



QUESTIONNAIRE REPORT IN ROMANIA

GEGAME PROJECT- PROMAS ROMANIA

The questionnaires were applied online by **ProMas Romania** in Oltenia region in April 2021. The participants were between 14 and 16 years old from public schools. 63 students participated in the research. The 63 students have less access to technology and they do not have so many financial resources.

Findings

Demographics

All students answered the questions online. This questionnaire consists of demographics, information about problems faced in the family environment, in the school environment, in the social environment, in the online environment, and in sport activities. Also, it consists of questions regarding gender discrimination faced both in real time and online environment. Furthermore, questions regarding gender issues in video games such as how women characters wear, what are the roles of women characters in video games were asked. This questionnaire contains the profile of mobile/video games and the genres and features of the video games.

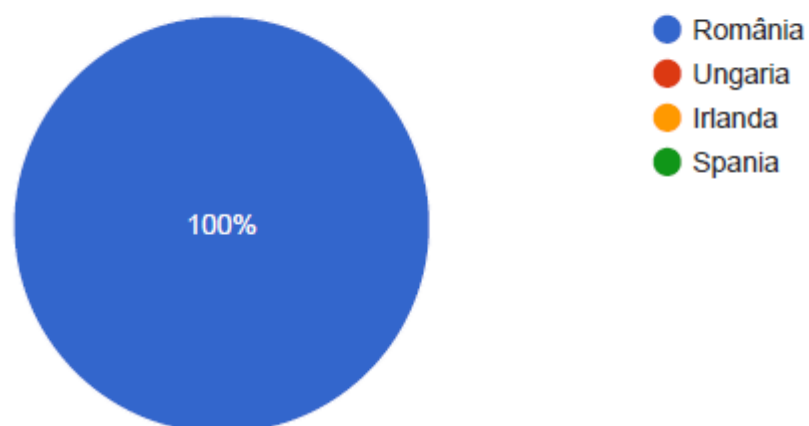
1.TELL US ABOUT YOU

(These questions tell us more about the kind of person the participants are)

The 63 participants are from Romania.

Țară

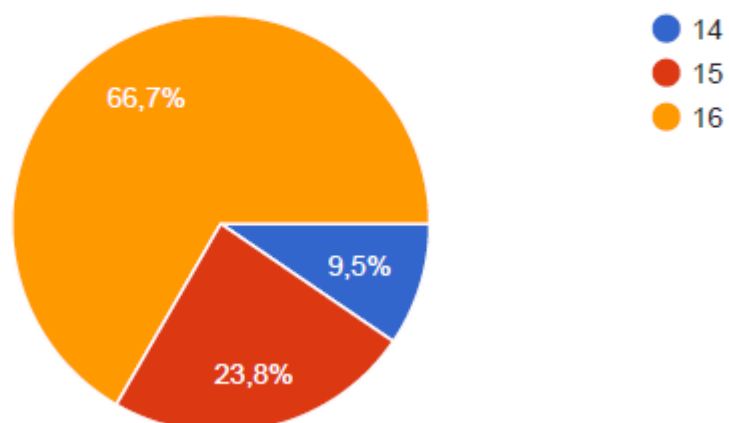
63 de răspunsuri



9,5% of the participants were 14 years old, 23,8 % were 15 years old and 66,7 were 16 years old.

Vârsta

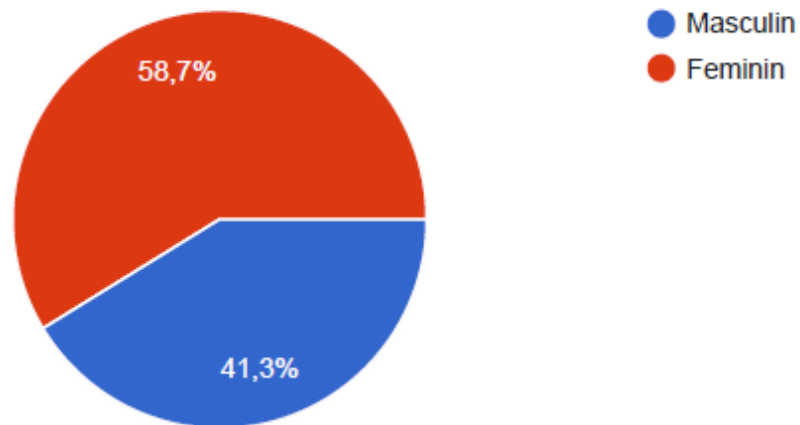
63 de răspunsuri



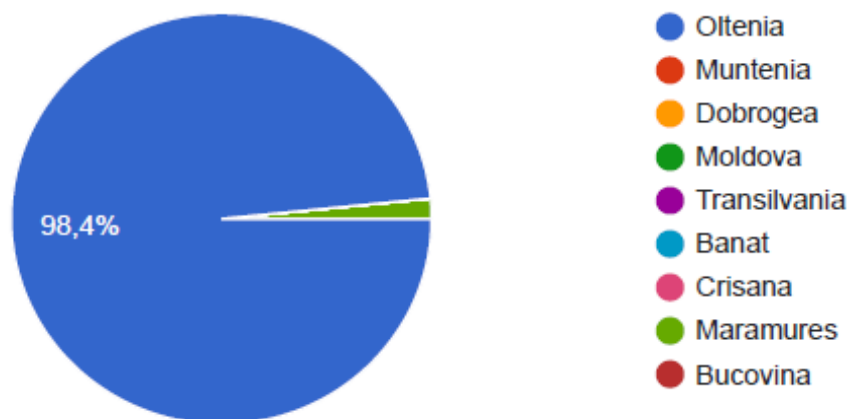
58,7% were female and 41,3% were male.

Sexul

63 de răspunsuri



98,4 were from Oltenia region and 1,6 from Maramures.



39,7% of the participants live in a big city, 15,9% of the participants live in a small city and 44,4% of the participants live in the rural areas/countryside.

2. Findings on the Biggest Problems Young People Face

These questions ask about the biggest problems young people face today, e.g. bullying, discrimination, being excluded, not being understood.

In the family environment

The participants mentioned the following problems: lack of money, divergent opinions, poverty, lack of empathy, fights and misunderstanding between the parents, and between the parents and the children.

In the school environment

The participants mentioned the following problems: the most frequent was **bullying**, but they also mentioned too much emphasis on competition, lack of empathy, the learning process, the stress, the teachers who do not communicate well with their students, absenteeism.

In the social environment

The participants mentioned the following problems: discrimination, bullying, non-acceptance of the difference among people, poverty, lack of jobs, loneliness, lack of interest and participation in the community life and drugs.

In the online environment:

The participants mentioned the following problems: bullying, lack of time, the fact that they are forced by the pandemic situation to stay connected to school using the technology, addiction to technology and games, free access to websites, games and apps not suitable to their age, the challenge.

In the sport activities:

The participants mentioned the following problems: the lack of adequate spaces for practicing sports, the parents sometimes don't allow their children to practice sports or, on the contrary, they sometimes force them to practice, the coaches don't involve so much in their work, the girls and boys don't have the same chances in this domain.

In romantic relationships:

The participants mentioned the following problems: infidelity, problems with the parents, irresponsibility, lack of involvement of the 2 people –involvement just for fun/mockery, the use of technology, differences in viewpoints of the girls and boys, shallowness/superficiality.

3. THINKING ABOUT YOUR OWN EXPERIENCES...

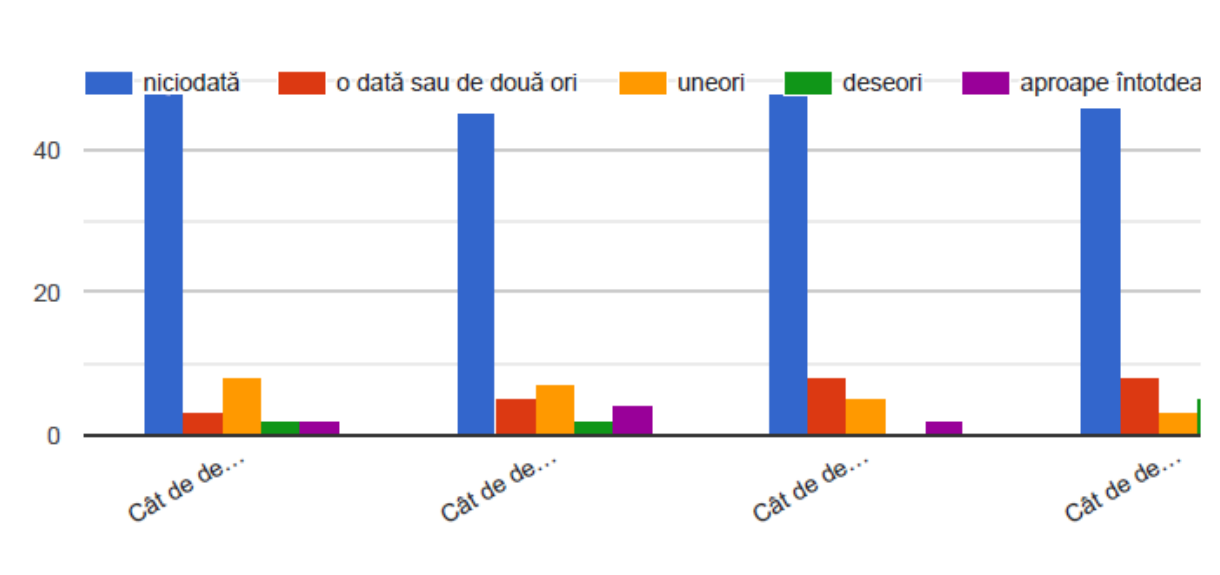
(These questions ask about their own experiences of sexism and harassment.)

