Video gaming when people are aged 50 and above

A new senior citizen's gamer profile is arousing...

It will not bring challenges for game developers in accessibility but in content and game mechanics.

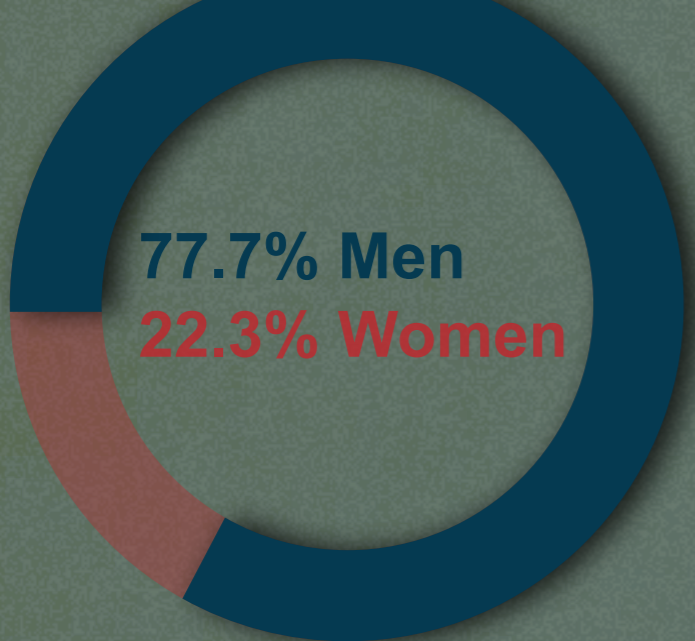**Quest:** Know the video gamer profile of players aged 50 and above

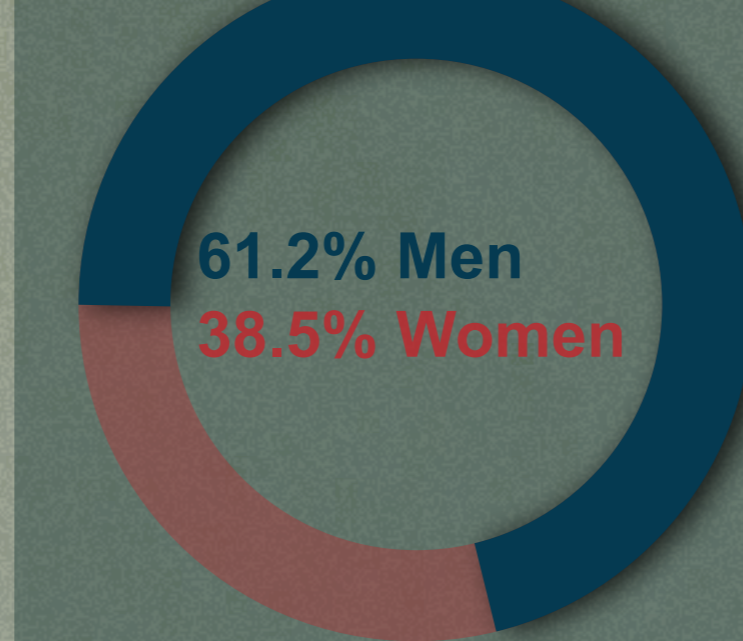**245** players from **all over the world** were surveyed
(Nov - May 2013)

The sampling

G1: Young-old adults (50-65)
77.7% Men
22.3% Women

G2: Older adults (>65)
61.2% Men
38.5% Women

Average age: **59 years old**
65% 15- 19 years
58% Married

The majority live accompanied with spouse and children.

Type of video games preferred

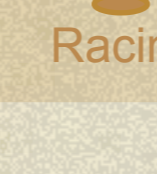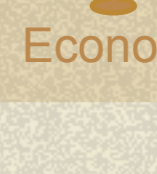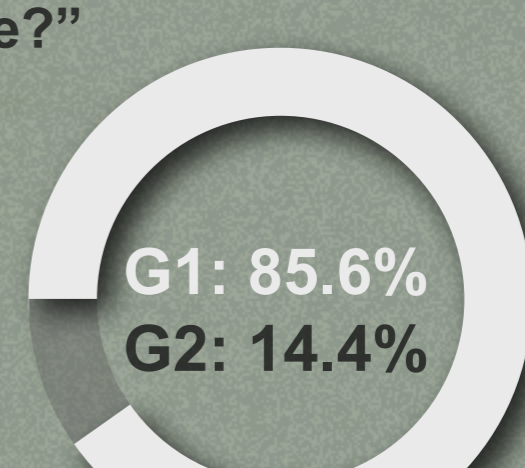|				
47.7% Action/Adventure games with problem solving	45% Strategy games	24.3% Fighting	22.5% World-building	17.1% Memory games
		9.9% Racing	9% Platform	9% Economic ...

Networked video games

may be the next **trend** that will delight the generation of **gamers aged above 50**

% of yes to "Have you ever played a networked video game?"
G1: 85.6%
G2: 14.4%

What motivates these gamers to play?

A fun way to spend free time 73%
Help mantaining an active mind 49.5%
Immersion in a virtual world 36.9%
Socialising with others 31.5%
Learning new things 27%
Collaborating with others 27%
Competing with others 25.2%
Obtaining high status 2.7%

Board games

G1: Young-old adults (50-65)
47.7% the majority play once in a while

G2: Older adults (>65)
65.4% the majority play daily

Card games remain the most popular games.

49.5% prefer to play **against the computer**
43.1% as a team against another team
7.4% for Player vs Player

Agree with...

80.7% "It is possible to know other other players through computer-mediated communication (CMC) "
63.5% "Video games are related with real life because I meet other players"
46.5% "It's possible to express feelings through CMC"

Disagree with...

57.9% "I and my character (avatar) are very similar"
53.5% "I take on different personalities with my game's character"

62.4% of the respondents use synchronous communication services

The most used were **Skype, Teamspeak and Facebook chat.**

Have a say...

Player vs player tend to favor those who gain enjoyment from adversely impacting others others play experience. Video games will always be dominated by an antisocial teen.
Male, 51, American

Need a larger tv to see small "pick up" items.
Male, 65, American

I really enjoy computer games that have a great game play where you can end up becoming immersed in the game.
Male, 52, Australian

No violation, please.
Male, 50, Iran

(...) Start with the story, work from there.
Male, 51, American

If I need to move the mouse too much, or have a time limit, I don't like it as much. I prefer games that have a 'relaxed' mode with no 'lives' limit.
Male, 53, Australian

My reflexes are not as fast as younger players so I don't progress as quickly. Eyesight possibly also not as good at spotting others.
Female, 66, German

The older i get the slower I get. As they would say my "Twitch" is gone and my reaction time has increased but my panic mode has decreased. As to improving games, I think that mentally stimulating the players is the best way to go.
Female, 58, Australian