

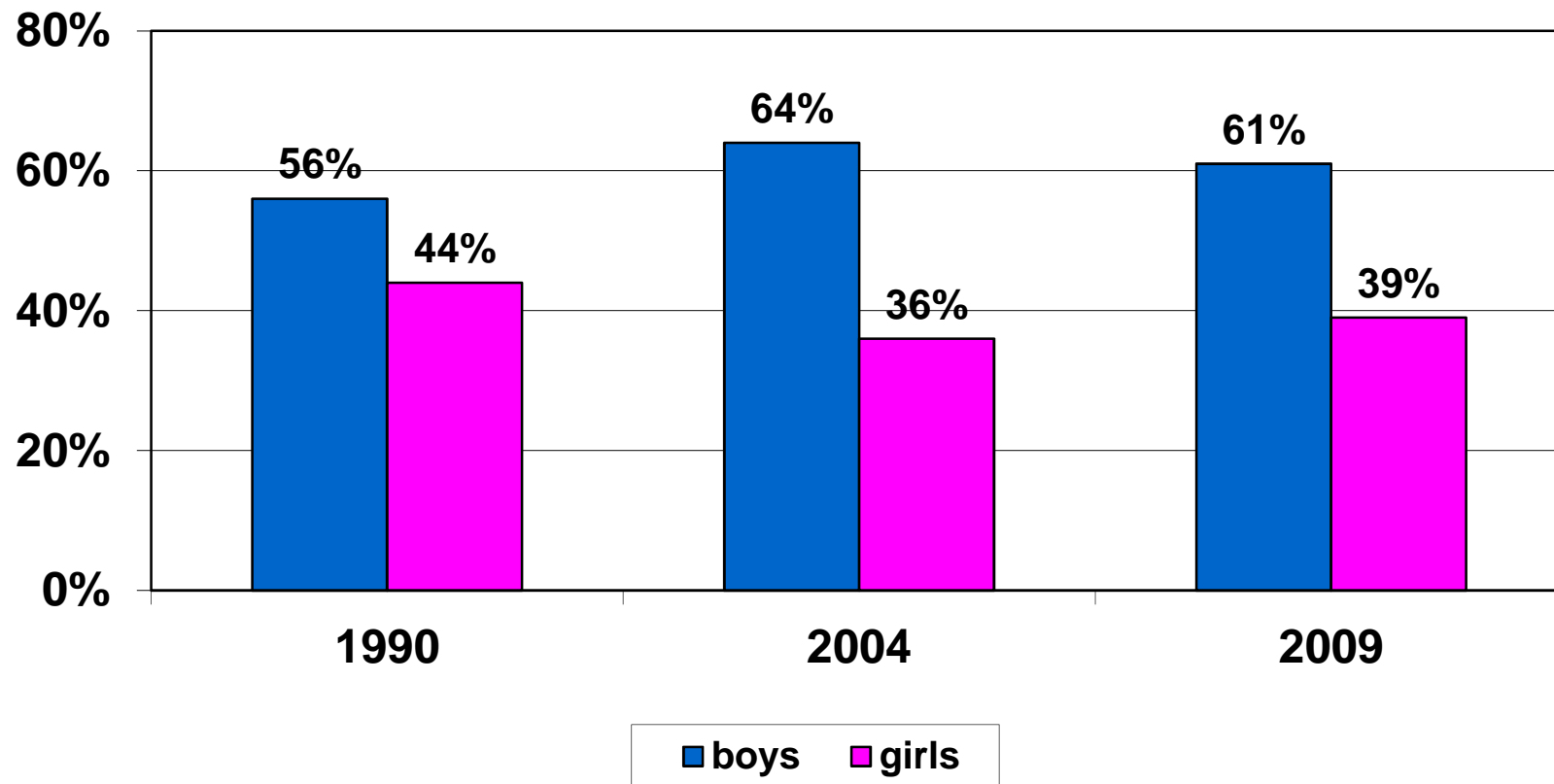
A black and white silhouette illustration of several children holding various weapons, including a sword, a scythe, and a spear, set against a light background. The children are depicted in a line, moving from left to right.

# Media Use, School Achievement and the Crisis in Boys' Performance





# Premature School Leavers 1990 and 2004 by Gender



(Source: Federal Statistics Office)

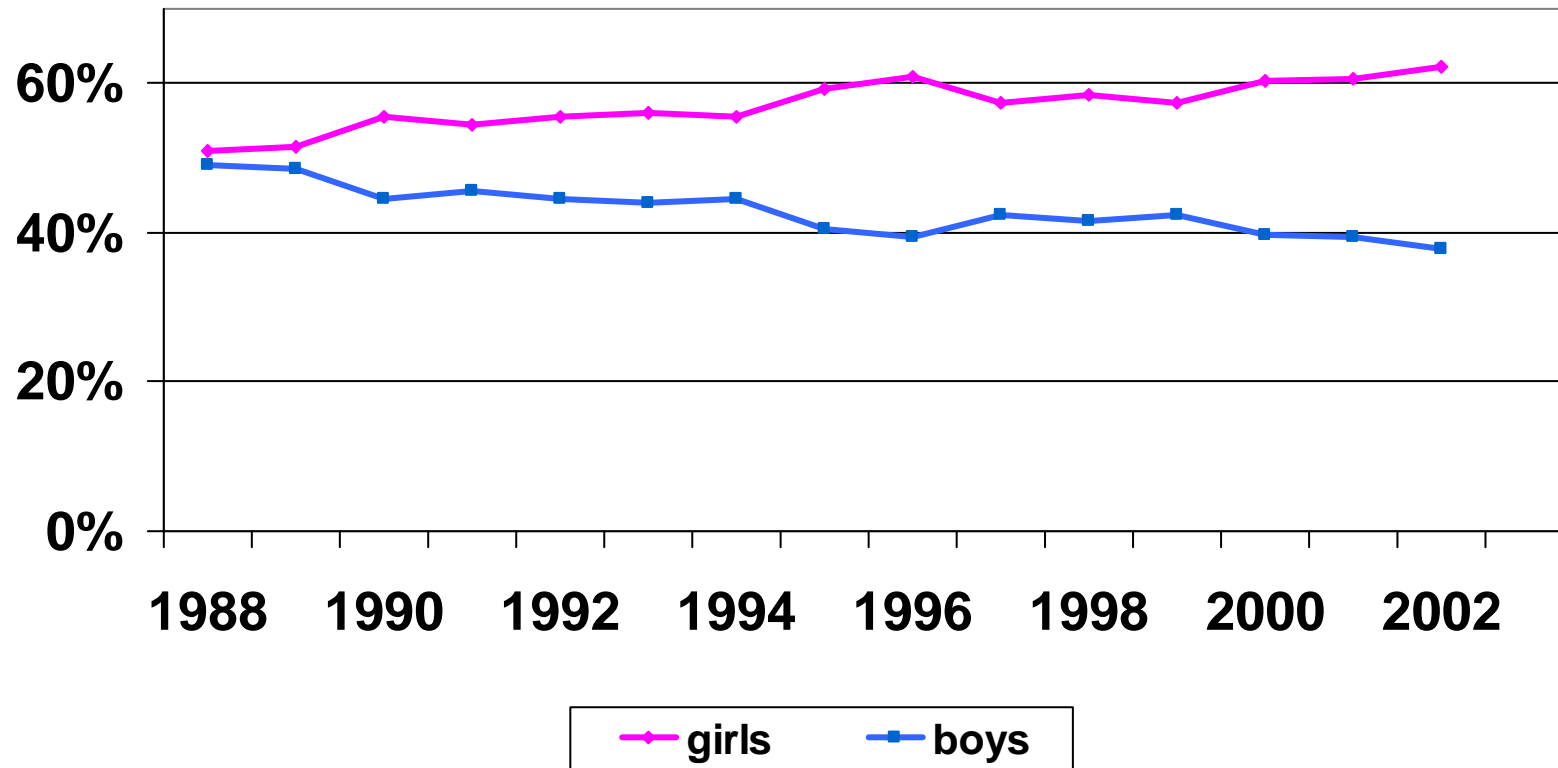


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## Children in 11<sup>th</sup> Grade *Gymnasium* who switched from *Hauptschule*, *Realschule* and Vocational Colleges by Gender (Data for Lower Saxony)



(Source: Author's own calculations using data from the Lower Saxony Statistics Office)

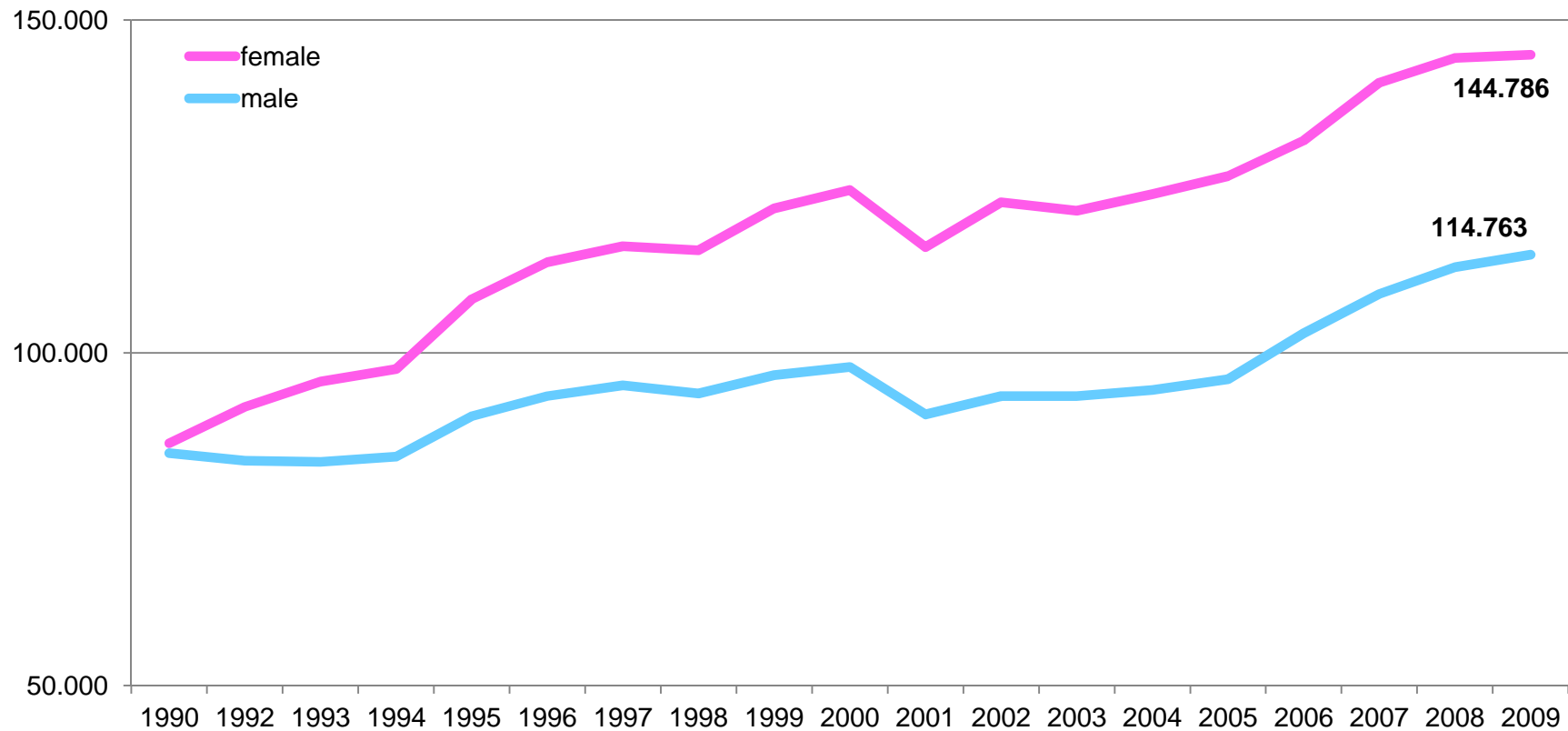


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# Graduates from *Gymnasium* by Gender



(Source: Federal Statistics Office)

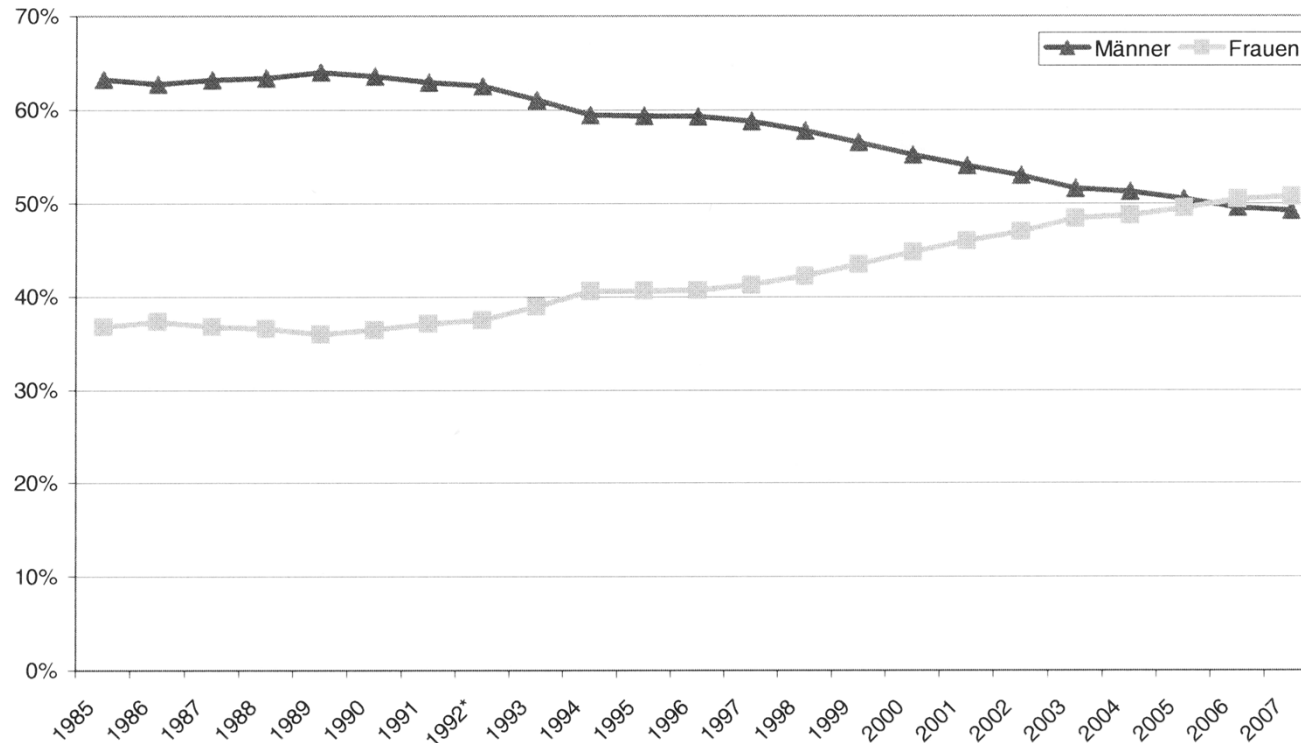


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## Passed examinations – University (in %)