How often have you experienced sexism “in real life”? More than 40% answered never, less than 10% answered sometimes, less than 5% answered once or times, less than 5% answered often or almost never.

How often have you experienced sexism on social media? More than 40% answered never, less than 10% answered sometimes, more than 5% answered once or times, less than 5% answered often or almost never.

How often have you experienced sexism when playing games online? More than 40% answered never, less than 10% answered sometimes, less than 10% answered once or twice.

How often have you experienced abuse or harassment ‘in real life’ because of your gender? More than 40% answered never, almost 10 % answered once or twice, less than 10% answered sometimes.

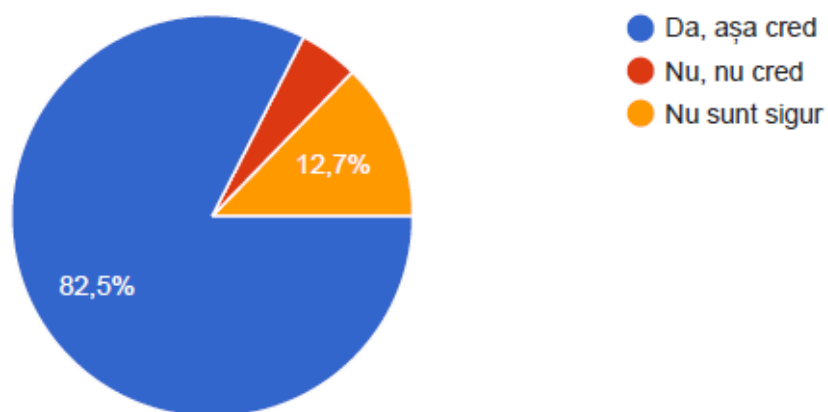


Do you think boys and girls experience problems online differently? How often have you experienced abuse or harassment online because of your gender?

82,5 % consider that yes, the boys and girls experience problems online differently and 12,7 % are not sure about this.

Crezi că băieții și fetele se confruntă cu probleme online în mod diferit?

63 de răspunsuri

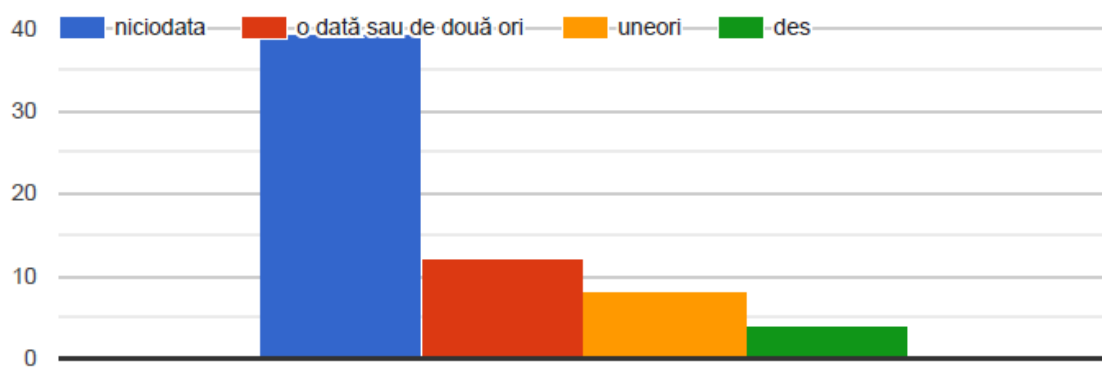


4. DEALING WITH PROBLEMS WHEN THEY HAPPEN

Have you ever received sexual pictures or videos online that you didn't want?

40% of the participants answered never, almost 12% once or twice, less than 10 % sometimes and less than 5 % often.

Ai primit vreodată online poze sau videoclipuri sexuale pe care nu le-ai dorit?

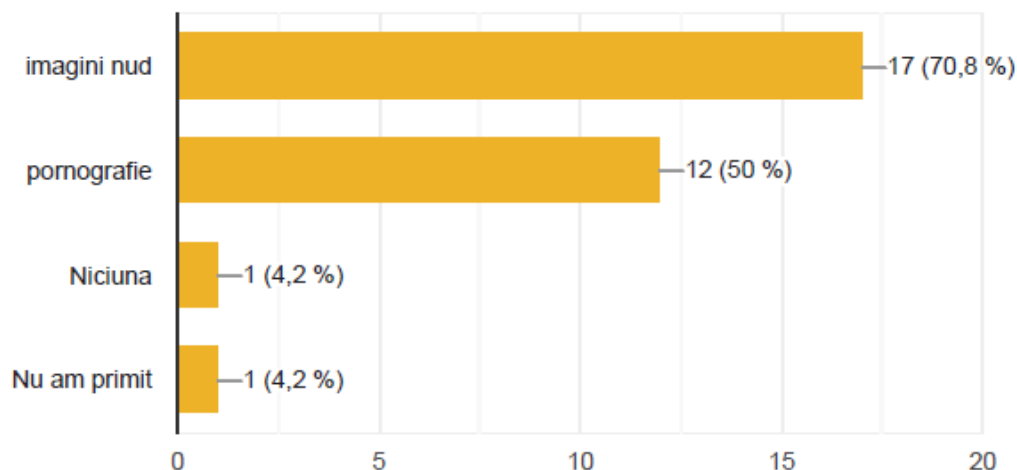


If yes, what sort of pictures were they?

Nudes- 70,8%, pornography 50 %.

Dacă da, ce fel de imagini erau ?

24 de răspunsuri

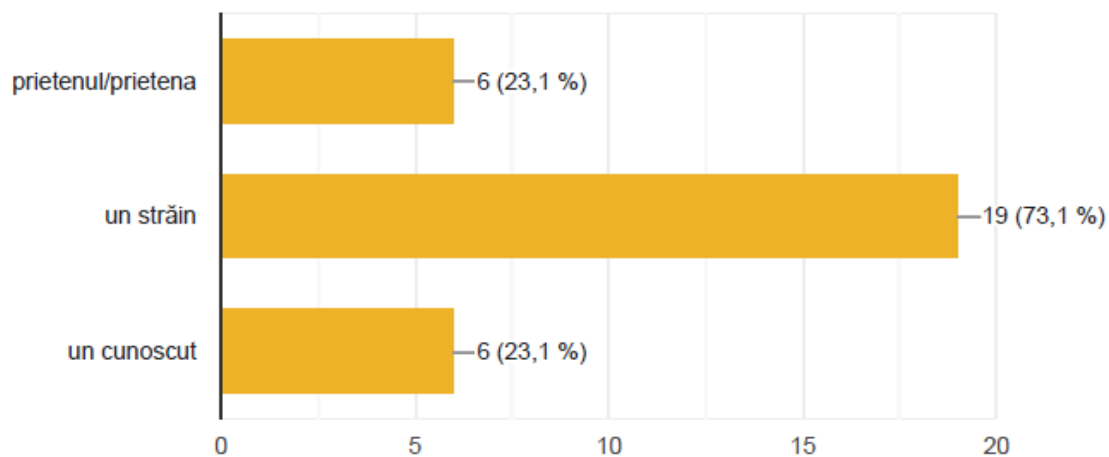


If yes, who sent them?

A stranger – 73,1%, the boyfriend/girlfriend – 23,1 %, a person they knew -23,1 %.

Dacă da, cine le-a trimis?

26 de răspunsuri

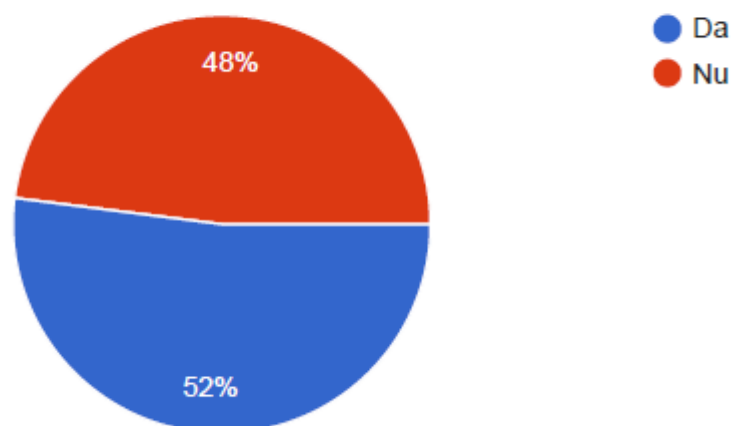


If yes, did you tell anybody about it?

