63	503.00	486.75	493.70	501.10	497.05	493.83	509.35	601.76	480.00
STANDARD DEVIATION	98.35	121.54	165.97	181.18	117.49	110.56	86.70	73.88	86.87	45.08	310.40	0.00
MEDIAN	480.00	480.00	510.00	495.00	480.00	480.00	510.00	480.00	495.00	500.00	510.00	480.00
MODE	480.00	480.00	540.00	480.00	480.00	480.00	480.00	480.00	480.00	480.00	510.00	480.00

Q10.r01 - Work 'over-time' either paid or unp

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	22	13	26	5	14	30	26	22	18	4	10	-
	28%	30%	33%	28%	26%	27%	19%	27%	33%	15%	59%	
Fairly often	25	18	26	2	15	43	49	36	15	12	6	-
	32%	41%	33%	11%	28%	38%	36%	44%	28%	46%	35%	
Not very often	20	9	18	6	11	23	35	16	12	5	-	1
	26%	20%	23%	33%	21%	21%	26%	20%	22%	19%		50%
Not often at all	10	4	9	5	13	15	26	8	8	5	1	
	13%	9%	11%	28%	25%	13%	19%	10%	15%	19%	6%	
Don't know	1	-	-	-	-	1	-	-	1	-	-	1
	1%					1%			2%			50%
NET Total often	47	31	52	7	29	73	75	58	33	16	16	-
	60%	70%	66%	39%	55%	65%	55%	71%	61%	62%	94%	
NET Total not often	30	13	27	11	24	38	61	24	20	10	1	1
	38%	30%	34%	61%	45%	34%	45%	29%	37%	38%	6%	50%



		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: All respondents	71	112	272	43	189	64	47	41	154		500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Less than 8 hours a day	15	20	63	6	40	18	12	8	25	-	104
	21%	18%	23%	14%	21%	28%	26%	20%	16%		21%
8 to 10 hours a day	46	77	186	28	130	39	30	30	106	-	339
	65%	69%	68%	65%	69%	61%	64%	73%	69%		68%
10 to 12 hours a day	5	12	15	6	13	5	2	2	16	-	38
	7%	11%	6%	14%	7%	8%	4%	5%	10%		8%
More than 12 hours a day	5	3	8	3	6	2	3	1	7	-	19
	7%	3%	3%	7%	3%	3%	6%	2%	5%		4%
***STATISTICS IN MINUTES											
MEAN	490.87	493.70	498.43	545.88	495.16	489.25	507.64	489.17	514.75	-	500.31
STANDARD DEVIATION	135.19	110.56	82.83	200.01	137.80	96.07	96.51	92.33	84.96		112.16
MEDIAN	480.00	480.00	480.00	510.00	490.00	480.00	490.00	480.00	510.00		480.00
MODE	480.00	480.00	480.00	480.00	480.00	480.00	480.00	480.00	480.00		480.00

Q10.r01 - Work 'over-time' either paid or unp

		Sitting (nett	ed options)				Industry			San	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	19	30	66	14	54	15	15	6	38	-	129
	27%	27%	24%	33%	29%	23%	32%	15%	25%		26%
Fairly often	17	43	100	18	65	23	16	19	52	-	178
	24%	38%	37%	42%	34%	36%	34%	46%	34%		36%
Not very often	17	23	63	5	42	17	11	9	29	-	109
	24%	21%	23%	12%	22%	27%	23%	22%	19%		22%
Not often at all	18	15	42	6	26	9	5	7	34	-	81
	25%	13%	15%	14%	14%	14%	11%	17%	22%		16%
Don't know	-	1	1	-	2	-	-	-	1	-	3
		1%	0%		1%				1%		1%
NET Total often	36	73	166	32	119	38	31	25	90	-	307
	51%	65%	61%	74%	63%	59%	66%	61%	58%		61%
NET Total not often	35	38	105	11	68	26	16	16	63	-	190
	49%	34%	39%	26%	36%	41%	34%	39%	41%		38%



		Worki	ng day			Game	playing			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: All respondents	104	339	38	19	-	-	-	-	-	-	-	
	100%	100%	100%	100%								
Less than 8 hours a day	104	-	-	-	-	-	-	-	-	-	-	
	100%											
8 to 10 hours a day	-	339	-	-	-	-	-	-	-	-	-	
		100%										
10 to 12 hours a day	-	-	38	-	-	-	-	-	-	-	-	
			100%									
More than 12 hours a day	-	-	-	19	-	-	-	-	-	-	-	
				100%								
***STATISTICS IN MINUTES												
MEAN	379.04	507.22	613.42	814.47	-	-	-	-	-	-	-	
STANDARD DEVIATION	113.99	29.25	25.81	199.74								
MEDIAN	422.50	510.00	600.00	720.00								
MODE	450.00	480.00	600.00	720.00								

Q10.r01 - Work 'over-time' either paid or unp

		Worki	ng day			Game	playing			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-			-		-	
	100%	100%	100%	100%								
Very often	20	80	18	11	-	-	-	-	-	-	-	
	19%	24%	47%	58%								
Fairly often	30	130	15	3	-	-	-	-	-	-	-	
	29%	38%	39%	16%								
Not very often	30	72	4	3	-	-	-	-	-	-	-	
	29%	21%	11%	16%								
Not often at all	24	55	-	2	-	-	-	-	-	-	-	
	23%	16%		11%								
Don't know	-	2	1	-	-	-	-	-	-	-	-	
		1%	3%									
NET Total often	50	210	33	14	-	-	-	-	-	-	-	
	48%	62%	87%	74%								
NET Total not often	54	127	4	5	-	-	-	-	-	-	-	
	52%	37%	11%	26%								



Q10.r02 - Eat lunch at your desk - Please state how regularly, if at all, you do each of the following.

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-	-	-
	100%	100%	100%	100%	100%	100%				
Very often	212	97	115	48	56	108	-	-	-	-
	42%	43%	42%	34%	42%	48%				
Fairly often	152	68	84	51	35	66	-	-	-	-
	30%	30%	31%	36%	26%	30%				
Not very often	73	36	37	23	21	29	-	-	-	-
	15%	16%	14%	16%	16%	13%				
Not often at all	60	25	35	21	19	20	-	-	-	-
	12%	11%	13%	15%	14%	9%				
Don't know	3	1	2	-	3	-	-	-	-	-
	1%	0%	1%		2%					
NET Total often	364	165	199	99	91	174	-	-	-	-
	73%	73%	73%	69%	68%	78%				
NET Total not often	133	61	72	44	40	49	-	-	-	-
	27%	27%	26%	31%	30%	22%				

Q10.r03 - Get up and walk around away from your desk during the day - Please state how regularly, if at all, you do each of the following.

		Gen	der		Region	·	•	Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-	-	
	100%	100%	100%	100%	100%	100%				
Very often	98	52	46	37	19	42	-	-	-	
	20%	23%	17%	26%	14%	19%				
Fairly often	241	99	142	62	64	115	-	-	-	
	48%	44%	52%	43%	48%	52%				
Not very often	131	61	70	38	42	51	-	-	-	
	26%	27%	26%	27%	31%	23%				
Not often at all	28	14	14	6	7	15	-	-	-	
	6%	6%	5%	4%	5%	7%				
Don't know	2	1	1	-	2	-	-	-	-	
	0%	0%	0%		1%					
NET Total often	339	151	188	99	83	157	-	-	-	
	68%	67%	69%	69%		70%				
NET Total not often	159	75	84	44	49	66	-	-	-	
	32%	33%	31%	31%	37%	30%				



Q10.r02 - Eat lunch at your desk - Please sta

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		500	-	-	-		-
	100%	100%	100%	100%	100%	100%		100%					
Very often	36	90	86	67	145	212	-	212	-	-	-	-	-
	34%	45%	44%	39%	44%	42%		42%					
Fairly often	40	51	61	57	95	152	-	152	-	-	-	-	-
	38%	26%	31%	34%	29%	30%		30%					
Not very often	16	29	28	23	50	73	-	. 73	-	-	-	-	-
	15%	15%	14%	14%	15%	15%		15%					
Not often at all	12	28	20	22	38	60	-	- 60	-	-	-	-	-
	11%	14%	10%	13%	12%	12%		12%					
Don't know	1	-	2	1	2	3	-	. 3	-	-	-	-	-
	1%		1%	1%	1%	1%		1%					
NET Total often	76	141	147	124	240	364	-	364	-	-	-	-	-
	72%	71%	75%	73%	73%	73%		73%					
NET Total not often	28	57	48	45	88	133	-	133	-	-	-	-	-
	27%	29%	24%	26%	27%	27%		27%					

Q10.r03 - Get up and walk around away fron

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500	-	500	-	-	-		-
	100%	100%	100%	100%	100%	100%		100%					
Very often	23	37	38	38	60	98	-	98	-	-	-	-	-
	22%	19%	19%	22%	18%	20%		20%					
Fairly often	46	96	99	75	166	241	-	241	-	-	-	-	-
	44%	48%	50%	44%	50%	48%		48%					
Not very often	30	52	49	46	85	131	-	131	-	-	-	-	-
	29%	26%	25%	27%	26%	26%		26%					
Not often at all	6	13	9	11	17	28	-	28	-	-	-	-	-
	6%	7%	5%	6%	5%	6%		6%					
Don't know	-	-	2	-	2	2	-	2	-	-	-	-	-
			1%		1%	0%		0%					
NET Total often	69	133	137	113	226	339	-	339	-	-	-	-	-
	66%	67%	70%	66%	68%	68%		68%					
NET Total not often	36	65	58	57	102	159	-	159	-	-	-	-	-
	34%	33%	29%	34%	31%	32%		32%					



Q10.r02 - Eat lunch at your desk - Please sta

	Co	mpute Game Usa	ge		•		Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	26	11	46	9	18	45	57	33	28	10	12	-
	33%	25%	58%	50%	34%	40%	42%	40%	52%	38%	71%	
Fairly often	29	20	25	4	. 17	30	44	30	11	12	4	-
	37%	45%	32%	22%	32%	27%	32%	37%	20%	46%	24%	
Not very often	14	8	5	2	6	22	18	9	12	2	1	1
	18%	18%	6%	11%	11%	20%	13%	11%	22%	8%	6%	50%
Not often at all	8	5	3	3	12	14	17	9	3	2	-	-
	10%	11%	4%	17%	23%	13%	13%	11%	6%	8%		
Don't know	1	-	-	-	-	1	-	1	-	-	-	1
	1%					1%		1%				50%
NET Total often	55	31	71	13	35	75	101	63	39	22	16	-
	71%	70%	90%	72%	66%	67%	74%	77%	72%	85%	94%	
NET Total not often	22	13	8	5	18	36	35	18	15	4	1	1
	28%	30%	10%	28%	34%	32%	26%	22%	28%	15%	6%	50%

Q10.r03 - Get up and walk around away fron

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	13	10	28	11	14	22	18	13	8	5	7	-
	17%	23%	35%	61%	26%	20%	13%	16%	15%	19%	41%	
Fairly often	37	22	28	4	30	62	76	30	23	11	5	-
	47%	50%	35%	22%	57%	55%	56%	37%	43%	42%	29%	
Not very often	19	9	19	3	8	21	35	36	17	6	4	1
	24%	20%	24%	17%	15%	19%	26%	44%	31%	23%	24%	50%
Not often at all	8	3	4	-	1	6	7	3	6	4	1	-
	10%	7%	5%		2%	5%	5%	4%	11%	15%	6%	
Don't know	1	-	-	-	-	1	-	-	-	-	-	1
	1%					1%						50%
NET Total often	50	32	56	15	44	84	94	43	31	16	12	-
	64%	73%	71%	83%	83%	75%	69%	52%	57%	62%	71%	
NET Total not often	27	12	23	3	9	27	42	39	23	10	5	1
	35%	27%	29%	17%	17%	24%	31%	48%	43%	38%	29%	50%



Q10.r02 - Eat lunch at your desk - Please sta

		Sitting (nett	ed options)			·	Industry			San	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	27	45	118	22	85	25	15	17	69	-	212
	38%	40%	43%	51%	45%	39%	32%	41%	45%		42%
Fairly often	21	30	85	16	58	14	17	14	46	-	152
	30%	27%	31%	37%	31%	22%	36%	34%	30%		30%
Not very often	8	22	39	3	21	14	11	6	20	-	73
	11%	20%	14%	7%	11%	22%	23%	15%	13%		15%
Not often at all	15	14	29	2	24	10	4	4	18	-	60
	21%	13%	11%	5%	13%	16%	9%	10%	12%		12%
Don't know	-	1	1	-	1	1	-	-	1	-	3
		1%	0%		1%	2%			1%		1%
NET Total often	48	75	203	38	143	39	32	31	115	-	364
	68%	67%	75%	88%	76%	61%	68%	76%	75%		73%
NET Total not often	23	36	68	5	45	24	15	10	38	-	133
	32%	32%	25%	12%	24%	38%	32%	24%	25%		27%

Q10.r03 - Get up and walk around away fron

		Sitting (nett	ed options)				Industry	•		San	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	25	22	39	12	44	14	14	5	20	-	98
	35%	20%	14%	28%	23%	22%	30%	12%	13%		20%
Fairly often	34	62	129	16	83	27	20	23	85	-	241
	48%	55%	47%	37%	44%	42%	43%	56%	55%		48%
Not very often	11	21	88	10	53	18	11	11	37	-	131
	15%	19%	32%	23%	28%	28%	23%	27%	24%		26%
Not often at all	1	6	16	5	8	5	2	2	11	-	28
	1%	5%	6%	12%	4%	8%	4%	5%	7%		6%
Don't know	-	1	-	-	1	-	-	-	1	-	2
		1%			1%				1%		0%
NET Total often	59	84	168	28	127	41	34	28	105	-	339
	83%	75%	62%	65%	67%	64%	72%	68%	68%		68%
NET Total not often	12	27	104	15	61	23	13	13	48	-	159
	17%	24%	38%	35%	32%	36%	28%	32%	31%		32%



Q10.r02 - Eat lunch at your desk - Please sta

		Worki	ng day			Game	playing			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-		-	-	-	-	
	100%	100%	100%	100%								
Very often	44	136	21	11	-	-	-	-	-	-	-	
	42%	40%	55%	58%								
Fairly often	36	105	10	1	-	-	-	-	-	-	-	
	35%	31%	26%	5%								
Not very often	13	54	3	3	-	-	-	-	-	-	-	
	13%	16%	8%	16%								
Not often at all	11		4	4	-	-	-	-	-	-	-	
	11%	12%	11%	21%								
Don't know	-	-		-	-	-	-	-	-	-	-	
		1%										
NET Total often	80	241	31	12		-	-	-	-	-	-	
	77%			63%								
NET Total not often	24	95	7	7		-	-	-	-	-	-	
	23%	28%	18%	37%								

Q10.r03 - Get up and walk around away fron

tollowing.	•				•							
		Worki	ng day			Game	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-			-	-	-	
	100%	100%	100%	100%								
Very often	24	64	6	4	-	-	-	-	-	-	-	-
	23%	19%	16%	21%								
Fairly often	49	166				-	-	-	-	-	-	-
	47%	49%	42%	53%								
Not very often	24	91	12		-	-	-	-	-	-	-	-
	23%	27%		21%								
Not often at all	7	16		1	-	-	-	-	-	-	-	-
	7%			5%								
Don't know	-	_		-	-	-	-	-	-	-	-	-
		1%										
NET Total often	73	230	22			-	-	-	-	-	-	-
	70%	68%										
NET Total not often	31	107	16	5		-	-	-	-	-	-	-
	30%	32%	42%	26%								



Q10.r04 - Leave your desk for a break - Please state how regularly, if at all, you do each of the following.