\* bis 1992 nur früheres Bundesgebiet

Quelle: Statistisches Bundesamt

empirica

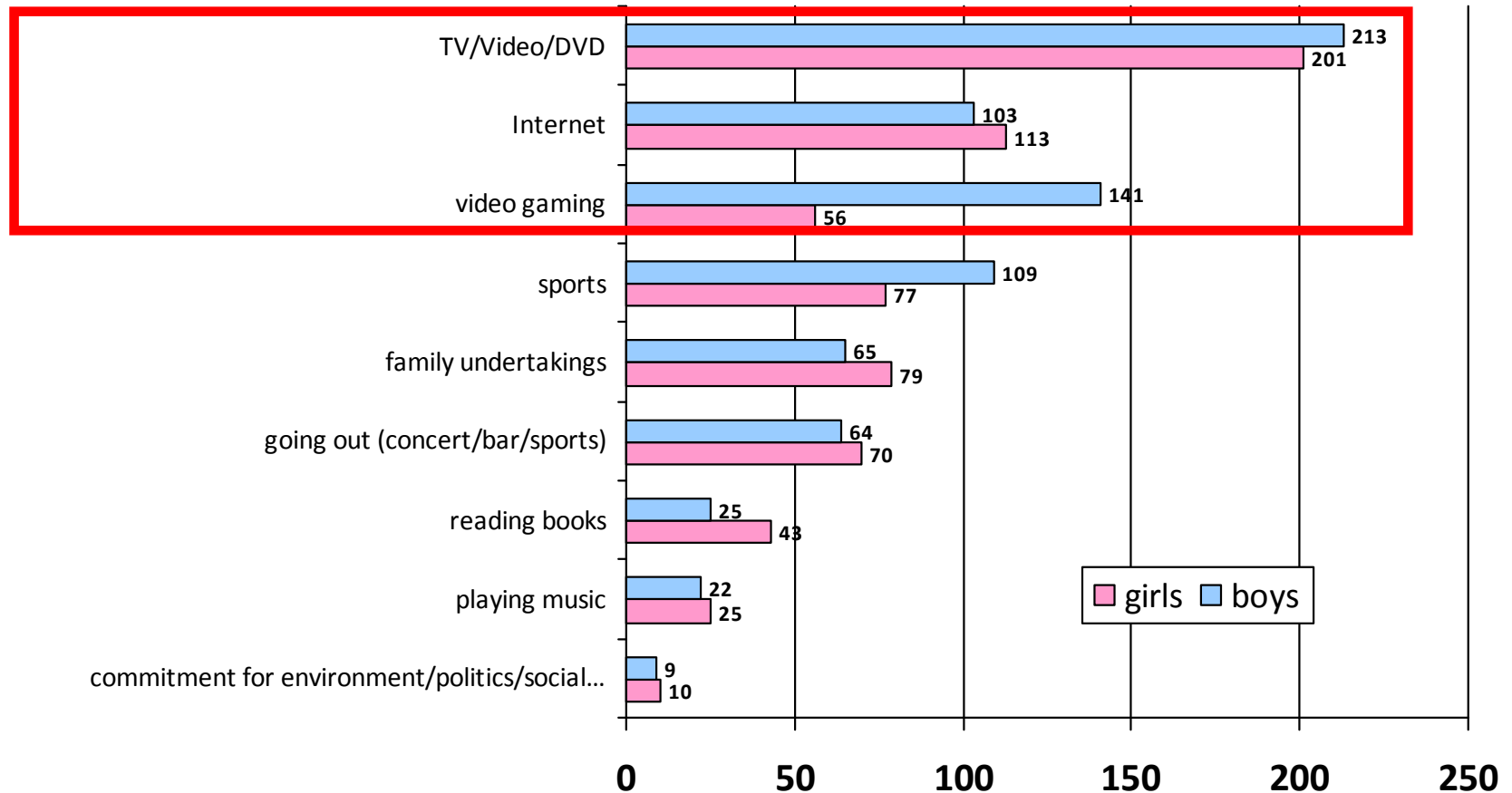


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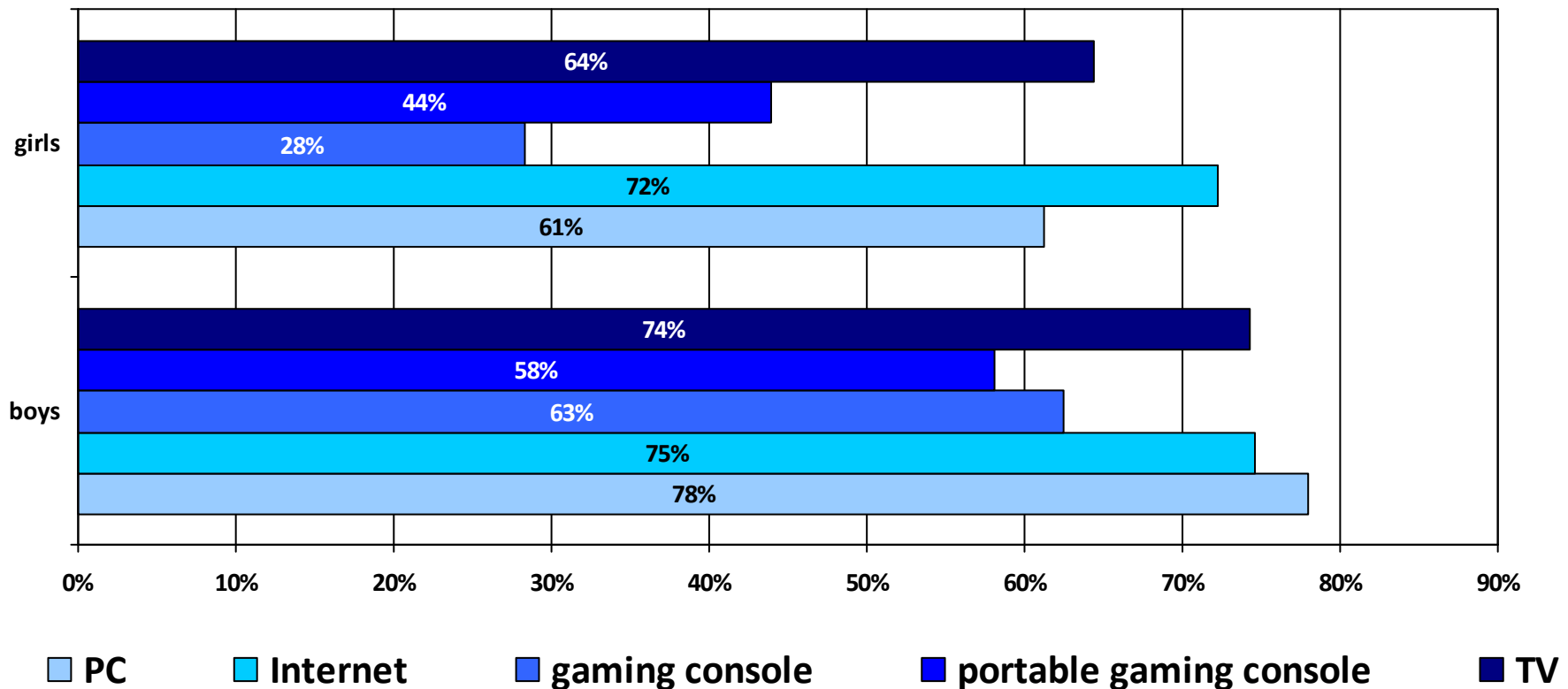


# Time Budget of a typical Ninth-Grader (mean time of engagement in minutes)



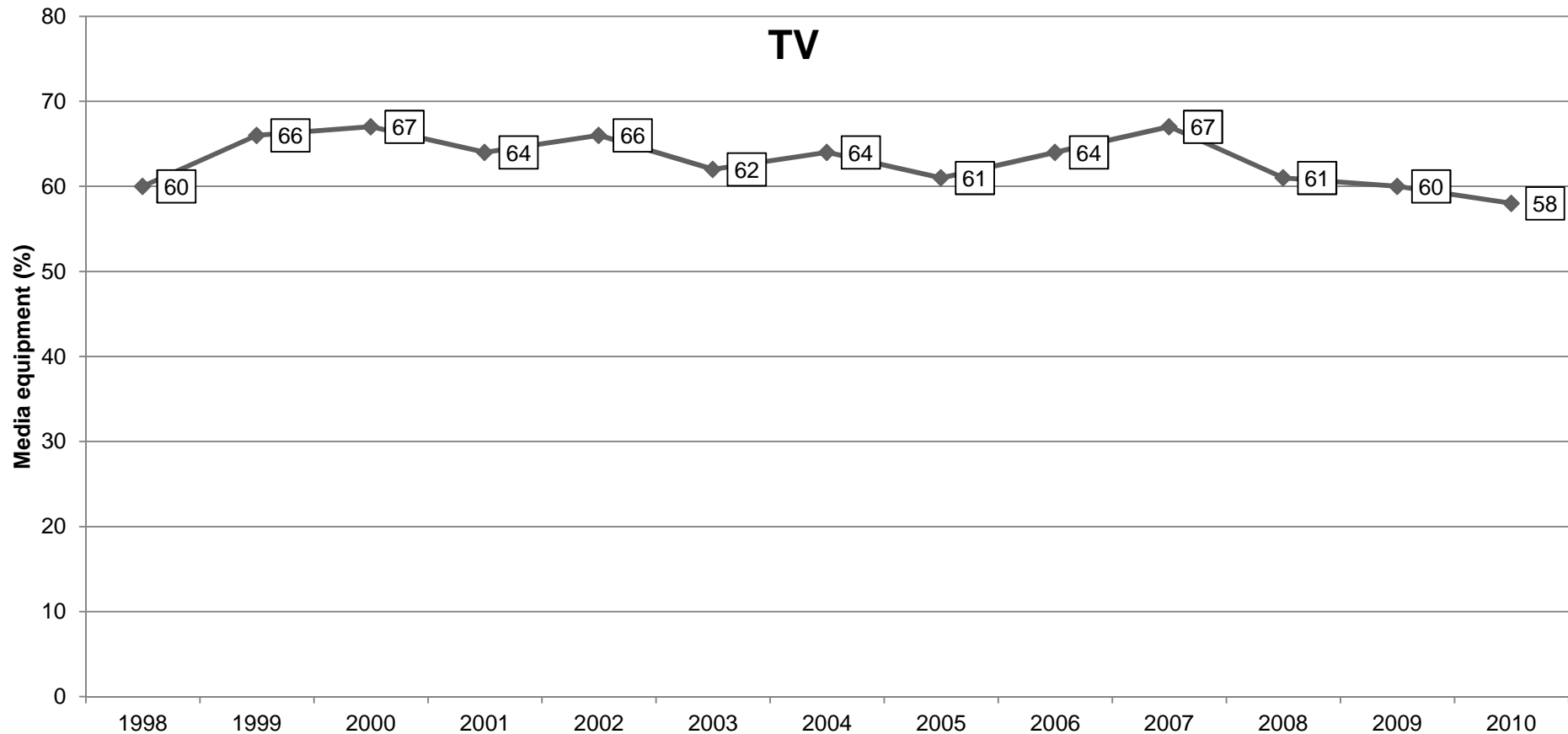


# Media Equipment in Adolescent's Bedrooms (9<sup>th</sup> Grade) by Gender





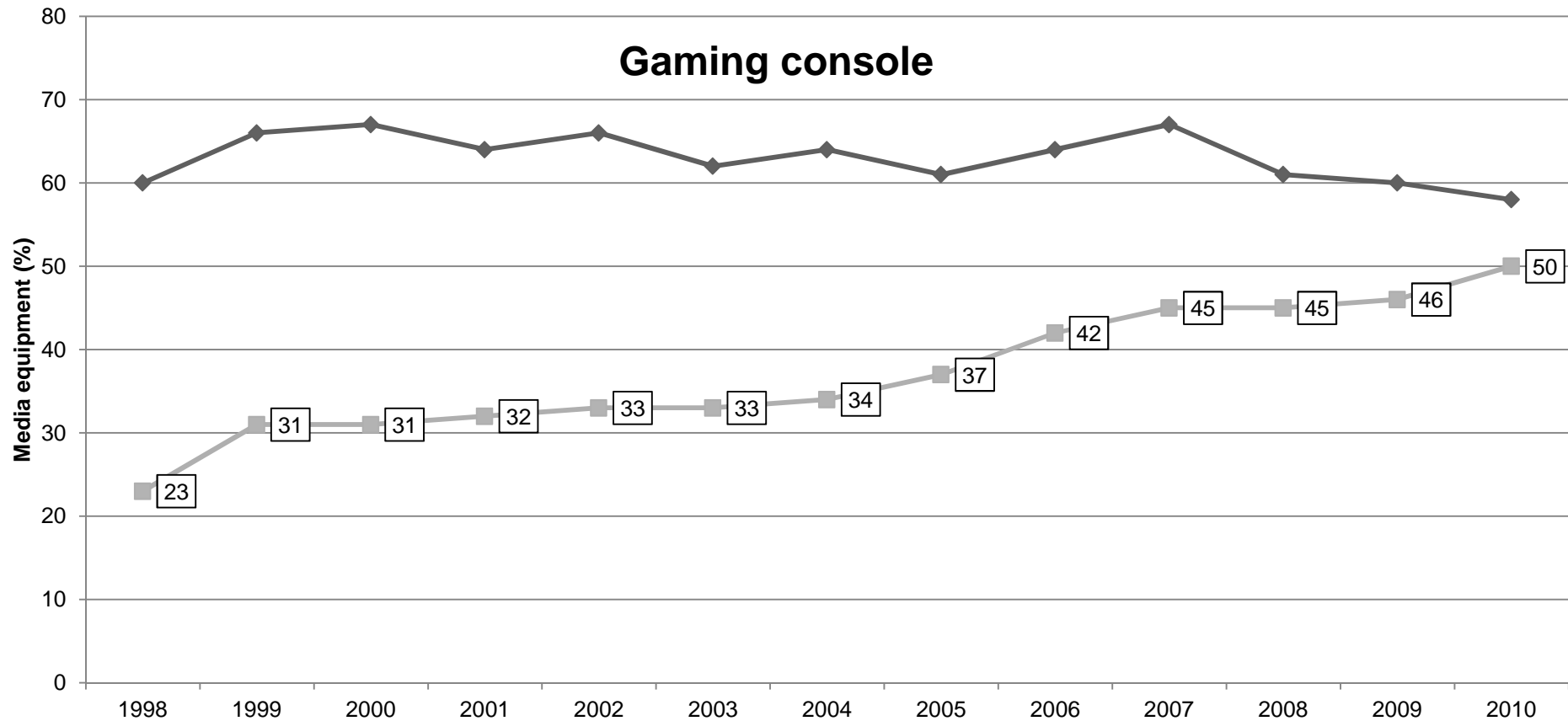
# Media Equipment in Adolescent's Bedrooms (12-19): JIM





