

Latest eSafety research – State of Play

Youth and Online Gaming in Australia

Online multiplayer gaming is a very popular activity for young Australians.



6/10

8–17yr olds have played these games

Anonymity is an important aspect of online gaming.

1/2



of 8–17yr olds have played with people they **have not met in person**



Around 34%

aged 8–17 made an **in-game purchase** between June 2016 and June 2017

An estimated **17%** of multiplayer gamers experienced in-game bullying.

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roughly more than

200,000

young Australians.

How young people responded to bullying that they experienced while gaming online:

42%

Turned off chat function

41%

Ignored the bullying

38%

Stopped playing a game with bully/bullies



Young people also used more formal channels to deal with bullying.



Nearly

30%

of multiplayer gamers who experienced bullying **reported it to game moderators.**

1 in 5 young people who were bullied while playing also retaliated.

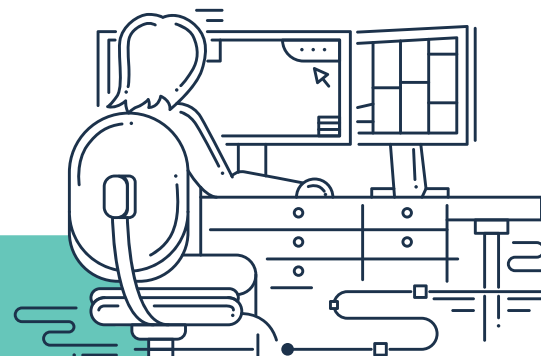
25% **vs** 19%

Teens (14–17 yrs old) Kids



24% **vs** 16%

Boys Girls



Full report here for more detailed findings
esafety.gov.au/about-the-office/research-library

Source: Research commissioned by the Office of the eSafety Commissioner, July 2017. Respondents included 3,017 online young people aged 8–17 in Australia.