·		Gend	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-	-	-
	100%	100%	100%	100%	100%	100%				
Very often	77	43	34	25	19	33	-	-	-	-
	15%	19%	12%	17%	14%	15%				
Fairly often	193	85	108	49	54	90	-	-	-	-
	39%	37%	40%	34%	40%	40%				
Not very often	178	77	101	56	46	76	-	-	-	-
	36%	34%	37%	39%	34%	34%				
Not often at all	49	20	29	13	12	24	-	-	-	-
	10%	9%	11%	9%	9%	11%				
Don't know	3	2	1	-	3	-	-	-	-	-
	1%	1%	0%		2%					
NET Total often	270	128	142	74	73	123	-	-	-	-
	54%	56%	52%	52%	54%	55%				
NET Total not often	227	97	130	69	58	100	-	-	-	-
	45%	43%	48%	48%	43%	45%				

Q10.r05 - Spend most of your spare time, when not at work, sitting down (such as at a computer, playing computer games or watching TV) - Please state how regularly, if at all, you do each of the following.

·		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-	-	
	100%	100%	100%	100%	100%	100%				
Very often	136	68	68	38	38	60	-	-	-	
	27%	30%	25%	27%	28%	27%				
Fairly often	266	113	153	74	64	128	-	-	-	
	53%	50%	56%	52%	48%	57%				
Not very often	74	34	40	24	22	28	-	-	-	
	15%	15%	15%	17%	16%	13%				
Not often at all	20	11	9	7	8	5	-	-	-	
	4%	5%	3%	5%	6%	2%				
Don't know	4	1	3	-	2	2	-	-	-	
	1%	0%	1%		1%					
NET Total often	402	181	221	112	102	188	-	-	-	•
	80%	80%	81%	78%	76%	84%				
NET Total not often	94	45	49	31	30	33	-	-	-	
	19%	20%	18%	22%	22%	15%				



·			Age of Workers			Working	g status	,		Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		- 500	-				-
	100%	100%	100%	100%	100%	100%		100%					
Very often	19	30	28	34	43	77	-	- 77	-	-	-	-	-
	18%	15%	14%	20%	13%	15%		15%					
Fairly often	40	71	82	58	135	193	-	- 193	-	-	-	-	-
	38%	36%	42%	34%	41%	39%		39%					
Not very often	31	81	66	55	123	178	-	- 178	-	-	-	-	-
	30%	41%	34%	32%	37%	36%		36%					
Not often at all	15	16	18	23	26	49	-	- 49	-	-	-	-	-
	14%	8%	9%	14%	8%	10%		10%					
Don't know	-	-	3	-	3	3	-	ŭ		-	-	-	-
			2%		1%	1%		1%					
NET Total often	59	101	110	92	178	270	-			-	-	-	-
	56%	51%	56%	54%	54%	54%		54%					
NET Total not often	46	97	84	78	149	227	-		-	-	-	-	-
	44%	49%	43%	46%	45%	45%		45%					

Q10.r05 - Spend most of your spare time, wh watching TV) - Please state how regularly, if

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		- 500	-				
	100%	100%	100%	100%	100%	100%		100%					
Very often	26	58	52	43	93	136	-	- 136	-	-		-	-
	25%	29%	26%	25%	28%	27%		27%					
Fairly often	56	101	109	94	172	266	-	- 266	-	-		-	-
	53%	51%	55%	55%	52%	53%		53%					
Not very often	19	29	26	25	49	74	-	- 74	-	-	-	-	-
	18%	15%	13%	15%	15%	15%		15%					
Not often at all	3	9	8	6	14	20	-	- 20	-	-	-	-	-
	3%	5%	4%	4%	4%	4%		4%					
Don't know	1	1	2	2	2	4	-		-	-	-	-	-
	1%	1%	1%	1%	1%	1%		1%					
NET Total often	82	159	161	137	265	402	-	.02	-	-	-	-	-
	78%	80%	82%	81%	80%	80%		80%					
NET Total not often	22	38	34	31	63	94	-	• .	-	-	-	-	-
	21%	19%	17%	18%	19%	19%		19%					



	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	12	9	23	6	7	16	15	13	8	6	6	-
	15%	20%	29%	33%	13%	14%	11%	16%	15%	23%	35%	
Fairly often	28	22	28	3	25	51	53	29	20	8	4	-
	36%	50%	35%	17%	47%	46%	39%	35%	37%	31%	24%	
Not very often	30	11	22	7	12	35	59	35	17	8	4	1
	38%	25%	28%	39%	23%	31%	43%	43%	31%	31%	24%	50%
Not often at all	7	2	6	2	8	9	9	5	9	4	3	-
	9%	5%	8%	11%	15%	8%	7%	6%	17%	15%	18%	
Don't know	1	-	-	-	1	1	-	-	-	-	-	1
	1%				2%	1%						50%
NET Total often	40	31	51	9	32	67	68	42	28	14	10	-
	51%	70%	65%	50%	60%	60%	50%	51%	52%	54%	59%	
NET Total not often	37	13	28	9	20	44	68	40	26	12	7	1
	47%	30%	35%	50%	38%	39%	50%	49%	48%	46%	41%	50%

Q10.r05 - Spend most of your spare time, wit watching TV) - Please state how regularly, if

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	2
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	19	11	45	3	7	21	31	29	23	14	8	-
	24%	25%	57%	17%	13%	19%	23%	35%	43%	54%	47%	
Fairly often	48	27	26	8	32	63	77	46	26	7	7	-
	62%	61%	33%	44%	60%	56%	57%	56%	48%	27%	41%	
Not very often	8	4	6	4	9	20	25	7	4	3	1	1
	10%	9%	8%	22%	17%	18%	18%	9%	7%	12%	6%	50%
Not often at all		2	2	3	4	6	3	-	1	2	1	-
		5%	3%	17%	8%	5%	2%		2%	8%	6%	
Don't know	3	-	-	-	1	2	-	-	-	-	-	1
	4%				2%	2%						50%
NET Total often	67	38	71	11	39	84	108	75	49	21	15	-
	86%	86%	90%	61%	74%	75%	79%	91%	91%	81%	88%	
NET Total not often	8	6	8	7	13	26	28	7	5	5	2	1
	10%	14%	10%	39%	25%	23%	21%	9%	9%	19%	12%	50%



·		Sitting (nett	ed options)				Industry			San	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	13	16	36	12	34	7	9	4	21	-	77
	18%	14%	13%	28%	18%	11%	19%	10%	14%		15%
Fairly often	28	51	102	12	75	35	16	15	51	-	193
	39%	46%	38%	28%	40%	55%	34%	37%	33%		39%
Not very often	19	35	111	12	63	15	19	17	62	-	178
	27%	31%	41%	28%	33%	23%	40%	41%	40%		36%
Not often at all	10	9	23	7	15	7	3	5	19	-	49
	14%	8%	8%	16%	8%	11%	6%	12%	12%		10%
Don't know	1	1	-	-	2	-	-	-	1	-	3
	1%	1%			1%				1%		1%
NET Total often	41	67	138	24	109	42	25	19	72	-	270
	58%	60%	51%	56%	58%	66%	53%	46%	47%		54%
NET Total not often	29	44	134	19	78	22	22	22	81	-	227
	41%	39%	49%	44%	41%	34%	47%	54%	53%		45%

Q10.r05 - Spend most of your spare time, wh watching TV) - Please state how regularly, if

		Sitting (nett	ed options)				Industry			San	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	10	21	83	22	53	19	11	12	41	-	136
	14%	19%	31%	51%	28%	30%	23%	29%	27%		27%
Fairly often	40	63	149	14	103	36	24	17	83	-	266
	56%	56%	55%	33%	54%	56%	51%	41%	54%		53%
Not very often	13	20	36	4	23	8	9	9	23	-	74
	18%	18%	13%	9%	12%	13%	19%	22%	15%		15%
Not often at all	7	6	4	3	7	1	3	3	6	-	20
	10%	5%	1%	7%	4%	2%	6%	7%	4%		4%
Don't know	1	2	-	-	3	-	-	-	1	-	4
	1%	2%			2%				1%		1%
NET Total often	50	84	232	36	156	55	35	29	124	-	402
	70%	75%	85%	84%	83%	86%	74%	71%	81%		80%
NET Total not often	20	26	40	7	30	9	12	12	29	-	94
	28%	23%	15%	16%	16%	14%	26%	29%	19%		19%



		Worki	ng day			Game	playing			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-	-	-	-	-	-	1
	100%	100%	100%	100%								
Very often	23	45	3	6	-	-	-	-	-	-	-	
	22%	13%	8%	32%								
Fairly often	44	128	16	5	-	-	-	-	-	-	-	
	42%	38%	42%	26%								
Not very often	28	129	15	6	-	-	-	-	-	-	-	
	27%	38%	39%	32%								
Not often at all	9	34		2		-	-	-	-	-	-	
	9%	10%	11%	11%								
Don't know	-	-		-	-	-	-	-	-	-	-	
		1%										
NET Total often	67		19	11		-	-	-	-	-	-	
	64%			58%								
NET Total not often	37	163	19	8		-	-	-	-	-	-	
	36%	48%	50%	42%								

Q10.r05 - Spend most of your spare time, wh watching TV) - Please state how regularly, if

		Worki	ng day			Game	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-			-	-	_	
	100%	100%	100%	100%								
Very often	37	84	9	6	-	-	-	-	-	-	-	
	36%	25%	24%	32%								
Fairly often	48	189	21	8	-	-	-	-	-	-	-	
	46%	56%	55%	42%								
Not very often	12		6	3	-	-	-	-	-	-	-	
	12%	16%	16%	16%								
Not often at all	5		2		-	-	-	-	-	-	-	
	5%	3%	5%	11%								
Don't know	2			-	-	-	-	-	-	-	-	
	2%	1%										
NET Total often	85	273	30	14	-	-	-	-	-	-	-	
	82%	81%	79%	74%								
NET Total not often	17	64	8	5	-	-	-	-	-	-	-	
	16%	19%	21%	26%								



Q10.r06 - Work at the weekends - Please state how regularly, if at all, you do each of the following.

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Workers	500	227	273	143	134	223	-	-	-	
	100%	100%	100%	100%	100%	100%				
Very often	92	39	53	30	19	43	-	-	-	
	18%	17%	19%	21%	14%	19%				
Fairly often	109	60	49	35	23	51	-	-	-	
	22%	26%	18%	24%	17%	23%				
Not very often	125	66	59	32	31	62	-	-	-	
	25%	29%	22%	22%	23%	28%				
Not often at all	170	60	110	46	58	66	-	-	-	
	34%	26%	40%	32%	43%	30%				
Don't know	4	2	2	-	3	1	-	-	-	
	1%	1%	1%		2%	0%				
NET Total often	201	99	102	65	42	94	-	-	-	
	40%	44%	37%		31%	42%				
NET Total not often	295	126	169	78	89	128	-	-	-	
	59%	56%	62%	55%	66%	57%				



Q10.r06 - Work at the weekends - Please sta

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Workers	105	198	197	170	330	500		500	-				
	100%	100%	100%	100%	100%	100%		100%					
Very often	19	41	32	32	60	92	-	92	-	-			
	18%	21%	16%	19%	18%	18%		18%					
Fairly often	27	33	49	38	71	109	-	109	-	-			
	26%	17%	25%	22%	22%	22%		22%					
Not very often	25	51	49	45	80	125	-	125	-	-			
	24%	26%	25%	26%	24%	25%		25%					
Not often at all	34	71	65	54	116	170	-	170	-	-	-		
	32%	36%	33%	32%	35%	34%		34%					
Don't know	-	2	2	1	3	4	-	4	-	-	-		
		1%	1%	1%	1%	1%		1%					
NET Total often	46	74	81	70	131	201	-	201	-	-	-	-	
	44%	37%	41%	41%	40%	40%		40%					
NET Total not often	59	122	114	99	196	295	-	295	-	-	-	-	
	56%	62%	58%	58%	59%	59%		59%					



Q10.r06 - Work at the weekends - Please sta

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Workers	78	44	79	18	53	112	136	82	54	26	17	
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Very often	13	6	24	6	10	17	17	14	11	7	10	
	17%	14%	30%	33%	19%	15%	13%	17%	20%	27%	59%	
Fairly often	21	16	23	1	14	18	27	23	11	9	6	
	27%	36%	29%	6%	26%	16%	20%	28%	20%	35%	35%	
Not very often	19	13	22	4	10	33	32	23	18	4	-	•
	24%	30%	28%	22%	19%	29%	24%	28%	33%	15%		50%
Not often at all	24	9	10	7	18	43	60	22	14	5	1	
	31%	20%	13%	39%	34%	38%	44%	27%	26%	19%	6%	
Don't know	1	-	-	-	1	1	-	-	-	1	-	•
	1%				2%	1%				4%		50%
NET Total often	34	22	47	7	24	35	44	37	22	16	16	
	44%	50%	59%	39%	45%	31%	32%	45%	41%	62%	94%	
NET Total not often	43	22	32	11	28	76	92	45	32	9	1	1
	55%	50%	41%	61%	53%	68%	68%	55%	59%	35%	6%	50%



Q10.r06 - Work at the weekends - Please sta

		Sitting (nett	ed options)				Industry			San	nple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Workers	71	112	272	43	189	64	47	41	154	-	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%		100%
Very often	16	17	42	17	36	11	8	5	32	-	92
	23%	15%	15%	40%	19%	17%	17%	12%	21%		18%
Fairly often	15	18	61	15	49	8	7	9	32	-	109
	21%	16%	22%	35%	26%	13%	15%	22%	21%		22%
Not very often	14	33	73	4	50	14	15	12	33	-	125
	20%	29%	27%	9%	26%	22%	32%	29%	21%		25%
Not often at all	25	43	96	6	52	31	17	15	55	-	170
	35%	38%	35%	14%	28%	48%	36%	37%	36%		34%
Don't know	1	1	-	1	2	-	-	-	2	-	4
	1%	1%		2%	1%				1%		1%
NET Total often	31	35	103	32	85	19	15	14	64	-	201
	44%	31%	38%	74%	45%	30%	32%	34%	42%		40%
NET Total not often	39	76	169	10	102	45	32	27	88	-	295
	55%	68%	62%	23%	54%	70%	68%	66%	57%		59%



Q10.r06 - Work at the weekends - Please sta

		Worki	ng day			Game	playing			Longe	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Workers	104	339	38	19	-	-		-		-		
	100%	100%	100%	100%								
Very often	19	52	12	9	-	-	-	-	-	-	-	
	18%	15%	32%	47%								
Fairly often	19	73	10	7	-	-	-	-	-	-	-	
	18%	22%	26%	37%								
Not very often	23	89	11	2	-	-	-	-	-	-	-	
	22%	26%	29%	11%								
Not often at all	43	121	5	1	-	-	-	-	-	-	-	
	41%	36%	13%	5%								
Don't know	-	4	-	-	-	-	-	-	-	-	-	
		1%										
NET Total often	38	125	22	16	-	-	-	-	-	-	-	
	37%	37%	58%	84%								
NET Total not often	66	210	16	3	-	-	-	-	-	-	-	
	63%	62%	42%	16%								



Q11 - The following questions are about your use of computer games.... Which, if any, of the following computer or console games do you, or did you used to, regularly play for more than 90 minutes without taking a break?