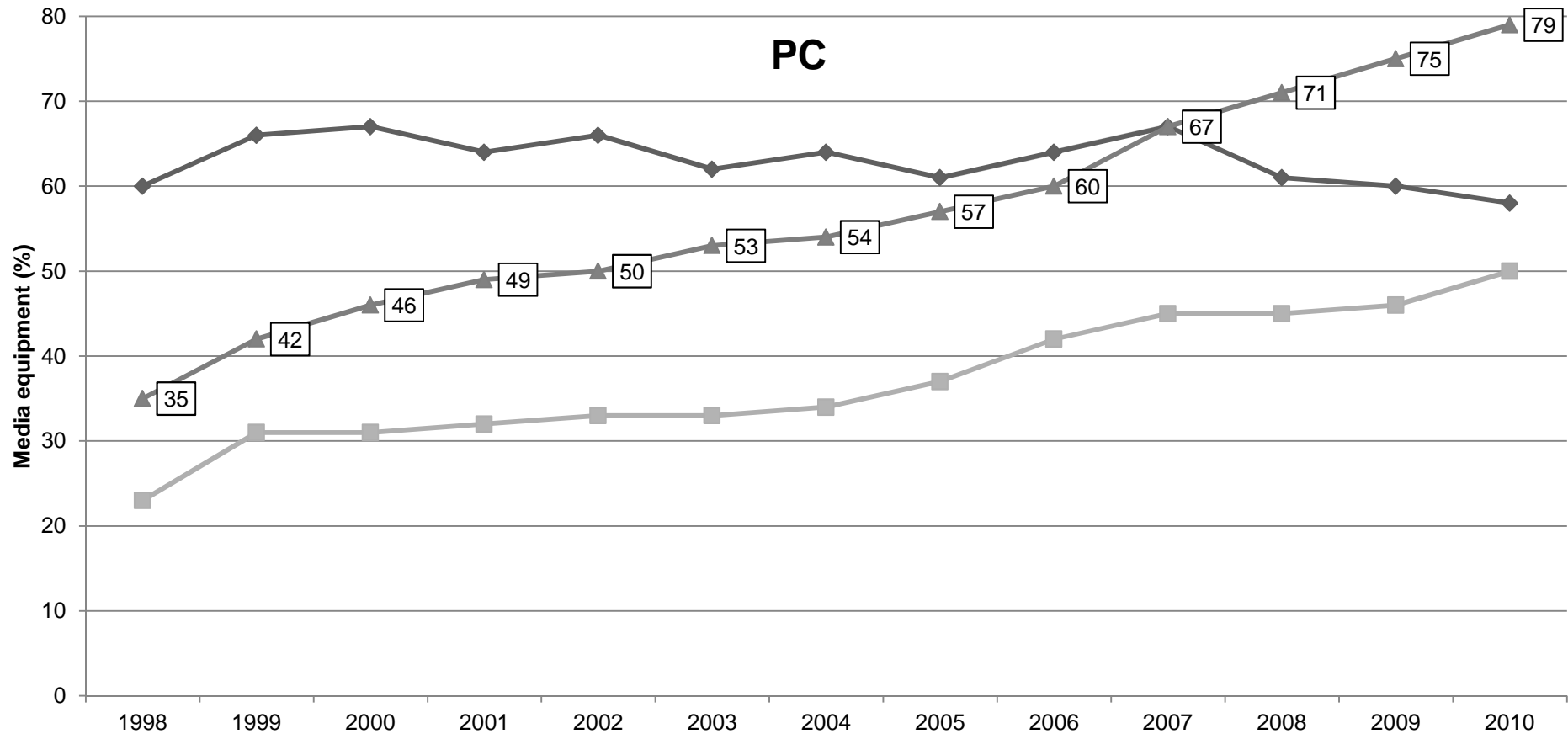


# Media Equipment in Adolescent's Bedrooms (12-19): JIM



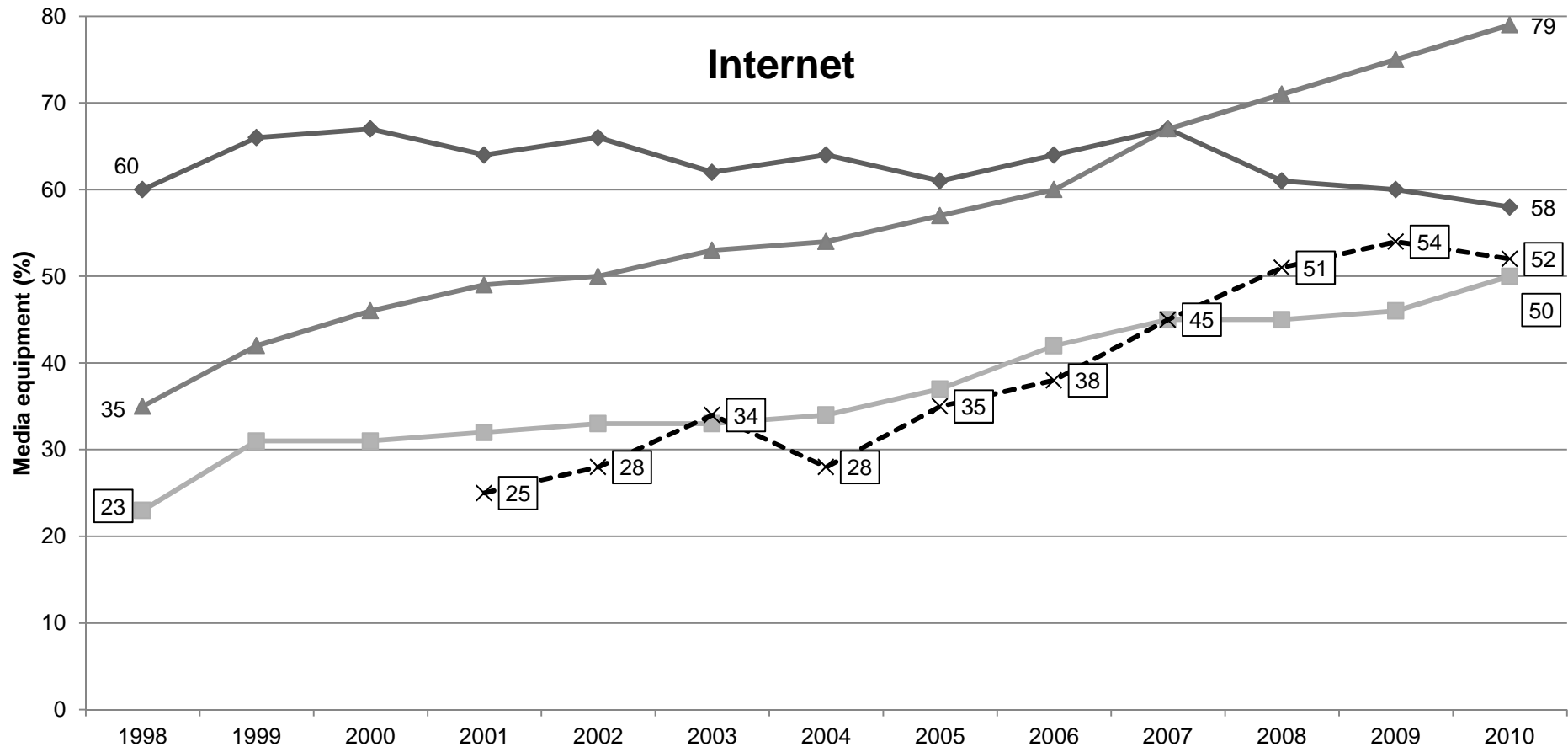


# Media Equipment in Adolescent's Bedrooms (12-19): JIM



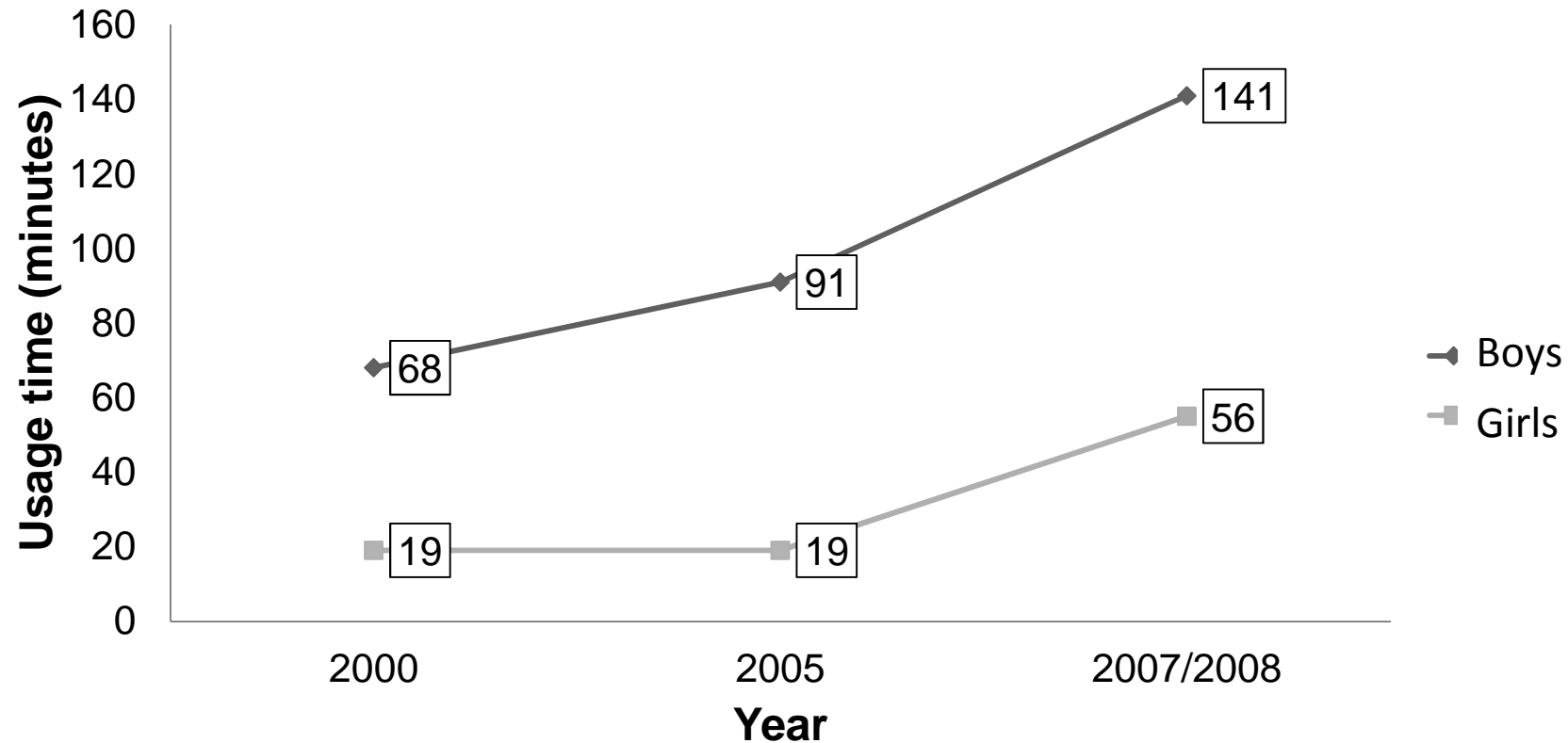


# Media Equipment in Adolescent's Bedrooms (12-19): JIM





## Video game usage time among adolescents (2000, 2005, 2007/2008)



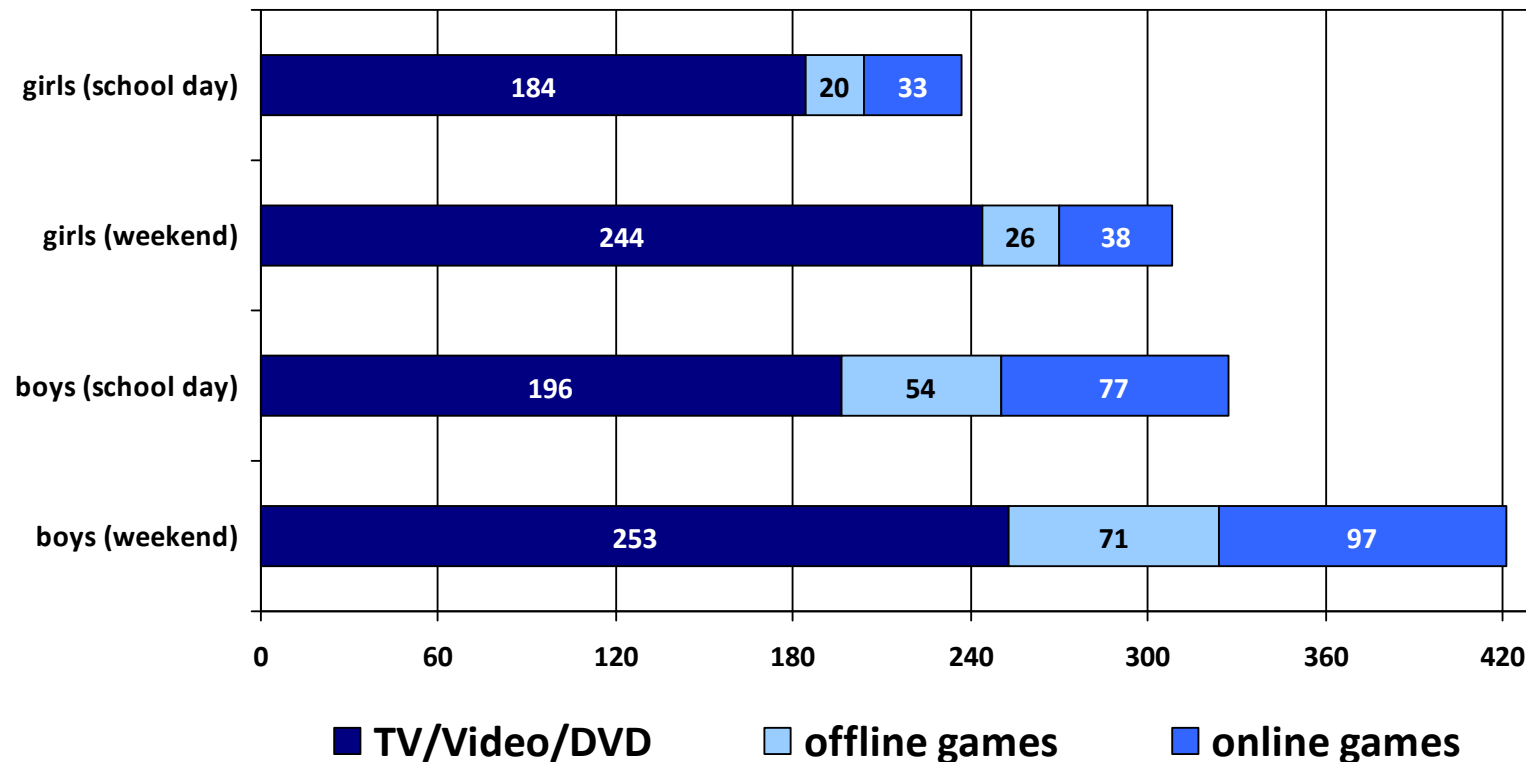
(vgl. Mößle et al. 2007, Rehbein et al., 2009, Rehbein, 2010)





