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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**

GE GAME- 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

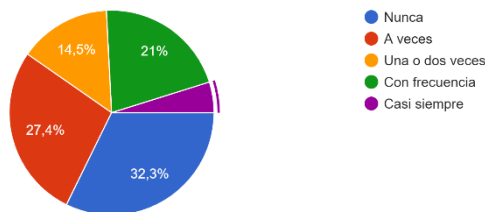
Sexual health
Trans visibility
Gender-based violence
Patriarchy
Lack of sociability
Pandemics
Love is an old thing, now they are looking for sex
Bad moments in the relationship
Your couple is ashamed of you
Your couple is possessive
Devote your life to your couple
Losing friends because of your couple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

THINKING ABOUT YOUR OWN EXPERIENCES...

Never, once or twice, sometimes, often, almost always

How often have you experienced sexism “in real life”?

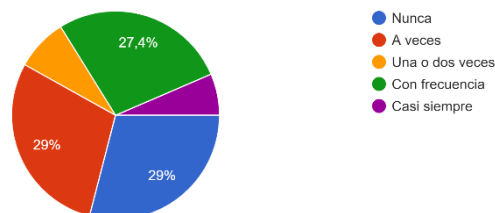
7. ¿Con qué frecuencia has experimentado sexismo en «la vida real»?
62 respuestas



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?

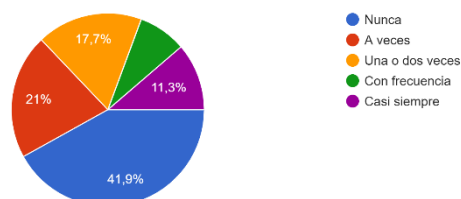
8. ¿Con qué frecuencia has experimentado sexismo en las redes sociales?
62 respuestas



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?

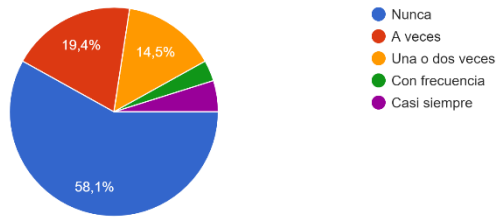
9. ¿Con qué frecuencia has experimentado sexismo en juegos online?
62 respuestas



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?

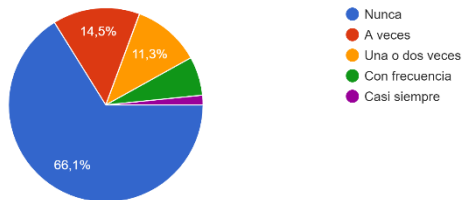
10. ¿Con qué frecuencia has experimentado abuso o acoso en «la vida real» por razones de género?
62 respuestas



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?

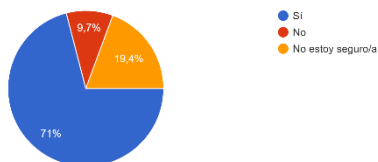
11. ¿Con qué frecuencia has experimentado abuso o acoso online por razones de género?
62 respuestas



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?
62 respuestas

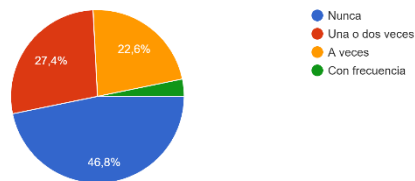


Almost $\frac{3}{4}$ of the surveyed students think that the situation is different depending on the gender.

DEALING WITH PROBLEMS WHEN THEY HAPPEN

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

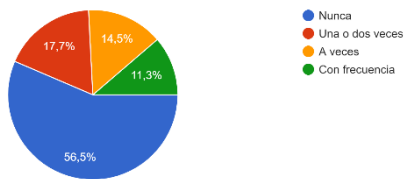
13. ¿Alguna vez has recibido fotos o videos de contenido sexual que no querías online?
62 respuestas



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?

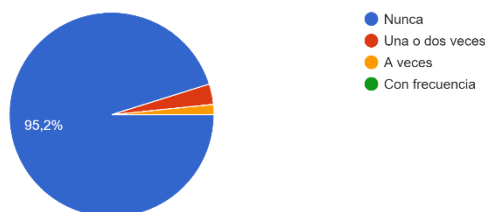
14. ¿Alguna vez te han pedido que envíes fotos desnudo/a?
62 respuestas



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?