Base: Gamers		I	Gen	der		Region			Age of G	Samers	
FIFA		Total	Men	Women			South	16-17	18-19	20-21	Net. 16-21
FIFA	amers	500	276	224	181	143	176	66	209	225	500
FIFA								100%	100%	100%	100%
								17	92	103	212
Pro Evolution Soccer 72 64 8 32 14 26 Football Manager 16% 23% 4% 18% 10% 15% Football Manager 96 79 17 40 23 33 Halo 148 110 38 51 48 49 Skyrim 164 113 51 51 58 55 Skyrim 164 113 51 51 58 55 Grand Thert Auto 254 176 78 91 79 84 Zelda 101 63 38 36 28 37 Zelda 101 63 38 36 28 38 48 96								26%	44%	46%	42%
14% 23%	ution Soccer	72	64	8	32	14	26	5	26	41	72
19% 29% 8% 22% 16% 19% 19% 148 110 38 51 48 49 49% 17% 22% 34% 22% 34% 22% 34% 32% 34% 32% 34% 32% 34% 32% 34% 32% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 34% 35% 35% 36% 36% 36% 34% 34% 34% 35% 36% 36% 36% 38% 36% 28% 34% 34% 35% 36% 28% 34% 34% 35% 36% 36% 38% 36% 28% 34% 36%		14%	23%	4%	18%	10%		8%	12%	18%	14%
Hallo	Manager	96	79	17	40	23	33	9	40	47	96
Skyrim 30% 40% 17% 28% 34% 28% Skyrim 164 113 51 51 55 55 Grand Theft Auto 254 116 78 91 79 84 Zelda 101 63 38 36 28 37 Zelda 101 63 38 36 28 37 Call of Duty 275 199 76 95 84 96 Call of Duty 275 199 76 95 84 96 Battlefield 116 90 26 27 43 46 The Witcher 39 33 12% 15% 30% 26% The Witcher 39 30 9 15 10 14 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star War	-	19%	29%	8%	22%	16%	19%	14%	19%	21%	19%
Skyrim 164 113 51 51 58 55 Grand Theft Auto 254 1176 78 91 79 84 Zelda 51% 64% 35% 50% 55% 48% Zelda 101 63 38 36 28 37 Call of Duty 275 199 76 95 84 96 Battlefield 116 90 26 27 43 46 Battlefield 116 90 26 27 43 46 The Witcher 39 30 9 15 10 14 The Witcher 95 73 22 36 25 34 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 14 Star Wars 155 94 31 39 42 44 The Elder		148	110	38	51	48	49	14	64	70	148
33% 41% 23% 28% 41% 31%		30%	40%	17%	28%	34%	28%	21%	31%	31%	30%
Grand Theff Auto 254 176 78 91 79 84 Zelda 101 63 35% 50% 55% 48% Zelda 101 63 38 36 28 37 Call of Duty 275 199 76 95 84 96 Battlefield 116 90 26 27 43 46 The Witcher 39 33% 12% 15% 30% 26% The Witcher 39 30 9 15 10 14 Mass Effect 95 73 22 36 25 34 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 Star Wars 115 87 28 33 24% 18% 26%		164	113	51	51	58	55	23	67	74	164
Zelda 51% 64% 35% 50% 55% 48% Zelda 101 63 38 36 28 37 Call of Duty 275 199 76 95 84 96 Eattlefield 116 90 26 27 43 46 Battlefield 116 90 26 27 43 46 Eattlefield 116 90 26 27 43 46 Eattlefield 116 90 26 27 43 46 Eattlefield 116 90 26 27 43 46 The Witcher 39 30 9 15 10 14 Mass Effect 95 73 22 36 25 34 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars </td <td></td> <td>33%</td> <td>41%</td> <td>23%</td> <td>28%</td> <td>41%</td> <td>31%</td> <td>35%</td> <td>32%</td> <td>33%</td> <td>33%</td>		33%	41%	23%	28%	41%	31%	35%	32%	33%	33%
Zelda 101 63 38 36 28 37 Call of Duty 27% 27% 17% 20% 20% 21% Call of Duty 275 199 76 95 584 96 55% 72% 34% 52% 59% 55% Battlefield 116 90 26 27 43 46 The Witcher 39 30 9 15 10 14 Mass Effect 95 73 22 36 25 34 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 The Elder Scrolls 125 87 32 43 26 46 The Elder Scrolls 125 34 14 22% 29% 25% Mario or Sonic	heft Auto	254	176	78	91	79	84	34	112	108	254
Call of Duty		51%	64%	35%	50%	55%	48%	52%	54%	48%	51%
Call of Duty 275 199 76 95 84 96 55% 72% 34% 52% 59% 55% Battlefield 116 90 26 27 43 46 23% 33% 12% 15% 30% 26% The Witcher 39 30 9 15 10 14 8% 11% 4% 8% 7% 8% Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 Star Wars 115 87 28 43 26 46 Star Wars 125 94 31 39 42 44 We Elder Scrolls 125 34% 14% 22% 29% 25% Mario or Sonic 188 86 102		101	63	38	36	28	37	10	42	49	10
S5% F2% F2%		20%	23%	17%	20%	20%	21%	15%	20%	22%	20%
Battlefield 116 90 26 27 43 46 23% 33% 12% 15% 30% 26% The Witcher 39 30 9 15 10 14 Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 The Elder Scrolls 125 94 31 39 42 44 The Elder Scrolls 125 94 31 39 42 44 Will Effect 25% 34% 14% 22% 29% 25% Mario or Sonic 188 86 102 67 55 66 World of Warcraft 110 64 46 45 24 41 Wii Sports 171 77 94 67 40 64 Sims<	uty	275	199	76	95	84	96	33	117	125	275
Mass Effect		55%	72%	34%	52%	59%	55%	50%	56%	56%	55%
The Witcher 39 30 9 15 10 14 Mass Effect 8% 11% 4% 8% 7% 8% Diablo 19% 26% 10% 20% 17% 19% Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 Star Wars 115 87 28 43 26 46 The Elder Scrolls 125 94 31 39 42 44 The Elder Scrolls 125 94 31 39 42 44 Mario or Sonic 188 86 102 67 55 66 World of Warcraft 110 64 46 45 24 41 Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99	ld	116	90	26	27	43	46	10	52	54	116
Mass Effect 8% 11% 4% 8% 7% 8% Diablo 19% 26% 10% 20% 17% 19% Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 Star Wars 115 87 28 43 26 46 The Elder Scrolls 125 94 31 39 42 44 The Elder Scrolls 125 94 31 39 42 44 Mario or Sonic 188 86 102 67 55 66 38% 31% 46% 37% 38% 38% World of Warcraft 110 64 46 45 24 41 Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Other		23%	33%	12%	15%	30%	26%	15%	25%	24%	23%
Mass Effect 95 73 22 36 25 34 Diablo 42 34 8 12 10 20 Star Wars 115 87 28 43 26 46 46 23% 32% 13% 24% 18% 26% The Elder Scrolls 125 94 31 39 42 44 Mario or Sonic 188 86 102 67 55 66 World of Warcraft 110 64 46 45 24 41 Wii Sports 171 77 94 67 40 64 Si	her	39	30	9	15	10	14	2	11	26	39
19% 26% 10% 20% 17% 19% 19% 19% 19% 12% 34 8 12 10 20 20 20 20 20 20		8%	11%	4%	8%	7%	8%	3%	5%	12%	8%
Diablo 42 34 8 12 10 20 8% 12% 4% 7% 7% 11% Star Wars 115 87 28 43 26 46 23% 32% 13% 24% 18% 26% The Elder Scrolls 125 94 31 39 42 44 25% 34% 14% 22% 29% 25% Mario or Sonic 188 86 102 67 55 66 38% 31% 46% 37% 38% 38% World of Warcraft 110 64 46 45 24 41 Wiii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 Not applicable - I do not play computer gam 21 4 <td< td=""><td>ect</td><td>95</td><td>73</td><td>22</td><td>36</td><td>25</td><td>34</td><td>8</td><td>36</td><td>51</td><td>95</td></td<>	ect	95	73	22	36	25	34	8	36	51	95
Star Wars		19%	26%	10%	20%	17%	19%	12%	17%	23%	19%
Star Wars 115 87 28 43 26 46 23% 32% 13% 24% 18% 26% The Elder Scrolls 125 94 31 39 42 44 25% 34% 14% 22% 29% 25% Mario or Sonic 188 86 102 67 55 66 World of Warcraft 110 64 46 45 24 41 22% 23% 21% 25% 17% 23% Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 Other 211 57 54 42 35 34 Not applicable - I do not play computer gam 21		42	34	8	12	10	20	2	13	27	42
23% 32% 13% 24% 18% 26%		8%	12%	4%	7%	7%	11%	3%	6%	12%	8%
The Elder Scrolls 125 94 31 39 42 44 Mario or Sonic 188 86 102 67 55 66 World of Warcraft 110 64 46% 37% 38% 38% Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 Not applicable - I do not play computer gam 21 4 17 9 4 8 Don't know 1 - 17 94 67 40 64 40 28% 42% 37% 28% 36% 5ims 268 110 158 93 76 99 40 40% 71% 51% 53% 56% Other 111 57 54 42 35 34 10 <td>s</td> <td>115</td> <td>87</td> <td>28</td> <td>43</td> <td>26</td> <td>46</td> <td>13</td> <td>47</td> <td>55</td> <td>115</td>	s	115	87	28	43	26	46	13	47	55	115
Mario or Sonic 188 86 102 67 55 66 66 68 68 68 68 68		23%	32%	13%	24%	18%	26%	20%	22%	24%	23%
Mario or Sonic 188 86 102 67 55 66 38% 31% 46% 37% 38% 38% World of Warcraft 110 64 46 45 24 41 Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 54% 40% 71% 51% 53% 56% Other 111 57 54 42 35 34 Not applicable - I do not play computer gam 21 4 17 9 4 8 Don't know 1 - 1 1 - - -	r Scrolls	125	94	31	39	42	44	20	44	61	125
World of Warcraft 38% 31% 46% 37% 38% 38% World of Warcraft 110 64 46 45 24 41 22% 23% 21% 25% 17% 23% Wii Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 Other 111 57 54 42 35 34 Not applicable - I do not play computer gam 21 4 17 9 4 8 Montagolicable - I do not play computer gam 21 4 17 9 4 8 Don't know 1 - 1 1 1 - - -		25%	34%	14%	22%	29%	25%	30%	21%	27%	25%
World of Warcraft 110 64 46 45 24 41 Will Sports 171 77 94 67 40 64 Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 Other 111 57 54 42 35 34 Not applicable - I do not play computer gam 21 4 17 9 4 8 Don't know 1 - 1 1 - - -	Sonic	188	86	102	67	55	66	26	77	85	188
22% 23% 21% 25% 17% 23%		38%	31%	46%	37%	38%	38%	39%	37%	38%	38%
Wii Sports 171 77 94 67 40 64 34% 28% 42% 37% 28% 36% Sims 268 110 158 93 76 99 Other 111 57 54 42 35 34 22% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 - - -	Warcraft	110	64	46	45	24	41	5	45	60	110
34% 28% 42% 37% 28% 36% Sims 268 110 158 93 76 99 54% 40% 71% 51% 53% 56% Other 111 57 54 42 35 34 22% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 1		22%	23%	21%	25%	17%	23%	8%	22%	27%	22%
Sims 268 110 158 93 76 99 54% 40% 71% 51% 53% 56% Other 111 57 54 42 35 34 22% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 - -	ts	171	77	94	67	40	64	23	73	75	17
54% 40% 71% 51% 53% 56% Other 111 57 54 42 35 34 20% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 - -		34%	28%	42%	37%	28%	36%	35%	35%	33%	34%
Other 111 57 54 42 35 34 22% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 - - -		268	110	158	93	76	99	36	121	111	268
22% 21% 24% 23% 24% 19% Not applicable - I do not play computer gam		54%	40%	71%	51%	53%	56%	55%	58%	49%	54%
Not applicable - I do not play computer gam 21 4 17 9 4 8 4% 1% 8% 5% 3% 5% Don't know 1 - 1 1 - - -		111	57	54	42	35	34	25	43	43	111
4% 1% 8% 5% 3% 5% Don't know 1 - 1 1		22%	21%	24%	23%	24%	19%	38%	21%	19%	22%
Don't know 1 - 1 1	icable - I do not play computer gam	21	4	17	9	4	8	3	5	13	21
			1%			3%	5%	5%	2%	6%	4%
0% 0% 1%	ow		-	•	-	-	-	-	1	-	1
									0%		0%
NET FIFA,Pro Evolution Soccer,Football 231 176 55 91 62 78 Manager 46% 64% 25% 50% 43% 44%	•							18 27%	99 47%	114 51%	231 46%



Q11 - The following questions are about you do you, or did you used to, regularly play for

do you, or did you used to, regularly play fo			Age of Workers			Working	ı status			Worl	k type		
			Age of Workers	1		Working	Julius			****	k type		1
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-		-	-	152	345	27	7	6	6	2	-
						100%	100%	100%	100%	100%	100%	100%	
FIFA	-	-	-	-	-	75	135	17	3	5		1	-
						49%	39%		43%	83%		50%	
Pro Evolution Soccer	-	-	-	-	-	25	47			3		-	-
						16%	14%		43%	50%			
Football Manager	-	-	-	-	-	29	67					1	
The state of the s						19% 43	19% 104		29% 1	50%		50%	
Halo	-	-	-	-	-	28%	30%		14%	2 33%		-	-
Skyrim					_	49	30% 114						_
ORYTHIA	-	-	-	-	-	32%	33%		29%	50%		-	-
Grand Theft Auto	_			_	_	77	176			3070		1	_
						51%	51%		86%	50%		50%	
Zelda	-			_	-	30	70			2		-	-
						20%	20%			33%	17%		
Call of Duty	-	-	-	-	-	96	179	21	5	6	5	1	-
						63%	52%	78%	71%	100%	83%	50%	
Battlefield	-	-	-	-	-	40	76	10	3	3	2	1	-
						26%	22%	37%	43%	50%	33%	50%	
The Witcher	-	-	-	-	-	17	22	7	2	2	-	-	-
						11%	6%	26%	29%	33%			
Mass Effect	-	-	-	-	-	35	59	11	3	3		-	-
						23%	17%		43%	50%			
Diablo	-	-	-	-	-	18	24		1	2		-	-
						12%	7%		14%	33%			
Star Wars	-	-	-	-	-	35	80			2		-	-
						23%	23%		43%	33%			
The Elder Scrolls	-	-	-	-	-	34	90			2		-	-
Market and Country						22%	26%		29%	33%			
Mario or Sonic	-	-	-	-	-	55 36%	132 38%		3 43%	2 33%		-	-
World of Warcraft						49	60			33%			
World of Warchait	•	-	_	-	-	32%	17%		57%	50%		-	•
Wii Sports	_			-	-	53	118			3		_	-
···· oponio						35%	34%		29%	50%			
Sims	-			-	-	81	185			4		-	-
						53%	54%		14%	67%	83%		
Other	-	-	-	-	-	25	86	4	1	1	1	-	-
						16%	25%	15%	14%	17%	17%		
Not applicable - I do not play computer gam	-	-	-	-	-	3	18	-	-	-	-	1	-
						2%	5%					50%	
Don't know	-	-	-	-	-	-	1		-	-	-	-	-
							0%						
NET FIFA,Pro Evolution Soccer,Football Manager	-	-	-	-	-	84	145		4	6		1	
						55%	42%	67%	57%	100%	33%	50%	



Q11 - The following questions are about you do you, or did you used to, regularly play for

do you, or did you used to, regularly play fo	Co	mpute Game Usa	ae				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
FIFA	75		78	4								
	39%	49%	41%	44%		39%					41%	67%
Pro Evolution Soccer	23	20	29	2		8					8	-
	12%	17%	15%	22%								
Football Manager	30	28	38	1	6						7	
Holo	16% 44	23% 35	20% 69	11%							32% 14	33%
Halo	23%	29%	37%	33%								33%
Skyrim	23% 54	38	72	2								33%
OKJ.IIII	28%	32%	38%	22%							64%	33%
Grand Theft Auto	88	60	106	3								
	46%	50%	56%	33%							59%	67%
Zelda	32	24	45	1	4	15	21	21	17	8	13	1
	17%	20%	24%	11%	11%	15%	18%	21%	24%	21%	59%	33%
Call of Duty	99	69	107	4	18	52	65	56	43	20	14	3
	52%	58%	57%	44%	50%	51%	54%	57%	61%	51%	64%	100%
Battlefield	32	32	52	2	4	18	30	23	18	10	10	1
	17%	27%	28%	22%							45%	33%
The Witcher	10	7	22	2	-	2	9	5	4	7	9	1
	5%	6%	12%	22%		2%					41%	33%
Mass Effect	26	22	47	2								
	14%	18%	25%	22%	6%							33%
Diablo	6	9	27	1	-	1	11				7	-
	3%	8%	14%	11%		1%						
Star Wars	36	27	52	2								
TI - FI I - O II -	19%	23%	28%	22%							45%	33%
The Elder Scrolls	38	24	63	3								
Mario or Sonic	20% 68	20% 46	33% 74	33% 3							45% 11	33%
mand of Sollic	36%	38%	39%	33%							50%	33%
World of Warcraft	31	27	52	3370								1
Trond of Translant	16%	23%	28%	33%							41%	33%
Wii Sports	67	48	56	3								1
	35%	40%	30%	33%							41%	33%
Sims	97	73	98	4		52				23	14	2
	51%	61%	52%	44%	58%	51%	42%	62%	58%	59%	64%	67%
Other	37	23	51	-	3	20	24	25	22	9	8	-
	19%	19%	27%		8%	20%	20%	26%	31%	23%	36%	
Not applicable - I do not play computer gam	7	7	7	2	3	6	6	2	2	-	-	-
	4%	6%	4%	22%	8%	6%	5%	2%	3%			
Don't know	1	-	-	-	-	-	1	-	-	-	-	-
NET FIFA,Pro Evolution Soccer,Football	1% 85	61	85	4	15	41	1% <i>60</i>		29	21	11	2
Manager 	45%	51%	45%	44%	42%	40%	50%	49%	41%	54%	50%	67%