# Media Exposure on a Regular School Day vs. Weekend by Gender

(mean time of engagement in minutes, 9<sup>th</sup> grade)





## Top 10 Games – boys (9<sup>th</sup> grade)

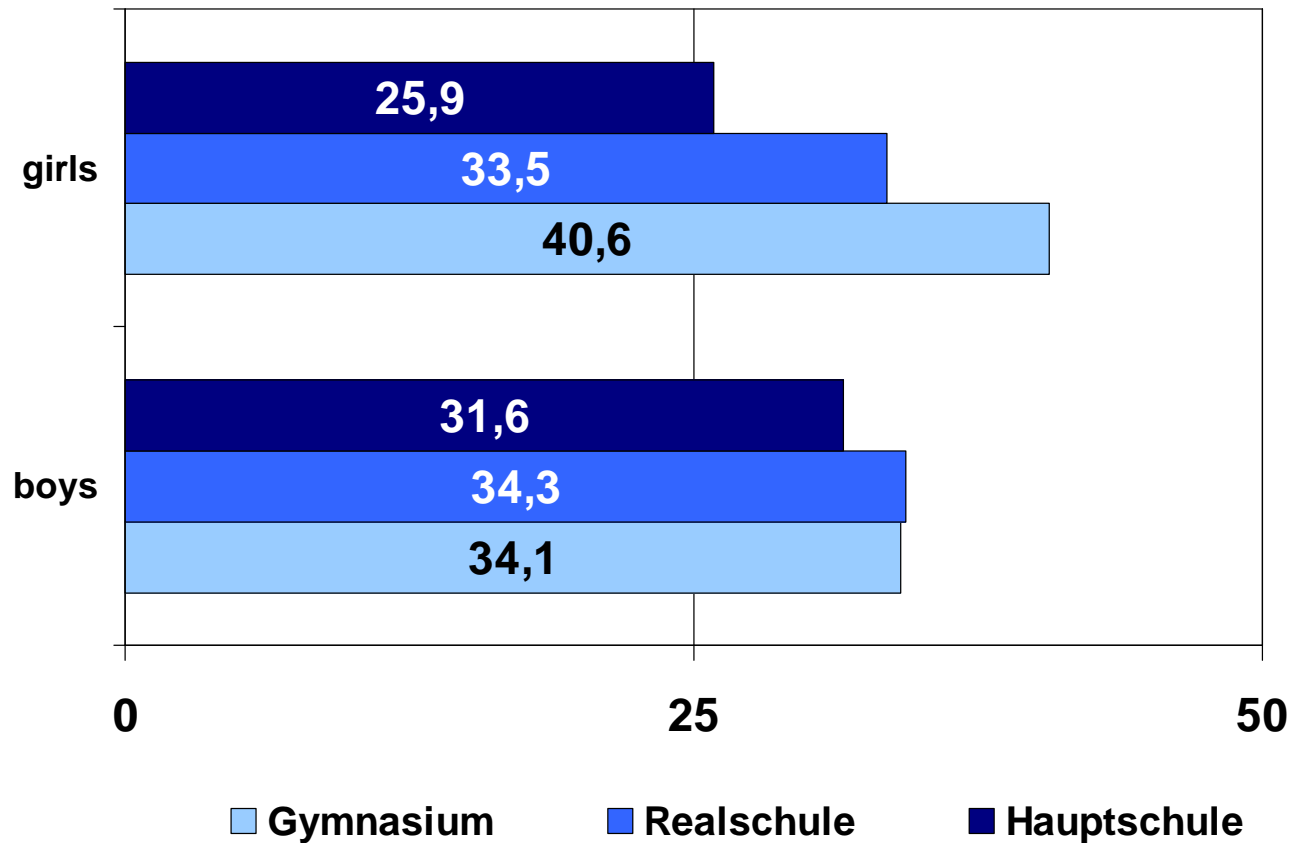
rank	games	genre	USK**	N	%
1	<b>Counterstrike</b>	Shooter	16 - 18	6110	27,0
2	<b>FIFA (Fußball)</b>	Sports	0	3647	16,1
3	<b>Need for Speed</b>	Racing	0 – 12	2581	11,4
4	<b>Grand Theft Auto</b>	Genre mix	16 – 18	2277	10,1
5	<b>World of Warcraft</b>	MMORPG	12	2222	9,8
6	<b>Call of Duty</b>	Shooter	18	1766	7,8
7	<b>Battlefield</b>	Shooter	16	1161	5,1
8	<b>Warcraft</b>	Strategy	12	1118	4,9
9	<b>Pro Evolution Soccer</b>	Sports	0	1092	4,8
10	<b>Guild Wars</b>	MMORPG	12	601	2,7





# Secondary School Recommendations (4<sup>th</sup> Grade) by Gender

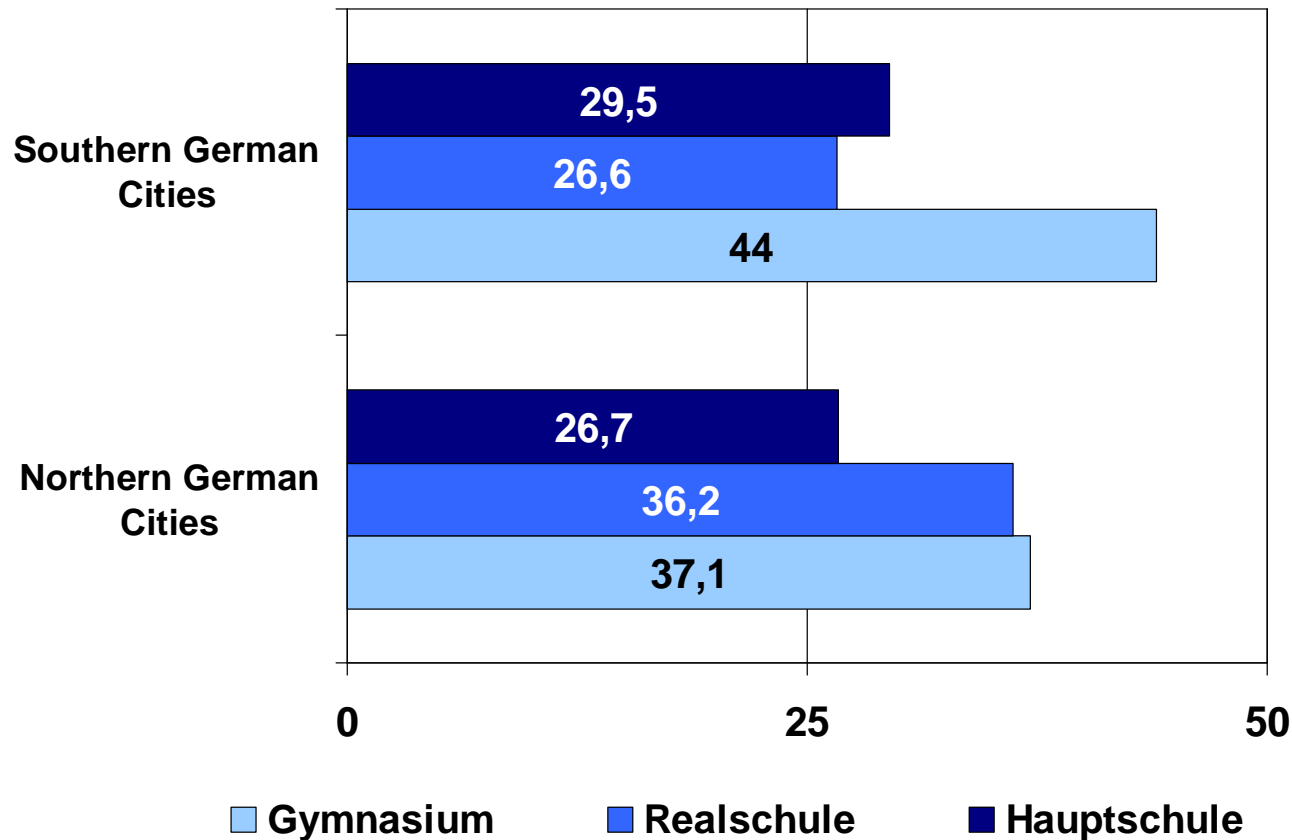
(in percent; source: KFN schools survey 2005)





# Secondary School Recommendations (4<sup>th</sup> Grade) by Region

(in percent; source: KFN schools survey 2005)

