





# "THE FEASIBILITY OF E-GAMES IN YOUTH WORK"



Overview of the e-games most used by young people aged 7-16 in Estonia and their impact on the development of young people's general competences and the link between e-games and youth work opportunities.

#### WHAT IS AN E-GAME?

An e-game or electronic game is any interactive game or system driven by a computer program and an interactive image.



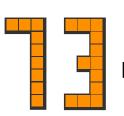
#### **WHY USE AN E-GAME?**

- To develop young people's general competences and skills
- Manage young people's time in the virtual world
- Provide an opportunity for greater contact between the young person and the youth worker.
- It is a social activity for young people

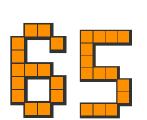
#### OF YOUNG PEOPLE (N=704) PLAY



**E-GAMES** 



ON MOBILE PHONE



ON D/\_ COMPUTER



#### DAILY AVERAGE TIME SPENT ON PLAYING E-GAMES

**Every 9th** 

-+h

**Every 3rd** 

+ h

#### **NEGATIVE ASPECTS?**

- 62% of young people do not see any downsides to e-games
- Excessive gaming in combination with mental health problems may be a major risk.

#### E-GAMES IN YOUTH WORK

- Boys and those who speak
  Estonian as their mother tongue
  play e-games most often in youth
  centres.
- <50% of young people visiting youth centres would like to play egames there

#### THE MOST POPULAR GAMES

"Roblox"

"Minecraft"

**2**7%

"Counter-Strike"

<u>~</u>~~~

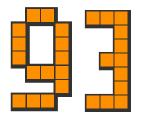
"Fortnite"







# "THE FEASIBILITY OF E-GAMES IN YOUTH WORK"



%

of youth workers (N=56) think that e-games should be used in youth work to develop young people's general competences

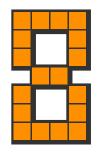
#### ACCORDING TO YOUTH WORKERS, E-GAMES ARE THE MOST DEVELOPMENTAL FOR:

- r Communication skills
- 👘 Teamwork
- r Computer literacy

## THE MAIN OBSTACLES FOR USING E-GAMES IDENTIFIED BY YOUTH WORKERS:

- Staff's lack of knowledge
- Lack of necessary skills
- **Lack of resources**

ONLY



%

OF THOSE WORKING IN THE YOUTH FIELD USE E-GAMES IN THEIR EVERYDAY WORK



### YOUTH WORKER'S WILLINGNESS TO PLAY E-GAMES

2/5 of the respondents have not used e-games in their work, but more than half of them want to do so in the future.

### WHAT DOES A YOUTH WORKER NEED TO USE E-GAMES IN THEIR WORK?

- Topenness to learn new skills
- Specific objectives and methods
- Information days, training courses

#### MOST POPULAR GAMES USED IN YOUTH WORK

"Among Us"

"Minecraft"

**%** 

**%** "Fortnite"