Let the Games Begin:  
Video Game Usage Patterns among Current Gamers  

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Abstract. This study investigates the general preference, habit, and behavior of current video game players. Respondents (N=341) to an online survey were mostly males (n=252), full-time college students (n=251), with an average age of 21.61 years old (SD=4.43). Participants also reported spending more hours per week playing video games on a computer (M=14.60, SD=18.74) than on a game console (M=5.05, SD=7.67). Many of the respondents identified video game playing as their main hobby, and indicated a preference for violent video games. The most recently purchased and most favorite video games reported were from the Action, Role Playing, Adventure, and Strategy genres. Additionally, the gamers in this sample tend to game during weekends, evenings, and for long periods of time.