



The Washington Post

2017 Sports Poll Cross-Tabs

eSports and Competitive eGaming

Survey Produced by the UMass Lowell Center for Public Opinion
in collaboration with the Washington Post

8/22/17-9/8/17

N=522 Teens/Young Adults (ages 14-21)

Margin of Error: +/-6.0%

(adjusted for design effects from weighting)

Dr. Joshua J. Dyck and Dr. Francis Talty, Co-Directors

UMass Lowell Center for Public Opinion

<http://www.uml.edu/polls>

Data collection by NORC at the University of Chicago. This is a sample 522 Americans aged 14-21 year old collected from the NORC AmeriSpeak panel, a probability-based panel designed to be representative of the US household population. For those 14-17, a sample of NORC panelists (adults) were asked to consent to allowing their 14-17 year old child to participate in the survey; this produced 319 respondents. Those 18-21 years old were selected directly from the AmeriSpeak panel; this produced an additional 203 respondents. 503 interviews were conducted online and 19 were conducted by telephone. The survey is first weighted to adjust for probability of selection to the panel, and then by known population totals associated with age, sex, education, race/ethnicity, housing tenure, telephone status, and Census Division.

UMass Lowell is a public institution and releases surveys as a source of public information. In this document, we have provided an extensive set of crosstabs. Our goal is complete transparency in the reporting of our surveys. If there is something you do not see here, but wish you did, please contact Professor Joshua J. Dyck (joshua_dyck@uml.edu; [@drijdyck](https://twitter.com/drijdyck)).

ASK ALL

Q1A. Do you consider yourself to be a fan of eSports or competitive video gaming, or not?

38% Yes

62% No

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes	41	35	56	20	36	40
No	59	65	44	80	64	60

ASK ALL

Q1B. Do you consider yourself to be a fan of professional football, or not?

40% Yes

60% No

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes	40	39	49	30	44	35
No	60	61	51	70	56	65

ASK ALL

Q3. In the past 12 months, have you either played an online video game with multiple players or participated in a video game competition, or not?

59% Yes, R Has
 40 No, R Has Not
 * No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes, R Has	59	59	79	39	59	59
No, R Has Not	40	41	21	61	41	40
No opinion	*	*	0	1	0	1

ASK ALL

Q4. In the past 12 months, have you ever watched live or recorded video of people playing video games on Twitch, YouTube or another platform, or not?

58% Yes, R Has
 41 No, R Has Not
 * No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes, R Has	56	61	74	42	54	63
No, R Has Not	43	39	26	58	46	37
No opinion	*	*	0	*	*	*

Q3/Q4 Comb

73% Played or watch games
 45% *Played and watched games*
 59% *Played games only*
 58% *Watched games only*
 27% Neither played nor watched games

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Played or watched games	72	74	89	56	71	76
Neither played or watched	28	26	11	44	29	24

ASK IF Q3=1 (N=302)¹

Q5. How often do you typically play video games?

25%	Every day
22	Almost every day
19	A few times a week
14	About once a week
10	Once a month
10	Less than once a month
0	No Opinion

ASK IF AND Q5=1/2 (N=153)

Q6. On a typical day, how many hours do you play video games?

19%	5 hours or more
39	3-4 hours
36	1-2 hours
5	Less than 1 hour
0	No opinion

ASK IF Q4=1 (N=286)

Q7. How often do you typically watch live or recorded video of people playing video games?

17%	Less than once a month
17	Once a month
16	About once a week
25	A few times a week
12	Almost every day
13	Every day
0	No opinion

ASK IF Q7=5/6 (N=76)

Q8. On an average day, how many hours do you watch these?

(N too small to report)

¹ The margin of error for this subset (game players) is +/-8.0%

ASK IF Q3=1 or Q4=1 (N=369)

Q9. Is each of the following a major reason, minor reason or not a reason you [IF Q3=1 and Q4>1, INSERT: “play”; IF Q3>1 and Q4=1, INSERT: “watch”; IF Q3=1 and Q4=1, INSERT: “play and watch”] video games?

	Response Options			
	Major Reason	Minor Reason	Not a Reason	DK/REF
a. Taking a break from everyday life	41	36	22	*
b. Enjoying the competition	36	41	22	*
c. Enjoying time with friends	54	26	20	*
d. The challenge of the game	38	41	21	*
e. Improving your gaming skills	38	35	27	*
f. Appreciating the visual arts within games	37	40	22	1
g. For entertainment and fun	80	14	5	1
h. The chance to win money or championships*	14	21	63	2
i. Working together with teammates to win*	34	41	24	1

*Among gamers only, n=302

ASK IF Q3=1 (N=302)

Q10. Which online competitive video game do you play the most?

- 24% Call of Duty/Black Ops
- 17 Grand Theft Auto
- 7 Overwatch
- 7 Battlefield One
- 5 Minecraft
- 4 League of Legends
- 4 FIFA
- 4 Super Smash Bros
- 3 Battlegrounds
- 3 World of Warcraft
- 2 Counter Strike
- 1 Destiny
- 1 NBA 2K
- 1 Hearthstone
- 1 Rainbow Six
- 1 Rocket League
- 1 MLB: The Show
- 1 Paladins
- * Halo
- * Madden NFL
- * Mario Kart
- * Dota
- * Street Fighter
- 0 Gears of War
- 0 Mortal Kombat
- 12 Other

1 No opinion

ASK IF Q4=1 (N=286)

Q11. Do you have a favorite eSports team or player in competitive video gaming, or not?

24% Yes, I have a favorite
 76 No, I don't have a favorite
 0 No opinion

ASK IF Q4=1 (N=286)

Q12a. If you had a free hour of time would you prefer spending it watching a live eSports competition, or a live sporting event such as football or The Olympics?

35% Live eSports competition
 65 Live sporting event
 * No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Live esports competition	41	29	35	33	31	38
Live sporting event	59	71	65	66	69	61
No opinion	*	*	*	1	*	*

ASK IF Q3=1 or Q4=1 (N=369)

Q13. Do you [play/watch/play or watch] competitive online video games with friends you first met offline, or not?

52% Yes
 48 No
 0 No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes	47	58	60	40	51	53
No	53	42	40	60	49	47
No opinion	*	0	0	*	0	*

ASK IF Q3=1 or Q4=1 (N=369)

Q14. Have you become friends with anyone you met [playing/watching/playing or watching] competitive online video games, or not?

45% Yes
 55 No
 0 No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes	42	48	50	36	42	47
No	58	52	50	64	58	53
No Opinion	0	0	0	0	0	0

ASK IF Q1A=1 or Q3=1 or Q4=1 (N=376)

Q15. Do you think there is or is not an unwritten code of sportsmanship among competitive online gaming?

63% There is an unwritten code
 37 There is not an unwritten code
 * No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Yes, unwritten code	60	67	71	52	64	62
No, not an unwritten code	40	33	29	48	36	38
No opinion	0	*	*	0	0	*

ASK ALL

Q16. In the online video gaming community, do you think women are treated with [rotate: more respect than men, less respect than men], or are men and women respected about equally?

- 5% Women are treated with more respect than men
- 53 Women are treated with less respect than men
- 42 Men and women are respected about equally
- * No opinion

	Age		Gender		Race/Ethnicity	
	14-17	18-21	Male	Female	White	Nonwhite
Women... more respect	4	5	6	3	4	5
Women... less respect	40	67	44	63	51	55
About equal respect	56	28	50	34	45	39
No opinion	0	*	*	*	0	*