

Notes

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50. In our analysis of civic gaming experiences, we excluded young people who answered, “does not apply.” This response could be interpreted as meaning “never” having had this experience while playing games, but it could also be interpreted in other ways, so we did not include those responses. To ensure that excluding those young people did not alter our findings, we also ran our analysis using the alternate coding system, recoding “does not apply” answers as “never,” and found a very similar set of relationships. The main difference is that two of our relationships that approached statistical significance, and therefore were not noted, became statistically significant. Specifically, the teens with the most civic game experiences were more likely to volunteer and teens with some civic gaming experiences were more likely to protest compared to teens with the least civic gaming experiences. Our overall conclusions are not affected.

51. Although these relationships are consistent and statistically significant, the overall impact of civic gaming experiences on civic outcomes

does not explain a high percentage of the overall variation in civic and political engagement (this is indicated by the R^2 in the tables in appendix B). This is not surprising as we do not expect that video game play is a prime determinant of civic and political engagement.

52. Steinkuehler and Williams, “Where Everybody Knows Your (Screen) Name.”

53. We considered doing a similar analysis assessing the associations between playing games in the 14 gaming genres and civic gaming experiences. Several factors limit our confidence in such an analysis. For example, the analysis would introduce a large number of new independent variables, these independent variables are often highly correlated, the genres were not designed to group games in relation to the civic learning opportunities they provide, and it would be difficult to know which games within the genres might be responsible for any association that was identified.

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59. We did find a marginally significant relationship ($p \leq .10$) between guild membership and two of the eight indicators of civic engagement.

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87. In households with more than one 12- to 17-year-old, interviewers asked parents about, and conducted interviews with, a child selected at random.
88. PSRAI's disposition codes and reporting are consistent with the American Association for Public Opinion Research standards.
89. PSRAI assumes that 75 percent of cases that result in a constant disposition of "No answer" or "Busy" are actually not working numbers.
90. Parent education was also measured as a proxy for SES. We ran parallel analyses substituting this measure for income, and found some small differences in model fit and parameter estimates, but not substantial enough differences to choose one measure over the other.