Q11 - The following questions are about you do you, or did you used to, regularly play for

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45		289	61		-	-	-		- 500	-
	100%		100%	100%						100%	
FIFA	18		125	27		-	-	-		- 212	-
Pro Evolution Soccer	40% 6		43% 42	44% 16						42% - 72	_
FIO EVOIDION SOCCE	13%		15%	26%		-	-	•		14%	-
Football Manager	7		50	16		_	-	_		- 96	_
ootball manager	16%		17%	26%						19%	
Halo	12		84	30		-	-	-		- 148	-
	27%		29%	49%						30%	
Skyrim	8	27	95	33	-	-	-	-		- 164	-
	18%	26%	33%	54%						33%	
Grand Theft Auto	16	47	153	36	-	-	-	-		- 254	-
	36%	46%	53%	59%						51%	
Zelda	5		59	21		-	-	-		- 101	-
	11%		20%	34%						20%	
Call of Duty	22		164	34		-	-	-		- 275	-
	49%		57%	56%						55%	
Battlefield	6		71	20		-	-	-		- 116	-
TI - MEGAL	13%		25%	33%						23%	
The Witcher	2		18	16		-	-	-		- 39	-
Mass Effect	4% 4		6% 58	26% 21						- 95	_
VIASS Effect	9%		20%	34%		-	-	-		19%	-
Diablo	1	1	25	15		_	_	_		- 42	_
Diabio	2%		9%	25%						8%	
Star Wars	7		68	25		-	-	-		- 115	-
	16%		24%	41%						23%	
The Elder Scrolls	9		74	23		-	-	-		- 125	-
	20%	18%	26%	38%						25%	
Mario or Sonic	14	30	116	27	-	-	-	-		- 188	-
	31%	29%	40%	44%						38%	
World of Warcraft	8	10	70	21	-	-	-	-		- 110	-
	18%		24%	34%						22%	
Wii Sports	16		99	24		-	-	-		- 171	-
	36%		34%	39%						34%	
Sims	25			37		-	-	-		- 268	-
	56%		53%	61%						54%	
Other	3		71	17		-	-	-		- 111	-
Not applicable - I do not play computer sam	7% 5		25% 10	28%						- 22% - 21	_
Not applicable - I do not play computer gam	11%		3%	-	-	-	-	-		4%	-
Don't know	1176	-	3%	_	=	=	=	=		- 1	_
SOIL MION	-	-	0%	-	-	-	-	-		0%	-
NET FIFA,Pro Evolution Soccer,Football	19	41	137	32	-	-	-	-		- 231	-
Manager 	42%	40%	47%	52%						46%	



Q11 - The following questions are about you do you, or did you used to, regularly play for

do you, or did you used to, regularly play for		\A/I-:	na dou		I	Co	alourin a		Longost game				
		worki	ng day		 	Game p	naying		Longest game				
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	
Base: Gamers	_	-	-		· 95	237	130	38	18	79	204	199	
					100%	100%	100%	100%	100%	100%	100%	100%	
FIFA	-	-	-		- 29	111	51	21	2	30	84	96	
					31%	47%	39%	55%	11%	38%	41%	48%	
Pro Evolution Soccer	-	-	-		- 5	38	17	12		7	29	35	
					5%	16%	13%	32%		9%	14%	18%	
Football Manager	-	-	-		- 12	55	18	11		11	36	48	
					13%	23%	14%	29%		14%	18%	24%	
Halo	-	-	-	•	.,,	60	50	21		14		94	
Clausins					18% - 12	25% 81	38% 51	55%		18%	19%	47% 95	
Skyrim	-	-	-	•	13%	34%	39%	20 53%		15 19%	54 26%	48%	
Grand Theft Auto	_		_		- 30	123	74	27				13	
Grand Their Auto		_	_		32%	52%	57%	71%		42%	43%	66%	
Zelda	-		-		. 11	47	33	10		7	36	58	
					12%	20%	25%	26%		9%	18%	29%	
Call of Duty	-		-		- 41	136	72	26		40		126	
•					43%	57%	55%	68%		51%	50%	63%	
Battlefield	-	-	-		. 7	61	33	15	1	15	37	63	
					7%	26%	25%	39%	6%	19%	18%	32%	
The Witcher	-	-	-		-	13	15	11	-	2	6	31	
						5%	12%	29%		3%	3%	16%	
Mass Effect	-	-	-	-	- 5	42	32	16		9		64	
					5%	18%	25%	42%		11%	11%	32%	
Diablo	-	-	-		-	20	15	7	1	2		24	
- ···						8%	12%	18%		3%	7%	12%	
Star Wars	-	-	-		- 8	55	35	17		10		6	
The Elder Scrolls					- 8% - 9	23% 60	27% 41	45% 15		13% 7	21% 35	31% 8:	
The Elder Scrolls	-	· -	-	•	9%	25%	32%	39%		9%	17%	42%	
Mario or Sonic	_		_		- 22	93	56	17		21	80	79	
mario di donio					23%	39%	43%	45%		27%	39%	40%	
World of Warcraft	-		-		. 8	48	42	12		9	41	60	
					8%	20%	32%	32%		11%	20%	30%	
Wii Sports	-	-	-		- 24	88	43	16		20		68	
					25%	37%	33%	42%	28%	25%	38%	34%	
Sims	-	-	-		- 36	134	81	17	5	31	116	116	
					38%	57%	62%	45%	28%	39%	57%	58%	
Other	-	-	-		- 14	54	34	9		9	42	60	
					15%	23%	26%	24%		11%	21%	30%	
Not applicable - I do not play computer gam	-	-	-	•	- 19	2	-	-	7	9			
					20%	1%			39%	11%	2%		
Don't know	-	-	-			-	-	-	-	-	1		
MET FIEA Due Forelistics Construction Co.					1%	46.5	==		=	==	0%		
NET FIFA,Pro Evolution Soccer,Football Manager	-	-	-	-	30	123	56	22		33	92	103	
					32%	52%	43%	58%	17%	42%	45%	52%	



Q12.r01 - Hours - For how long do you typically spend playing computer games before you take a break?

		Gender Region						Age of Gamers					
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21			
Base: Gamers	500	276	224	181	143	176	66	209	225	500			
7400. Gamo. G	100%	100%	100%		100%	100%	100%	100%	100%	100%			
)	27	6			4	10	7	4	16	27			
	5%	2%	9%		3%	6%	11%	2%	7%	5%			
	125	65	60		33	50	22	52	51	125			
	25%	24%	27%		23%	28%	33%	25%	23%	25%			
	180	101	79		68	54	17	83	80	180			
	36%	37%	35%		48%	31%	26%	40%	36%	36%			
•	87	42			15	38	12	39	36	87			
	17%	15%	20%		10%	22%	18%	19%	16%	17%			
Ī	34	25			10	11	6	15	13	34			
	7%	9%	4%		7%	6%	9%	7%	6%	7%			
i	20	15			5		1	9	10	20			
	4%	5%	2%		3%	2%	2%	4%	4%	4%			
i	8	6			2		1	2	5	8			
	2%	2%	1%		1%		2%	1%	2%	2%			
	3	2			3	_	-	-	3	3			
	1%	1%			2%				1%	1%			
	2	2			2,0	1	_	_	2	2			
	0%	1%		1%		1%			1%	0%			
	1	1	_	- 170	_	1	_	_	1	1			
	0%	0%				1%			0%	0%			
0	2	1	1	_	2		_	1	1	2			
·	0%	0%	0%		1%			0%	0%	0%			
20	3	2			1	2	_	1	2	3			
.0	1%	1%	0%		1%	1%	-	0%	1%	1%			
2	1 / 1	1	078		1 /0	1 / 1		1	170	1 / 0			
2	0%	0%	-	•	-	1%	-	0%	-	0%			
4	1	1		1		176		1		1			
+	0%	0%	-	1%	-	-	-	0%	-	0%			
0	1	1		1				076	1	1			
		0%	-	1%	-	-	-	-		0%			
3	0%	1		1%		1		_	0% 1	1			
3		0%	-	-	-	1%	-	-		0%			
•	0%			4		1%		4	0%	1			
0	1	1	-	1	-	-	-	1	-				
	0%	0%		1%				0%		0%			
4	1	1	-	-	-	1	-	-	1	1			
	0%	0%				1%			0%	0%			
55	1	1	-	-	-	1	-	-	1	1			
	0%	0%				1%			0%	0%			
66	1	1	-	-	-	1	-	-	1	1			
	0%	0%				1%			0%	0%			



Q12.r01 - Hours - For how long do y	, , pio		Age of Workers			Working	ı status			Work type					
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these		
Base: Gamers			-	-	-	152	345	27	7	6	6	2			
						100%	100%		100%	100%	100%				
)			-	-	-	6			-	-	-				
						4% 34	6% 90		-	1	1	50%			
			•	_	-	22%	26%			17%					
!				-	-	51	128								
						34%	37%	33%	43%	33%	33%				
			-	-	-	35	52					-			
						23%	15%								
Į.	•		-	-	-	11 7%	22 6%			-	-	-			
5				_	_	7%	13				. 2	_			
,						5%	4%				33%				
i				-	-	3	5			-	-	-			
						2%	1%	7%							
•			-	-	-	1	2		-	-	-	-			
						1%	1%								
	•		-	-	-	1	1 0%			-	-	-			
		_			_	1% 1	- 0%		_	1	_				
			_	_	_	1%	_	_	_	17%		_			
0	,			-	-	1	1	-	-	-	-	1			
						1%	0%					50%			
20			-	-	-	1	2			-	-	-			
						1%	1%								
22	•		-	-	-	-	1		-	-	-	-			
24				_	_	_	0% 1		_	_		_			
•							0%								
30				-	-	-	1		-	-	-	-			
							0%								
33				-	-	-	1		-	-	-	-			
							0%								
40	•		-	-	-	-	1		-	-	-	-			
44		_		_	_	_	0% 1		_	_		_			
			-	_	-	-	0%		-	-	-	_			
55	,			-	-	-	1		-	-	-	-			
							0%								
66			-	-	-	-	1		-	-	-	-			
							0%								



	Co	ompute Game Usa	ge				Sitt	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours			From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%										100%	
0	11	8	8	2	7	8	7	2	1	-	-	
	6%	7%	4%	22%	19%	8%	6%	2%	1%			
1	62	34	29	2	19	42	32	18	9	3	-	-
	32%	28%	15%	22%	53%	41%	27%	18%	13%	8%		
2	81	43	56	2	8	40	53	36	26	11	3	1
	42%	36%	30%	22%	22%	39%	44%	37%	37%	28%	14%	33%
3	25		38			10	20			11	2	1
	13%		20%		3%	10%	17%				9%	33%
4	7				-							-
	4%		12%			1%					18%	
5	3		16			-	_			4	3	
	2%		8%				2%				14%	33%
6	-		7		-	-	-					-
		1%	4%					1%			14%	
7	-		2		-	-	1				-	-
		1%					1%	1%				
8	-	-			-	-	-	-			-	
			1%						1%	3%		
9	-	-		-	-	-	-	-	-	-	1	-
			1%								5%	
10	-	_	-	-	-	1		1		-	-	-
		2%				1%		1%				
20	2		-	-	1		-	1	-		-	-
	1%				3%			1%		3%		
22	-	-		-	-	-	-	-	-		-	-
			1%							3%		
24	-	-	1	-	-	-	-	-	-	-	1	-
••			1%						1		5%	
30	-	-	1	-	-	-	-	-	1%	-	-	-
33			1% 1						1%		1	
33	-	-	1%	-	-	-	-	-	-	-	5%	•
40			1%								5%	
40	-	-	1%	-	-	-	-	-	-	-	5%	•
44			176							_	1	
**	-	-	1%	-	-	-	-	-	-	-	5%	•
55		_	1%							_	5%	
33	•	-	1%	-	-	-	-	-	-	-	5%	•
66	_	_	176	_	_	_	_	_	_	_	1	_
••	•	-	1%	-	-	-	_	-	-	•	5%	



		Sitting (net	ted options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-			- 500	
	100%	100%								100%	
0	9				-	-	-	-		- 27	
	20%	8%	3%							5%	
1	21	42	59	3	-	-	-	-		- 125	
	47%	41%								25%	
2	10	40				-	-	-		- 180	
	22%	39%								36%	
3	3	10	60	13	-	-	-	-		- 87	
	7%									17%	
4	-	1				-	-	-		- 34	
		1%								7%	
5	1	-		7		-	-	-		- 20	
	2%		4%							4%	
6	=	-	3			-	_	-		- 8	
			1%							2%	
7	-	-	3		_	-	_	_		- 3	
			1%							1%	
8	_	-	1	1	_	-	_	_			
			0%							0%	
9	_	_	-	1		_	_	_		- 1	
				2%						0%	
10	_	1	1	270	_		_	_		_	
		1%								0%	
20	1	-	1	1	_		_	_		_	
	2%		0%							1%	
22	-	-	-	1			_	_			
22				2%						0%	
24	_		-				_	_			
27				2%						0%	
30	_	-	1	-			_	_			
30			0%							0%	
33			-	1						- 1	
33	_	-	-	2%		-	•	•		0%	
40			_	1							
40	-	-	-			-	-	-	•		
44			_	2% 1						- 0% - 1	
**	-	-	-	1 2%		-	-	-		- 1	
EE											
55	-	-	-	1		-	-	-		- 1	
00				2%						0%	
66	-	-	-	1		-	-	-		- 1	
				2%						0%	



Q12.r01 - Hours - For how long do you typic

Q12.r01 - Hours - For how long do you ty	pic	Worki	na day			Game i	alavina		I	l anc	t gamo	
		Workii	ng day I	1	1	Game	piaying		1	Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers			-		95	237	130	38	18	79	204	199
					100%	100%	100%			100%	100%	100%
0	-	-	-	-		-	-	-	10	12	5	
					28%				56%	15%	2%	
1	-	-	-	-		57	-	-		43	57	18
					72%	24%			39%	54%	28%	9%
2	-	-	-		-	180 76%	-	-	1 6%	16 20%	103 50%	60 30%
3	_		_	_		70%	87	_		3	30 %	54
•		_	_			_	67%	_	_	4%	15%	27%
4	-		-	-		-	34	-	-	2	5	27
							26%			3%	2%	14%
5	-		-	-	-	-	9	11	-	1	4	15
							7%			1%	2%	8%
6	-	-	-	-	-	-	-	8		-	-	8
								21%				4%
7	-		-	-	-	-	-	3		1	-	2
8							_	8% 2		1%	_	1% 2
•	•	· -	-	•	-	-	-	5%		-	-	1%
9	-		-			_	_	1	_	_	_	1
								3%				1%
10	-		-			-	-	2		-	-	2
								5%				1%
20	-	-	-	-	-	-	-	3		-	-	5
								8%				2%
22	-	-	-	-	-	-	-	1	-	-	-	1
								3%				1%
24	-	-	-	-	-	-	-	1 3%	-	1 1%	-	
30	_		_	_		_	_	1	_	170	_	1
30								3%				1%
33	-		-			-	_	1	_	_	-	1
								3%				1%
40	-		-	-		-	-	1	-	-	-	1
								3%				1%
44	-	-	-	-	-	-	-	1	-	-	-	1
								3%				1%
55	-	-	-	-	-	-	-	1	-	-	-	1
66								3% 1				1%
00	-		-	-	-	-	-	3%	-	-	-	1 1%
								3%				1%



Q12.r02 - Minutes - For how long do you typically spend playing computer games before you take a break?

