

# “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

94% E-GAMES

73% ON MOBILE PHONE

65% ON COMPUTER

## DAILY AVERAGE TIME SPENT ON PLAYING E-GAMES

Every 9th 5 +h  
Every 3rd 3 +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 e-games there

## THE MOST POPULAR GAMES

59% "Roblox"

50% "Minecraft"

27% "GTA"

24% "Counter-Strike"

22% "Fortnite"



# “THE FEASIBILITY OF E-GAMES IN YOUTH WORK”

93%

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:

- Communication skills
- Teamwork
- 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

8%

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?

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

## MOST POPULAR GAMES USED IN YOUTH WORK

28%  
"Among Us"

22%  
"Minecraft"

17%  
"FIFA"

17%  
"Roblox"

11%  
"Fortnite"