

A REVIEW OF THOUGHTS OF PEOPLE FROM DIFFERENT AGE, GENDER AND GAMING FREQUENCY GROUPS

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Introduction

Recently, the issue of banning certain games and applications, which has been frequently encountered in our country, has raised questions and concerns among both young users of these games and applications, as well as their families. Although studies and discussions about the effects of games on users have been published globally for a long time, particularly in Europe and the United States, research on this topic in our country has only begun to gain attention in the past decade. Despite this, our country still lacks clear regulations or guidelines regarding games and applications.

Since the research on this subject started after the gaming industry had already advanced significantly, it appears that we are making hasty decisions in a state of panic. In the face of this panic, the government has imposed bans on content that even countries with the strictest and clearest rules, such as Germany or Europe in general, do not perceive as problematic. While it is understandable that this panic has emerged due to concerns about the psychological well-being of our children and youth, it is important to note that if applications containing malicious users are banned, these users are likely to migrate to other platforms and continue their harmful activities.

Therefore, I believe the solution to this problem does not lie in blanket bans, but rather in the education we provide to our children and young people, in conducting more extensive and comprehensive research on the subject, and in cleaning up applications from malicious users. These steps are crucial in addressing the underlying issues effectively.

The aim of this research is to collect data on the perspectives of people from different groups regarding games and applications. To achieve this goal, a game will be developed that subtly touches on some of the current issues in our country's agenda, with the purpose of gathering user data. This game will be played by individuals from various demographic groups, and through the decisions they make throughout the game's storyline, the conclusions they reach will be analyzed. By examining the outcomes of these decisions, we will attempt to determine the players' thoughts and attitudes on the subject. Once the data collected from the research is analyzed, a report will be compiled, and the findings will be interpreted. The goal is to provide insights into the thoughts and opinions of the participants regarding the topic at hand.

Although video game development has become increasingly popular in recent years in our country, leading to the emergence of successful game examples, the majority of the population still lacks knowledge about what video games are, why they are preferred, and for what purposes they can be used. Another objective of this study is to contribute to raising awareness on this issue by including relevant research in the final report that will be prepared at the conclusion of the experiment. By presenting findings related to these aspects, the study aims to enhance the general public's understanding and awareness of video games, thereby addressing the knowledge gap that currently exists.

Literature Review

As mentioned in the introduction, unfortunately, there is a significant gap in research within our country when it comes to the field of video games and applications. Despite the growing global interest in the impacts of gaming and its role in society, research specifically focusing on these topics in our country remains insufficient. More specifically, there have been no extensive studies that involve diverse groups of individuals with varying ages, genders, and gaming frequencies, such as the one proposed in this research, which seeks to examine a broader and more representative sample. Most existing studies, rather, have concentrated on narrower and more specific groups, such as middle school students, high school students, or young adults. These studies typically explore the ways in which these groups interact with games, the effects gaming has on their behaviors and perceptions, and the specific issues that arise within these more defined demographics. While such studies contribute valuable insights, they fail to provide a comprehensive understanding of how individuals from a wide range of backgrounds-encompassing various age groups, gender identities, and gaming habits-perceive video games and their role in daily life. This highlights the need for a more inclusive and extensive approach that can capture the perspectives of a broader population, allowing for a deeper and more nuanced understanding of the societal implications of gaming.

For example, in the article titled "DEVELOPING RISKS IN THE CONTEXT OF CONTENT AND GENERATION DIFFERENCES IN DIGITAL GAMES: A REVIEW ON THE CONCEPT OF GAME LITERACY IN TURKEY," published in "Ankara Üniversitesi Sosyal Bilimler Dergisi", a study was conducted that considers age and gender and examines the concept of game literacy. One of the goals of this study was to explore whether individuals perceive games as a risk factor. Although a seemingly successful method for measuring literacy was produced in this research, it is worth noting that there were inconsistencies. For example, despite the study sample is said to be high school and university graduate gamers, it mentions participants under the age of 18 in the findings. Additionally, although the study aimed to answer multiple questions, it fails to explore any of them in depth.

There are also studies such as "Determination of Children's Family Profiles According to Their Digital Game Addiction," which attempts to examine and categorize the families of children who are addicted to gaming, and "INVESTIGATION OF THE TRADITIONAL GAME AND DIGITAL GAMES PERCEPTIONS OF MIDDLE SCHOOL STUDENTS: A COMPARATIVE METAPHOR STUDY," which aims to compare traditional game-playing habits with digital game-playing habits among middle school children. These studies focus on the effects of games within a specific context for particular groups. While these studies are valuable, before delving into such specifics, it is crucial that there is a broader understanding in our country of what games and applications are, and why individuals from any group might engage with such content. Despite the existence of studies focusing on more specific topics, there are unfortunately no comprehensive studies in Turkish literature addressing ethical issues in video games, the reasons people play video games, or the various ways and purposes for which video games can be utilized.