		Gene	der		Region			Age of G	Samers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	50
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
0	256	142	114		82		20	122	114	25
	51%	51%	51%	49%	57%	48%	30%	58%	51%	519
1	1	-	1	-	1	-	-	1	-	
	0%		0%		1%			0%		0%
2	2	2	-	1	-	1	-	1	1	
	0%	1%		1%		1%		0%	0%	0%
5	3	3	-	1	1	1	-	2	1	:
	1%	1%		1%	1%	1%		1%	0%	19
6	1	1	-	-	-	1	-	-	1	
	0%	0%				1%			0%	0%
7	2	2	-	-	-	2	-	-	2	2
	0%	1%				1%			1%	0%
8	1	1	-	-	-	1	-	-	1	•
	0%	0%				1%			0%	0%
9	1	1	-	-	-	1	-	1	-	•
	0%	0%				1%		0%		0%
10	14	11	3		4	3	1	4	9	14
	3%	4%	1%		3%	2%	2%	2%	4%	3%
12	1	1	-	1	-	-	-	-	1	•
	0%	0%		1%					0%	0%
13	1	1	-	-	-	1	-	-	1	
	0%	0%		_		1%		_	0%	0%
15	11	3	8		3		1	7	3	11
	2%	1%	4%		2%	2%	2%	3%	1%	2%
20	14	10	4		5	6	-	3	11	14
••	3%	4%	2%	2%	3%	3%	4	1%	5% 1	3%
23	0%	1 0%	1 0%	-	-	2 1%	1 2%	-	0%	0%
25	4	3	1	1			2%	3	1	09
25			0%		2 1%		-			
30	1% 160	1% 82	78	1% 61	41	1% 58	36	1% 57	0% 67	1% 160
30	32%	30%	35%	34%	29%	33%	55%	27%	30%	32%
31	1	1	33 /6	34/0	29/8	3376	1	21/0	30 /6	32 /
31	0%	0%	-	•	1%		2%	-	-	0%
32	1	-	1	_	170	1	270	_	1	
02	0%		0%			1%			0%	0%
33	1	1	-	_	_	1	-	1	-	
	0%	0%				1%		0%		0%
35	1	1	-	1	-	-	1	-	_	
	0%	0%		1%			2%			0%
40	5	3	2		1	-		4	1	
•	1%	1%	1%	2%	1%			2%	0%	1%
45	12	3	9		1	6	5	2	5	1:
•	2%	1%	4%	3%	1%	3%	8%	1%	2%	2%
47	1	1	-	1	-	=	-	-	1	
	0%	0%		1%					0%	0%
50	4	2	2		1	2	-	1	3	4
	1%	1%	1%	1%	1%	1%		0%	1%	1%



Q12.r02 - Minutes - For how long do you ty			Age of Workers			Working	status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers					-	152	345	27	7	6	6	2	
						100%	100%						
0				-	-	63	190						
1					_	41% 1	55%	33%	57%	33%		50%	
						1%							
!					-	-	2		-	-	-	-	
							1%						
				-	-	-	3 1%		-	-	-	-	
i					_	_	1 70		-	_		_	
							0%						
					-	1	1		-	-	-	-	
						1%	0%						
В	•			-	-	1 1%	-	-	-	1		-	
9					_	1%	1	_	_	17%		_	
							0%						
10					-	10	4	3	1	-	-	-	
						7%	1%	11%					
2	•			-	-	1	-	-	1	-	-	-	
3					_	1% 1	_	-	14%	_		_	
						1%							
15					-	2	9	1	-	-	-	-	
						1%	3%						
20	•			-	-	7	7		-	-	-	1	
3					_	5%	2% 2		_	_		50%	
							1%						
25					-	1	3		-	-	-	-	
						1%	1%						
60				-	-	55	105					-	
31						36%	30% 1		14%	33%			
51					-	-	0%		-	-	_	-	
32					-	1	-	-	-	-	-	-	
						1%							
33				-	-	-	1		-	-	-	-	
35		_	_	_		1	0%						
			•	· •	-	1%	-	-	-	-	-	-	
40					-		4	-	-	-	-	-	
						1%	1%						
45	•				-	2	10			-	-	-	
47		_	_	_		1% 1	3%						
4 1	•			· -	-	1%	-	-	-	-	-	-	
50					-	3	1	1	-	1	-	-	
						2%	0%			17%			



Q12.r02 - Minutes - For how long		ompute Game Usa	ge				Sitt	ing (unnetted opt	ions)			
	10 to 14 hours		20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours			From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
							L	L	<u> </u>			
Base: Gamers	191 100%		189 100%	9 1 00 %								1009
0	100%		96	5								
·	57%		51%	56%								1009
1	1		-							-	-	
	1%				3%							
2	-	-	2	-	-	-	-		-	-	2	
			1%								9%	
5	1		1	-	-				-	-	1	
•	1%	1%	1%			1%				_	5% 1	
6	-	-	1 1%	-	-	-		-	-	-	5%	
7	-	-	2			-			1	_	1	
			1%						1%		5%	
8	-	-	1			-	-				1	
			1%								5%	
9	-	1	-	-	-	-	-		1		-	
		1%							1%			
10	2		7	-	- 2			. 3				
40	1%		4%		6%			3%		5%		
12	1 1%	-	-	-	-	-	· -	· 1 1%		-	-	
13	-	_	1	_		_	. 1			_	_	
			1%				1%					
15	4	5		1	1	3			-	-	1	
	2%	4%	1%	11%	3%	3%	3%				5%	
20	6		4		- 1			. 1				
	3%		2%		3%							
23	1		1	-	-	-					-	
	1%		1%				1%		1%			
25	3 2%		1 1%	-	-	1 1%		2%		1 3%		
30	59		59	3	3 10							
	31%		31%	33%								
31	-		-							-	-	
		1%			3%							
32	1		-	-				-	-	-	-	
	1%					1%						
33	-	-	1		-	-	-	-	-	1		
25			1%							3%		
35	-	1 1%	-	-	-	1 1%			-	-	-	
40	_	1%	3	_	. 1				2	1	_	
TV	_	2%	2%		3%				3%			
45	2		5	-	- 2			. 2		2		
	1%		3%		6%					5%		
47	1	-	-	-					-	-	-	
	1%						1%					
50	-	2		-		-					1	
		2%	1%				1%	1%	1%		5%	



	Q12.r02 - Minutes - For how long		Sitting (net	ted options)				Industry			Sam	ple
100% 100%		hour	hours	hours	more	finance, accountancy, IT	politics, public affairs, marketing	design, engineering, science and		Other		Workers
0	Base: Gamers						-	-	-			
49% 43% 53% 54% 51% 51% 1												
1	0						-	-	-			
1946 1946												
2	1			-	-	-	-	-	-			
5	2	2%			2							
5	2	-	-	-			-	-	-			
196	5	_	1	1			_	_	_			
6												
1946 1946	6	-					_	-	-			
7												
8	7	-	-	1			_	-	-			
8				0%	2%							
9	8	-	-				-	-	-			
10					2%						0%	
10	9	-	-	1	-	-	-	-	-		- 1	
12				0%							0%	
12	10						-	-	-			
13		4%	3%		5%							
13	12	-	-		-	-	-	-	-			
15												
15	13	-	-			-	-	-	-			
20	45	2										
20	15						-	-	-			
23	20						_	_	_			
23	20											
25	23					_	_	_	-			
25												
1	25	-	1			-	_	-	-			
30												
31 1 - - - - - - 1 - - 1 -	30	13	40	97	10	-	-	-	-		- 160	
26		29%	39%	34%	16%						32%	
32	31	1	-	-	-	-	-	-	-		- 1	
1% 33		2%										
33	32				-	-	-	-	-			
2% 35												
35	33	-	-	-			-	-	-			
40 1 1 1 2 1 5 2% 1% 1% 2% 1% 45 2 2 2 5 3 12 47 48 2% 2% 5% 1 50 5	ar				2%							
40 1 1 2 1 5 1% 45 2% 45 2 2 2 5 3 2 2 2 5 5 3 2 2 2 2 5 5 6 5 5 5 5 5 5 5 5 5 5 5 5 5	35	-			-	-	-	-	-			
2% 1% 1% 2% 1% 1 1% 2% 1% 1% 2% 1% 1% 2% 1% 1% 1% 2% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1%	40	4			1							
45 2 2 5 3 12 4% 2% 2% 5% 2% 47 - 1 1 0% 3 1 4	4 0						-	-	-			
4% 2% 2% 5% 2 47 - 1 1 0% 3 1 4	45						_	_	_			
47 - 1 1 0% 1 50 3 1 4	70						_	_				
0% 0% 0% 50 - 3 1 4	47					-	_	-	-			
50 3 1 4												
	50		-			-	-	-	-			



		Worki	ng day			Game	playing	-		Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers			-		•••		130			79		1
					100%	100%	100%			100%		10
	•	-	-		- 53 56%	113 48%	77 59%			27 34%		
			-			1	3976	34 /0		34 /6	1	3.
						0%					0%	
!			-		-	-	-	2		1	-	
i			_		. 1		1	5% 1		1% 2		•
•					1%		1%			3%		
;			-			-	-	1		-	-	
								3%				
,	•	-	-		-	-	-	2 5%		-	-	
3			-			-	-	1		-	-	
								3%				1
)	•		-			1	-	-	-	-	-	
10					. 3	0% 2	4	5	_	6	3	1
			-		3%	1%	3%			8%		
2			-			1	-	-	-	-	1	
						0%					0%	
3	•		-	•	- 1 1%	-	-	-	-	-	1 0%	
15			-		- 8	1	2	-	3	4		
					8%	0%			17%	5%		
20			-		- 10		-	-	-	6		
23					11%	2%	2	_	_	8% 1	3%	•
. 3	•		-			-	2%		-	1%	-	1
25			-		- 1	1	1	1	-	-	2	
					1%	0%	1%				1%	
30	•	-	-		- 10 11%	102 43%	40 31%			26 33%	62 30%	
31			_			43%	31%	21%		33%	30%	34
						0%				1%		
32			-		-	1	-	-	-	-	-	
33						0%		1		_		1
33	•	-	-	•	-	-	-	3%		-	-	1
35			-			1	-	-	-	1	-	
						0%				1%		
10		-	-		- 1	2	-	2		1	3	
15	_		_		1% - 7	1% 3	2	5%		1% 2	1% 5	
		-	-		7%	1%	2%		17%	3%		
17			-			1	-	-		-	1	
						0%					0%	
50		-	-		-	2		1		1	1	1
						1%	1%	3%		1%	0%	



Q12_MIN - In minutes - For how long do you typically spend playing computer games before you take a break?

		Gen	der		Region			Age of 0	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Less than 1 hour 30 minutes	95	44	51	39	24	32	13	32	50	95
	19%	16%	23%	22%	17%	18%	20%	15%	22%	19%
1 hour 30 minutes to 3 hours	237	128	109	74	81	82	33	107	97	237
	47%	46%	49%	41%	57%	47%	50%	51%	43%	47%
3 hours to 5 hours	130	72	58	49	28	53	18	59	53	130
	26%	26%	26%	27%	20%	30%	27%	28%	24%	26%
More than 5 hours	38	32	6	19	10	9	2	11	25	38
	8%	12%	3%	10%	7%	5%	3%	5%	11%	8%
***STATISTICS IN MINUTES										
MEAN	189.86	231.58	138.46	181.75	159.14	223.17	136.95	174.28	219.85	189.86
STANDARD DEVIATION	321.20	417.53	105.17	245.06	128.65	465.86	74.47	222.90	424.41	321.20
MEDIAN	120.00	124.50	120.00	120.00	120.00	120.00	120.00	120.00	120.00	120.00
MODE	120.00	120.00	120.00	120.00	120.00	120.00	90.00	120.00	120.00	120.00



Q12_MIN - In minutes - For how long do you

			Age of Workers			Working	y status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-	-	-	-	152	345	27	7	6	6	2	
						100%	100%	100%	100%	100%	100%	100%	
ess than 1 hour 30 minutes	-	-	-	-	-	21	73	3	-	-	1	1	
						14%	21%	11%			17%	50%	
hour 30 minutes to 3 hours	-	-	-	-	-	70	166	13	3	3	2	-	
						46%	48%	48%	43%	50%	33%		
hours to 5 hours	-	-	-	-	-	48	81	5	3	2	2	-	
						32%	23%	19%	43%	33%	33%		
Nore than 5 hours	-	-	-	-	-	13	25	6	1	1	1	1	
						9%	7%	22%	14%	17%	17%	50%	
**STATISTICS IN MINUTES													
IEAN	-	-	-	-	-	170.39	198.87	219.33	204.57	219.67	195.00	310.00	
TANDARD DEVIATION						127.17	377.14	226.04	79.03	170.11	101.73	410.12	
MEDIAN						150.00	120.00	150.00	180.00	165.00	165.00	310.00	
MODE						120.00	120.00	90.00	120.00	120.00	150.00	20.00	



Q12_MIN - In minutes - For how long do you

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Less than 1 hour 30 minutes	44	28	23	3	20	29	28	9	5	1	-	-
	23%	23%	12%	33%	56%	28%	23%	9%	7%	3%		
1 hour 30 minutes to 3 hours	110	57	70	3	14	61	64	47	31	13	3	1
	58%	48%	37%	33%	39%	60%	53%	48%	44%	33%	14%	33%
3 hours to 5 hours	34	30	66	3	1	11	26	35	25	18	9	2
	18%	25%	35%	33%	3%	11%	22%	36%	35%	46%	41%	67%
More than 5 hours	3	5	30	-	1	1	2	7	10	7	10	-
	2%	4%	16%		3%	1%	2%	7%	14%	18%	45%	
***STATISTICS IN MINUTES												
MEAN	131.81	151.25	273.05	125.00	111.03	113.35	129.57	175.84	206.61	257.38	916.36	200.00
STANDARD DEVIATION	123.60	133.70	485.54	91.86	192.44	68.88	64.81	135.00	214.63	256.53	1165.05	91.65
MEDIAN	120.00	120.00	180.00	120.00	65.00	120.00	120.00	150.00	160.00	180.00	300.00	180.00
MODE	120.00	120.00	120.00	120.00	60.00	120.00	120.00	120.00	120.00	120.00	300.00	120.00



Q12 MIN - In minutes - For how long do you

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	
	100%	100%	100%	100%						100%	
Less than 1 hour 30 minutes	23	29	42	1	-	-	-	-	-	95	
	51%	28%	15%	2%						19%	
1 hour 30 minutes to 3 hours	17	61	142	16	-	-	-	-	-	237	
	38%	60%	49%	26%						47%	
3 hours to 5 hours	4	11	86	27	-	-	-	-	-	130	
	9%	11%	30%	44%						26%	
More than 5 hours	1	1	19	17	-	-	-	-	-	38	
	2%	1%	7%	28%						8%	
***STATISTICS IN MINUTES											
MEAN	113.82	113.35	164.18	495.05	-	-	-	-	-	189.86	
STANDARD DEVIATION	176.14	68.88	141.63	786.48						321.20	
MEDIAN	80.00	120.00	140.00	240.00						120.00	
MODE	60.00	120.00	120.00	120.00						120.00	