52% have said to someone, 48% participants haven't told anybody.

Dacă da, ai spus cuiva despre asta?

25 de răspunsuri

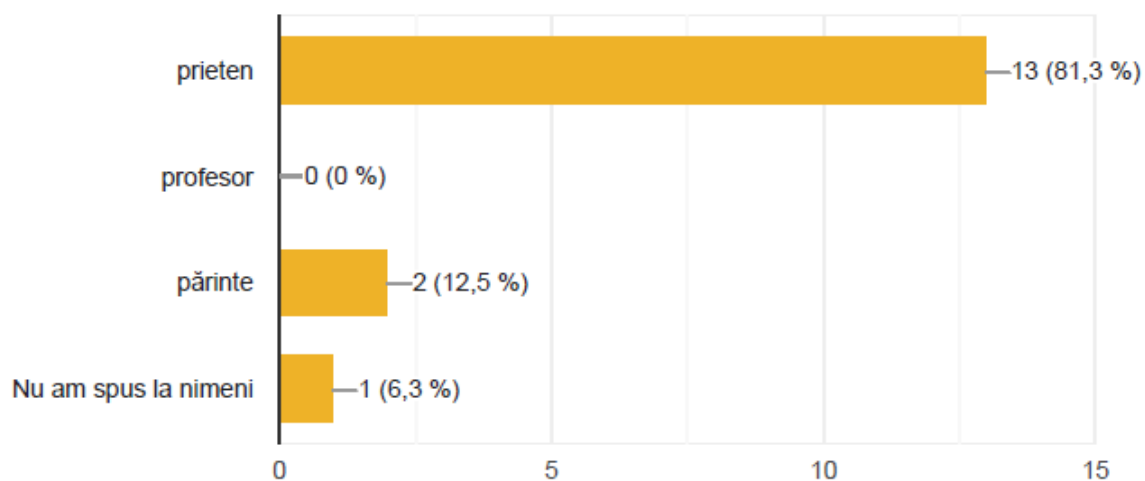


If yes, who did you tell?

A friend – 81,3%, a parent – 12,5%, nobody- 6,3%.

Dacă da, cui ai spus?

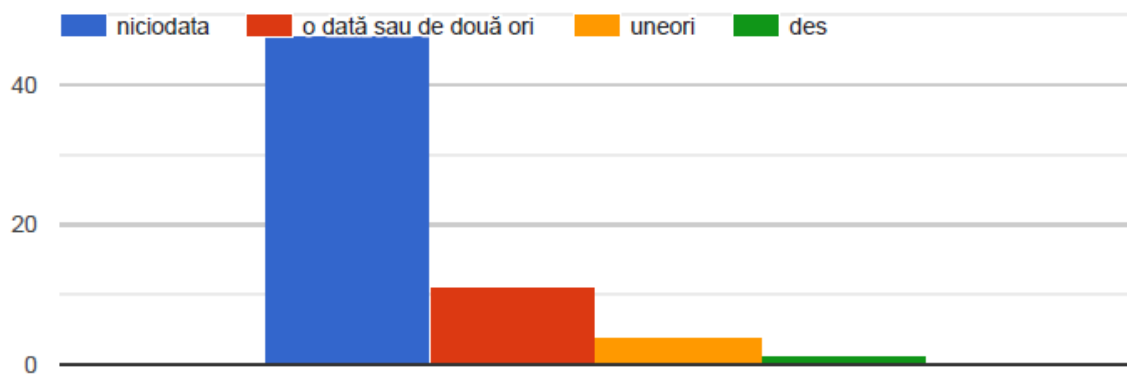
16 răspunsuri



Have you ever been asked to send nudes of yourself?

Almost 50% answered never, once or twice around 10 %, sometimes around 3%, often less than 2%.

Ti s-a cerut vreodată să trimiți nuduri proprii?

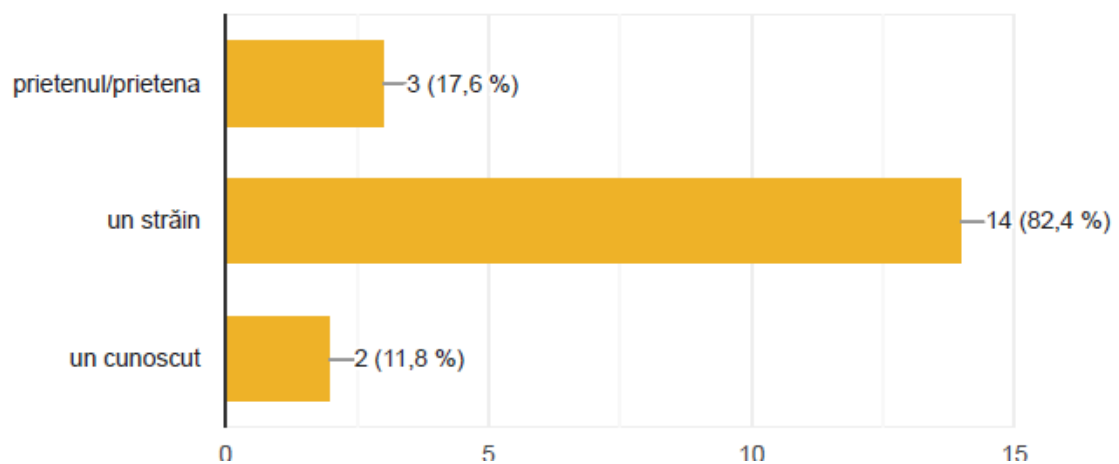


If yes, by whom?

A stranger – 82,4%, boyfriend/girlfriend – 17,6%, a person they knew – 11, 8%.

Dacă da, de către cine?

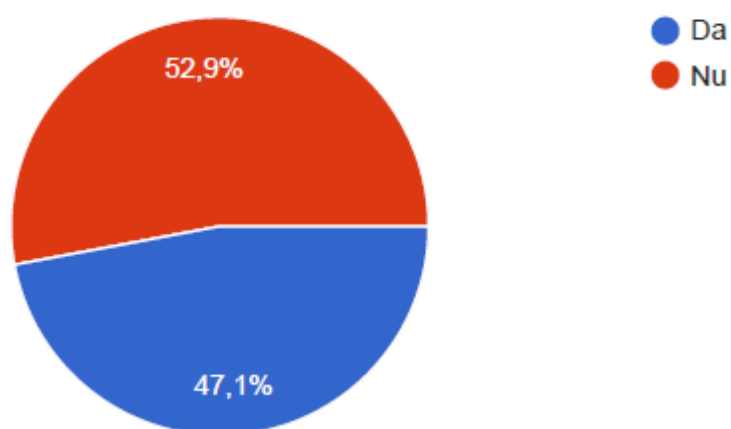
17 răspunsuri



If yes, did you tell anybody about it? 52,9% didn't tell anyone and 47,1% have told somebody.

Dacă da, ai spus cuiva despre asta?

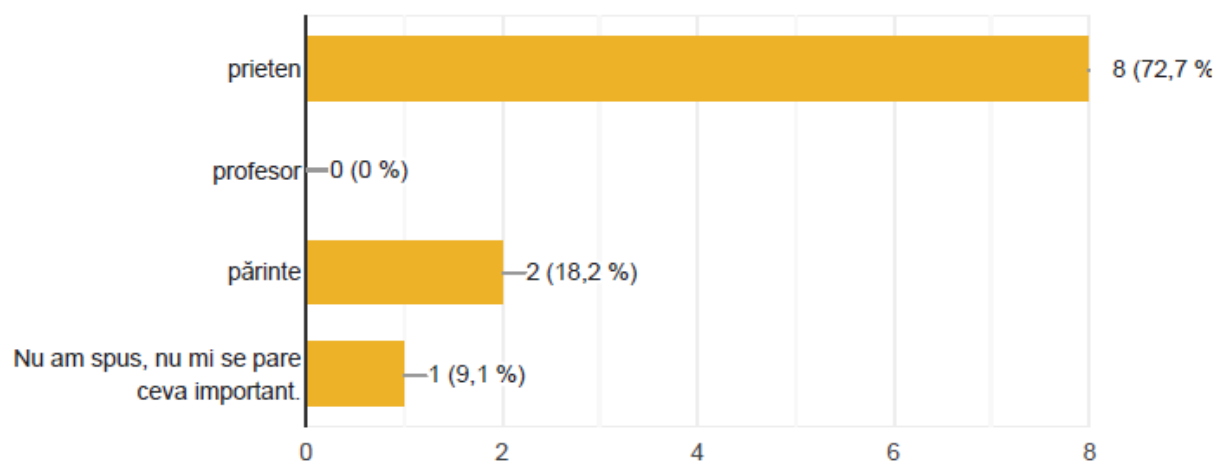
17 răspunsuri



If yes, who did you tell? A friend – 72,7%, a parent-18,2%, they haven't told anybody because they don't think it is important- 9,1%.

