





Program Erasmus+ _ KA201 - Strategic Partnerships for school education

Project: "GeGame - A videogame to use in schools to promote gender equality"

Project Number: 2020-1-HU01-KA201-078801

Organisation Name: ProMAs - Project Management Association, ROMANIA

GEGAME- QUESTIONNAIRE

The following report has been implemented in a sample of 62 Spanish students from public schools. The sample was composed by 35 men and 27 women from 14 to 16 years old. Some of them live in the city, however, the biggest part of the students come from a little or a big town.

Questionnaire:

• In **the family environment,** what are the biggest problems that young people face today?

The main problems related to family environment are mainly related to the lack of acceptance and the pressure students suffer regarding academic success. All this reasons were mentioned by the students.

Behaviour

Marks

Lack of acceptance

Disobey parents' indications

Not to have parents' approval in students' projects or scholar interests

Parents' lack of comprehension to force them to do what they do not want to do

Disputes

Bad treatment

Dysfunctionality of families

Sexual and ideological acceptance

Abuse

Mood changes

Be ignored because of the age

Relation between parents (arguments)

Lack of communication

Lack of trust

Coexistence

Academic failure

Pressure to content your family

Studies

Lack of education

The idea that teenagers' life is very easy
Lack of support from your family
Insults
Lack of attention
Do not give attention to mental issues
Judge their ideologies
Do not let them meet their friends
Divorces
Prohibitions
Do not show interest on their personal life
Lack of money

• In the **school environment**, what are the biggest problems that young people face today?

The main problems related to school environment have to do with acceptance among the other students/teenagers as well as pressure in the field of studies, that can cause sometimes mental diseases like anxiety, stress and lack of motivation.

Bad educational system and standards

Feeling useless

Bullying

Stress, anxiety, lack of motivation

Harassment

Feeling that you don't fit among your mates

Comprehension problems

Friends

Teachers are rude and disrespectful

Efficiency

Feeling alone

Bad company

Being outcast

Pressure for having good marks

Future and job orientation

Being very bad at memorising, so fail in the school system

Excess of homework and exams

Academic success

Old educational system and lack of teachers' vocation to motivate students

Lack of materials

Familiar problems

Being a misfit

Be forced to do things students are not used to

Frustration

Lack of support from the teachers

Feeling that your intelligence depends on your marks

Not to know how to socialize, feeling that you are annoying

Comparison

Fights

Teachers that instil hatred and political views

Social pressure

Academic failure

• In **the social environment**, what are the biggest problems that young people face today?

As well as in school environment, one of the main problems regarding social environment has to do with partners' acceptance and the fear to feel a misfit among their mates.

Not having friends or feeling excluded

Do not fit in the environment

Bad influences

Lack of empathy

Shame

Contempt against other people

Other peoples' critiques

Social anxiety and being judged by superficial things

Learning to think by their own

Discrimination

Social rejection

Harassment

Shyness

Racism and other kinds of discrimination

Phone addiction and lack of real socialization

No future perspectives when thinking about a job

Being labelled as immature for being a teenager

Lack of credibility for being a teenager

Prejudices

Depend on the other people's opinion

Stereotypes and rejection related to ideology, behaviour or weigh

Being popular or not

Fear of eating in public

Disrespectful comments

Political ideology

Envy

Toxic people

Insecurity

Social pressure

End of romantic relationships

• Online, what are the biggest problems that young people face today? Students are very concerned about cyberbullying. One of their main fears is to contact with strangers.

Cyberbullying

Finding dangerous people

Harassment

Insults (people say online what they silent face to face)

Intimate conversations with unknown people

Talk to strangers

Possibility of human trafficking

False security

Threatens

Identity theft

Hacking

Misunderstands from the readers/viewers

Participation of strangers in the conversations

Abuse of mobile phone

Stereotypes

False followers and accounts

Catfish Toxic people Privacy breach

• In **sport and activities**, what are the biggest problems that young people face today?

Competitiveness as well as marginalisation are the main problems regarding sports in teenagers.