Q12_MIN - In minutes - For how long do you

		Worki	ng day			Game p	playing			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers	-	-		-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
Less than 1 hour 30 minutes	-	-	-	-	95	-	-	-	15	34	36	10
					100%				83%	43%	18%	5%
1 hour 30 minutes to 3 hours	-	-	-	-	-	237	-	-	3	37	129	68
						100%			17%	47%	63%	34%
3 hours to 5 hours	-	-	-	-	-	-	130	-	-	5	37	88
							100%			6%	18%	44%
More than 5 hours	-	-	-	-	-	-	-	38	-	3	2	33
								100%		4%	1%	17%
***STATISTICS IN MINUTES												
MEAN	-	-	-	-	53.98		215.43	870.92	48.33	113.68	128.20	296.12
STANDARD DEVIATION					19.75		36.48	909.16		165.61	53.23	476.23
MEDIAN					60.00	120.00	210.00	415.00	45.00	90.00	120.00	180.00
MODE					60.00	120.00	180.00	360.00	60.00	90.00	120.00	120.00



Q13.r01 - Hours - And again, for how long was the longest time you have ever spent playing computer games before you took a break

		Gen	der		Region			Age of 0	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224		143	176	66	209	225	500
0	100% 5	100%	100% 5		100% 1	100% 2	100% 2	100%	100% 3	100% 5
	1%		2%		1%	1%	3%		1%	1%
1	28	6	22		5	13	8	9	11	28
•	6%	2%	10%		3%	7%	12%	4%	5%	6%
2	64 13%	34 12%	30 13%		23 16%	18 10%	6 9%	30 14%	28 12%	64 13%
3	71	32	39		20	26	7	31	33	71
	14%	12%	17%		14%	15%	11%	15%	15%	14%
4	67	34	33		17	24	10	20	37	67
	13%	12%	15%		12%	14%	15%	10%	16%	13%
5	83	42	41		27	32	13	38	32	83
6	17% 44	15%	18%		19%	18%	20% 5	18%	14%	17%
0	9%	22 8%	22 10%		12 8%	14 8%	s 8%	19 9%	20 9%	44 9%
7	21	14	7		8	7	4	8	9	21
	4%	5%	3%		6%	4%	6%	4%	4%	4%
8	31	20	11	14	7	10	2	16	13	31
	6%	7%	5%		5%	6%	3%	8%	6%	6%
9	11	9	2		3	5	1	6	4	11
40	2%	3%	1%		2%	3%	2%	3%	2%	2%
10	18 4%	16 6%	2 1%		7 5%	5 3%	-	10 5%	8 4%	18 4%
11	2	2	-		5 /8 -	2	-	1	1	2
	0%	1%				1%		0%	0%	0%
12	13	10	3	8	3	2	4	3	6	13
	3%	4%	1%	4%	2%	1%	6%	1%	3%	3%
13	5	4	1		1	3	3	1	1	5
	1%	1%	0%		1%	2%	5%	0%	0%	1%
14	4	2	2		1	1	-	3	1	40/
15	1% 3	1% 2	1% 1		1% 1	1% 2	_	1% 2	0% 1	1% 3
10	1%	1%	0%		1%	1%	_	1%	0%	1%
16	2	1	1		-	1	-	2	-	2
	0%	0%	0%	1%		1%		1%		0%
17	1	1	-	1	-	-	1	-	-	1
	0%	0%		1%			2%			0%
18	3	2	1		1	-	-	1	2	3
20	1%	1% 3	0% 1		1% 1	1	_	0%	1% 4	1%
20	1%	1%	0%		1%	1%	_	_	2%	1%
23	1	1	-	1	-	-	-	1	-	1
	0%	0%		1%				0%		0%
24	4	4	-	2	1	1	-	2	2	4
	1%	1%		1%	1%	1%		1%	1%	1%
30	2	2	-	1	-	1	-	-	1	2
33	0%	1% 2		1%		1% 2		0% 1	0% 1	0% 2
JJ	0%	1%	-	-	-	1%	-	0%	0%	0%
34	1	1 / 1	-	-	1		-	-	1	1
	0%	0%			1%				0%	0%
36	3	3	-	2	1	-	-	3	-	3
	1%	1%		1%	1%			1%		1%
44	1	1	-	-	-	1	-	-	1	1



86 / 115

Q13.r01 - Hours - And again, for how long v			Age of Workers	<u> </u>		Working	g status			Worl	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers													
0						100%	100% 5			100%	100%	100%	
·						•	1%		•	•	•	•	-
1	-		-			-				-	-	-	-
2						5% 20				_		1	-
-						13%						50%	
3	•										-	-	-
4	_					13% 19				1	1		
•						13%				17%			
5	-												-
6						19% 10						_	
						7%				17%			
7	-		-							-	-	-	-
8	_					7% 9				_	_	_	
						6%					_		-
9	-		-							1		-	-
10						3% 3				17%		1	-
10						2%			-	•	17%		
11						2	-						
12						1% 2		1	14% 1				
12						1%					-		_
13			-			_	3	-		-	-	-	-
14						1% 1							
14						1%			-	•	_		_
15	-					1	2	-	-	-	-	-	-
46						1%							
16	•			-		-	2 1%		-	-	-	-	-
17	-					1	-	1		-	-	-	-
49						1%		4%			4		
18			-			2 1%			-	-	1 17%	-	-
20	-					2	2	2		-	-	-	-
00						1%							
23	•	-		-		1 1%		-	-	-	-	-	-
24						1	3		-	-	-	-	-
						1%	1%						
30						-	2 1%		-	-	-	-	-
33						-	2		-	-	-	-	-
							1%						
34						-	1 0%		-	-	-	-	-
36						1			-	-	-	-	
						1%	1%						Com
44						-	1	-	-	-	-	-	u _() T N

	Co	ompute Game Usa	ge				Sitti	ing (unnetted opt	ions)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%			100%					100%	100%	100%	100%
0	3								-	-	-	-
1	2% 15			11% 1					1	-	1	_
ı	8%										5%	_
2	30										1	-
	16%	13%	10%	11%	28%	21%	16%	6%	7%	3%	5%	
3	37										1	-
	19%										5%	
1	24 13%					10 10%					-	-
5	31				2						3	-
	16%				6%						14%	
6	17										-	1
	9%			11%	6%				18%			33%
7	7				-							-
_	4%					7%					5%	
В	12				-	-					1 5%	-
9	6% 3				1	3% 2					1	_
,	2%				3%				1%		5%	
10	5				-	2					1	-
	3%	4%	4%			2%	3%	5%	4%	10%	5%	
11	-	-	2		-	1		-	-	-	-	-
			1%			1%			_	3%		
12	3				-	2					1 5%	1
13	2%		5% 4		1	2%	2% 1				5%	33%
15		1%			3%		1%					
14	-					1					-	-
			2%	11%		1%			1%	3%		
15	1		2		-	-	-			· · · · · · · · · · · · · · · · · · ·	-	-
	1%		1%				1%			3%		
16	-	-	2		-	1		-	-	-	1	-
17			1% 1			1%		. <u>-</u>	1	-	5%	_
11	·	-	1%	_	-	-	-	-	1%		-	-
18	-	. 1	2		-	1	-	1			-	-
		1%				1%		1%				
20	1			-	1		-	1	-		1	-
	1%		1%		3%			1%		3%	5%	
23	1		-	-	1	-	-	-	-	-	-	-
24	1%	1	3		3%		1	1		1		1
24	-	1%			-	-	1%	1%	-	3%	-	33%
30	1		1		-	-	-	1			-	
	1%		1%					1%				
33	-	-	2	-	-	-	-	-	-	1	1	-
			1%							3%	5%	
34	-	-	1		-	-	-	-	-	-	1	
20			1%								5%	
36	-	-	3		-	-	-	-	1 10/-		2 9%	
44	=		2% 1		=	=	_		1%			
••	-	-		-	-	-	-	-	-	-		-



88 / 115

		O (o	ed options)				Industry			Sam	ibie	
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers	
Base: Gamers	45	102	289	61	-	-	-	-		- 500	-	
	100%	100%	100%	100%						100%		
0	2		2		-	-	-	-		ū	-	
	4%		1%							1%		
1	6					-	-	-		- 28	-	
•	13%		3%							6%		
2	11 24%		30 10%			-	-	-		- 64 13%	-	
3	11		38			_	_	_		- 71	_	
3	24%		13%							14%		
4	5		49				-	-			-	
	11%		17%							13%		
5	2					-	-	-		- 83	-	
	4%		20%							17%		
6	3	6	31	3	-	-	-	-		- 44	-	
	7%	6%	11%	5%						9%		
7	-	7	11	3	-	-	-	-		- 21	-	
		7%								4%		
8	-	-				-	-	-		- 31	-	
		3%	8%							6%		
9	1					-	-	-		- 11	-	
	2%		1%							2%		
10	-	2				-	-	-		- 18	-	
11	-	2% 1	4%							- 4% - 2		
11	-	1%	-	2%		· -	-	-		0%	-	
12	-		6				_	_		- 13	_	
12		2%	2%							3%		
13	1		4				-	-		- 5	-	
	2%		1%							1%		
14	1		1		-	-	-	-		- 4	-	
	2%	1%	0%	2%						1%		
15	-	-	2		-	-	-	-		- 3	-	
			1%	2%						1%		
16	-	1	-	1	-	-	-	-		- 2	-	
		1%		2%						0%		
17	-	-	1		-	-	-	-		•	-	
			0%							0%		
18	-	1	2		-	-	-	-		- 3	-	
		1%	1%							1%		
20	1		1			-	-	-		- 4	-	
22	2%		0%							1%		
23	1 2%	-	-	-	-	-	-	-		- 1 0%	-	
24	2%		2	1						- 4	-	
24	•	-	1%			-	-	-		1%	-	
30	_	_	2				_	_		- 2	-	
	_	_	1%			_	_			0%	_	
33	-	-	-		-		-	-		- 2	-	
				3%						0%		
34	-	-	-			-	-	-		- 1	-	
				2%						0%		
36	-	-	1			-	-	-		- 3	-	
			0%							1%		



Q13.r01	- Hours -	 And again 	. for how	long w
---------	-----------	-------------------------------	-----------	--------

		Worki	ing day			Game _l	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers			-		- 95							
•					100%			100%				
0	•	-		-	- 5 5%		-	-	5 28%		-	-
1			-		- 17	11		-	13	15		-
2				_	18% - 27	5% 29		3	72%	19% 64		_
2			_		28%			8%		81%		
3			-	-	20			-	-	-	71	
4		_			21%			2		_	35% 67	
•					8%			5%			33%	
5			-	-				2		-		
6		_			11% - 4			5% 3		-	32%	
					4%			8%				22%
7			-	-	_			2		-	-	
8					2%	2% 11		5% 3				11% 31
						5%		8%				16%
9			-	-	-	6		2		-	-	11
10					- 1	3% 7		5% 2			-	6% 18
					1%			5%				9%
11			-	-	-	-	2	-	-	-	-	2
12						3	2% 9	1	-	_		1% 13
12						1%		3%				7%
13			-		-	1		2		-	-	5
14						0%	2% 4	5%		_	_	3% 4
							3%					2%
15			-		-	1		-	-	-	-	3
16						0% 1		_	-			2% 2
						0%						1%
17			-		-	-	-	1		-	-	1
18						1	2	3%	_	-	-	1% 3
						0%	2%					2%
20			-	-	-	-	1 1%	3 8%		-	-	4 2%
23					- 1	-	-	-	-	-	-	1
					1%							1%
24			-	-	-	1 0%	1 1%	2		-	-	4 2%
30							176	5% 2				
								5%				1%
33			-	-		-	-			-	-	2
34						-	-	5% 1		-	_	1% 1
								3%				1%
36			-			-	2			-	-	3
44						-	2%			_	_	2% 1
								•				

	0%	0%				1%			0%	0%
48	1	1	-	-	-	1	-	-	1	1
	0%	0%				1%			0%	0%
50	1	1	-	1	-	-	-	1	-	1
	0%	0%		1%				0%		0%
56	1	1	-	-	1	-	-	-	1	1
	0%	0%			1%				0%	0%
66	1	1	-	-	-	1	-	-	1	1
	0%	0%				1%			0%	0%
88	1	1	-	-	-	1	-	-	1	1
	0%	0%				1%			0%	0%
90	1	1	-	-	1	-	-	-	1	1
	0%	0%			1%				0%	0%



							0%						
48	-	-	-	-	-	1	-	-	-	1	-	-	-
						1%				17%			
50	-	-	-	-	-	-	1	-	-	-	-	-	-
							0%						
56	-	-	-	-	-	1	-	-	-	-	-	-	-
						1%							
66	-	-	-	-	-	-	1	-	-	-	-	-	-
							0%						
88	-	-	-	-	-	-	1	-	-	-	-	-	-
							0%						
90	-	-	-	-	-	1	-	1	-	-	-	-	-
						1%		4%					



			1%								5%	
48	-	1	-	-	-	-	-	-	1	-	-	-
		1%							1%			
50	-	-	1	-	-	-	-	-	-	-	1	-
			1%								5%	
56	-	-	1	-	-	-	-	-	-	-	1	-
			1%								5%	
66	-	-	1	-	-	-	-	-	-	-	1	-
			1%								5%	
88	-	-	1	-	-	-	-	-	-	-	1	-
			1%								5%	
90	-	1	-	-	-	-	-	1	-	-	-	-
		1%						1%				



				2%						0%	
48	-	-	1	-	-	-	-	-	-	1	-
			0%							0%	
50	-	-	-	1	-	-	-	-	-	1	-
				2%						0%	
56	-	-	-	1	-	-	-	-	-	1	-
				2%						0%	
66	-	-	-	1	-	-	-	-	-	1	-
				2%						0%	
88	-	-	-	1	-	-	-	-	-	1	-
				2%						0%	
90	-	-	1	-	-	-	-	-	-	1	-
			0%							0%	



								3%				1%
48	-	-	-	-	-	-	1	-	-	-	-	1
							1%					1%
50	-	-	-	-	-	-	-	1	-	-	-	1
								3%				1%
56	-	-	-	-	-	-	1	-	-	-	-	1
							1%					1%
66	-	-	-	-	-	-	-	1	-	-	-	1
								3%				1%
88	-	-	-	-	-	-	-	1	-	-	-	1
								3%				1%
90	-	-	-	-	-	1	-	-	-	-	-	1
						0%						1%



Q13.r02 - Minutes - And again, for how long was the longest time you have ever spent playing computer games before you took a

break?		Gen	der		Region			Age of G	amers	
					. rog.o			7.90 0. 0		
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
Dase. Camers	100%	100%	100%		100%		100%	100%	100%	100%
0	355	196	159		107	113	40	157	158	355
	71%	71%	71%	75%	75%		61%	75%	70%	71%
1	3	2	1	3	-	-	-	1	2	3
	1%	1%	0%	2%				0%	1%	1%
2	2	2	-	-	-		1	-	1	2
_	0%	1%				1%	2%		0%	0%
3	6	2	4				2	4 2%	-	6
5	1% 3	1% 3	2%	1%	1% 2		3%	2%	3	1% 3
•	1%	1%	-	-	1%		-	-	1%	1%
6	2	2	_	_		2	-	1	1	2
	0%	1%				1%		0%	0%	0%
8	1	1	-	-	-	1	-	-	1	1
	0%	0%				1%			0%	0%
9	2	2	-	-	-	2	-	-	2	2
	0%	1%				1%			1%	0%
10	9	7	2		2		-	3	6	9
14	2%	3%	1%		1%			1%	3%	2%
11	1 0%	-	1 0%		1 1%	-	-	-	1 0%	1 0%
12	2	2	0%	1	1 76	_	1	1	0%	2
12	0%	1%		1%	1%		2%	0%		0%
15	5	2	3		-	3	-	-	5	5
	1%	1%	1%			2%			2%	1%
20	6	3	3	1	2	3	1	3	2	6
	1%	1%	1%	1%	1%	2%	2%	1%	1%	1%
22	1	1	-	-	-	1	-	1	-	1
	0%	0%				1%		0%		0%
24	1	1	-	-	-	· · · · · · · · · · · · · · · · · · ·	1	-	-	1
	0%	0%				1%	2%			0%
25	1 0%	-	1 0%		1 1%		-	1 0%	-	1 0%
30	72	38	34		15		14	26	32	72
	14%	14%	15%		10%		21%	12%	14%	14%
32	2	1	1		-	1	-	-	2	2
	0%	0%	0%			1%			1%	0%
34	1	-	1	-	-	1	1	-	-	1
	0%		0%			1%	2%			0%
40	7	4	3				1	4	2	7
	1%	1%	1%		2%		2%	2%	1%	1%
15	8	3	5				2	4	2	8
-0	2%	1%	2%		3%		3%	2%	1%	2%
50	9	3 1%	6 3%		2 1%		2 3%	3 1%	4 2%	9 2%
59	2%	1%	3%	2%	1%	2%	3%	1%	2% 1	2% 1
JJ	0%	0%	-	-	-	1%	-	-	0%	0%
	078	0 /6				1 /0			076	0 /0