One of the primary goals of this research is to contribute to filling the existing gap in our country by raising awareness and providing valuable insights into the complex and multifaceted topics related to video games and applications. By addressing these issues within the context of our local culture and societal needs, the research aims to foster a deeper understanding of how these technologies impact individuals across various demographics. Looking at international sources, particularly in Europe and the United States, we can observe that extensive studies on video games and applications have been conducted over several decades. These studies have contributed significantly to the development of a well-established and informed perception of video games within these regions. As a result, video games and applications are no longer seen simply as entertainment but as an integral part of modern life, with both positive and negative implications. These countries have implemented comprehensive monitoring systems, regulations, and laws that govern the development, distribution, and use of video games and applications. This regulatory framework ensures that the industry operates within certain boundaries while also encouraging innovation and growth.

Furthermore, these countries recognized the immense potential of the video game sector early on, even when the industry was still in its infancy. They understood that video games are not just a form of entertainment but also an emerging economic force with significant growth potential. As a rapidly developing industry, video games have proven to be a valuable contributor to the national economy, generating substantial revenue and creating numerous job opportunities across various sectors. Recognizing these benefits, governments, private investors, and companies in these countries have made strategic investments in the video game industry, ensuring its continued expansion and integration into the broader technological and economic landscape. By drawing on the experiences and strategies of these countries, this research aims to encourage similar efforts in our own nation, facilitating the development of a more informed, regulated, and sustainable gaming industry that benefits society.

Just like any other field, new questions continue to arise in the video game industry. However, in countries with a well-established framework, the focus has shifted from the potential harms of video games and applications to their benefits or how they could be made more beneficial. For instance, in a study titled "Investigating the Impact of Gaming Habits, Gender, and Age on the Effectiveness of an Educational Video Game: An Exploratory Study," which has a participant group similar to ours, the effectiveness of educational games was examined. In countries like Macedonia, which share more similar conditions to our own, studies such as "The Ethics of Video Games and Their Effect on Different Age Groups" have started to broadly investigate the ethical and moral impacts of video games.

Methodology

In this study, the primary aim is to measure the concerns and perspectives of individuals from various groups regarding video games, with a particular focus on understanding how different demographics perceive the impact and role of gaming in modern

society. To achieve this, the study will employ an experimental design rather than relying solely on traditional methods like surveys or questionnaires. While surveys can capture general attitudes and opinions, they may not fully reveal the nuanced perspectives of individuals, especially on a topic as multifaceted as video games. Therefore, to create a more engaging and contextually relevant environment for participants, a story-based game will be developed as the central tool for data collection. This game will be designed to incorporate a narrative that subtly addresses key themes related to the research, such as the potential risks and benefits of gaming, ethical concerns, and the influence of video games on behavior and decision-making. Through the decisions participants make within the game, their thoughts, preferences, and concerns will be revealed in a more natural, interactive setting.

Throughout the course of the experiment, the feedback provided by the participants will be captured both qualitatively and quantitatively. The qualitative data will consist of open-ended responses, observations, and interpretations based on how participants engage with the game, including the rationale behind the decisions they make and the strategies they employ. This qualitative feedback will help us understand the deeper, more subjective experiences of the participants, offering insights into their values, beliefs, and perceptions about video games. However, in addition to this qualitative data, the study will also gather quantitative data regarding the distribution of opinions among different groups. Specifically, the number of individuals within each demographic group who hold particular views about video games will be recorded and analyzed. This quantitative aspect of the research will enable us to identify trends, patterns, and correlations between specific characteristics (such as age, gender, or frequency of gaming) and the participants' attitudes toward video games.

By combining these two types of data, the study will adopt a mixed methodology approach. The qualitative insights will provide a rich, in-depth understanding of the participants' experiences, while the quantitative data will allow for a broader analysis of how these experiences vary across different groups. This mixed-methods design will ensure a more comprehensive examination of the research question, integrating both detailed personal perspectives and generalized trends. The experimental nature of the study, enhanced by the use of an interactive, story-driven game, will allow for a more dynamic exploration of the participants' thoughts and concerns, ultimately providing a well-rounded analysis of how video games are perceived across diverse groups in society.

At the beginning of the game developed for this study, a survey will be conducted to gather essential demographic information about the participants. This initial survey is crucial as it will allow us to classify participants into specific groups based on key characteristics, enabling us to analyze their responses and interactions with the game in relation to their demographic profiles. The survey will consist of three main categories: age, gender, and frequency of game playing, which are expected to provide valuable insights into the participants' gaming habits and experiences. Each of these categories will be broken down into predefined options, ensuring a structured and efficient method for grouping participants. The use of predefined options instead of open-ended questions is intended to simplify the grouping process, providing clear and easily comparable data across the different participant groups.

