This purpose of this project is develop a video game for young people that tackles sexism and gendered abuse both off- and online. In order to make this game, we need to find out more from young people about 1) the problems they face and 2) the types of games they like playing.

The survey is anonymous and will not provide us with specific details about you or your experience. There will be no way of identifying your responses from the others. The data we collect will be destroyed as soon as it is analysed.

If you are happy to take part in this survey, then please tick the statements below to give your consent. Please answer the survey as honestly as possible. There are no right or wrong answers, so just give your own opinion and no one else's. It should take no longer than 20-30 minutes.

YOUR CONSENT

I understand the aims of the project and what is expected of me (tick)

I know that I can withdraw my participation and have my data destroyed if I request it (tick)

I know that I do not have to answer a question I feel uncomfortable in answering (tick)

I know that if I have any further questions I can contact the researchers (tick)

I know that my data will be used for research purposes (tick)

I know that my data will be protected in a secure, password protected computer, only accessible to the researchers (tick)

I give my consent to participate in this survey (tick)

<p align="center">**TELL US ABOUT YOU**</p>
<p align="center">(These questions tell us more about the kind of person you are)</p>

Country (Hungary, Romania, Ireland, Spain)
Age (14, 15, 16)
Gender (Male Female Other)
Region (Give options for country/ provincial regions)

I live in a… (big city, small city, town, village, rural area)
I attend a… (mainstream school, special educational needs school. List types of school in your country)

My **ethnicity** is… (select known ethnicities in your country. Turkey to exclude)
My **sexual orientation** is… (heterosexual, homosexual, bisexual, other. Romania to exclude)

[Do feel free to ask another question relevant to your own country if you think it is needed.]

<p align="center">**LET'S TALK ABOUT THE BIGGEST PROBLEMS YOUNG PEOPLE FACE…**</p>
(These questions ask about the biggest problems young people face today, e.g. bullying, discrimination, being excluded, not being understood). Pease tell us what you are think these big problems are)

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

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

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

O**nline**, what are the biggest problems that young people face today?

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

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

(These questions ask about your own experiences of sexism and harassment. Pease tell us about these.)

How often have you experienced **sexism "in real life"**? (Never, once or twice, sometimes, often, almost always)

How often have you experienced **sexism on social media?** (Never, once or twice, sometimes, often, almost always)

How often have you experienced **sexism when playing games online?** (Never, once or twice, sometimes, often, almost always)

How often have you experienced **abuse or harassment 'in real life'** because of your gender? (Never, once or twice, sometimes, often, almost always)

How often have you experienced **abuse or harassment online** because of your gender? (Never, once or twice, sometimes, often, almost always)

Do you think boys and girls **experience problems online differently?** (Yes I think so, No I do not think so, I am not sure.)

DEALING WITH PROBLEMS WHEN THEY HAPPEN

(These questions ask about problems as they occur. Please tell us about them.)

Have you ever received **sexual pictures or videos online** that you didn't want? (Never, once or twice, sometimes, often)
If yes, what sort of pictures were they (nude pictures, pornography, other)?
If yes, who sent them? (boyfriend/girlfriend, stranger, acquaintance)?
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

Have you ever **been asked** to send nudes of yourself? (Never, once or twice, sometimes, often)
If yes, by whom? (boyfriend/girlfriend, stranger, acquaintance)?
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

Has anyone ever shared a nude photo of you **without your permission**? (Never, once or twice, sometimes, often)
If yes, who shared it? (boyfriend/girlfriend, stranger, acquaintance)?
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

Has anyone ever **threatened to share a nude photo of you** in exchange for something? (Never, once or twice, sometimes, often)
If yes, who made the threat? (boyfriend/girlfriend, stranger, acquaintance)?
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

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**? (Never, once or twice, sometimes, often)
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

Are you confident expressing **personal views online**? (*Personal views mean your own thoughts and opinions about general things*) (Yes, No, Unsure)

Are you confident expressing **political views online**? (*Political views means your own thoughts and opinions about e.g. the environment, gender equality, racism or politics*) (Yes, No, Unsure)

Have you ever experienced **coercive control** from a boyfriend/girlfriend? (Never, once or twice, sometimes, often)

If yes, what form did it take? (The person checking your phone, the person tracing your location, the person monitoring who you like or follow on social media, other)
If yes, did you tell anybody about it? (Yes, no)
If yes, who did you tell? (Friend, teacher, parent, other)

<div align="center">

HOW DO YOU PLAY VIDEOGAMES?
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(In this section we are interested in the games you play and how you play them. Please tell us more about it.)

How often 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)

Would you call yourself a **"gamer"?** (Yes, No, Unsure)

If yes, which of the following **gamer identities** best matches yours?
- None
- Casual (You might play games to pass the time every so often. If you get into a good game you might play it more often. Could be any kind of game)
- Social (You would normally play games with other people. You might spend time with friends in the game. You typically prefer games like Fortnite and World of Warcraft)
- Gaymer (You play games to express LGBT+ or an LGBT+ ally. You are also in LGBT+ gamer community groups.) (Romania to exclude)

- Hard-Core (You have a vested interest in a certain type of game. You are very skilled at playing it and people know it. You would play this game all day every day if you could)
- Retro (Nostalgia all the way! You play old school Nintendo and Sega. It brings back all the memories)
- Professional (You play this game to earn a living or make money on the side. You have competed in real life competitions. Your reputation depends somewhat on how you play this game)
- Other (please describe)

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

- Just to pass the time
- Boredom
- To spend time with friends or make new ones
- To feel better
- To overcome challenges
- Part of schoolwork
- Other
- (include some others in your survey)

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

- RPG (e.g. Legend of Zelda, Final Fantasy)
- Open World (e.g. Witcher 3, Skyrim)
- MMORPG (e.g. Elder Scrolls Online, World of Warcraft)
- MOBAs (e.g. Fortnite, League of Legends, DOTA)
- Shoot em' ups/ Shooters (e.g. Call of Duty,)
- Fighter (e.g. Tekken, Street Fighter)
- Action/ Adventure (e.g. Grand Theft Auto, Hitman, Metal Gear Solid)
- Strategy Games (e.g. Command and Conquer, Civilisation, Age of Empires)
- Sport Games (e.g. FIFA, eSports)
- Horror Games (e.g. Outlast, Resident Evil)
- Driver/ Racing (e.g. Gran Tourismo, Need for Speed)
- Simulation Games (e.g. The SIMS, Sim City, Rollercoaster Tycoon, Goat Simulator)
- Sandbox Games (e.g. Minecraft, Super Mario Maker)
- Puzzle games (e.g. Candy Crush Saga, Mario Party)
- Other

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

Thinking about your favourite / most played videogames, how important are the following game features? Please rate each feature as Important or Unimportant.

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)

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