15. ¿Alguien ha compartido alguna foto tuya desnudo/a sin tu permiso?
62 respuestas

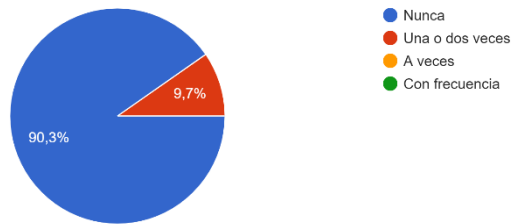


Most of the students stated that they did not suffer from that practice, however, 3 people were victims of sharing a nude photo of you without their permission. These photos were

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

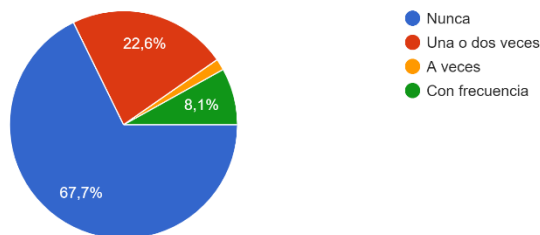


Six students declared that they suffered from this practice by an stranger and $\frac{3}{4}$ of them decided not to tell anyone about

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

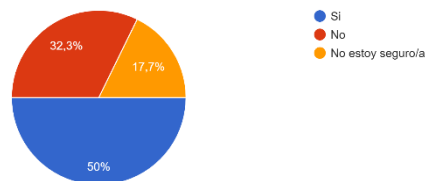


A 30 % of the surveyed students participated in this kind of online group. Almost 70 % of them decided to tell it to their friends.

Are you confident expressing personal views online?

Yes **No** **Unsure**

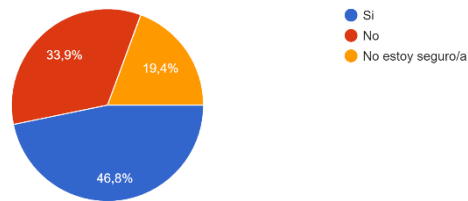
18. ¿Te sientes seguro expresando opiniones personales online?
62 respuestas



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

Are you confident expressing political views online?

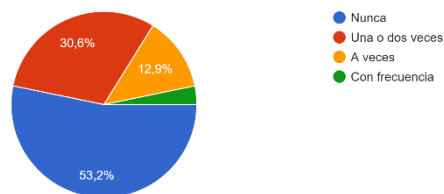
19. ¿Te sientes seguro expresando opiniones políticas online?
62 respuestas



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

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

20. ¿Alguna vez has sufrido conductas controladoras por parte de amigos/as o novios/as?
62 respuestas



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.

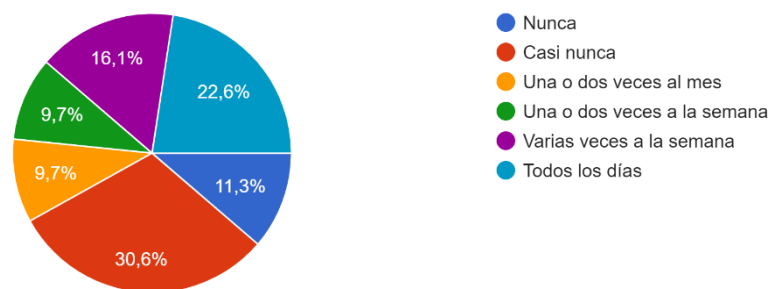
HOW DO YOU PLAY VIDEOGAMES?

I 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?

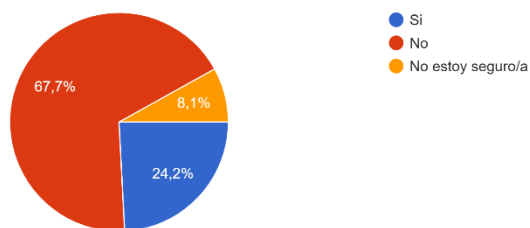
62 respuestas



Would you call yourself a “gamer”?

22. ¿Te describirías como un «gamer»?