Managing sports and classes

Loose time to study trying to improve in sports

Be a bad loser

Competitiveness

Inequalities

Weigh or physical condition

Importance of physical aspect

Skills

Feeling useless for sports

Rivalry

Gender stereotypes

Fighting

Marginalize and exclude

Racism

Boring activity

Lack of facilities

Health impacts of too much sport

Problems in the clothing room for the physical form

Money

Injures

Overcoming

• In **romantic relationships**, what are the biggest problems that young people face today?

The main problem that students described in the survey is the inability to manage a healthy relationship, allowing their partners to track their lives.

Emotional dependence

Taking relations too deep

Lack of understanding

Jealousy

Insecurities

Distrust

Contempt

Pain

Third person

Toxic relationship

Being unsatisfied

External opinions

Distraction from studies

Bad treatment

Lack of knowledge to manage a relationship

Depression

Fear to stay alone

Rejection

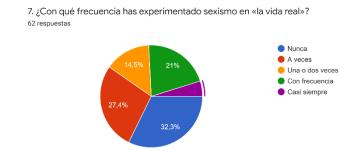
Friendzone

Sexual health Trans visibility Gender-based violence Patriarchy Lack of sociability **Pandemics** Love is an old thing, now they are looking for sex Bad moments in the relationship Your couple is ashamed of you Your couple is possessive Devote your life to your couple Losing friends because of your couple Instagram Physical appearance insecurities Compromise Heartbreaks, humiliation, illusion, play with you...

THINKING ABOUT YOUR OWN EXPERIENCES...

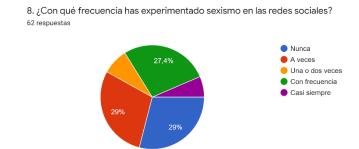
Never, <mark>once or twice</mark>, <mark>sometimes</mark>, <mark>often</mark>, almost always

How often have you experienced sexism "in real life"?



20 % of the students state that they suffer from this practice very often. Just a 30 % of the surveyed students have never experienced this kind of sexism.

How often have you experienced sexism on social media?



30 % state that they suffer from this issue often. Another 30 % have never experienced that, but the rest of the students have experienced sexism on social media in many occasions.

How often have you experienced sexism when playing games online?

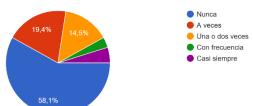


More than 40 % have never experienced sexism when playing games online, which reflects that gamer women are increasing and we are developing a more equal society in this subject.

How often have you experienced abuse or harassment 'in real life' because of your gender?

10. ¿Con qué frecuencia has experimentado abuso o acoso en «la vida real» por razones de género?
62 respuestas

Nunca

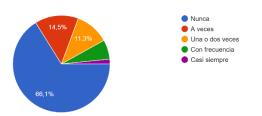


60 % state that they have never suffered from this issue, however, the other 60 % have experienced this practice (10 %, often or very often)

How often have

you experienced abuse or harassment online because of your gender?

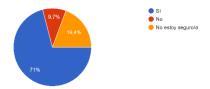
11. ¿Con qué frecuencia has experimentado abuso o acoso online por razones de género? 62 respuestas



Data shows that almost 70 % have never experiences harassment online because of their gender.

Do you think boys and girls experience problems online differently

12. ¿Crees que los chicos y las chicas sufren problemas diferentes en el ámbito online?



Almost ¾ of the surveyed students think that the situation is different depending on the gender.

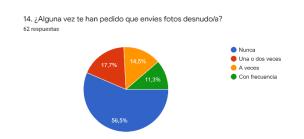
DEALING WITH PROBLEMS WHEN THEY HAPPEN

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



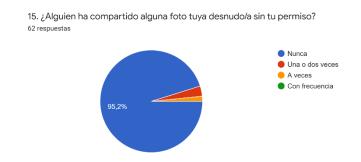
More than half of the surveyed students have received this kind of images. Most of them were nudes sent mainly by strangers and half of the students decided to tell it to some friends. The other half did not tell anybody.

Have you ever been asked to send nudes of yourself?



Most of them, never, but the other 40 % experienced that issue. In the biggest part of the cases, a stranger ask the students to send nudes of themselves. Almost 50 % of the surveyed students decided to tell it to a friend.

