

## About This Report

This report draws from the 2008 Pew Teens, Video Games, and Civics Survey, a national survey of youth and their experiences with video games done in partnership with Amanda Lenhart at the Pew Internet and American Life Project, with funding from the John D. and Catherine T. MacArthur Foundation. That survey led to the report, “Teens, Video Games, and Civics,” which examines the nature of young people’s video game play as well as the context and mechanics of their play. In addition to examining the relationship between gaming and youth civic engagement, “Teens, Video Games, and Civics” also provides a benchmark for video and online gaming among young people on a national level and the first broad, impartial look at the size and scope of young people’s general gaming habits.

This current report, *The Civic Potential of Video Games*, focuses solely on the civic dimensions of video game play among youth. Although it shares some text and findings with the “Teens, Video Games, and Civics” report, it provides a more detailed discussion of the relevant research on civics and gaming. In addition, this report discusses the policy and research implica-

tions of these findings for those interested in better understanding and promoting civic engagement through video games. The interpretation of data and the discussion of implications reflect only the authors' perspectives. The Pew Internet Project and the MacArthur Foundation are nonpartisan and take no position for or against any technology-related policy proposals, technologies, organizations, or individuals and do not take a position on any of the proposals suggested here.

### **About the Civic Engagement Research Group (CERG)**

CERG is a research organization based at Mills College in Oakland, California, that conducts quantitative and qualitative research on youth civic engagement. The group looks at the impact of civic learning opportunities and digital media participation on young people's civic capacities and commitments, as well as civic opportunities and outcomes in public schools. The goal is to develop an evidence base on effective civic education practices and policies. Joseph Kahne is currently the Abbie Valley Professor of Education, Dean of the School of Education at Mills College, and CERG's Director of Research. Ellen Middaugh is Senior Research Associate at CERG. Chris Evans is Senior Program Associate at CERG.  
[www.civicsurvey.org](http://www.civicsurvey.org).

### **About Princeton Survey Research Associates (PSRA)**

PSRA conducted the survey that is covered in this report. PSRA is an independent research company specializing in social and

policy work. The firm designs, conducts, and analyzes surveys worldwide. Its expertise also includes qualitative research and content analysis. With offices in Princeton, NJ, and Washington, DC, PSRA serves the needs of clients around the nation and the world. The firm can be reached at 911 Commons Way, Princeton, NJ 08540, by telephone at 609-924-9204, or by email at [ResearchNJ@PSRA.com](mailto:ResearchNJ@PSRA.com).



## The Civic Potential of Video Games