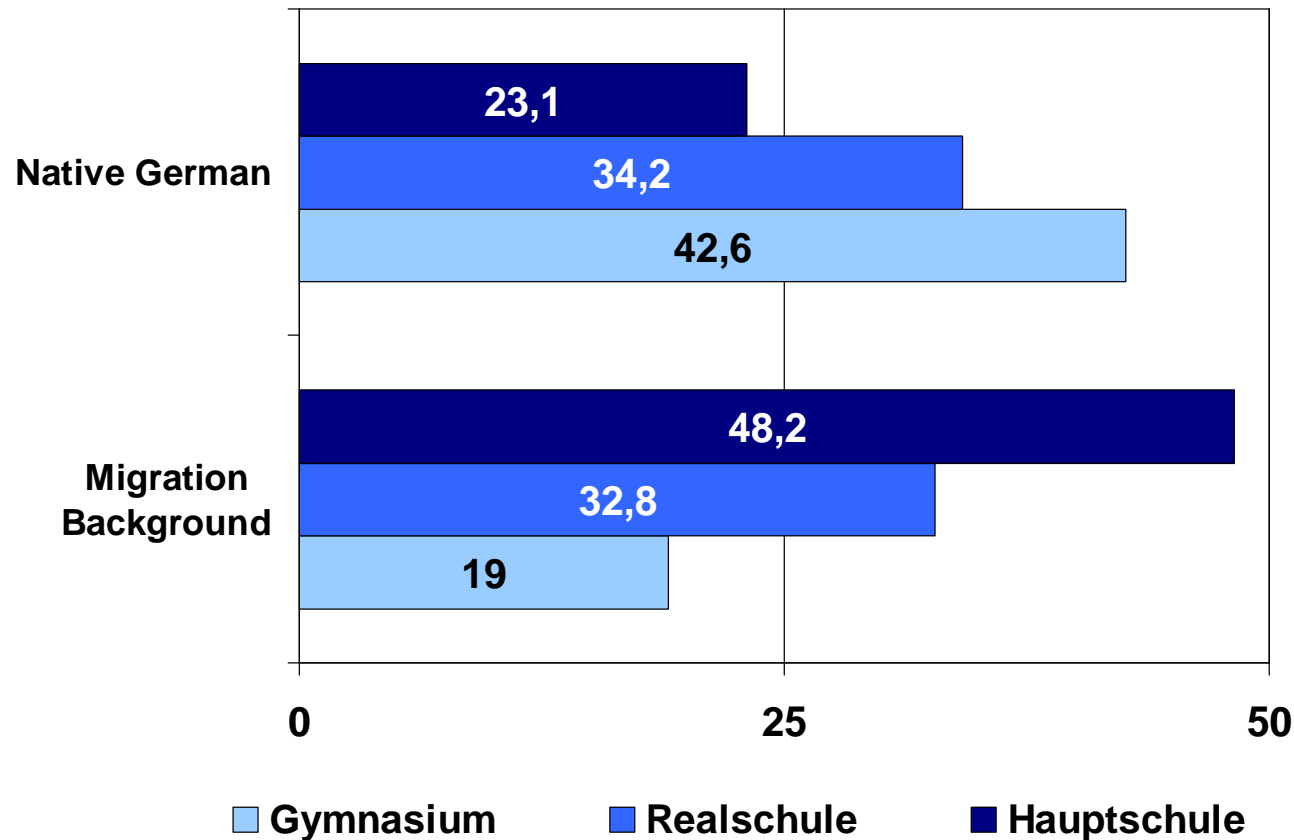






# Secondary School Recommendations (4<sup>th</sup> Grade) by Migration Background

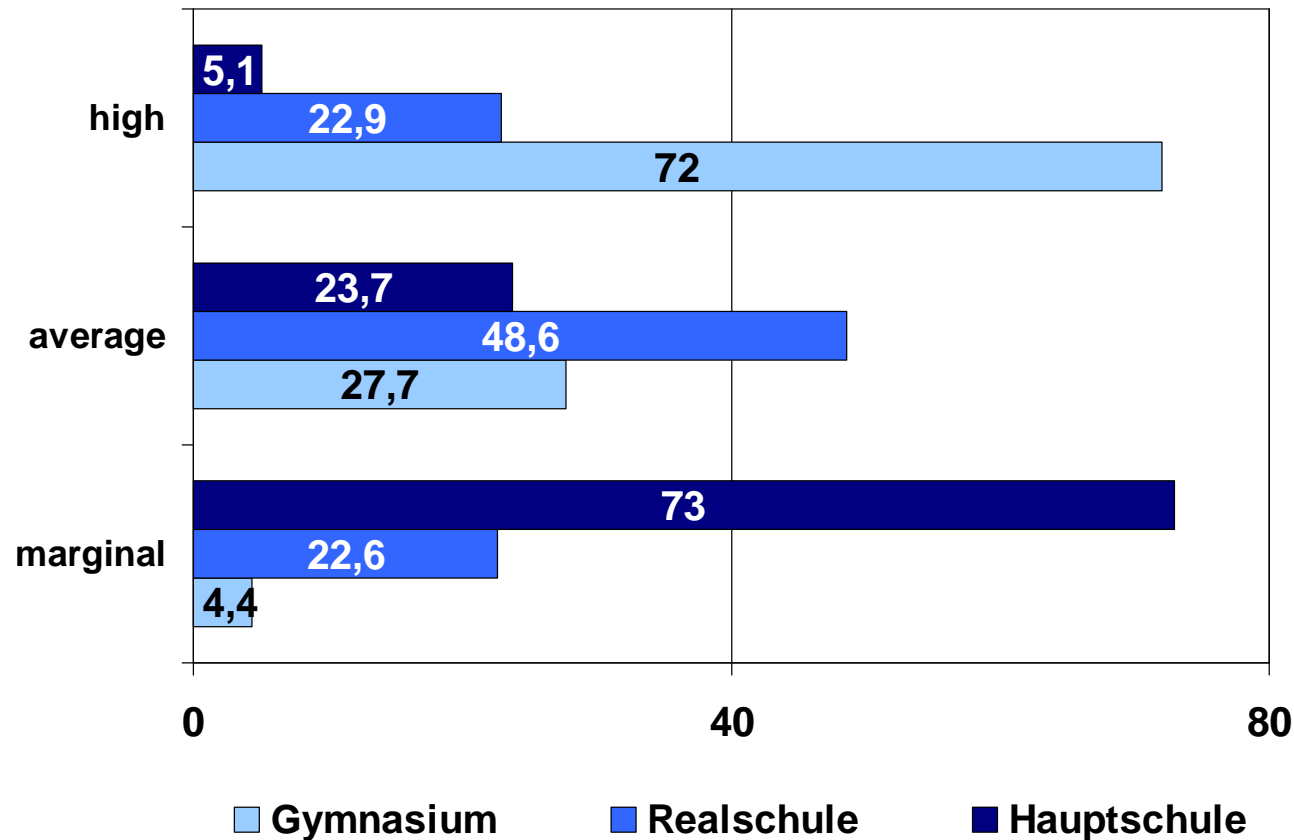
(in percent; source: KFN schools survey 2005)





# Secondary School Recommendations (4<sup>th</sup> Grade) by Parents' Educational Background

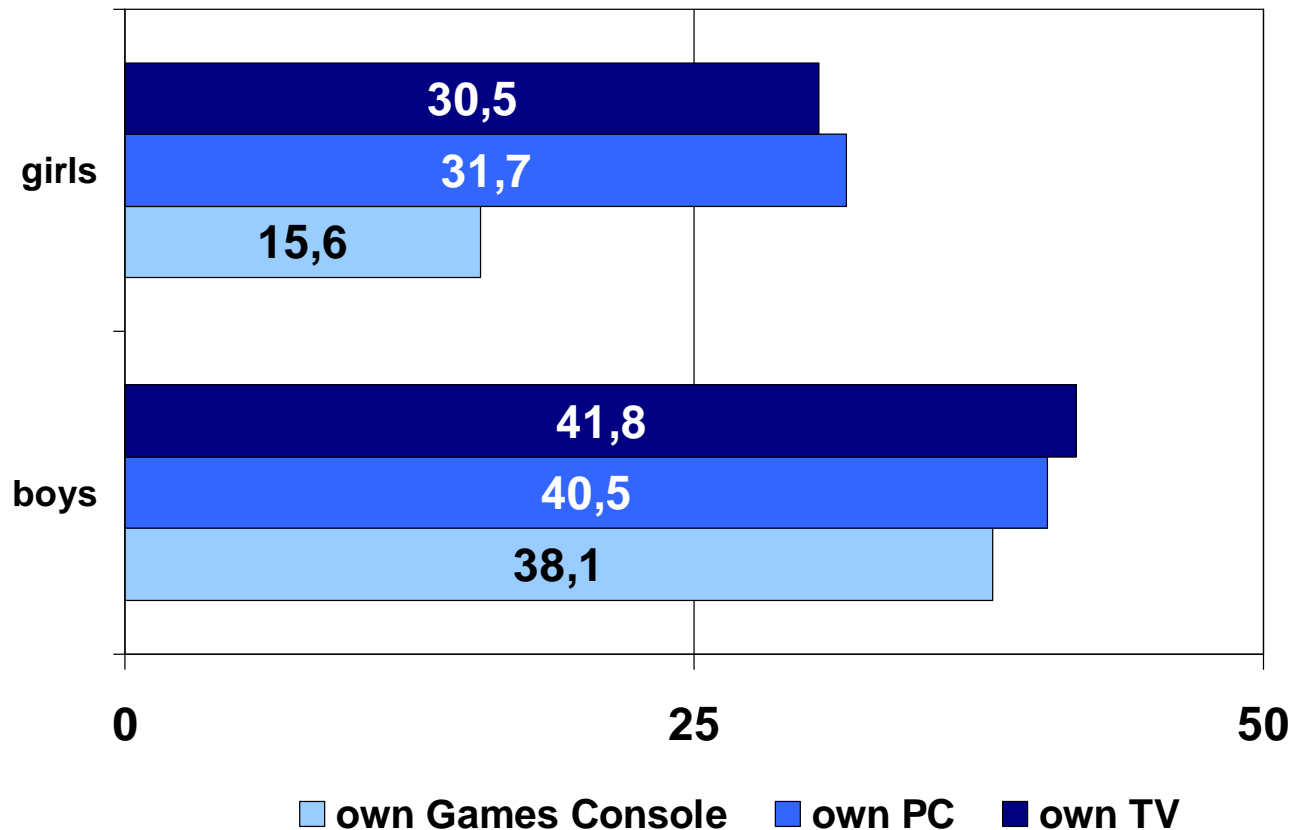
(in percent; source: KFN schools survey 2005)





# Media Equipment in Children's Bedrooms (4<sup>th</sup> Grade) by Gender

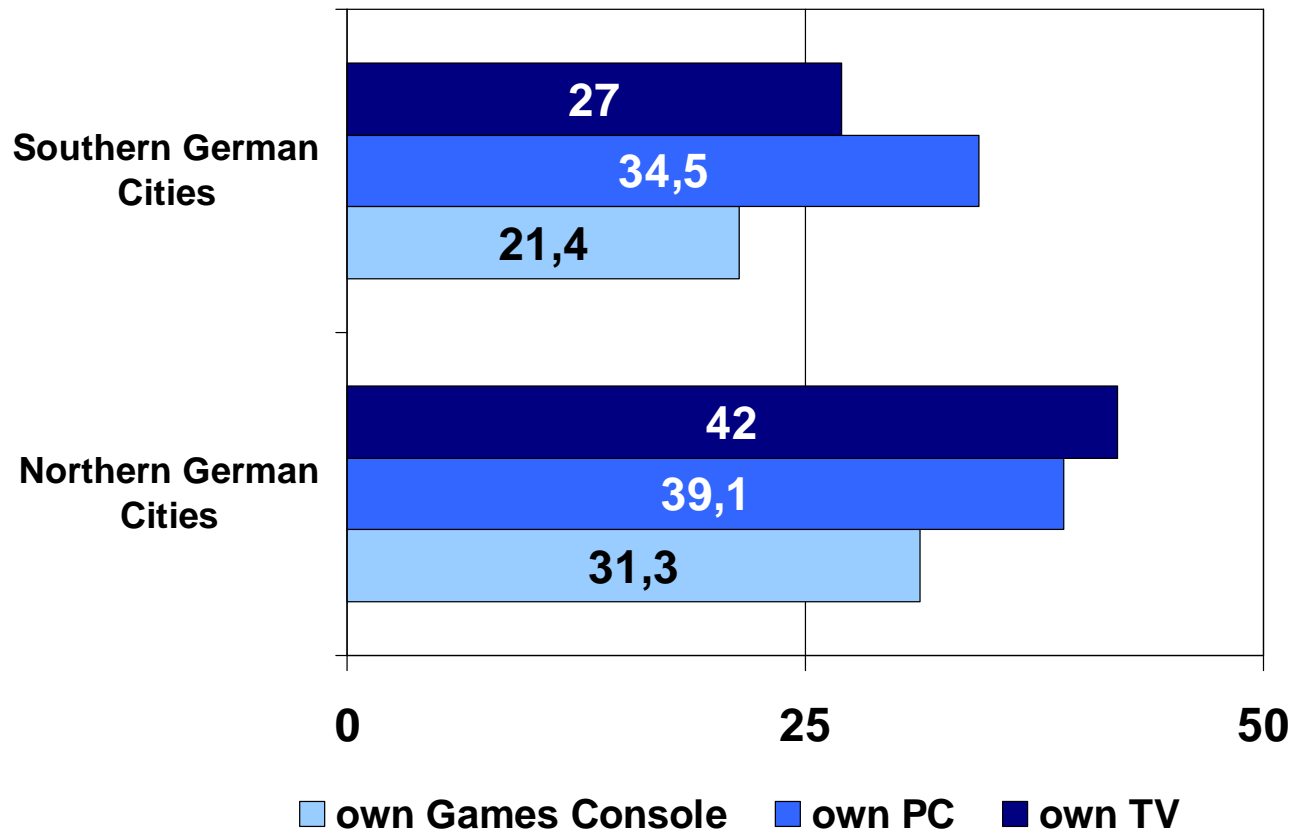
(in percent; source: KFN schools survey 2005)





# Media Equipment in Children's Bedrooms (4<sup>th</sup> Grade) by Region

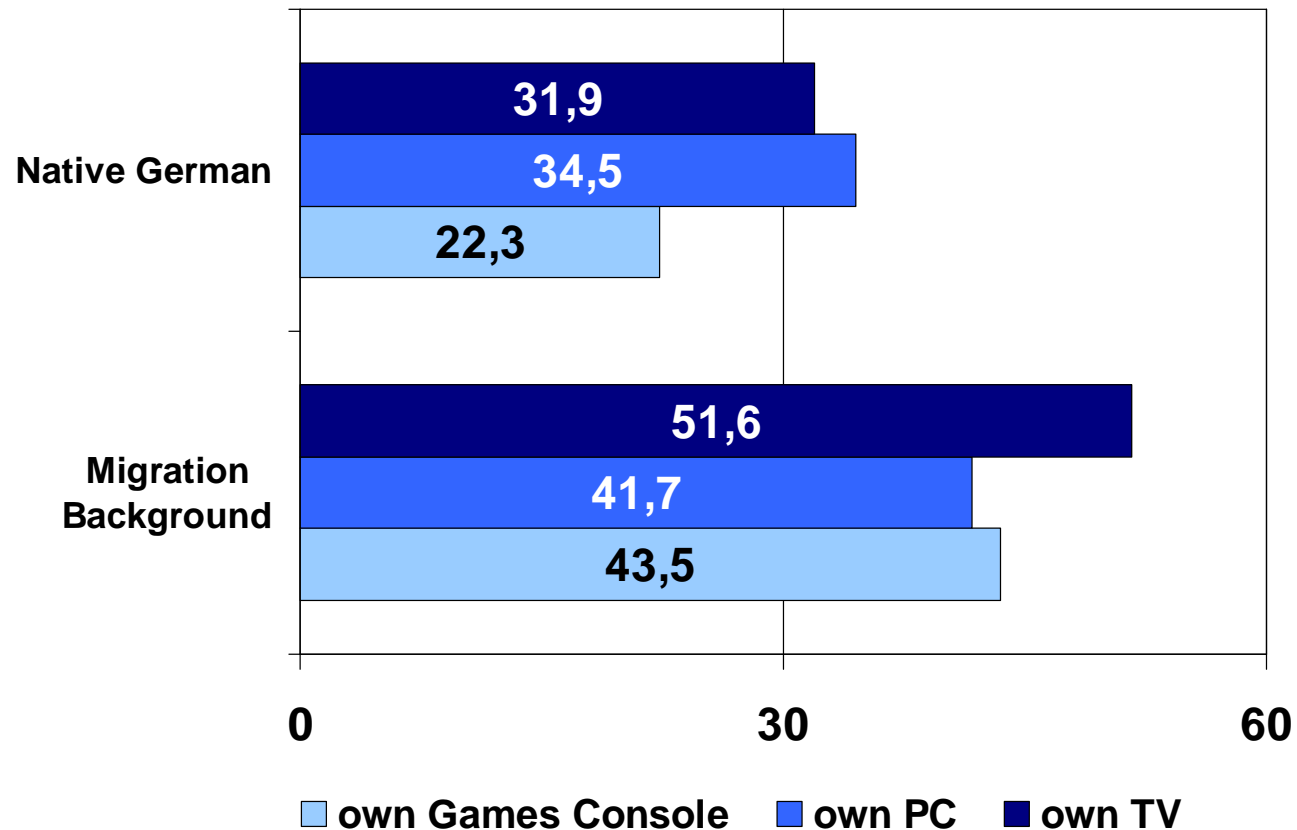
(in percent; source: KFN schools survey 2005)