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

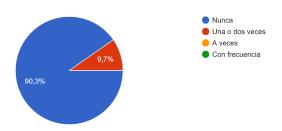


Most of the students stated that they did not suffer from that practice, however, 3 people were victims of sharing a nude photo of you without their permission. These photos were

asked by strangers and half of the students decided to tell it to a friend.

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

16. ¿Alguien te ha amenazado con compartir una foto tuya desnudo/a a cambio de algo? 62 respuestas



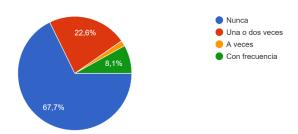
Six students declared that they suffered from this practice by an stranger and ¾ of them decided not to tell anyone about

it.

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?

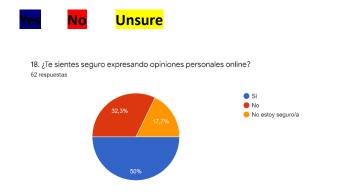
17. ¿Alguna vez has participado en un grupo online (Discord, SnapChat, WhatsApp) en el que se hayan compartido fotos de otras personas desnudas sin su consentimiento?

62 respuestas



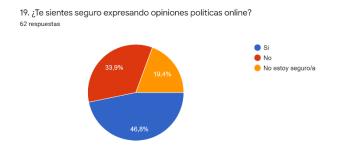
A 30 % of the surveyed students participated in this kind of online group. Almost 70 % of them decided to tell it to their friends.

Are you confident expressing personal views online?



Half of the students feel comfortable when expressing personal views online.

Are you confident expressing political views online?



More or less the same number of people feel comfortable than uncomfortable

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



Almost 50 % of the surveyed students suffered coercive control from their partners. This control was shown in the shape of controlling their partner's social accounts and mobile phone, among others. Most of them did not tell

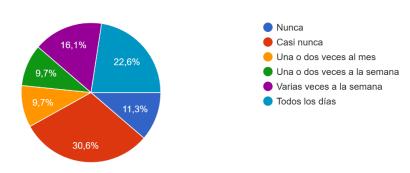
anybody. However, the ones who talked about the problem, decided to tell it to a friend.

HOW DO YOU PLAY VIDEOGAMES?

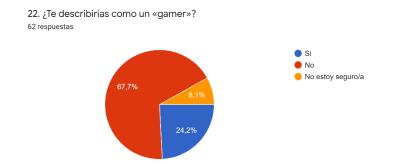
don't play videogames, rarely, once or twice a month, once or twice a week, many times a week, everyday

How often do you play videogames?

21. ¿Con qué frecuencia juegas a videojuegos? 62 respuestas



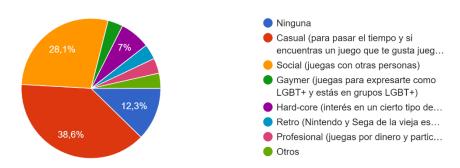
Would you call yourself a "gamer"?



Almost 70 % of the surveyed students do not consider themselves as a gamer.

If yes, which of the following gamer identities best matches yours?

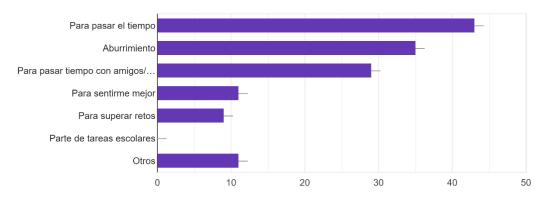
23. ¿Cuál de las identidades gamer se identifica mejor contigo? 57 respuestas



More than a half of them are considered casual or social gamers

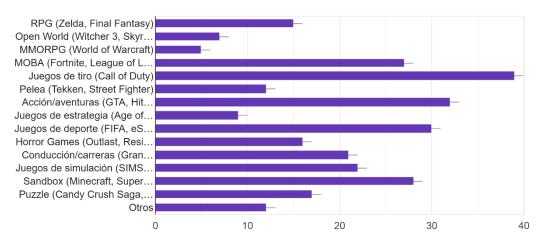
For what reasons do you play typically videogames (tick all that apply)

