

THE POWER OF PLAY

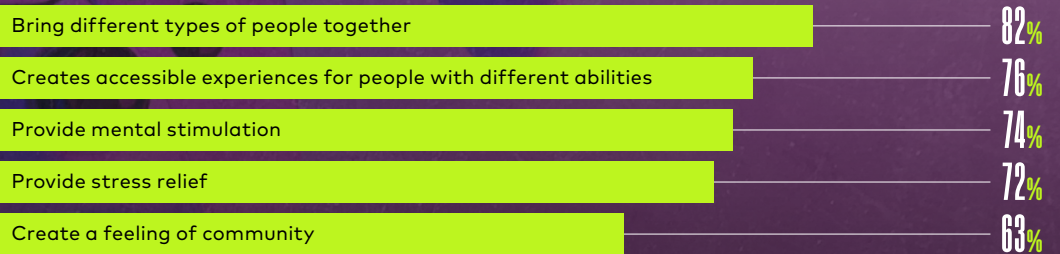


Gamers in France

12,847 active (weekly) gamers were surveyed across 12 markets. Here we present the findings for the 1,036 respondents in France.

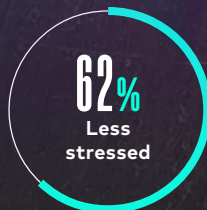
PLAYING VIDEO GAMES...

Brings people together and is accessible to all. Video games also offer mental stimulation and stress relief



Reduces stress, anxiety and feelings of isolation

Playing video games helps me feel...



Younger gamers in France are more likely to feel less isolated by being connected to others through gaming, with 60% of those aged 16-18 agreeing

Provides a positive outlet for resilience and happiness during tough times

Playing video games provides me with a healthy outlet from everyday challenges



Playing video games helps me feel happier



Video games have helped me get through difficult times in my life



Encourages adaptability and problem solving skills, and promotes creativity and cognitive skills

Playing video games can improve...



Adaptability
65%



Problem-solving skills
65%



Creativity
65%

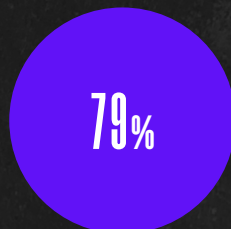


Cognitive skills
59%

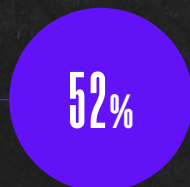


Teamwork & collaboration skills
56%

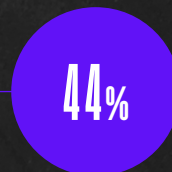
Fosters new relationships, lasting memories, and stronger connections with loved ones



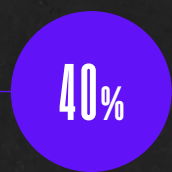
There is a video game for everyone



Video games can introduce people to new friends and new relationships



I have had positive experiences meeting people through video games that I otherwise would not have met



Video games have helped me make lasting memories

79%

of gamers in France agree there is a video game for everyone

67%

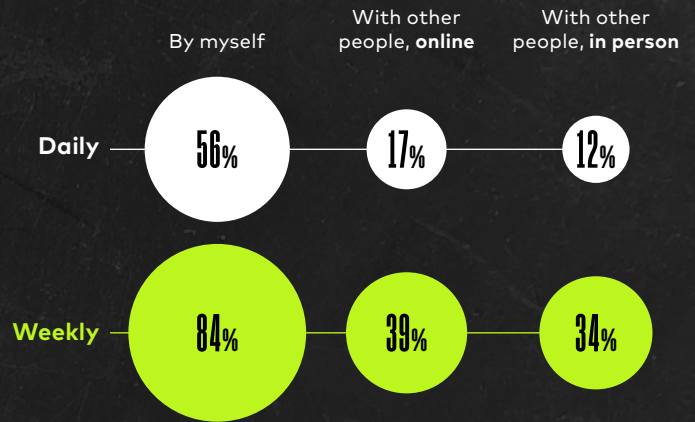
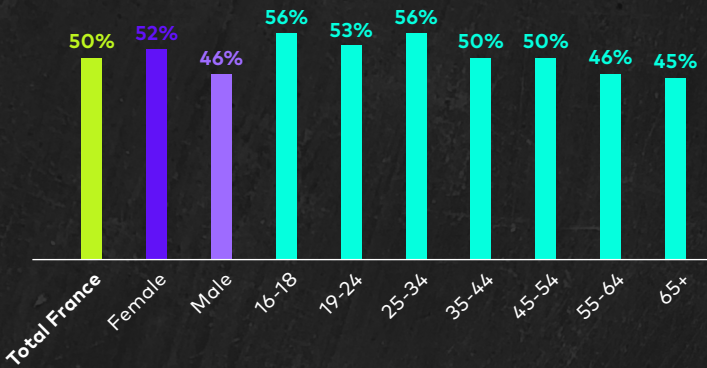
play video games to have fun

65%

play to pass the time

Video games serve as a popular stress relief and relaxation method, more so for females

Playing alone is most common but when it comes to weekly play, around 4 in 10 gamers in France are playing with others online

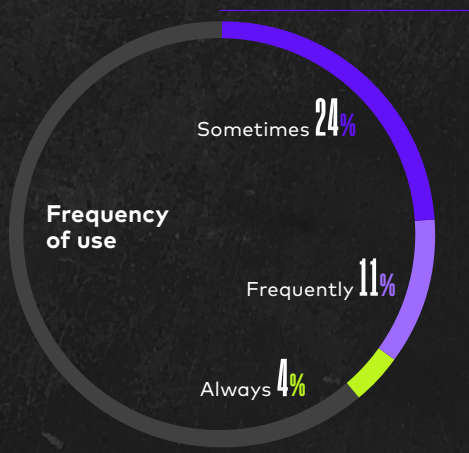


Male gamers more likely to play with others online and in person



66%

rate their experience of playing with other people online as positive



39%

of gamers use in-game communication functions

Usage skews towards male gamers and those aged 16-34