Dacă da, cui ai spus?

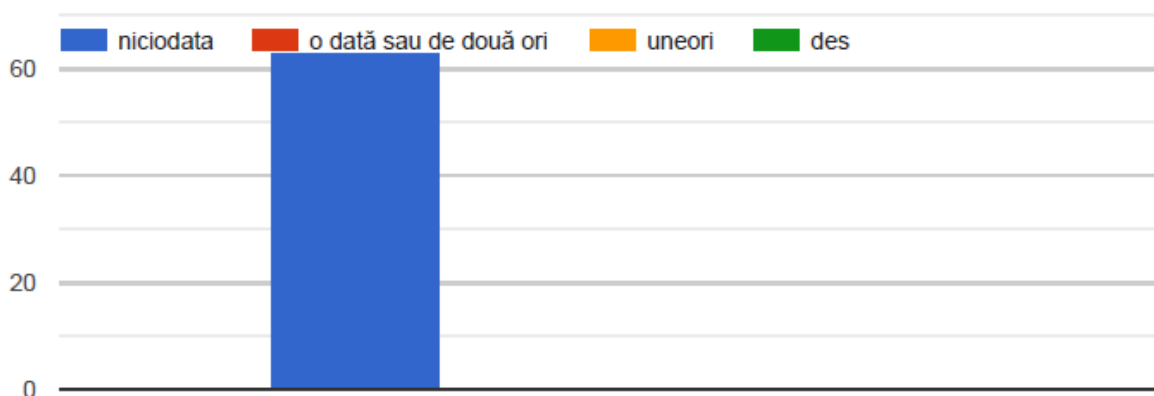
11 răspunsuri



Has anyone ever shared a nude photo of you without your permission?

More than 60% answered never.

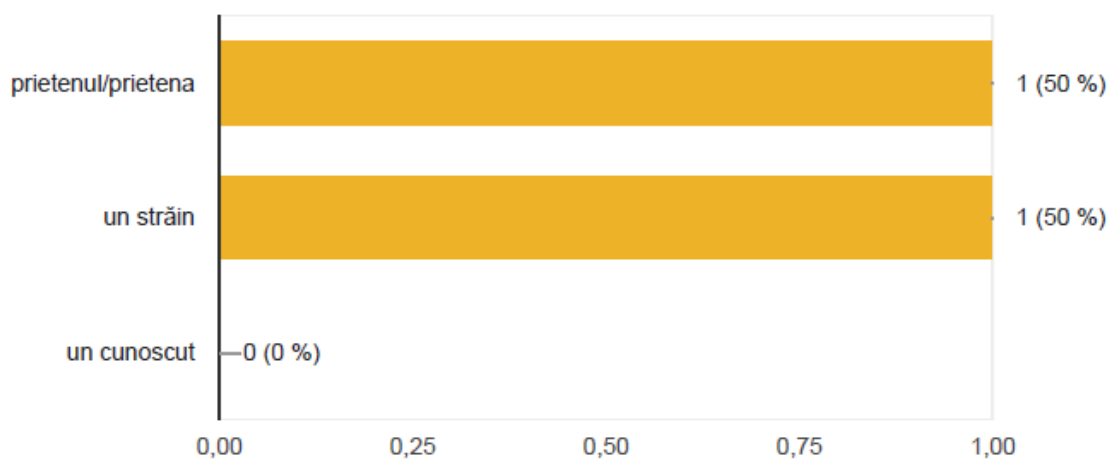
A distribuit cineva vreodată o fotografie nudă cu tine fără permisiunea ta ?



If yes, who shared it? 1 participant answered that the girlfriend/boyfriend and one participant answered that it was a stranger.

Dacă da, cine le-a trimis?

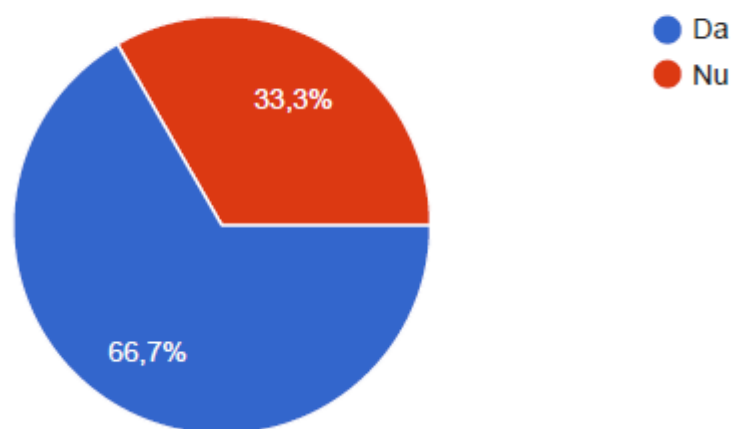
2 răspunsuri



If yes, did you tell anybody about it? 3 participants answered this question.

Dacă da, ai spus cuiva despre asta?

3 răspunsuri



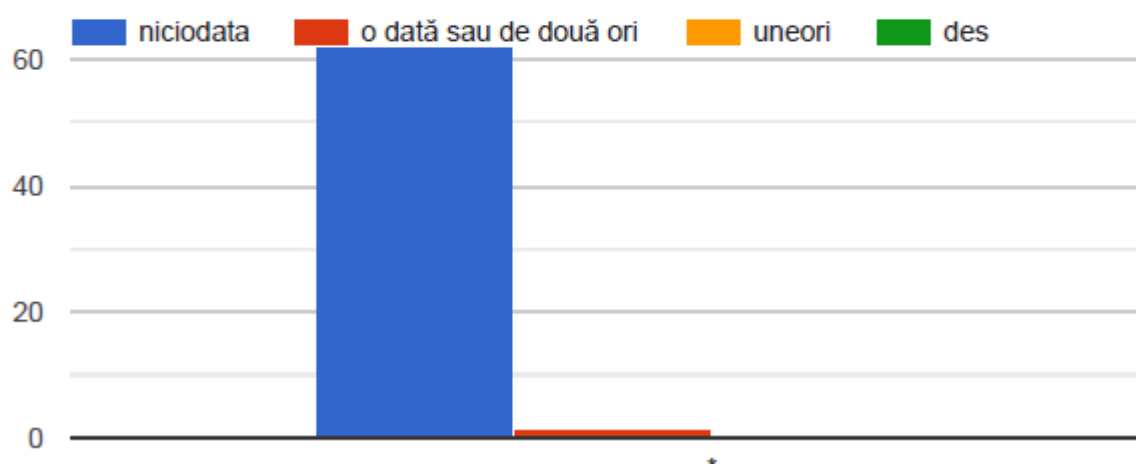
If yes, who did you tell?

One participant answered that he told a friend and the other to a parent.

Has anyone ever threatened to share a nude photo of you in exchange for something?

More than 60% of the participants answered never and once or twice 1%.

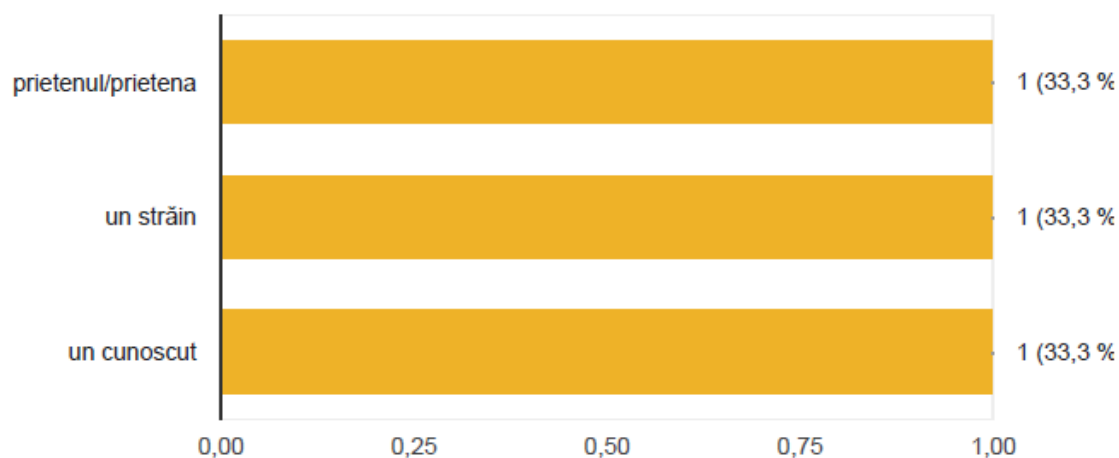
Te-a amenințat cineva vreodată că dă share la o fotografie nudă a ta în schimbul a ceva?



