

YouGov Survey: Violence in Video Games



Sample 1000 U.S. Adult Citizens
 Conducted June 7 - 10, 2022
 Margin of Error ±3.4%

1. How often, if at all, do you play video games?

Most days	22%
Once a week	11%
Once a month	8%
Several times a year	8%
Once a year	5%
Never	41%
Not sure	4%

2. Have you ever watched or played a video game that features violence?

Asked of those who have played video games more often than never

Yes	62%
No	34%
Not sure	4%

3. To what extent, if at all, do you agree or disagree with the following statements about video games?

	Strongly agree	Somewhat agree	Somewhat disagree	Strongly disagree	Not sure
Video games can be a cause of real-world violence and aggression	16%	32%	17%	20%	15%
Video games can be a useful outlet for frustrations and aggression	18%	39%	15%	9%	20%
Video games are a waste of time	16%	29%	23%	19%	12%
Video games are a good form of entertainment	21%	43%	16%	8%	12%
Video games are a contributing cause in mass shootings	14%	23%	16%	28%	18%
New legislation is needed to restrict the availability of video games	11%	16%	20%	32%	21%

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Interviewing Dates	June 7 - 10, 2022
Target population	U.S. Citizens, aged 18 and over.
Sampling method	Respondents were selected from YouGov's opt-in Internet panel using sample matching. A random sample (stratified by gender, age, race, education, geographic region, and voter registration) was selected from the 2018 American Community Study. Voter registration was imputed from the November 2018 Current Population Survey Registration and Voting Supplement.
Weighting	The sample was weighted based on gender, age, race, education, news interest, and 2020 Presidential vote (or non-vote). The weights range from 0.295 to 4.621, with a mean of one and a standard deviation of 0.427.
Number of respondents	1000
Margin of error	± 3.4% (adjusted for weighting)
Survey mode	Web-based interviews
Questions not reported	76 questions not reported.