Given that the research seeks to examine a diverse range of perspectives, the age categories will not be confined to narrow age brackets. Instead, the study aims to capture a

broad spectrum of participants from various age groups, ensuring that the sample reflects the general population's diversity. By including individuals from both younger and older age groups, the study will be able to explore how perceptions of video games differ across generations. Efforts will be made to reach as many age groups as possible to enhance the representativeness of the sample. This inclusive approach will help to avoid bias and ensure that the findings reflect a comprehensive range of experiences and opinions.

The gender category will also allow us to capture how perceptions of video games may vary according to gender, which has been a subject of considerable discussion in the gaming research community, providing a more nuanced understanding of gender's role in gaming culture and preferences.

The third category, frequency of game playing, will help categorize participants based on how often they engage with video games, ranging from occasional players to more frequent or daily gamers. This categorization is essential to understand whether gaming habits influence individuals' views on the medium and how these perspectives might differ between casual players and those more immersed in the gaming world.

Overall, the survey will be carefully structured to facilitate the grouping of participants in a way that allows for meaningful analysis. By capturing a wide range of demographic information, the study will be able to explore how different factors-such as age, gender, and frequency of gaming-interact to shape participants' views on video games. The categories and specific options included in the survey are outlined in the table below, which provides a detailed overview of the demographic variables that will be considered.

Age	Sex	Frequency of Playing Games
7-12	Woman	Never
13-18	Man	Sometimes
19-24	Other	Casually
25-30		Whenever I can play with friends
31-36		Frequently
37-45		Every day
45-55		
55+		

Table 1: Survey

The game developed for this research will be designed as a story-based experience, where the narrative and outcomes of the game will be dynamically shaped by the decisions made by the participants. This interactive, decision-driven approach allows the researchers to observe and analyze participants' thought processes and behaviors in a controlled, simulated environment that mirrors real-world decision-making. Unlike traditional surveys or questionnaires, where participants simply choose from predefined responses such as "yes/no" or "agree/disagree", this game requires participants to actively engage with the scenario and make choices that impact the story's progression. By placing participants in a decision-

making role, the game encourages them to think more critically about the issues at hand, as they will not only make decisions but also witness the consequences of those choices unfold throughout the game. This structure aims to provide a more authentic reflection of their beliefs, attitudes, and concerns, as it moves beyond superficial responses and promotes deeper, more deliberate thought.

In contrast to the conventional method of asking participants to quickly agree or disagree with a statement, this approach enables researchers to capture more complex and genuine reflections. By engaging with the game's storyline and characters, participants will be able to express their opinions through actions, creating a richer data set. Their decisions will offer insight into how they approach the topic, allowing the researchers to better understand the underlying reasons behind their perspectives. This approach not only gives participants the opportunity to demonstrate their thought processes more comprehensively but also provides more accurate data that can be analyzed in a meaningful way.

The game will be carefully crafted to include a narrative that directly addresses the key themes of the study, with characters and dialogues designed to provoke thoughtful engagement with the subject matter. The narrative will be constructed in such a way that participants can make decisions that reflect their views and concerns about video games and the issues surrounding them. For example, the storyline might involve ethical dilemmas, questions about the impact of gaming on society, or the role of video games in education, providing a context that closely aligns with the goals of the research.

To maximize the reach and accessibility of the game, it will be developed in a format compatible with mobile devices. This decision will ensure that the game can be easily accessed by a broad and diverse audience, including individuals who may not have access to gaming consoles or computers. Mobile compatibility also allows for greater convenience, enabling participants to engage with the game at their own pace and from the comfort of their own environment, thereby increasing participation and the overall reliability of the data. By leveraging mobile technology, the game will have the potential to reach a larger and more varied pool of participants, contributing to the diversity and representativeness of the study's findings.

Expected Result

At the conclusion of the research, the opinions of the groups mentioned above regarding video games will primarily be collected as raw data, and both qualitative and quantitative analyses will be conducted on this data. While it is generally expected that as age increases, attitudes toward games tend to worsen, and concerns may rise, it is anticipated that unexpected results may emerge if the research sample is selected from a truly homogeneous group. In the light of the obtained results, the statistical reliability level of the analysis will be determined, and qualitative interpretations will also be made.

Although the primary aim of the study is to collect data on the views of different groups, another goal is to raise awareness and consciousness about video game culture and

the industry through both the content presented in the game and the report to be produced at the end of the research. The study aims to convey the idea that, when properly regulated and used, video games can serve positive purposes rather than harmful ones. It will emphasize that the issue lies not with the games themselves, but with the malicious individuals who misuse them. The research seeks to shift the perception that the problem cannot be solved by banning games, but rather by appropriately monitoring and guiding individuals.

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