If yes, who made the threat? 3 participants answered. One was threatened by the boyfriend/girlfriend, one by a stranger and one by a person he/she knew.

Dacă da, cine a făcut amenințarea?

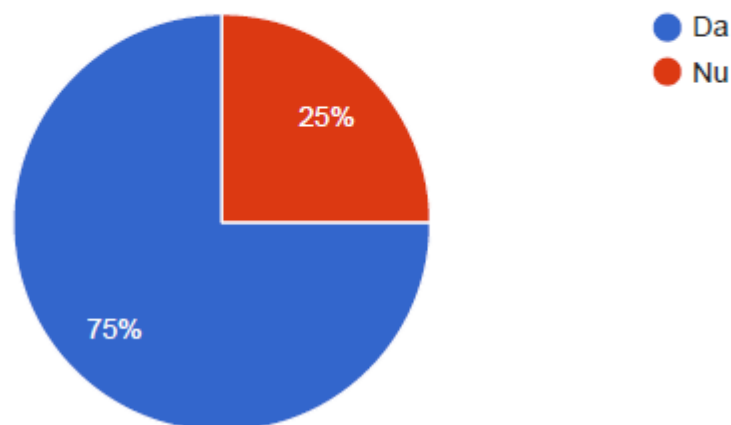
3 răspunsuri



If yes, did you tell anybody about it? 75% answered yes, 25% answered no.

Dacă da, ai spus cuiva despre asta?

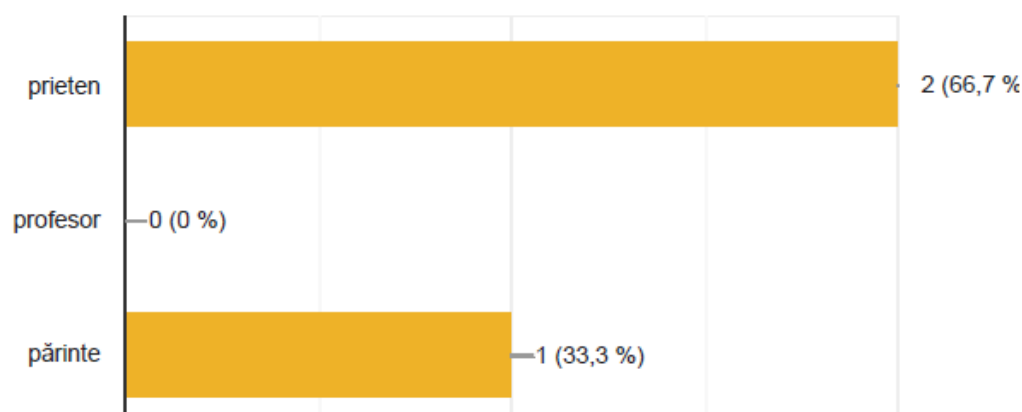
4 răspunsuri



If yes, who did you tell? 3 participants answered: 2 participants told a friend, one participant told a parent.

Dacă da, cui ai spus?

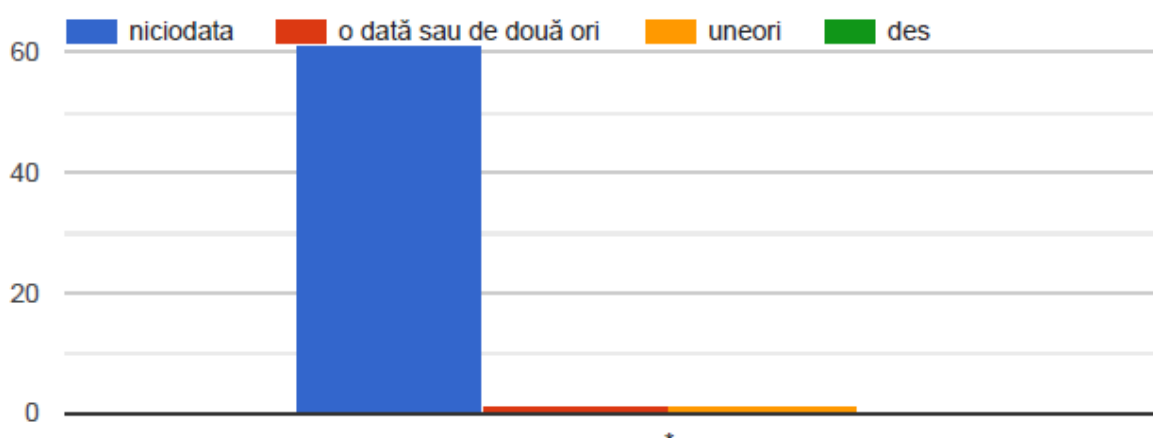
3 răspunsuri



Have you ever been part of an online group (e.g. Discord, SnapChat, WhatsApp) in which nude images were shared without another person's consent?

More than 60% answered never, once or twice or sometimes –very few.

Ai făcut vreodată parte dintr-un grup online (de ex. Discord, SnapChat, WhatsApp) în care imaginile nud au fost distribuite fără consimțământul tău altei persoane ?



If yes, did you tell anybody about it?

4 participants answered yes.

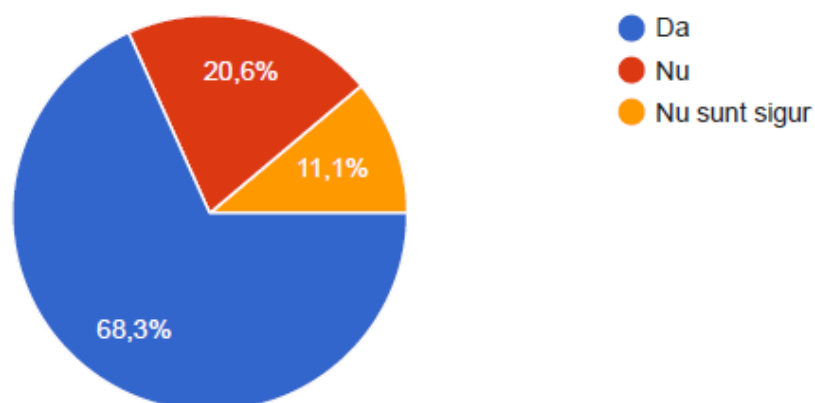
If yes, who did you tell?

3 participants told a friend and 1 participant to a parent.

Are you confident expressing personal views online? 68,3% answered yes, 20,6% answered no, 11,1% answered they were not sure.

Ești încrezător când îți exprimi opiniile personale online? (Opiniile personale înseamnă propriile gânduri și păreri despre lucruri generale)

63 de răspunsuri

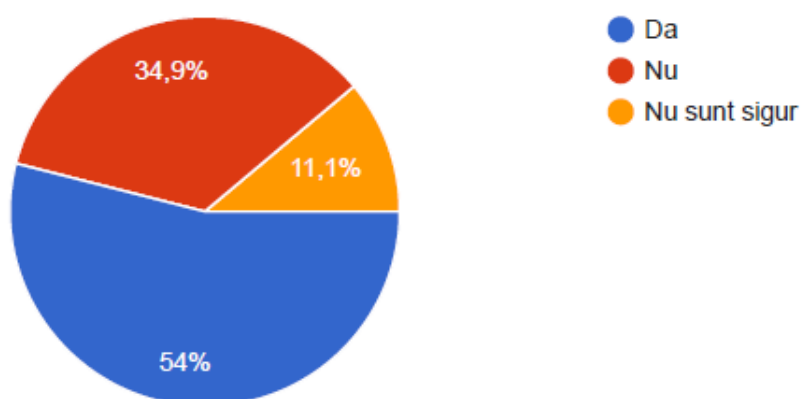


Are you confident expressing political views online?

54% answered yes, 34,9% answered no, 11,1% answered they were not sure.

Ești încrezător când îți exprimi opiniile politice online? (Opiniile politice înseamnă propriile gânduri și opinii despre, de exemplu, mediul, egalitatea de gen, rasismul sau politica)

63 de răspunsuri

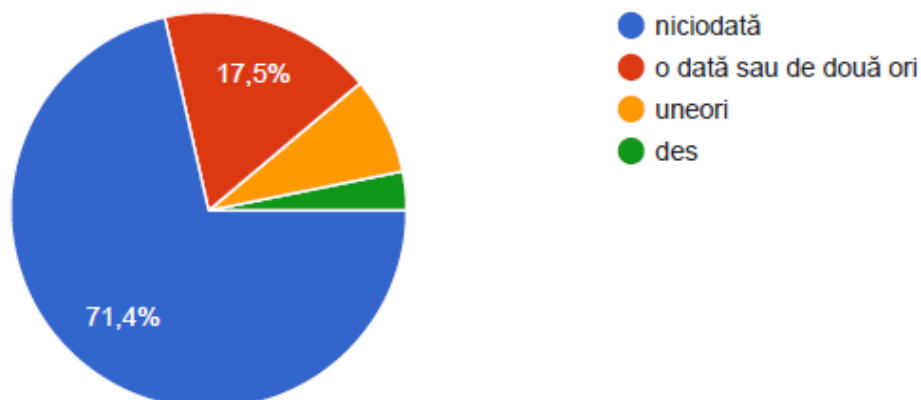


Have you ever experienced coercive control from a boyfriend/girlfriend?