62 respuestas

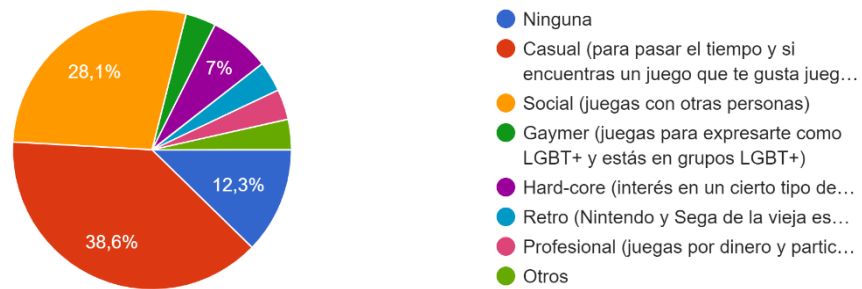


Almost 70 % of the surveyed students do not consider themselves as a gamer.

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

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

57 respuestas

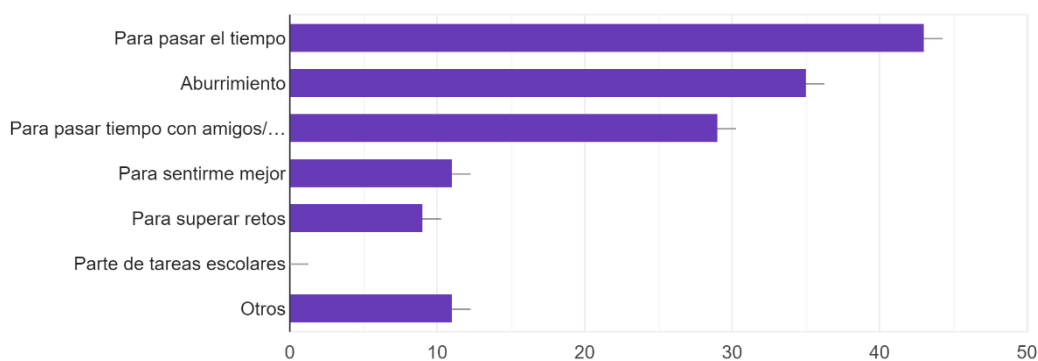


More than a half of them are considered casual or social gamers

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

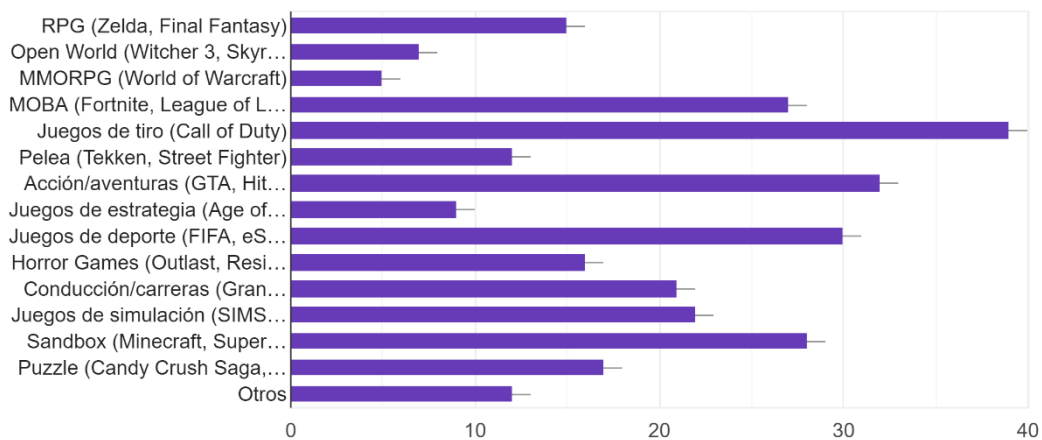


They play mainly to pass the time and for boredom. Also, to spend time with friends or make new ones

Which of the following game genres do you prefer? Tick all that apply.

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

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

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

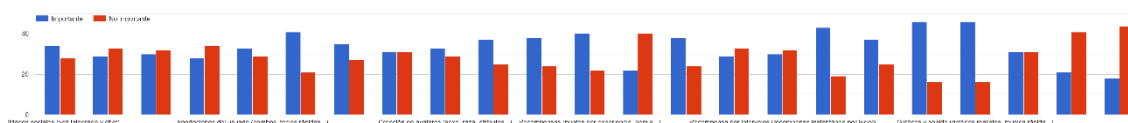
Reward Features	
General reward type features e.g. Experience points, bonuses	(Important, not important)

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

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

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

27. ¿Cómo de importantes son para ti los siguientes atributos en los videojuegos?



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