Q13.r02 - Minutes - And again, for how long

Bases Camers				Age of Workers			Working	status		-	Worl	k type	-	
1000 1000		21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	building site,	spaces, e.g. school, hospital	Other	None of these
90	Base: Gamers						152	345	27	7	6	6	2	
1988 1988														
1	0	-	-		-	-								
196	4													
2	1		-		-	-					-	-	-	•
196	2					-				-	-		-	
156														
5	3				-	-				-	-	-	-	
196														
6	5	-				-				-	-	-	-	-
1	6													
1	U	-	-	-	-	-	-			-	-	-	-	•
196	8					-	1			-	-		_	
196														
10	9	-			-	-				-	1	-	-	-
4% 1% 14% 14% 14% 12% 14% 12% 14% 12% 14% 12% 14% 14% 14% 14% 14% 14% 14% 14% 14% 14												•		
11	10		-		-	-						-	-	-
1% 4% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1% 1%	44													
12	"	•	-		·	-		-			-	-	-	•
156	12					-		-			-		-	
20														
20	15				-	-					-	-	-	
1% 1% 22														
	20	-		-	-	-				-	-	-	-	•
0% 24 24 25 26 27 28 29 29 29 29 29 29 29 29 29 29 29 29 29	22	_			_	_				_	_			
24	22				•	-	-			-		-	_	
25	24					-	-			-	-		-	
180 190 190 190 190 190 190 190														
30	25				-	-		-	-	-	-	-	-	-
15% 14% 19% 14% 33% 33% 33% 33% 34% 32% 33% 34% 34% 34% 35% 33% 35% 35% 34% 34% 35% 35% 35% 35% 35% 35% 35% 35% 35% 35														
32	30	-			-	-							-	-
184	22									14%		33%		
34	J2	•	-		· •	-		-	-	-	-	-	-	
40	34	-				-		1	-	-	-		-	-
1% 2% 45														
45 3 5 1	40				-	-				-	-	-	-	-
2% 1% 4% 50 4 5 1														
50 4 5 1	45	-				-					-	-	-	-
59 1 - 1	50		_	_	_							_		
59 1 - 1	30	•	-		· •	-					-	-	-	
	59					-					-		-	-
									4%					



Q13.r02 - Minutes - And again, for how long

break?	Co	ompute Game Usa	ge				Sitt	ing (unnetted opt	ions)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191										22	
	100%										100%	100
0	137										12	
	72%		69%						73%		55%	100
	-	1 1%	2 1%		-	1 1%		-	-	-	2 9%	
	_		2				1	_	_		1	
•			1%				1%				5%	
3	2	-	4		. 1	1			-		1	
	1%		2%		3%						5%	
5	-	-	3	-		-	2	-	1	-	-	
			2%				2%		1%			
5	-		1	-		-	-	-	1	-	1	
		1%							1%		5%	
3	-	-	1		-	-	-	-	1		-	
			1%						1%			
)	-	-	2 1%		-	-	-	-	-	-	2 9%	
0	5	1			1	4	_	1	2		9%	
	3%							1%			_	
11	-	-	1			-	-	-			1	
			1%								5%	
2	-	1	1			-	-	1	1	-	-	
		1%	1%					1%	1%	,		
5	4		1			-	1		-		-	
	2%		1%		•		1%		3%	3%		
20	2		4		-	3				-	-	
	1%		2%			3%		1%				
22	-	-	1 1%	-	-	-	-	-	-	· 1 3%	-	
24	_	-	170		. 1	_	_		-			
•	•	-	1%		3%		_	_	•	-	-	
25	1	-	-				-	_			-	
	1%				3%							
30	32	17	23	1	4	18	18	16	10	4	1	
	17%	14%	12%	11%	11%	18%	15%	16%	14%	10%	5%	
32	2		-	-		-			-	-	-	
	1%					1%						
34	-	=	-	-	-	-	1		-	-	-	
10	•	1%				_	1%					
0	3 2%			1 11%				2%		-	-	
5	270			1170							_	
•	1%		_		6%					_	_	
0	1		6	-						1	1	
	1%					1%					5%	
i 9	-	-	1	-		-	-	-	-	. 1	-	
			1%							3%		



Q13.r02 - Minutes - And again, for how long

break?											
		Sitting (net	ted options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-		- 500	
	100%	100%	100%	100%						100%	
0	30	68	211	43	-	-	-	-		- 355	
	67%	67%	73%	70%						71%	
1	-	1	-	2	-	-	-	-		- 3	
		1%		3%						1%	
2	-	-	1	1		-	-	-		- 2	
			0%							0%	
3	1	1				-	-	-		- 6	
	2%	1%								1%	
5	-	-	3		-	-	-	-		- 3	
			1%							1%	
6	-	-	1	1		-	-	-		- 2	
		_	0%	2%						0%	
8	-	-	1		-	-	-	-		- 1	
9	_	_	0%							- 2	
9	-	-	-	3%		-	-	•		0%	
10	2	4	3		_	_	_	_		- 9	
10	4%	4%			_	-	-			2%	
11	- 70	- 70	-	1	_	_	_	_		- 1	
				2%						0%	
12	_	-	2		_	_	_	-		- 2	
			1%							0%	
15	1	-	3		-	-	-	-		- 5	
	2%		1%							1%	
20	-	3	3	-	-	-	-	-		- 6	
		3%	1%							1%	
22	-	-	-	1	-	-	-	-		- 1	
				2%						0%	
24	1	-	-	-	-	-	-	-		- 1	
	2%									0%	
25	1	-	-	-	-	-	-	-		- 1	
	2%									0%	
30	5					-	-	-		- 72	
	11%									14%	
32	-	1		-	-	-	-	-		- 2	
24		1%								- 1	
34	-	-	1 0%	-	-	-	-	-		- 1	
40	2	3								- 7	
TV	4%	3%			-	-	-	-		1%	
45	2				_	_	_	_		- 8	
	4%	2%				_	_			2%	
50		1	6		_	_	_	-		- 9	
		1%								2%	
59	-	-		1		-	-	-		- 1	
				2%						0%	



Q13.r02 - Minutes - And again, for how long

		Worki	ng day	1		Game _I	olaying			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers	٠.		-		- 95		130	38				199
					100%		100%	100%		100%		100%
0	-		-		- 69 73%		96 74%	17 45%		38 48%		14: 719
1	-		_				74/8	45%		1	1	717
					1%			5%		1%		19
2	-		-			-	1	1	-	1	-	
							1%	3%		1%		1%
3	-	-	-		-	4	1	1		2		:
_						2%	1%	3%	6%	3%		1%
5	-	-	-		-	2 1%	-	1 3%		-	1 0%	1%
6	_		_				_	1	_	-	-	17
•						0%		3%				1%
8	-		-			-	-	1	-	-	-	
								3%				1%
9	-		-			-	-	_		-	-	:
								5%		_		1%
10	-	-	-			3 1%	3 2%			2 3%		1%
11	_					1 70	270	0%	1	3%	270	170
						0%			6%			
12	-		_			1	-	1		1	-	
						0%		3%		1%		1%
15	-		-		- 1		1	1	1	-	1	:
					1%		1%	3%	6%		0%	2%
20	-		-			4	1	1 3%	-	2		10
22	_					2%	1%	3%	_	3%	1%	1%
22								3%				1%
24	-		_			-	1	-	-	-	-	
							1%					1%
25	-		-			1	-	-	-	-	1	
						0%					0%	_
30	-	-	-		- 17		17	3		26		22
32	_				18%		13%	8%		33%	11% 1	11%
52			_		_	1%	_		_	_	0%	1%
34	-		_				1	-	-	-	-	
							1%					1%
40	-		-			4	3	-	-	1		;
						2%	2%			1%		29
45	-		-	•	- 5		2	-	2			20
50					5% - 2	0% 3	2% 2	2	11%	3% 3		2%
Ju	-	· •	-	•	- 2 2%		2%	5%		4%		3%
59	-		-			-	1	-	-		-	
							1%					1%



Q13_MIN - In minutes - And again, for how long was the longest time you have ever spent playing computer games before you took a break?

	Gen	der		Region			Age of C	amers	
Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
500	276	224	181	143	176	66	209	225	500
100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
18	-	18	7	3	8	6	3	9	18
4%		8%	4%	2%	5%	9%	1%	4%	4%
79	40	39	28	26	25	10	36	33	79
16%	14%	17%	15%	18%	14%	15%	17%	15%	16%
204	100	104	71	58	75	28	82	94	204
41%	36%	46%	39%	41%	43%	42%	39%	42%	41%
199	136	63	75	56	68	22	88	89	199
40%	49%	28%	41%	39%	39%	33%	42%	40%	40%
409.27	519.53	273.42	395.65	406.15	425.82	314.06	396.74	448.84	409.27
527.39	671.51	180.90	394.51	574.62	603.84	215.60	395.54	675.62	527.39
300.00	300.00	240.00	300.00	300.00	300.00	295.00	300.00	300.00	300.00
300.00	300.00	300.00	300.00	300.00	300.00	300.00	300.00	240.00	300.00
	500 100% 18 4% 79 16% 204 41% 199 40% 409.27 527.39 300.00	Total Men 500 276 100% 100% 18 - 4% 79 40 16% 14% 204 100 41% 36% 199 136 40% 49% 409.27 519.53 527.39 671.51 300.00 300.00	500 276 224 100% 100% 100% 18 - 18 4% 8% 79 40 39 16% 14% 17% 204 100 104 41% 36% 46% 199 136 63 40% 49% 28% 409.27 519.53 273.42 527.39 671.51 180.90 300.00 300.00 240.00	Total Men Women Scotland & the North 500 276 224 181 100% 100% 100% 100% 18 - 18 7 4% 8% 4% 79 40 39 28 16% 14% 17% 15% 204 100 104 71 41% 36% 46% 39% 199 136 63 75 40% 49% 28% 41% 409.27 519.53 273.42 395.65 527.39 671.51 180.90 394.51 300.00 300.00 240.00 300.00	Total Men Women Scotland & the North Midlands & Wales 500 276 224 181 143 100% 100% 100% 100% 100% 18 - 18 7 3 4% 8% 4% 2% 79 40 39 28 26 16% 14% 17% 15% 18% 204 100 104 71 58 41% 36% 46% 39% 41% 199 136 63 75 56 40% 49% 28% 41% 39% 409.27 519.53 273.42 395.65 406.15 527.39 671.51 180.90 394.51 574.62 300.00 300.00 240.00 300.00 300.00	Total Men Women Scotland & the North Midlands & Wales South 500 276 224 181 143 176 100% 100% 100% 100% 100% 100% 18 - 18 7 3 8 4% 8% 4% 2% 5% 79 40 39 28 26 25 16% 14% 17% 15% 18% 14% 204 100 104 71 58 75 41% 36% 46% 39% 41% 43% 199 136 63 75 56 68 40% 49% 28% 41% 39% 39% 409.27 519.53 273.42 395.65 406.15 425.82 527.39 671.51 180.90 394.51 574.62 603.84 300.00 300.00 300.00 300.00 300.00	Total Men Women Scotland & the North Midlands & Wales South 16-17 500 276 224 181 143 176 66 100% 100% 100% 100% 100% 100% 18 - 18 7 3 8 6 4% 8% 4% 2% 5% 9% 79 40 39 28 26 25 10 16% 14% 17% 15% 18% 14% 15% 204 100 104 71 58 75 28 41% 36% 46% 39% 41% 43% 42% 199 136 63 75 56 68 22 40% 49% 28% 41% 39% 39% 33% 409.27 519.53 273.42 395.65 406.15 425.82 314.06 527.39 671.51	Total Men	Total Men

Q14.r01 - If I need to go to the toilet while playing a computer game, I often choose to continue playing rather than pausing the game to go to the toilet - Do you agree or disagree with the following statements?

		Gen	der		Region			Age of	Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	199	121	78	75	48	76	17	97	85	199
	40%	44%	35%	41%	34%	43%	26%	46%	38%	40%
Disagree	286	147	139	100	90	96	46	109	131	286
	57%	53%	62%	55%	63%	55%	70%	52%	58%	57%
Don't know	15	8	7	6	5	4	3	3	9	15
	3%	3%	3%	3%	3%	2%	5%	1%	4%	3%



Q13_MIN - In minutes - And again, for how lo

break?

			Age of Workers			Working	status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-	-	-	-	152	345	27	7	6	6	2	
						100%	100%	100%	100%	100%	100%	100%	
Less than 1 hour 30 minutes	-	-	-	-	-	5	13	1	-	-	-	-	-
						3%	4%	4%					
1 hour 30 minutes to 3 hours	-	-	-	-	-	23	55	5	1	-	-	1	-
						15%	16%	19%	14%			50%	
3 hours to 5 hours	-	-	-	-	-	61	142	9	2	3	3	-	-
						40%	41%	33%	29%	50%	50%		
More than 5 hours	-	-	-	-	-	63	135	12	4	3	3	1	-
						41%	39%	44%	57%	50%	50%	50%	
***STATISTICS IN MINUTES													
MEAN	-	-	-	-	-	434.34	399.44	629.00	400.00	771.50	480.00	360.00	-
STANDARD DEVIATION						591.98	498.99	1024.04	228.25	1038.43	333.53	339.41	
MEDIAN						300.00	300.00	300.00	330.00	330.00	315.00	360.00	
MODE						300.00	300.00	150.00	130.00	300.00	300.00	120.00	

Q14.r01 - If I need to go to the toilet while pla

game to go to the toilet - Do you agree or dis

			Age of Workers			Working	g status			Worl	k type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-		-	-	152	345	27	7	6	6	2	
						100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	-	68	130	12	5	4	4	-	-
						45%	38%	44%	71%	67%	67%		
Disagree	-	-	-	-	-	78	206	14	1	2	2	2	-
						51%	60%	52%	14%	33%	33%	100%	
Don't know	-	-	-	-	-	6	9	1	1	-	-	-	-
						4%	3%	4%	14%				



Q13_MIN - In minutes - And again, for how k break?

	Co	mpute Game Usa	ge				Sitti	ing (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Less than 1 hour 30 minutes	10	4	4	2	4	5	6	-	-	-	1	-
	5%	3%	2%	22%	11%	5%	5%				5%	
1 hour 30 minutes to 3 hours	38	20	21	1	12	29	21	8	6	1	1	-
	20%	17%	11%	11%	33%	28%	18%	8%	8%	3%	5%	
3 hours to 5 hours	86	53	65	4	14	38	60	47	25	13	3	-
	45%	44%	34%	44%	39%	37%	50%	48%	35%	33%	14%	
More than 5 hours	57	43	99	2	6	30	33	43	40	25	17	3
	30%	36%	52%	22%	17%	29%	28%	44%	56%	64%	77%	100%
***STATISTICS IN MINUTES												
MEAN	285.68	382.36	551.26	250.56	262.00	270.35	289.23	426.81	455.65	540.67	1494.64	840.00
STANDARD DEVIATION	215.12	564.75	673.32	243.88	297.93	196.80	190.39	574.54	442.63	358.90	1442.84	549.91
MEDIAN	240.00	300.00	330.00	180.00	180.00	200.00	240.00	300.00	360.00	480.00	840.00	720.00
MODE	300.00	300.00	300.00	180.00	120.00	180.00	300.00	300.00	300.00	300.00	300.00	360.00

Q14.r01 - If I need to go to the toilet while pla game to go to the toilet - Do you agree or dis

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	;
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	72	53	74	3	12	30	39	43	37	19	15	
	38%	44%	39%	33%	33%	29%	33%	44%	52%	49%	68%	33%
Disagree	113	65	108	6	24	66	79	53	31	19	7	
	59%	54%	57%	67%	67%	65%	66%	54%	44%	49%	32%	33%
Don't know	6	2	7	-	-	6	2	2	3	1	-	
	3%	2%	4%			6%	2%	2%	4%	3%		33%



Q13_MIN - In minutes - And again, for how k

break?

