

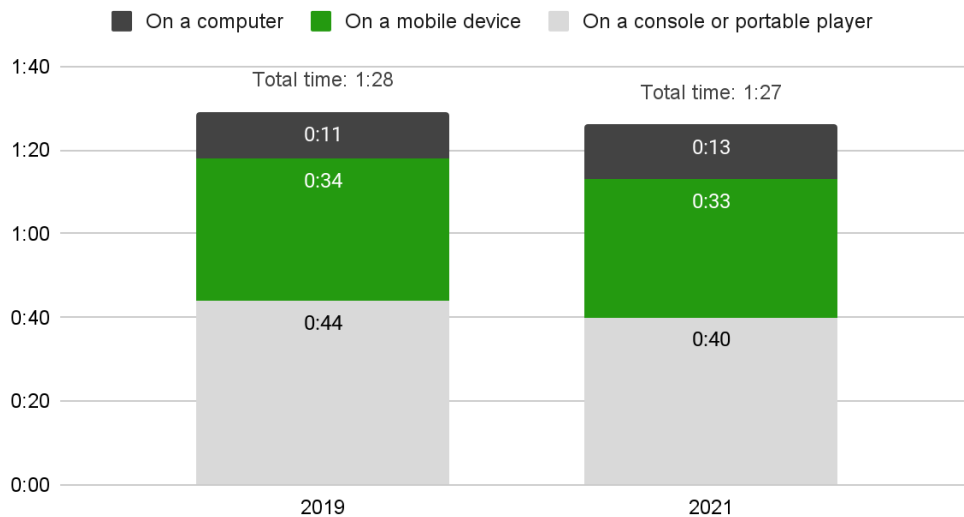
The Common Sense Census: Media Use by Tweens and Teens, 2021

Gaming

Time spent gaming during the pandemic was about the same as pre-pandemic for both tweens and teens.

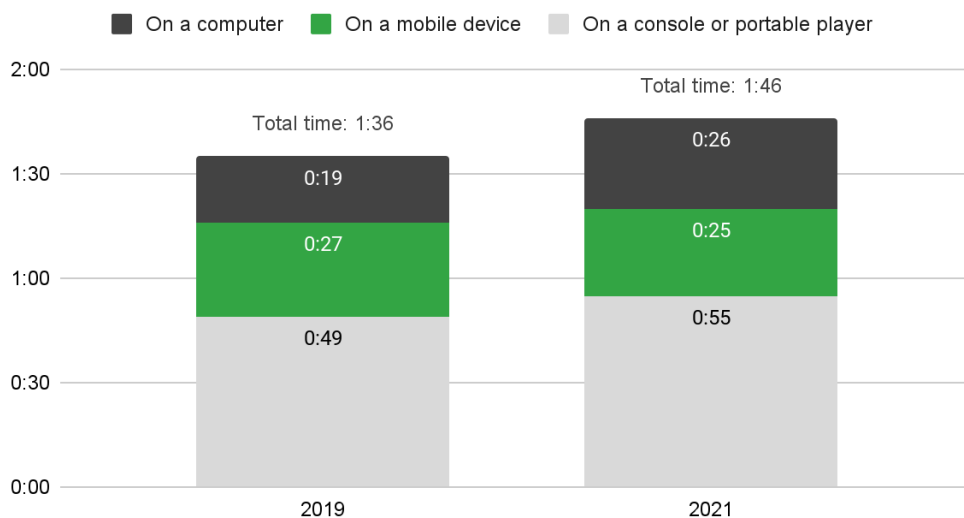
Tweens age 8 to 12 spent an average of **1 hour and 27 minutes** gaming in 2021 (compared to 1 hour and 28 minutes in 2019).

Time spent gaming by tweens ...



Teens age 13 to 18 spent an average of **1 hour and 46 minutes** gaming in 2021 (compared to 1 hour and 36 minutes in 2019).

Time spent gaming by teens ...



And the percent who play mobile games "every day" has stayed about the same for tweens, with a slight decrease for teens.

Percent who play video games "every day"	Tweens		Teens	
	2019	2021	2019	2021
On a mobile device	46%	43%	46% ^a	40% ^b
On a console, computer, or portable player	NA	23%	NA	26%

Note: In 2019, computer and console/portable games were asked separately, so those results are not included here. Superscripts (a,b) are used to denote whether differences between groups are statistically significant ($p < .05$).

While the amount of time spent gaming has remained roughly the same, enjoyment of mobile gaming has slightly decreased among tweens and stayed about the same among teens.