24. ¿Por qué razones juegas a videojuegos? (marca todas las que consideres) 62 respuestas



They play mainly to pass the time and for boredom. Also, to spend time with friends or make new ones

25. ¿Cuál de los siguientes géneros de videojuegos prefieres? (marca todos los que consideres) 62 respuestas



The favourite genres of the surveyed students are the following ones:

- MOBAs (e.g. Fortnite, League of Legends, DOTA)
- Shoot em' ups/ Shooters (e.g. Call of Duty,)
- Action/ Adventure (e.g. Grand Theft Auto, Hitman, Metal Gear Solid)
- Sport Games (e.g. FIFA, eSports)
- Sandbox Games (e.g. Minecraft, Super Mario Maker)

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

- FIFA
- Fortnite
- GTA V
- Sims 4,
- Minecraft
- Parchis Star,
- Brawl Stars
- Call of Duty
- Roblox,
- The Red Strings Club
- Mass Effect
- Choice of games
- Preguntados
- 8 ball pool
- Rocket league
- R6
- Warzone
- WRC9
- Pokemon
- The Crew 2
- Apex
- Walk master
- Candy Crush

- Rainbow Six siege
- slither.io
- world of thanks
- Uncharted
- Gran turismo
- ARK.

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	(<mark>Important</mark> , not important)
Social formation/institutional features e.g. Guilds/clans in MMORPGs	(Important, <mark>not important</mark>)
Leader board features e.g. "Hall of fame" high score list	(Important, <mark>not important</mark>)
Support network features e.g. Internet forums, strategy guides	(Important, <mark>not important</mark>)

Manipulation and Control Features				
User input features e.g. "Combos", "hot	(<mark>Important</mark> , not important)			
keys"				
Save features e.g. Checkpoints,	(<mark>Important</mark> , not important)			
"quick-save"				
Player management features e.g.	(<mark>Important</mark> , not important)			
Managing multiple resources				
Non-controllable features e.g. Scripted	(Important, not important)			
events, loading screens				

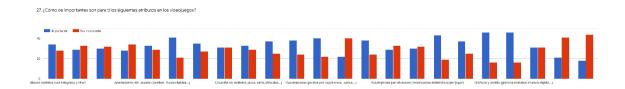
Narrative and Identity Features			
Avatar creation features e.g. Choice of	(<mark>Important</mark> , not important)		
sex, race, attribute			
Storytelling device features e.g.	(Important, not important)		
Cut-scenes, mission briefing			
Theme and genre features e.g.	(Important, not important)		
"Role-playing", "shooting"			

Reward Features					
General	reward	type	features	e.g.	(<mark>Important</mark> , not important)
Experience points, bonuses			es		

Meta-game reward features e.g. Xbox	(Important, <mark>not important</mark>)
360 Achievement points	
Event frequency features e.g. Unlimited	(<mark>Important</mark> , not important)
replayability of game	
Event duration features e.g. MMORPGs	(Important, <mark>not important</mark>)
have no endpoint	
Payout interval features e.g. Rewarded	(Important, <mark>not important</mark>)
instantly for playing	

Punishment Features						
Intermittent reward features e.g.	(<mark>Important</mark> , not important)					
Increasing difficulty of levels						
Negative reward features e.g. Gaining	(<mark>Important</mark> , not important)					
health, repairing items						
Near miss features e.g. Difficult "boss" at	(Important, not important)					
end of level						

Presentation Features			
Graphics and sound features e.g. Realistic	(<mark>Important</mark> , not important)		
graphics, fast music			
Franchise features e.g. Trademarked	(Important, not important)		
names, e.g. Mario			
Explicit content features e.g. Violence,	(Important, <mark>not important</mark>)		
drug use, nudity			
In-game advertising features e.g. Real-life	(Important, <mark>not important</mark>)		
brands, sponsors logos			



Thank you for your answers

If you need to talk to someone about any of the issues raised in this survey, please contact:

List contact details to some organisations in your country where participants can access help in the unlikely event they need to after participating in the survey