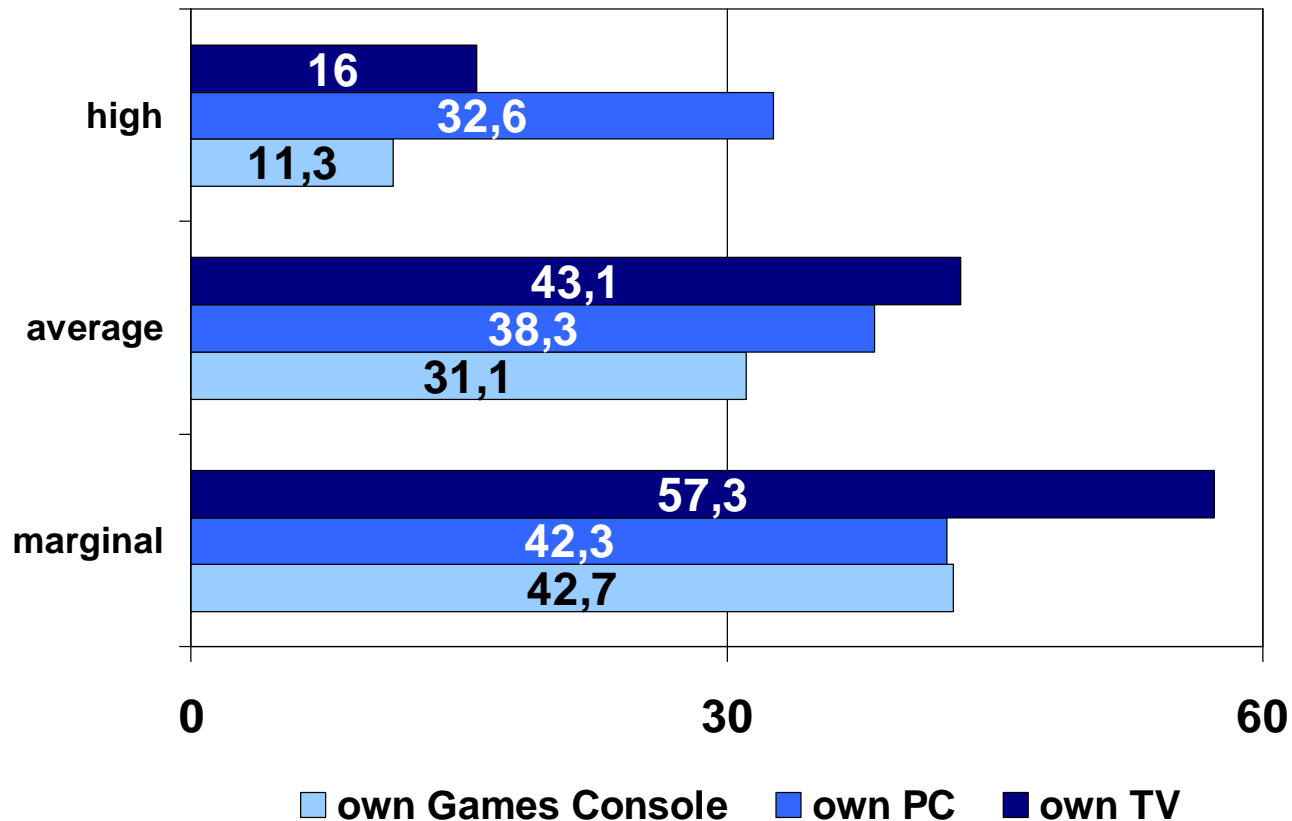
# Media Equipment in Children's Bedrooms (4<sup>th</sup> Grade) by Migration Background

(in percent; source: KFN schools survey 2005)





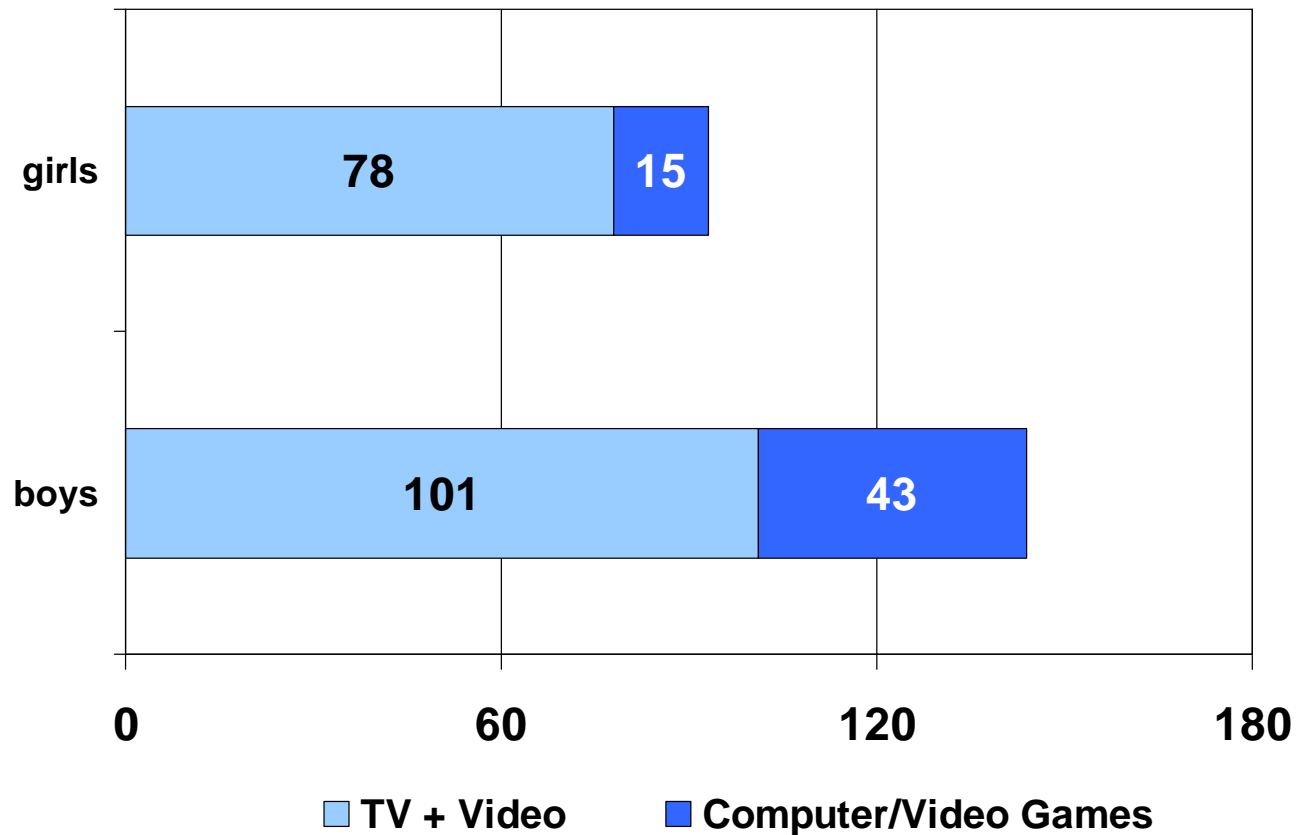
# Media Equipment in Children's Bedrooms (4<sup>th</sup> Grade) by Parents' Educational Background (in percent; source: KFN schools survey 2005)





# Media Exposure (4<sup>th</sup> Grade) by Gender

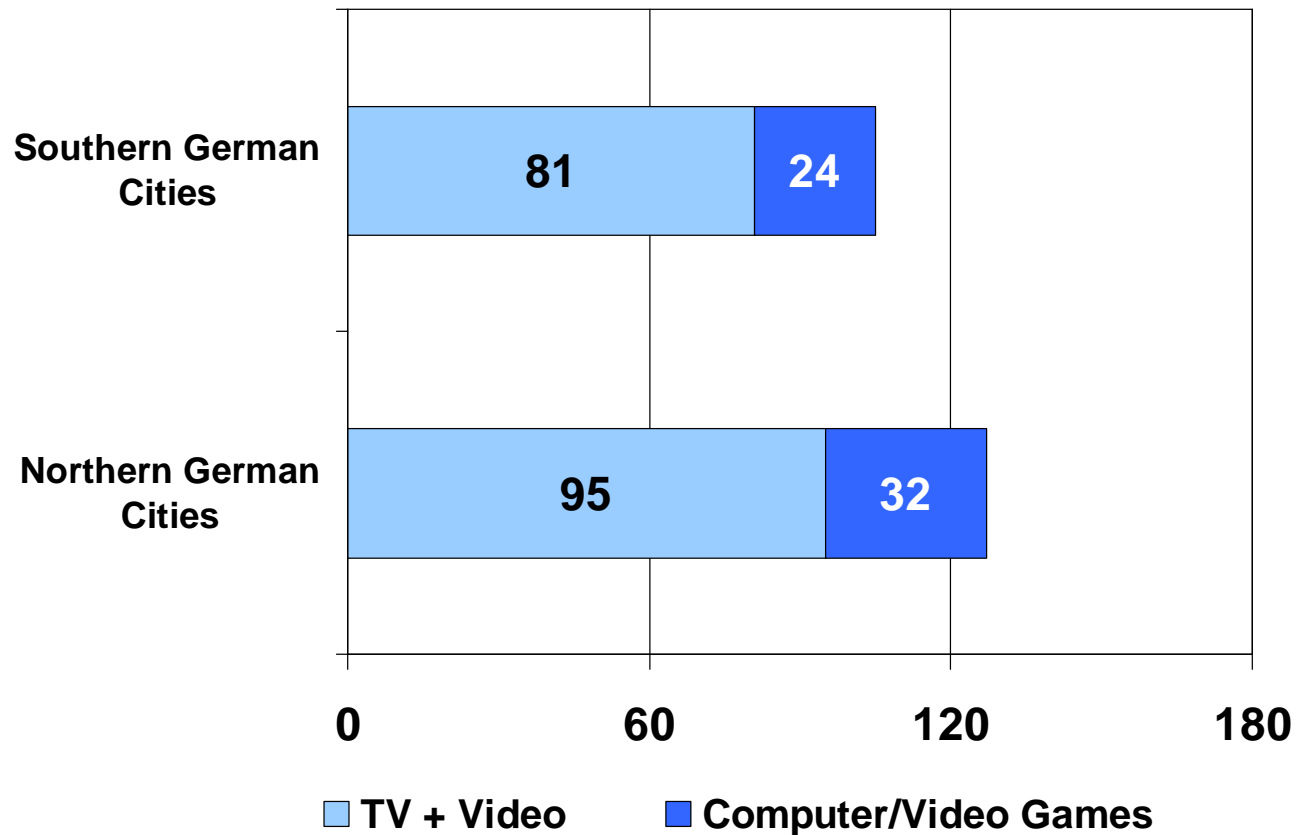
(in minutes; source: KFN schools survey 2005)





# Media Exposure (4<sup>th</sup> Grade) by Region

(in minutes; source: KFN schools survey 2005)