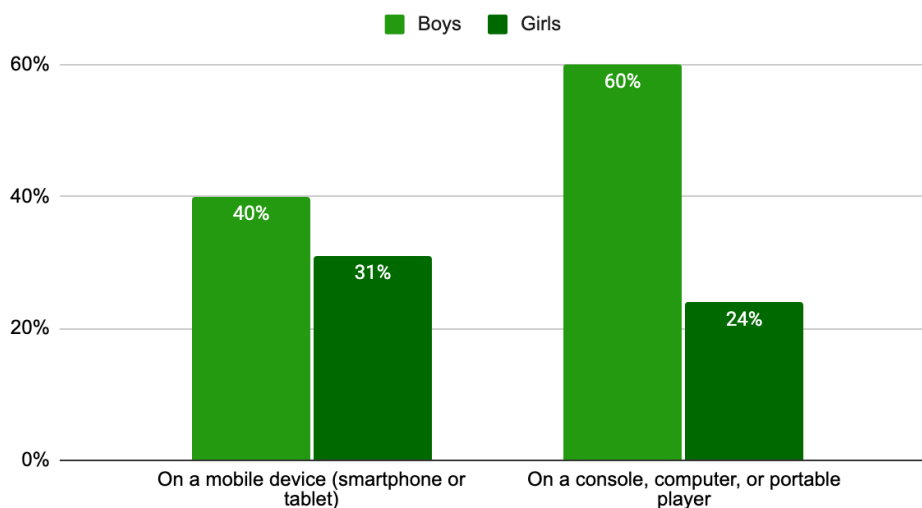
Percent who enjoy playing video games "a lot"	Tweens		Teens	
	2019	2021	2019	2021
On a mobile device	55% ^a	45% ^b	30%	28%
On a console, computer, or portable player	NA	47%	NA	39%

Note: In 2019, computer and console/portable games were asked separately, so those results are not included here. Superscripts (a,b) are used to denote whether differences between groups are statistically significant ($p < .05$).

Video Game Playing by Gender

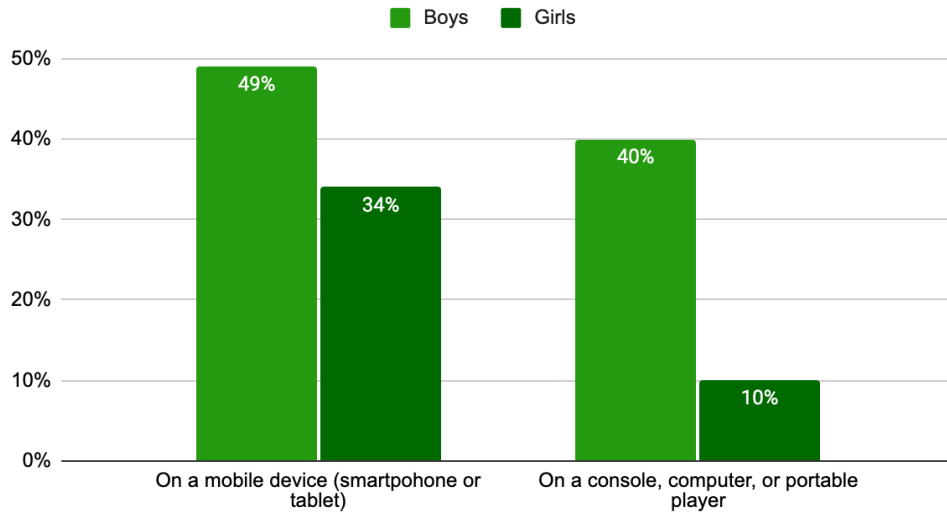
Playing video games appeals to more boys than girls ...

Percent who enjoy playing video games "a lot"



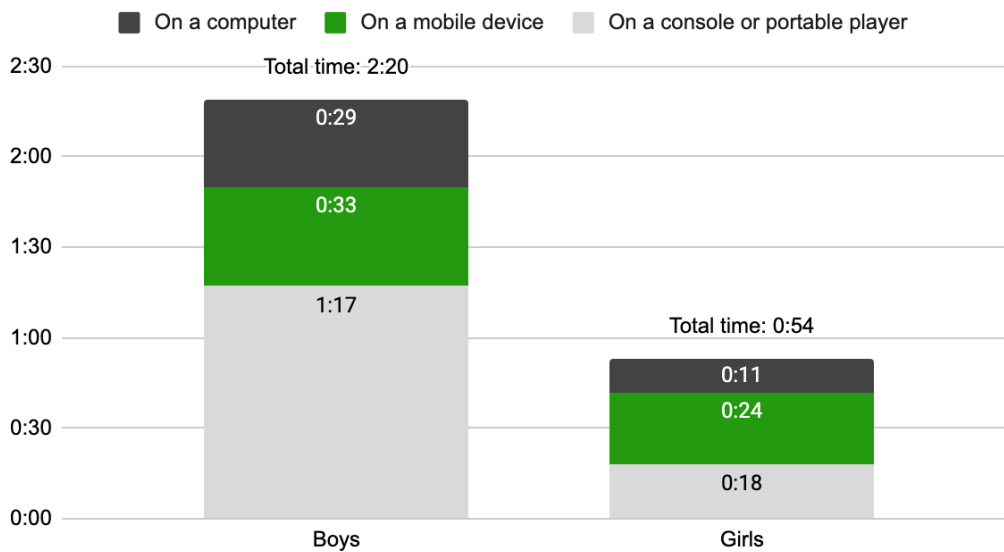
Boys are more likely to play video games "every day" ...

Percent who play video games "every day"



... and, on average, boys spend considerably more time playing games than girls.

Average daily time spent gaming (hours:minutes)



Note: Individual activity time may not add up to total time due to rounding.