71,4% answered never, 17,4% answered once or twice.

Ai experimentat vreodată controlul coercitiv din partea prietenului / prietenei?

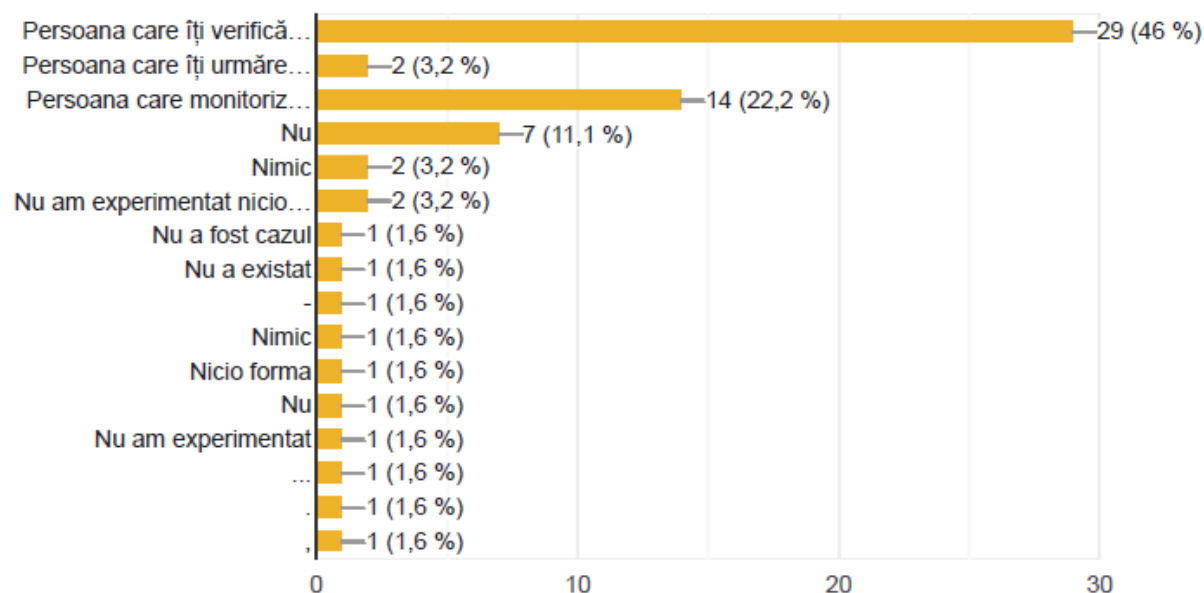
63 de răspunsuri



If yes, what form did it take? 46% answered -the person who is verifying your phone; the person who is verifying who do you like -22,2%, 11,1% answered no.

Dacă da, ce formă a luat?

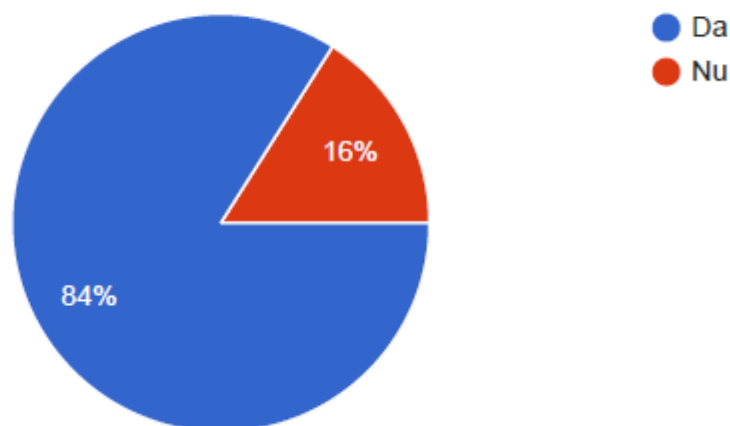
63 de răspunsuri



If yes, did you tell anybody about it? 25 participants answered this question: 84%answered yes, 16 % answered no.

Dacă da, ai spus cuiva despre asta?

25 de răspunsuri



If yes, who did you tell?

21 participants answered this question: 15 told a friend, 5 to a parent, 1 to a teacher.

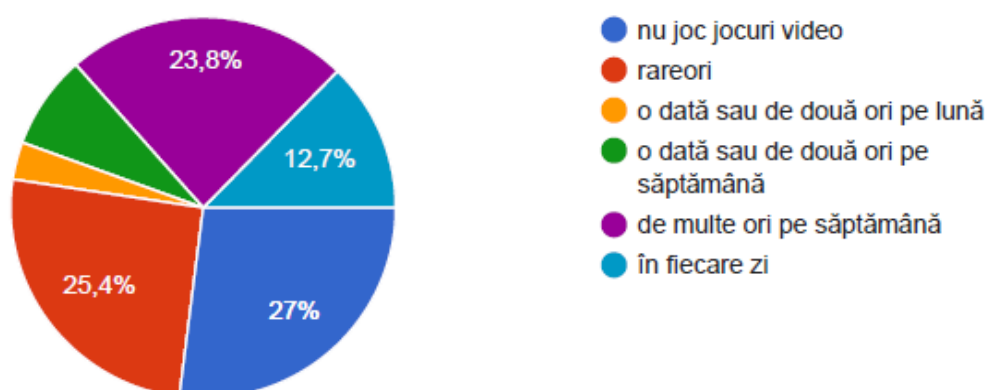
5. HOW DO YOU PLAY VIDEOGAMES?

In this section we are interested in the games the participants play and how they play them.

How often do you play videogames? 27% answered that they do not play, 25,4% answered rarely, 23,8% many times per week, 12,7% answered every day.

Cât de des joci jocuri video?

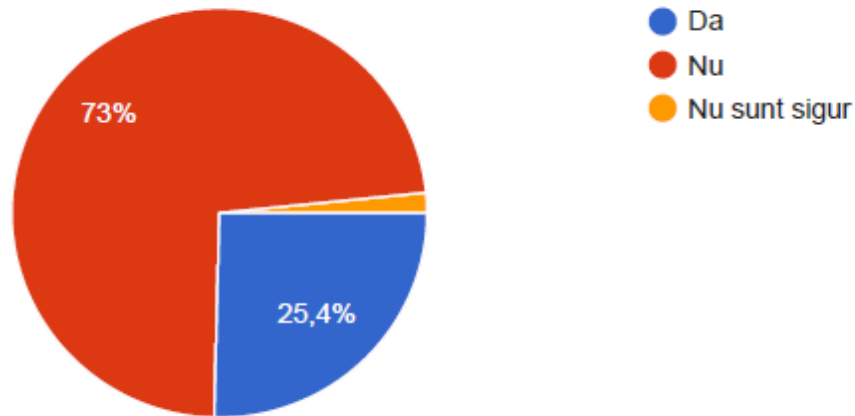
63 de răspunsuri



Would you call yourself a **“gamer”**? 73% answered no, 25,4 answered yes, the rest were not sure.

Te-ai eticheta ca „gamer”?

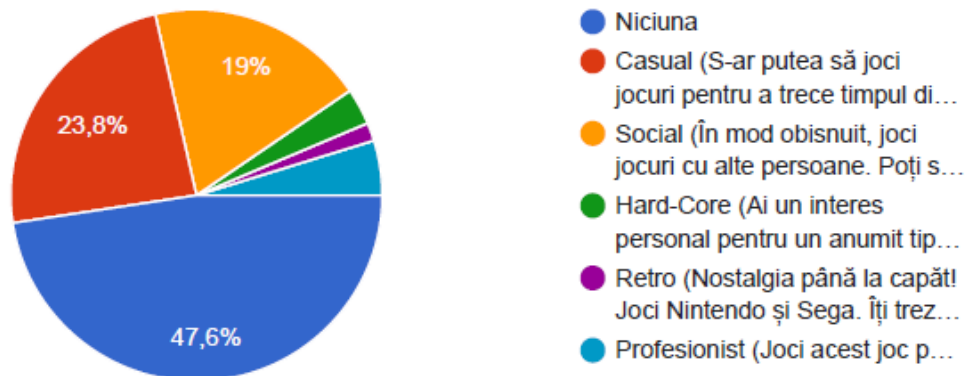
63 de răspunsuri



If yes, which of the following **gamer identities** best matches yours? 47,6% answered none, 23,8% answered Casual, 19% answered Social.

Dacă da, care dintre următoarele identități de gamer se potrivește cel mai bine cu a ta?