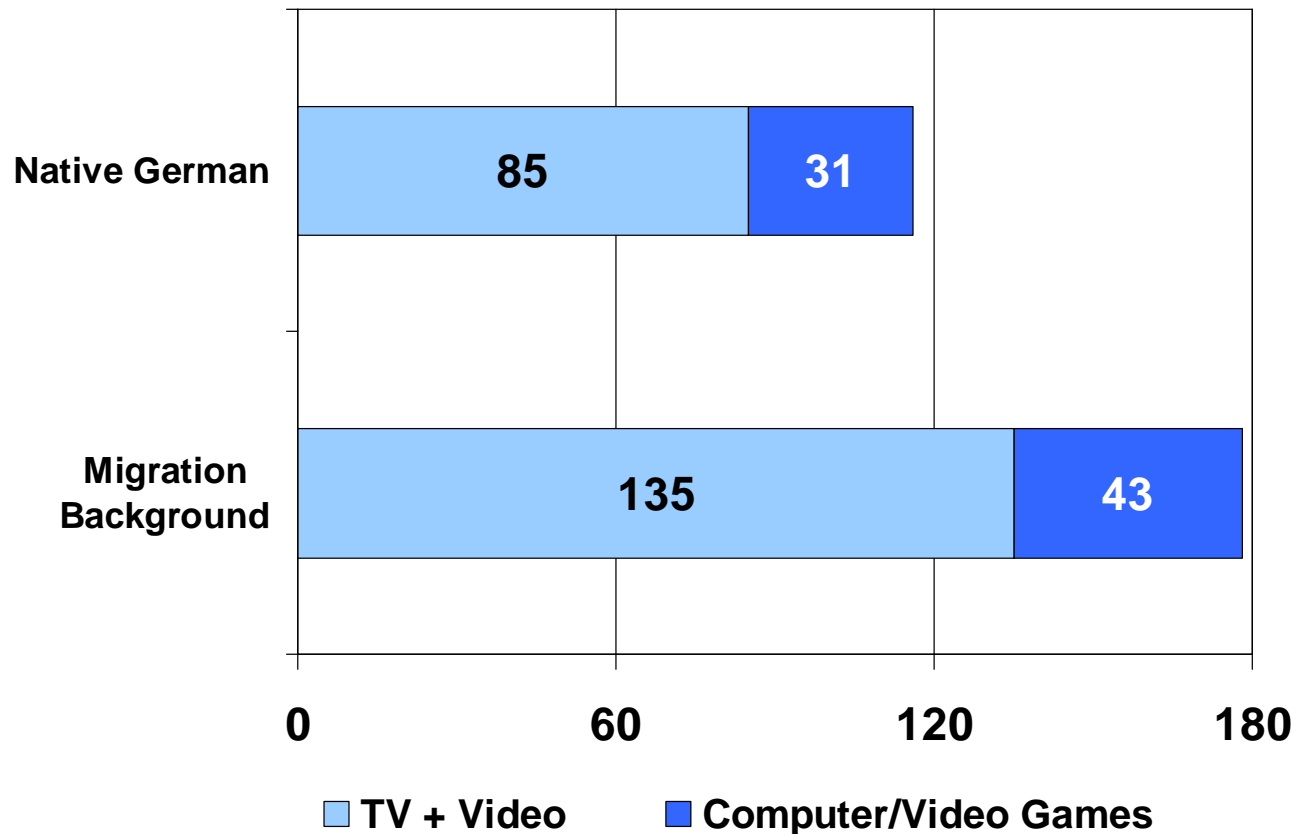






# Media Exposure (4<sup>th</sup> Grade) by Migration Background

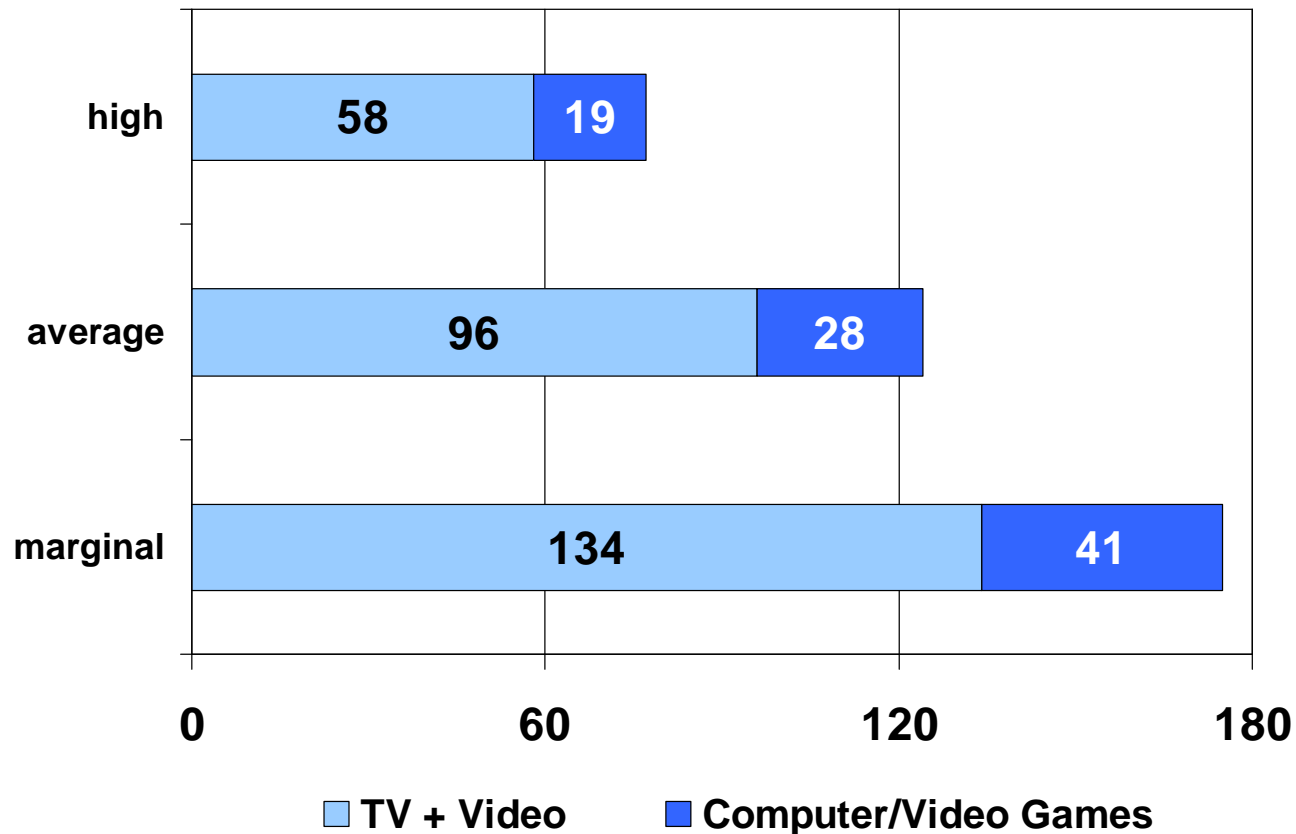
(in minutes; source: KFN schools survey 2005)





# Media Exposure (4<sup>th</sup> Grade) by Parents' Educational Background

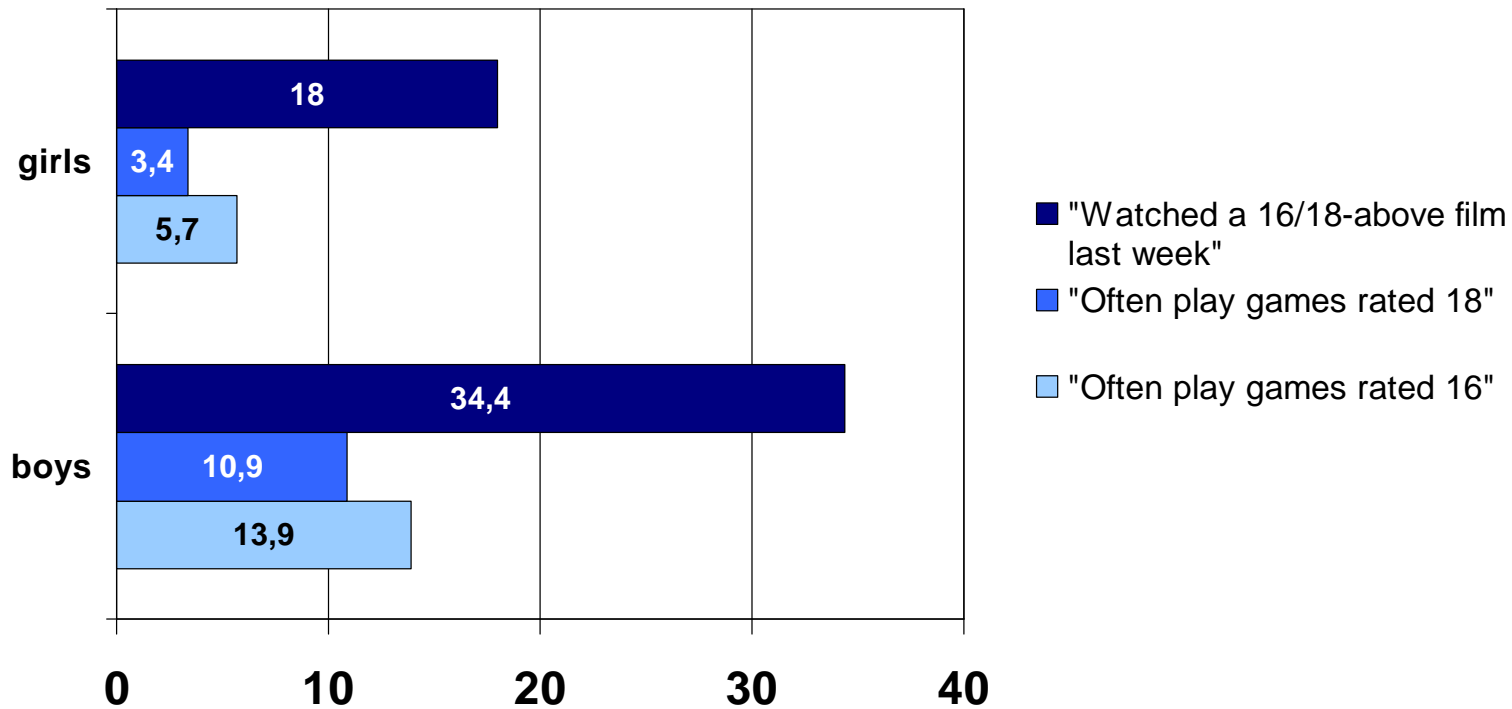
(in minutes; source: KFN schools survey 2005)





# Use of Impairing Computer Games (4<sup>th</sup> Grade) by Gender

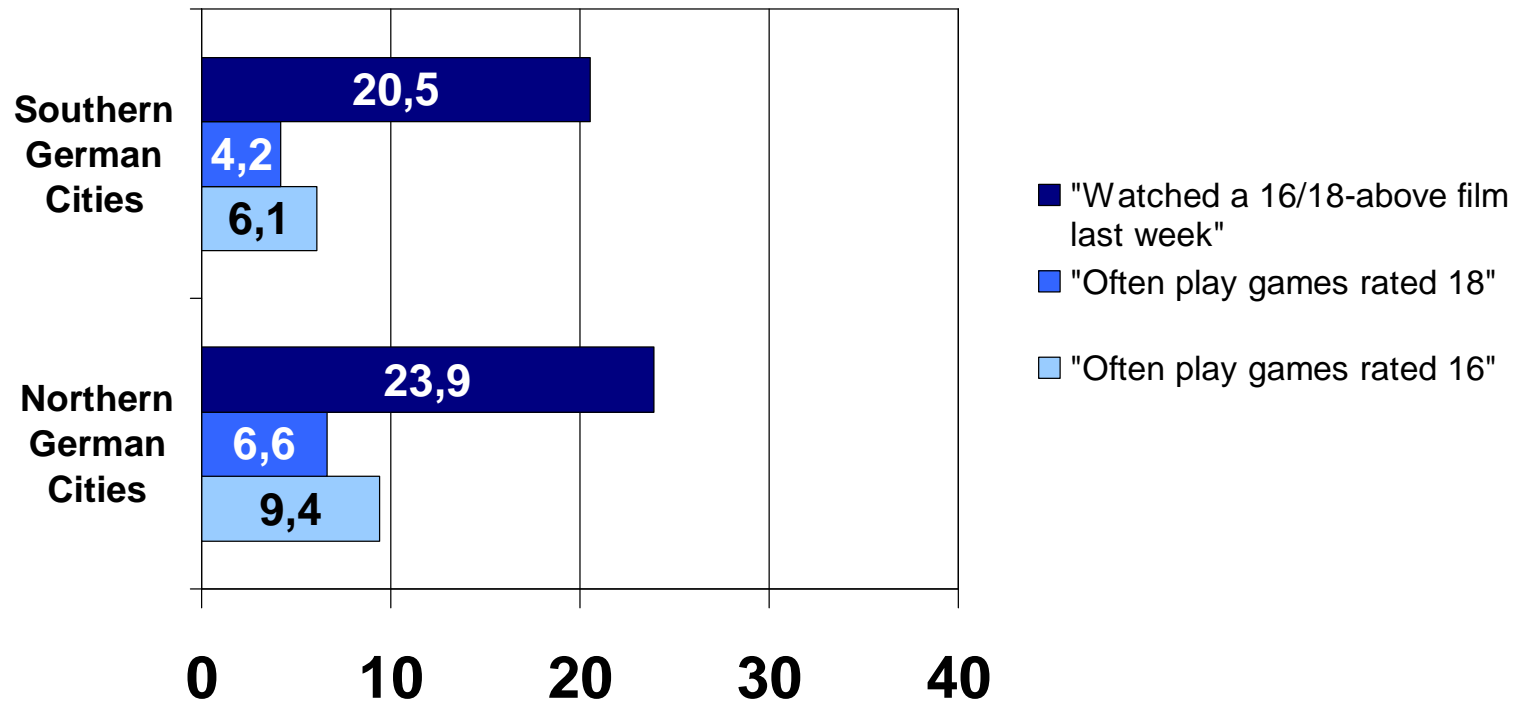
(in percent; source: KFN schools survey 2005)





# Use of Impairing Computer Games (4<sup>th</sup> Grade) by Region

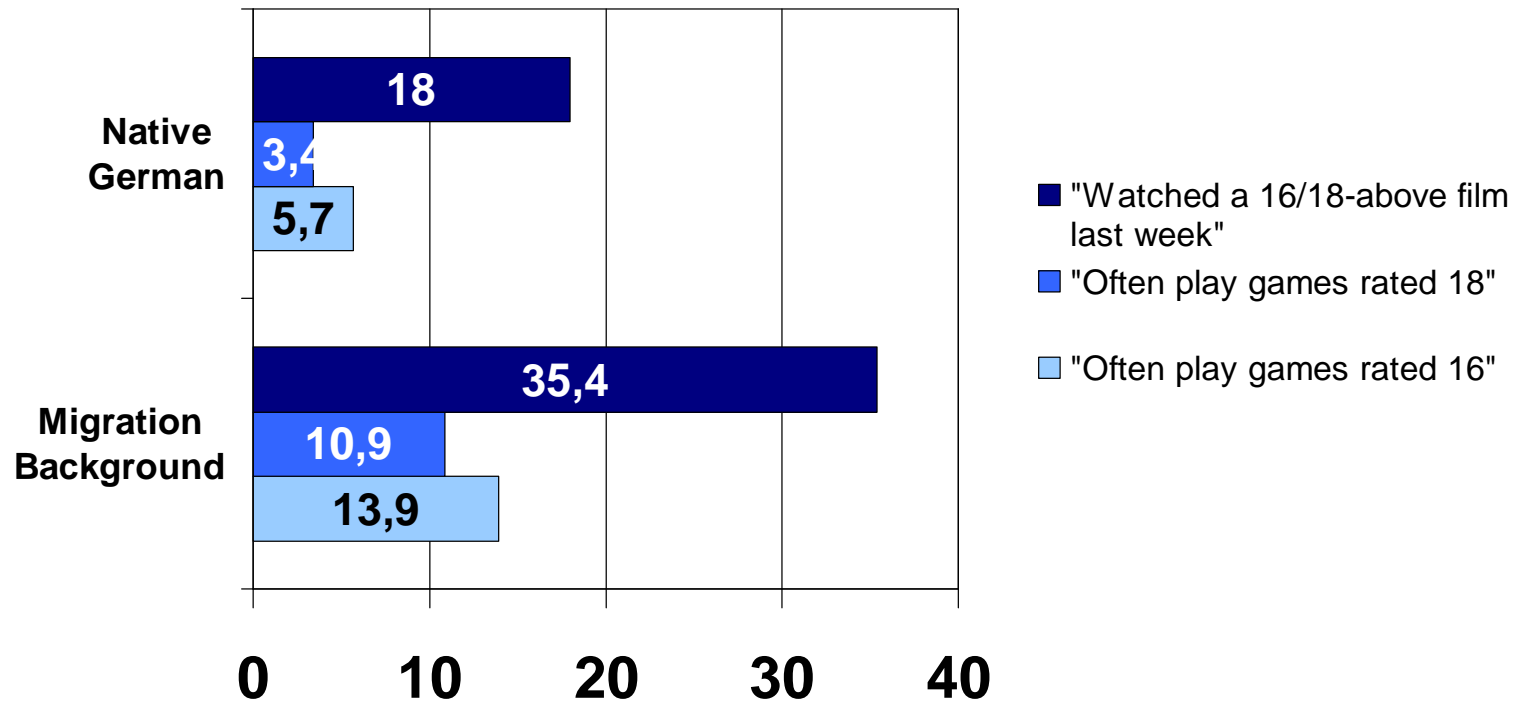
(in percent; source: KFN schools survey 2005)





