ABSTRACT

THESIS: An Analysis of the Association between Family Structure and Video Game Usage

STUDENT: Owen Michael McConnell

DEGREE: Master of Arts

COLLEGE: Science and Humanities

DATE: May, 2011

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The purpose of this study was to examine if video game usage was influenced by family structure. Family structure was measured in two ways; the first, the amount of time one spends with their family, and second, family disruption. The amount of time one spends with their family was measured with specific amounts of time; for example, the number of weekly days one would engage with his or her family. Family disruption was broken into four categories; parental marriage, parental divorce, adoption, and guardian death. Video game usage was measured in two categories; weekly days one plays video games, and daily hours one plays video games. The evidence from the 701 surveys suggests there is no correlation between video game usage and the amount of time one spends with their family. The evidence also suggests that family disruption does not influence whether or not one plays video games either.