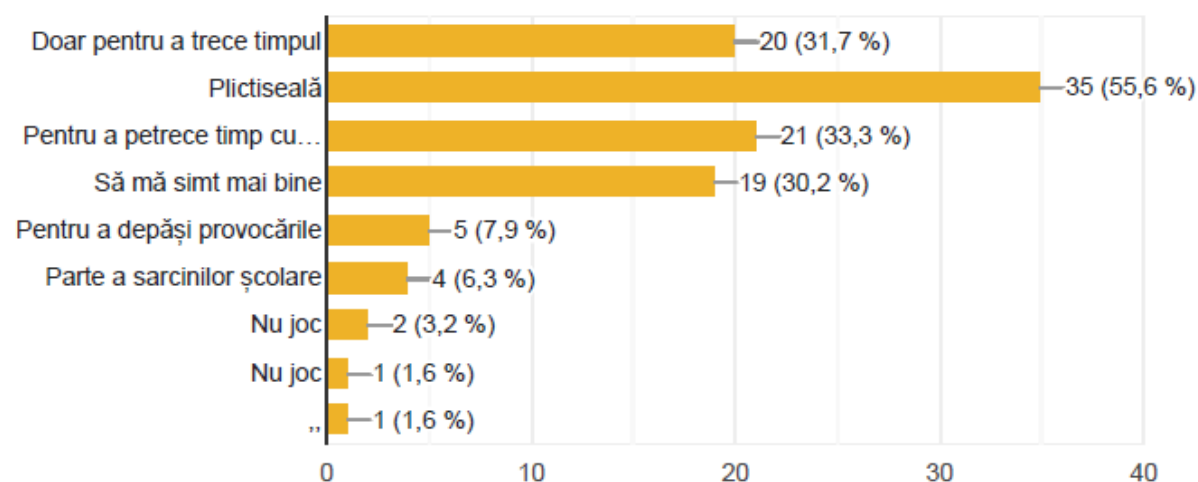
63 de răspunsuri



For **what reasons** do you play typically video games? Just to pass the time - 31,7% ; -Boredom - 55,6%; -To spend time with friends or make new ones - 33,3%; -To feel better - 30,2%; -To overcome challenges – 7,9%; -Part of schoolwork -6,3%; 3,2% - I do not play

Din ce motive joci de obicei jocuri video (bifați toate cele care se aplică)

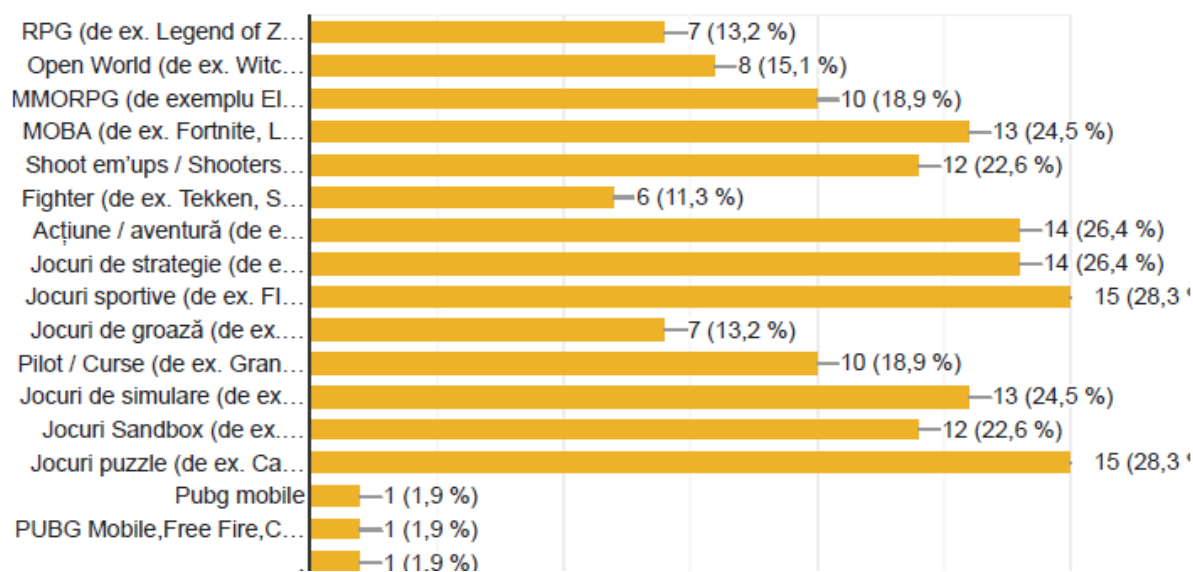
63 de răspunsuri



Which of the following **game genres** do you prefer?

Care dintre următoarele genuri de jocuri le preferi? Bifați toate cele care se aplică.

53 de răspunsuri



What is your favourite video game / game you play most often? Why do you like it / play it so much?

41 de răspunsuri

FORZA HORIZON 4

Fortnite

Candy Crush Saga

8 ball poll

Puzzle, Kahoot

Candy Crush

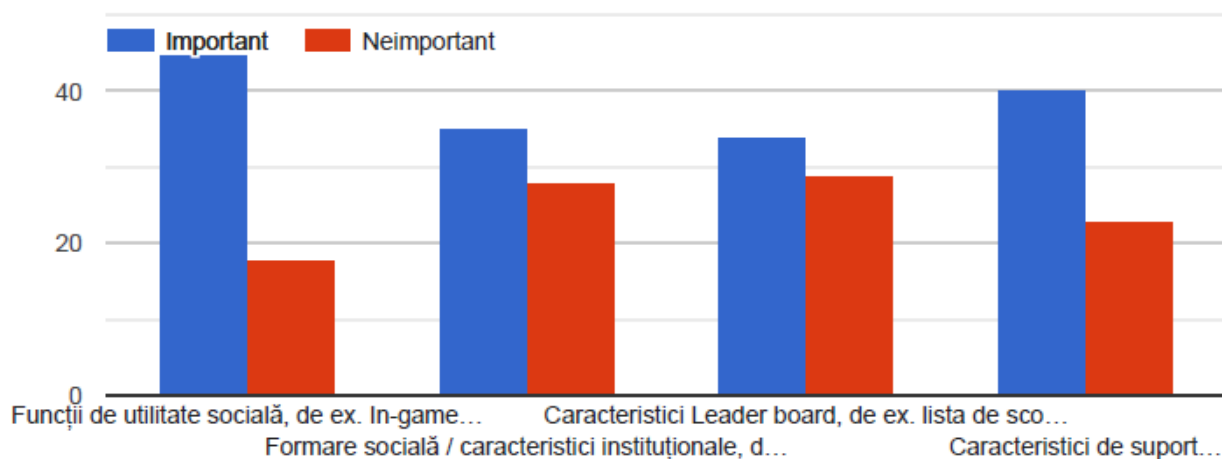
Mario

Fifa 2020

Need for Speed

Thinking about your favourite / most played videogames, how important are the following game features?

Social Features

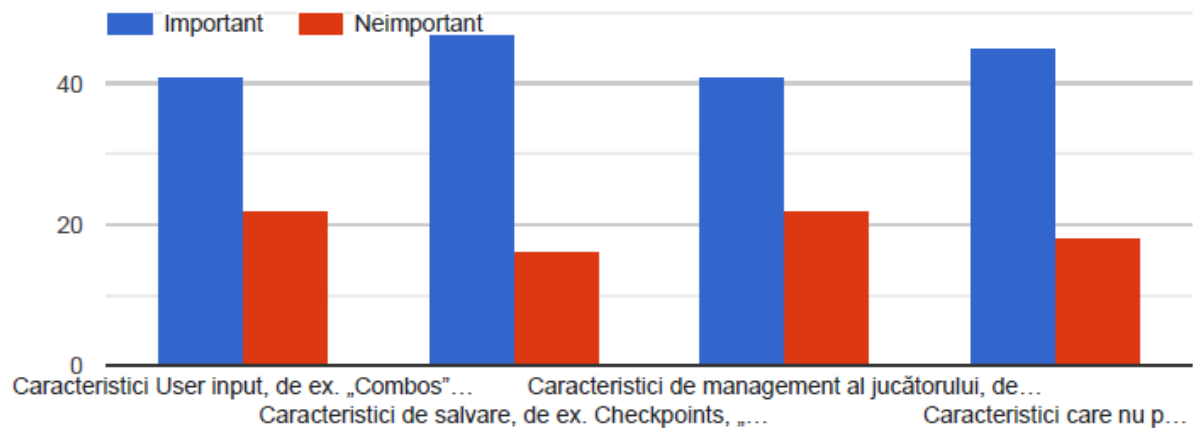


Social utility features e.g. In-game voice and text chat - more than 40% answered important.
Social formation/institutional features e.g. Guilds/clans in MMORPGs- around 35% answered important.

Leader board features e.g. "Hall of fame" high score list -less than 35% answered important.
Support network features e.g. Internet forums, strategy guides -40% answered important.

Manipulation and Control Features

Caracteristici de manipulare și control:



User input features e.g. “Combos”, “hot keys” - 40% answered important, more than 20% answered not important.

