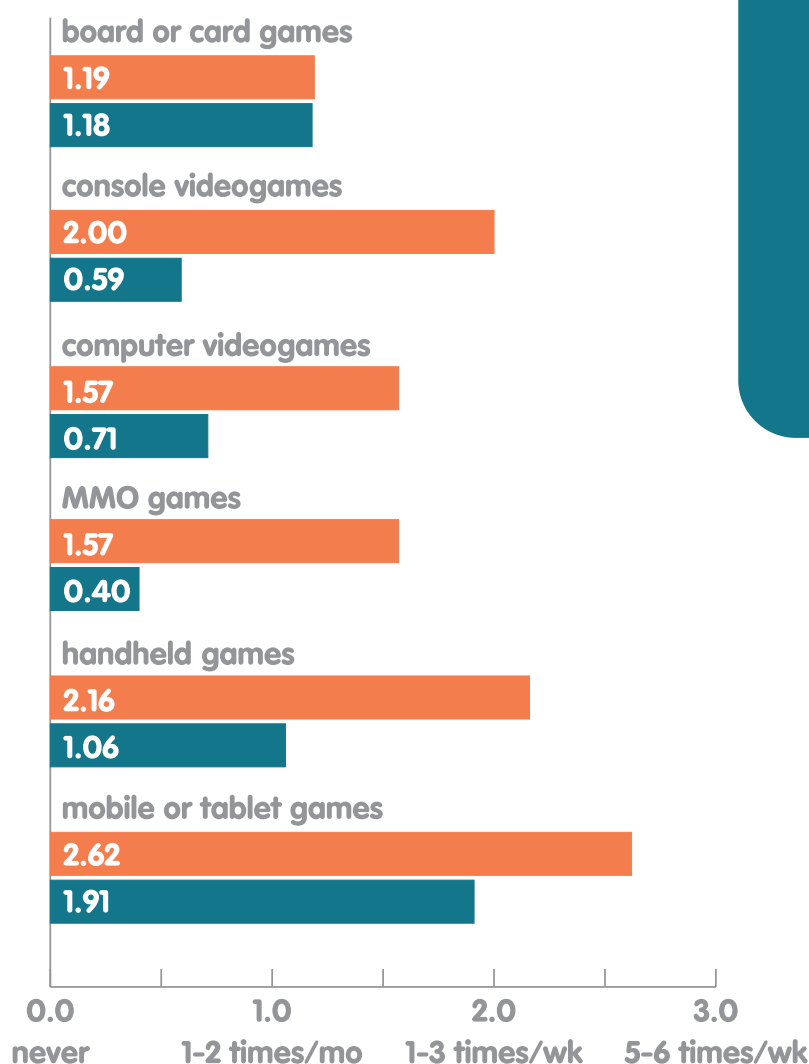


GAME PLAY EXPERIENCE: TEACHERS AND STUDENTS

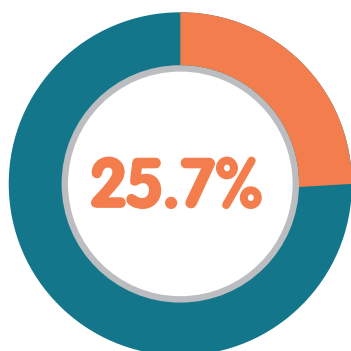
STUDENT-reported and TEACHER-reported game play



Games are often perceived as a powerful educational tool because they are engaging to students. Students who participated in this study overwhelmingly believed that games were good tools for learning. The Playing to Learn survey found important differences between students' and teachers' engagement with technology-intensive game play.

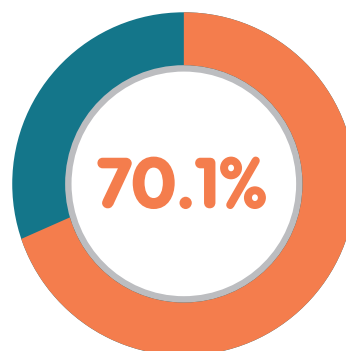
Students reported much higher use of/play with computer games generally, massive multiplayer online games, handheld games, mobile or tablet games, and console videogames than their teachers.

While only 25% of teachers reported playing console games, 70% of students reported playing them.



TEACHER GAME CONSOLE USE

- 9 teachers reported playing console games
- 26 teachers reported that they did not play console games



STUDENT GAME CONSOLE USE

- 557 students reported playing console games
- 237 students reported they did not play console games

These findings confirm what other research has found: that students are playing games regularly and at a much higher rate than their teachers. This gap signals a need for further professional development to familiarize teachers with games and give them opportunities to play.

WANT TO LEARN MORE?

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- Wilson, J. (2015, January 15). Women are almost half of the 'gamer' population in Canada. *Global News*. Retrieved from <http://globalnews.ca/news/2455046/women-are-almost-half-of-the-gamer-population-in-canada/>