		Sitting (nett	ed options)	•		•	Industry	•	•	Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	
	100%	100%	100%	100%						100%	
Less than 1 hour 30 minutes	6	5	6	1	-	-	-	-	-	18	
	13%	5%	2%	2%						4%	
1 hour 30 minutes to 3 hours	13	29	35	2	-	-	-	-	-	79	
	29%	28%	12%	3%						16%	
3 hours to 5 hours	18	38	132	16	-	-	-	-	-	204	
	40%	37%	46%	26%						41%	
More than 5 hours	8	30	116	42	-	-	-	-	-	199	
	18%	29%	40%	69%						40%	
***STATISTICS IN MINUTES											
MEAN	259.71	270.35	376.76	884.72	-	-	-	-	-	409.27	
STANDARD DEVIATION	285.38	196.80	423.50	1011.70						527.39	
MEDIAN	180.00	200.00	300.00	540.00						300.00	
MODE	120.00	180.00	300.00	300.00						300.00	

Q14.r01 - If I need to go to the toilet while pla

game to go to the toilet - Do you agree or dis

		Sitting (nett	ed options)				Industry			San	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	_	-	-	-	500	
	100%	100%	100%	100%						100%	
Agree	15	30	119	34	-	-	-	-	-	199	
	33%	29%	41%	56%						40%	
Disagree	30	66	163	26	-	-	-	-	-	286	
	67%	65%	56%	43%						57%	
Don't know	-	6	7	1	-	-	-	-	-	15	
		6%	2%	2%						3%	



Q13_MIN - In minutes - And again, for how k break?

Dreak?												
		Worki	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers		-	-	-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
Less than 1 hour 30 minutes	-	-	-	-	15	3	-	-	18	-	-	-
					16%	1%			100%			
1 hour 30 minutes to 3 hours	-	-	-	-	34	37	5	3	-	79	-	-
					36%	16%	4%	8%		100%		
3 hours to 5 hours	-	-	-	-	36	129	37	2	-	-	204	-
					38%	54%	28%	5%			100%	
More than 5 hours	-	-	-	-	10	68	88	33	-	-	-	199
					11%	29%	68%	87%				100%
***STATISTICS IN MINUTES												
MEAN	-	-	-	-	188.33	314.20	526.52	1153.50	52.17	123.05	243.75	724.87
STANDARD DEVIATION					165.60	374.32	452.06	1129.11	18.94	19.34	47.09	725.20
MEDIAN					150.00	240.00	420.00	660.00	60.00	120.00	240.00	480.00
MODE					120.00	240.00	300.00	360.00	60.00	120.00	300.00	360.00

Q14.r01 - If I need to go to the toilet while pla game to go to the toilet - Do you agree or dis

		Worki	ng day			Game p	playing			Longes	st game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers		-	-		95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
Agree	-	-	-	-	26	92	60	21	3	23	74	99
					27%	39%	46%	55%	17%	29%	36%	50%
Disagree	-	-	-	-	66	137	66	17	14	54	124	94
					69%	58%	51%	45%	78%	68%	61%	47%
Don't know	-	-	-	-	3	8	4	-	1	2	6	6
					20/	20/	20/		60/	20/	20/	20/



Q14.r02 - Playing computer games for long periods of time can cause serious health problems - Do you agree or disagree with the following statements?

Tollowing statements.										
		Gen	der		Region			Age of (Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	320	175	145	119	85	116	40	145	135	320
	64%	63%	65%	66%	59%	66%	61%	69%	60%	64%
Disagree	97	60	37	33	33	31	17	34	46	97
	19%	22%	17%	18%	23%	18%	26%	16%	20%	19%
Don't know	83	41	42	29	25	29	9	30	44	83
	17%	15%	19%	16%	17%	16%	14%	14%	20%	17%

Q14.r03 - If I am hungry or thirsty while playing a computer game, I often choose to continue playing rather than pausing the game to get a drink or some food - Do you agree or disagree with the following statements?

		Gen	der		Region			Age of (Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	238	138	100	82	61	95	25	102	111	238
	48%	50%	45%	45%	43%	54%	38%	49%	49%	48%
Disagree	252	131	121	94	79	79	40	102	110	252
	50%	47%	54%	52%	55%	45%	61%	49%	49%	50%
Don't know	10	7	3	5	3	2	1	5	4	10
	2%	3%	1%	3%	2%	1%	2%	2%	2%	2%

Q14.r04 - I regularly choose to exercise and keep fit rather than playing computer games - Do you agree or disagree with the following statements?

following statements?										
		Gen	der		Region			Age of (Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	170	98	72	59	42	69	24	66	80	170
	34%	36%	32%	33%	29%	39%	36%	32%	36%	34%
Disagree	260	140	120	92	83	85	35	115	110	260
	52%	51%	54%	51%	58%	48%	53%	55%	49%	52%
Don't know	70	38	32	30	18	22	7	28	35	70
	14%	14%	14%	17%	13%	13%	11%	13%	16%	14%



following statements?

			Age of Workers			Working	status			Work	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-	-	-	-	152	345	27	7	6	6	2	-
						100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	-	96	222	15	5	5	2	1	-
						63%	64%	56%	71%	83%	33%	50%	
Disagree	-	-	-	-	-	29	68	8	1	1	3	-	-
						19%	20%	30%	14%	17%	50%		
Don't know	-	-	-	-	-	27	55	4	1	-	1	1	-
						18%	16%	15%	14%		17%	50%	

Q14.r03 - If I am hungry or thirsty while play

game to get a drink or some food - Do you a

			Age of Workers			Working	j status			Work	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-	-	-	-	152	345	27	7	6	6	2	-
						100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	-	80	156	13	3	5	4	-	-
						53%	45%	48%	43%	83%	67%		
Disagree	-	-	-	-	-	69	182	12	4	1	2	2	-
						45%	53%	44%	57%	17%	33%	100%	
Don't know	-	-	-	-	-	3	7	2	-	-	-	-	-
						2%	2%	7%					

Q14.r04 - I regularly choose to exercise and

			Age of Workers			Working	y status			Worl	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers						152	345	27	7	6	6	2	
						100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	-	41	128	8	3	3	1	1	
						27%	37%	30%	43%	50%	17%	50%	
Disagree	-	-	-	-	-	92	166	13	4	3	3	1	
						61%	48%	48%	57%	50%	50%	50%	
Don't know	-	-	-	-	-	. 19	51	6	-	-	2	-	
						13%	15%	22%			33%		



following statements?

following statements?												
	Co	ompute Game Usa	ige				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	123	80	117	8	28	67	85	60	35	23	14	-
	64%	67%	62%	89%	78%	66%	71%	61%	49%	59%	64%	
Disagree	34	19	44	-	4	16	19	22	15	13	6	2
	18%	16%	23%		11%	16%	16%	22%	21%	33%	27%	67%
Don't know	34	21	28	1	4	19	16	16	21	3	2	1
	18%	18%	15%	11%	11%	19%	13%	16%	30%	8%	9%	33%

Q14.r03 - If I am hungry or thirsty while play

game to get a drink or some food - Do you a

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	77	73	88	4	14	38	55	49	38	22	17	1
	40%	61%	47%	44%	39%	37%	46%	50%	54%	56%	77%	33%
Disagree	112	44	96	5	22	62	63	47	31	17	5	-
	59%	37%	51%	56%	61%	61%	53%	48%	44%	44%	23%	
Don't know	2	3	5	-	-	2	2	2	2	-	-	2
	1%	3%	3%			2%	2%	2%	3%			67%

Q14.r04 - I regularly choose to exercise and

ollowing statements?

following statements?												
	Co	ompute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	69	44	57	6	17	34	45	26	19	11	12	-
	36%	37%	30%	67%	47%	33%	38%	27%	27%	28%	55%	
Disagree	100	55	105	2	11	53	63	60	42	22	5	2
	52%	46%	56%	22%	31%	52%	53%	61%	59%	56%	23%	67%
Don't know	22	21	27	1	8	15	12	12	10	6	5	1
	12%	18%	14%	11%	22%	15%	10%	12%	14%	15%	23%	33%



following statements?

		Sitting (nett	ed options)					Sample			
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	affairs,	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	
	100%	100%	100%	100%						100%	
Agree	36	67	180	37	-	-	-	-	-	320	
	80%	66%	62%	61%						64%	
Disagree	4	16	56	19	-	-	-	-	-	97	
	9%	16%	19%	31%						19%	
Don't know	5	19	53	5	-	-	-	-	-	83	
	11%	19%	18%	8%						17%	

Q14.r03 - If I am hungry or thirsty while play

game to get a drink or some food - Do you a

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	affairs,	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	-
	100%	100%	100%	100%						100%	
Agree	18	38	142	39	-	-	-	-	-	238	-
	40%	37%	49%	64%						48%	
Disagree	27	62	141	22	-	-	-	-	-	252	-
	60%	61%	49%	36%						50%	
Don't know	-	2	6	-	-	-	-	-	-	10	-
		2%	2%							2%	

Q14.r04 - I regularly choose to exercise and

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	
	100%	100%	100%	100%						100%	
Agree	23	34	90	23	-	-	-	-	-	170	
	51%	33%	31%	38%						34%	
Disagree	13	53	165	27	-	-	-	-	-	260	
	29%	52%	57%	44%						52%	
Don't know	9	15	34	11	-	-	-	-	-	70	
	20%	15%	12%	18%						14%	



following statements?

following statements?													
		Worki	ng day			Game p	olaying			Longes	t game		
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	
Base: Gamers	-	-	-	-	95	237	130	38	18	79	204	199	
					100%	100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	66	150	79	25	13	53	135	119	
					69%	63%	61%	66%	72%	67%	66%	60%	
Disagree	-	-	-	-	10	44	34	9	2	11	31	53	
					11%	19%	26%	24%	11%	14%	15%	27%	
Don't know	-	-	-	-	19	43	17	4	3	15	38	27	
					20%	18%	13%	11%	17%	19%	19%	14%	

Q14.r03 - If I am hungry or thirsty while play

game to get a drink or some food - Do you a

		Worki	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers	-	-	-	-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
Agree	-	-	-	-	35	109	66	28	4	32	89	113
					37%	46%	51%	74%	22%	41%	44%	57%
Disagree	-	-	-	-	58	124	61	9	13	46	111	82
					61%	52%	47%	24%	72%	58%	54%	41%
Don't know	-	-	-	-	2	4	3	1	1	1	4	4
					2%	2%	2%	3%	6%	1%	2%	2%

Q14.r04 - I regularly choose to exercise and

ollowing statements?

		Worki	ng day			Game p	olaying			Longes	t game	
	Less than 8 hours a day	8 to 10 hours a day	10 to 12 hours a day		Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours
Base: Gamers	-	-	•	-	95	237	130	38	18	79	204	199
					100%	100%	100%	100%	100%	100%	100%	100%
Agree	-	-	-	-	54	70	32	14	6	36	76	52
					57%	30%	25%	37%	33%	46%	37%	26%
Disagree	-	-	-	-	28	132	81	19	5	34	101	120
					29%	56%	62%	50%	28%	43%	50%	60%
Don't know	-	-	-	-	13	35	17	5	7	9	27	27
					14%	15%	13%	13%	39%	11%	13%	14%



Q14.r05 - I often lose track of time when playing computer games, and spend longer playing than I originally intended - Do you

agree or disagree with the following statements?

		Gen	der		Region			Age of (Gamers	
	Total	Men	Women	Scotland & the North	Midlands & Wales	South	16-17	18-19	20-21	Net. 16-21
Base: Gamers	500	276	224	181	143	176	66	209	225	500
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	447	245	202	156	126	165	59	191	197	447
	89%	89%	90%	86%	88%	94%	89%	91%	88%	89%
Disagree	38	24	14	16	13	9	3	15	20	38
	8%	9%	6%	9%	9%	5%	5%	7%	9%	8%
Don't know	15	7	8	9	4	2	4	3	8	15



Q14.r05 - I often lose track of time when play

agree or disagree with the following stateme

			Age of Workers			Working	g status			Worl	type		
	21-24	25-27	28-30	Net. 21-25	Net. 26-30	Working	Not working	Office or desk	Industrial, e.g. plant, factory	Outdoor, e.g. building site, agriculture	Other indoor spaces, e.g. school, hospital ward, kitchen	Other	None of these
Base: Gamers	-	-	-	-		152	345	27	7	6	6	2	-
						100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	-	135	309	22	5	5	5	1	-
						89%	90%	81%	71%	83%	83%	50%	
Disagree	-	-	-	-	-	11	27	4	2	1	-	-	-
						7%	8%	15%	29%	17%			
Don't know	-	-	-	-	-	6	9	1	-	-	1	1	-



Q14.r05 - I often lose track of time when play agree or disagree with the following statems

	Co	mpute Game Usa	ge				Sitti	ng (unnetted opti	ons)			
	10 to 14 hours	15 to 19 hours	20 hours +	Less than 30 minutes	From 30 minutes up to 1 hours	From 1 up to 2 hours	From 2 up to 3 hours	From 3 up to 4 hours	From 4 up to 5 hours	From 5 up to 8 hours	More than 8 hours	Don't know
Base: Gamers	191	120	189	9	36	102	120	98	71	39	22	3
	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Agree	172	110	165	7	31	90	111	90	61	36	20	1
	90%	92%	87%	78%	86%	88%	93%	92%	86%	92%	91%	33%
Disagree	18	6	14	2	3	10	6	8	5	3	-	1
	9%	5%	7%	22%	8%	10%	5%	8%	7%	8%		33%
Don't know	1	4	10	-	2	2	3	-	5	-	2	1



Q14.r05 - I often lose track of time when play

agree or disagree with the following statems

		Sitting (nett	ed options)				Industry			Sam	ple
	Net. Less than 1 hour	Net. 1 up to 2 hours	Net. 2 up to 5 hours	Net. 5 hours or more	Law, banking, finance, accountancy, IT	Public services, politics, public affairs, marketing media, charity	Architecture, design, engineering, science and technology	Healthcare, education	Other	Gamers	Workers
Base: Gamers	45	102	289	61	-	-	-	-	-	500	-
	100%	100%	100%	100%						100%	
Agree	38	90	262	56	-	-	-	-	-	447	-
	84%	88%	91%	92%						89%	
Disagree	5	10	19	3	-	-	-	-	-	38	-
	11%	10%	7%	5%						8%	
Don't know	2	2	8	2	-	-	-	-	-	15	-



Q14.r05 - I often lose track of time when play agree or disagree with the following statems

		Worki	ng day			Game p	olaying		Longest game				
	Less than 8 hours a day		10 to 12 hours a	More than 12 hours a day	Less than 1 hour 30 minutes	1 hour 30	3 hours to 5 hours	More than 5 hours	Less than 1 hour 30 minutes	1 hour 30 minutes to 3 hours	3 hours to 5 hours	More than 5 hours	
Base: Gamers	-		-	-	95	237	130	38	18	79	204	199	
					100%	100%	100%	100%	100%	100%	100%	100%	
Agree	-	-	-	-	80	213	120	34	12	69	183	183	
					84%	90%	92%	89%	67%	87%	90%	92%	
Disagree	-	-	-	-	9	18	7	4	3	7	16	12	
					9%	8%	5%	11%	17%	9%	8%	6%	
Don't know	-	-	-	-	6	6	3	-	3	3	5	4	