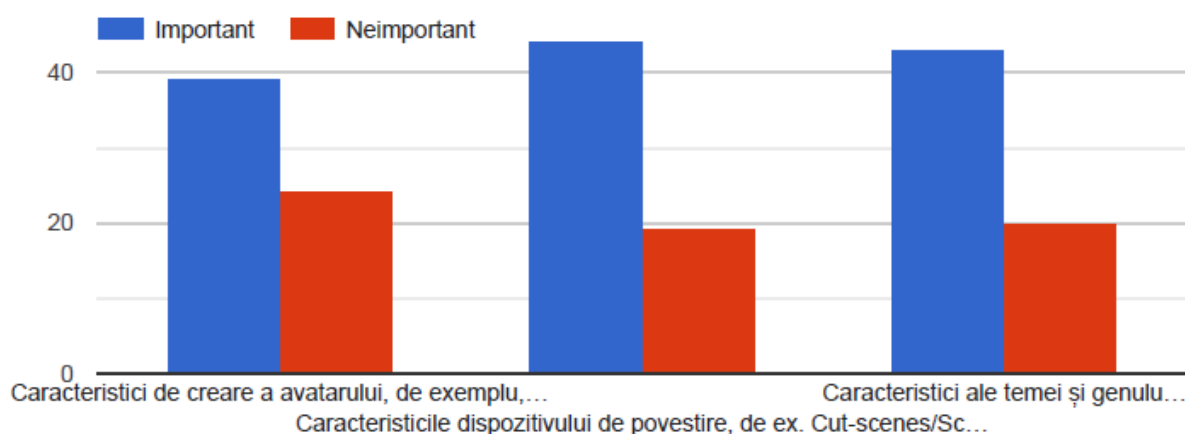
Save features e.g. Checkpoints, “quick-save”- more than 40% answered important, less than 20% answered not important.

Player management features e.g. Managing multiple resources -40% answered important, more than 20% answered not important.

Non-controllable features e.g. Scripted events, loading screens –more than 40% answered important, less than 20% answered not important.

Narrative and Identity Features

Caracteristici narative și identitare:



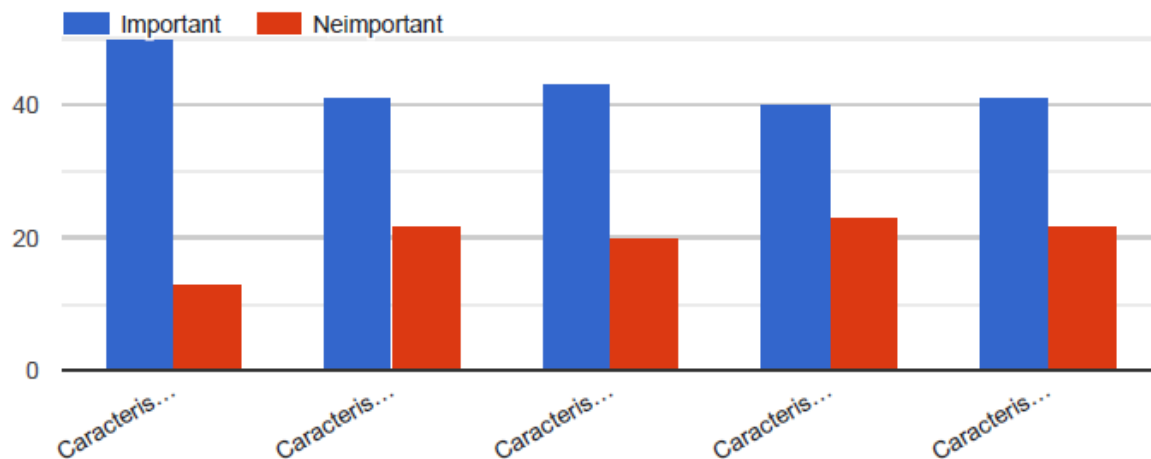
Avatar creation features e.g. Choice of sex, race, attribute -less than 40% answered important, more than 20% answered not important.

Storytelling device features e.g. Cut-scenes, mission briefing –more than 40% answered important, less than 20% answered not important.

Theme and genre features e.g. “Role-playing”, “shooting” – more than 40% answered important, 20% answered not important.

Reward Features

Caracteristici recompensă:



General reward type features e.g. Experience points, bonuses – 50% answered important, more than 10% answered not important.

Meta-game reward features e.g. Xbox 360 Achievement points – more than 40% answered important, more than 20% answered not important.

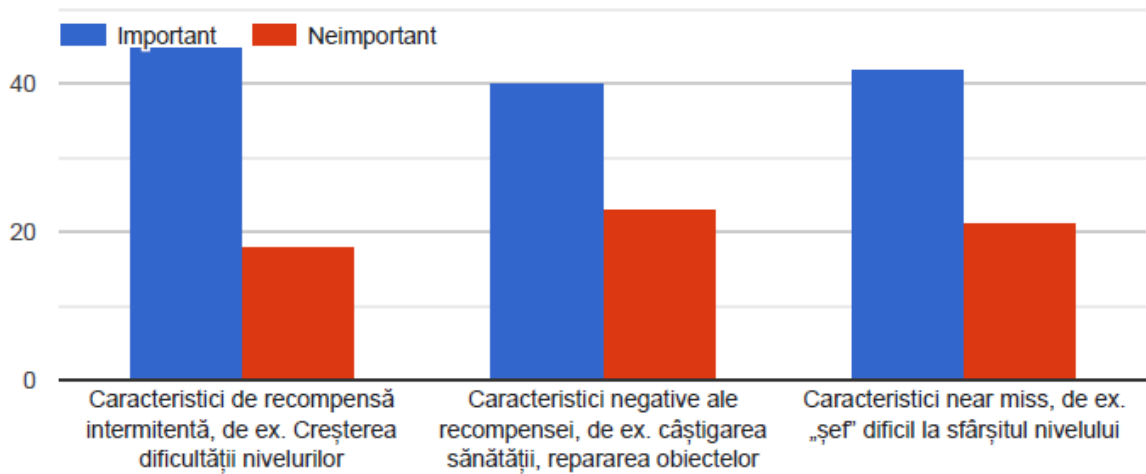
Event frequency features e.g. Unlimited replayability of game – more than 40% answered important, 20% answered not important.

Event duration features e.g. MMORPGs have no endpoint - 40% answered important, more than 20% answered not important.

Payout interval features e.g. Rewarded instantly for playing –more than 40% answered important, more than 20% answered not important.

Punishment Features

Caracteristicile pedepsei:



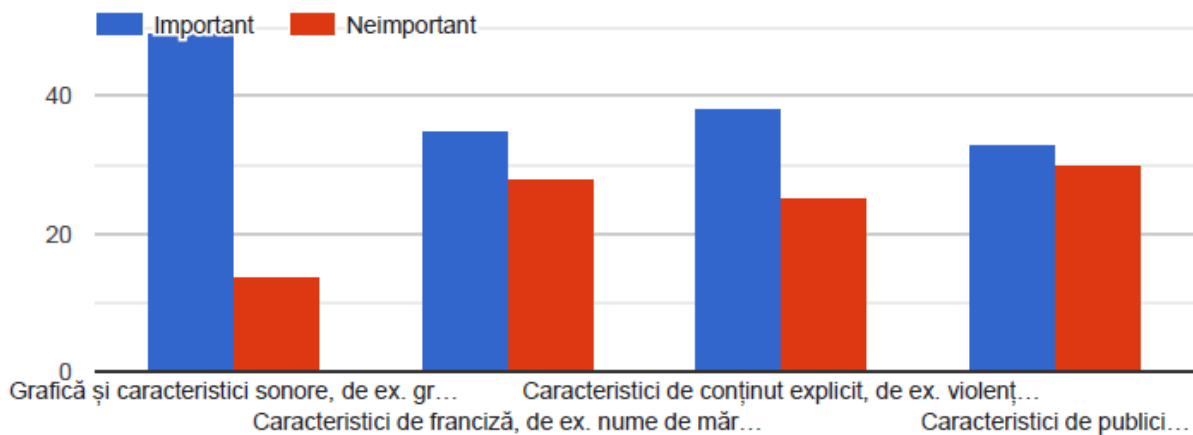
Intermittent reward features e.g. Increasing difficulty of levels – more than 40% answered important, less than 20% answered not important.

Negative reward features e.g. Gaining health, repairing items - 40% answered important, more than 20% answered not important.

Near miss features e.g. Difficult “boss” at end of level- more than 40% answered important, more than 20% answered not important.

Presentation Features

Caracteristici de prezentare:



Graphics and sound features e.g. Realistic graphics, fast music – more than 40% answered important, more than 10% answered not important.

Franchise features e.g. Trademarked names, e.g. Mario – more than 30% answered important, more than 20% answered not important.

Explicit content features e.g. Violence, drug use, nudity – less than 40% answered important, more than 20% answered not important.

In-game advertising features e.g. Real-life brands, sponsors logos – more than 30% answered important, 30% answered not important.