

UMass Lowell Center for Public Opinion
2017 Sports Poll Release – Esports and Competitive Video Gaming

Results from Two Surveys

N=1,000 American adults
Margin of error +/- 3.7% for all respondents
August 14-21, 2017

N=522 Teens/Young Adults Ages 14-21
Margin of error +/- 6.0% for all respondents
August 22-September 8, 2017

See <http://uml.edu/polls> for full questionnaire/topline results and detailed methodology disclosure.

interaction with online gaming in the last 12 months. Among young/teen women, 39% have played an online video game/participated in a video game competition, 42% have watched video game playing online, and more than half, 56%, have participated in at least one of these activities in the last 12 months.

The differences between teen/young adult esports exposure as gamers and fans/watchers differs markedly from the general population. In our sample of all American adults, just 18% reported playing an online video game with multiple players or participating in a video game competition in the last 12 months. Likewise, just 16% reported watching video gaming online on platforms like Twitch or YouTube.

Among those who reported being gamers, those who are teens/young adults also appear to devote considerably more time to gaming. The median gamer from our teen/y1Tf0.2240Td0Tc()Tj/F11Tf0.2240T

more respect. Among this group, 63% of teen/young women say that women are treated with less respect compared to 44% of men who say that women are treated with less respect than men.