# Use of Impairing Computer Games (4<sup>th</sup> Grade) by Migration Background

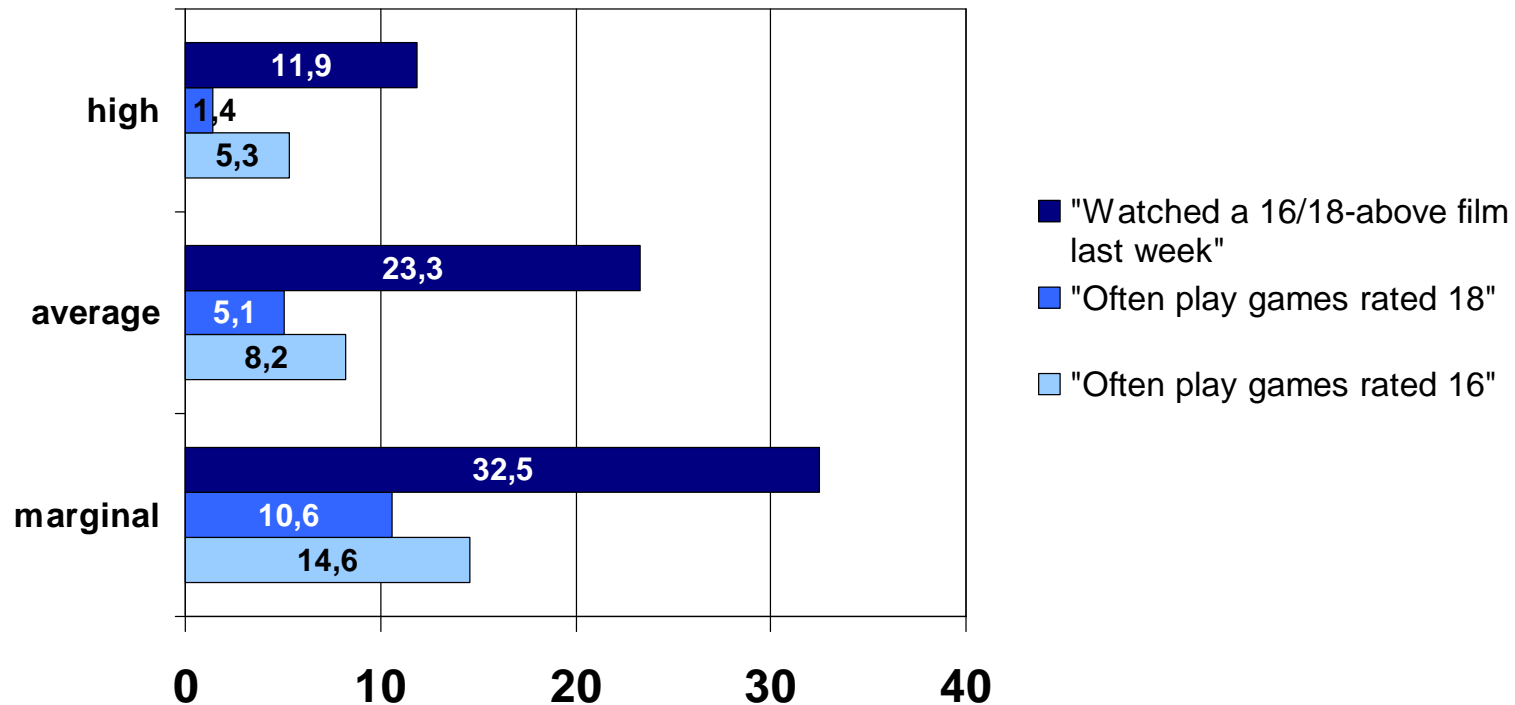
(in percent; source: KFN schools survey 2005)





# Use of Impairing Computer Games (4<sup>th</sup> Grade) by Parents' Educational Background

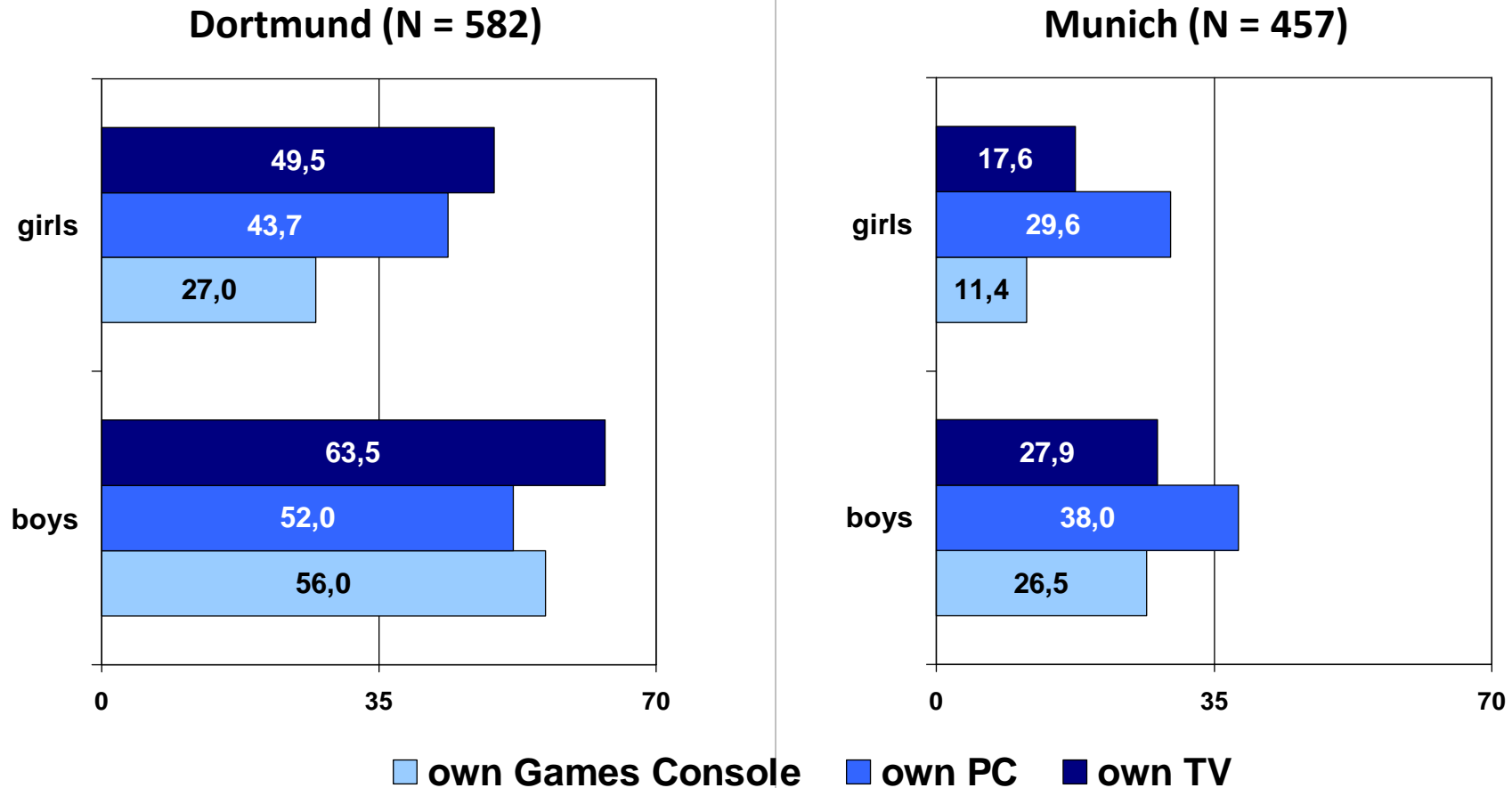
(in percent; source: KFN schools survey 2005)





# Comparison Dortmund vs. Munich - Media Equipment in Children's Bedrooms (4<sup>th</sup> Grade) by Gender

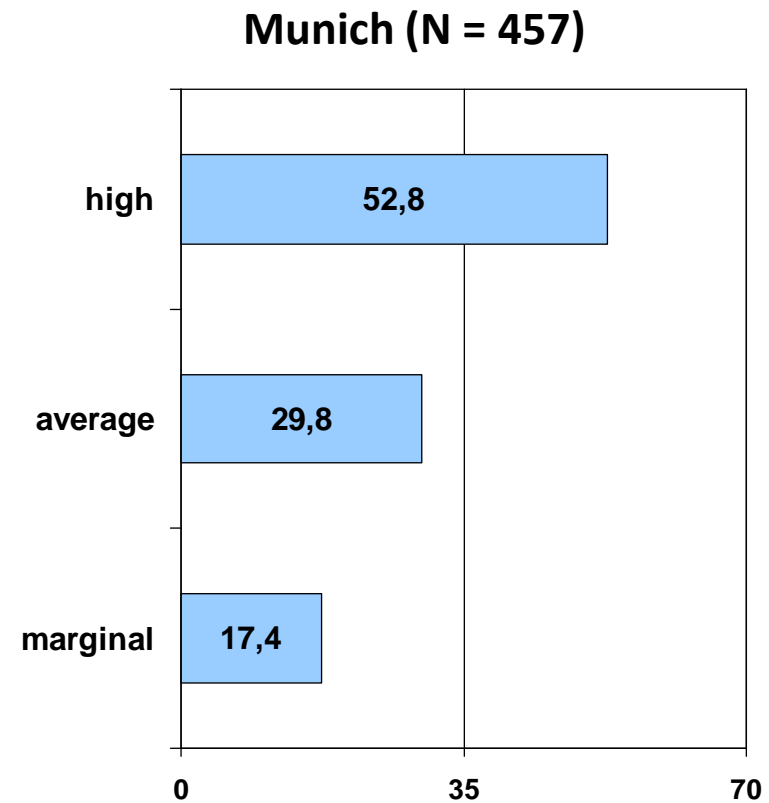
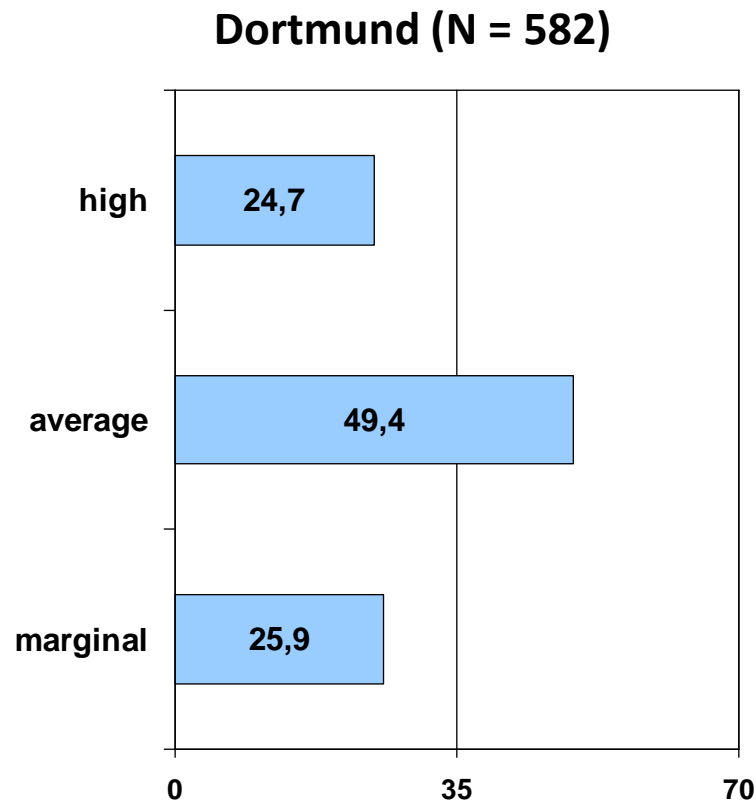
(in percent; source: KFN schools survey 2005)





# Comparison Dortmund vs. Munich - Parents' Educational Background (4<sup>th</sup> Grade)

(in percent; source: KFN schools survey 2005)

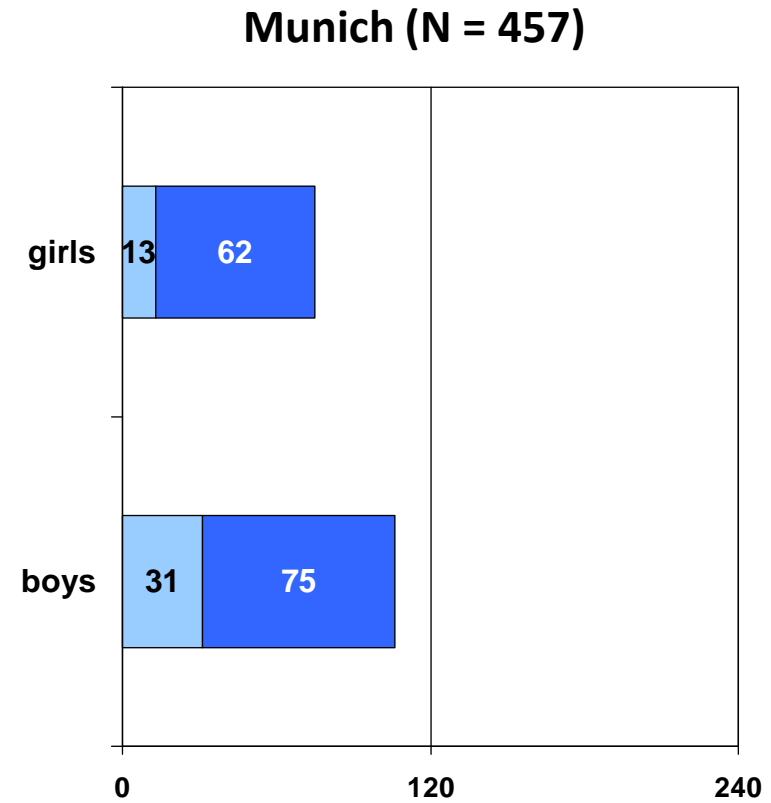
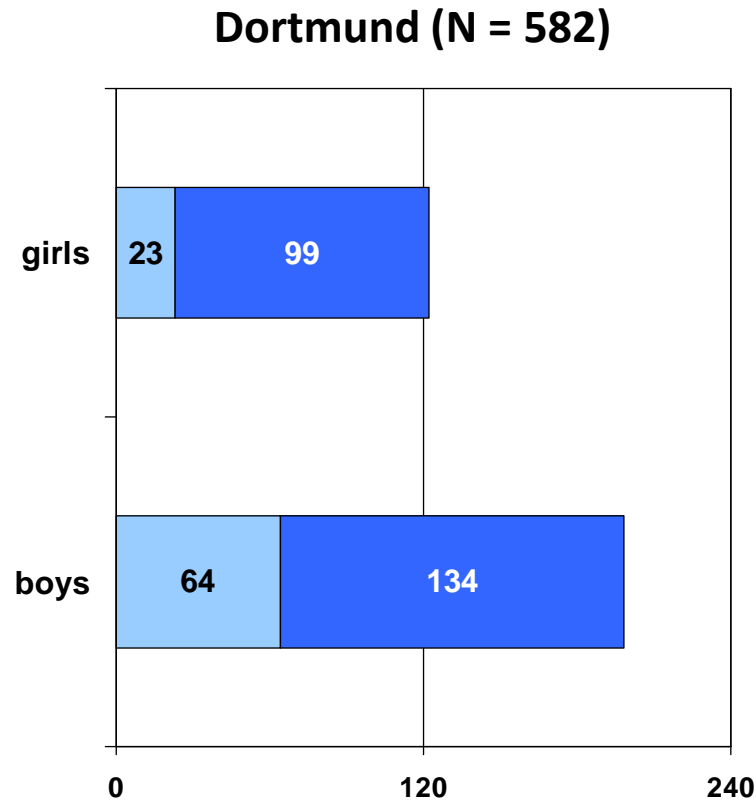






# Comparison Dortmund vs. Munich - Media Exposure (4<sup>th</sup> Grade) by Gender

(in minutes; source: KFN schools survey 2005)



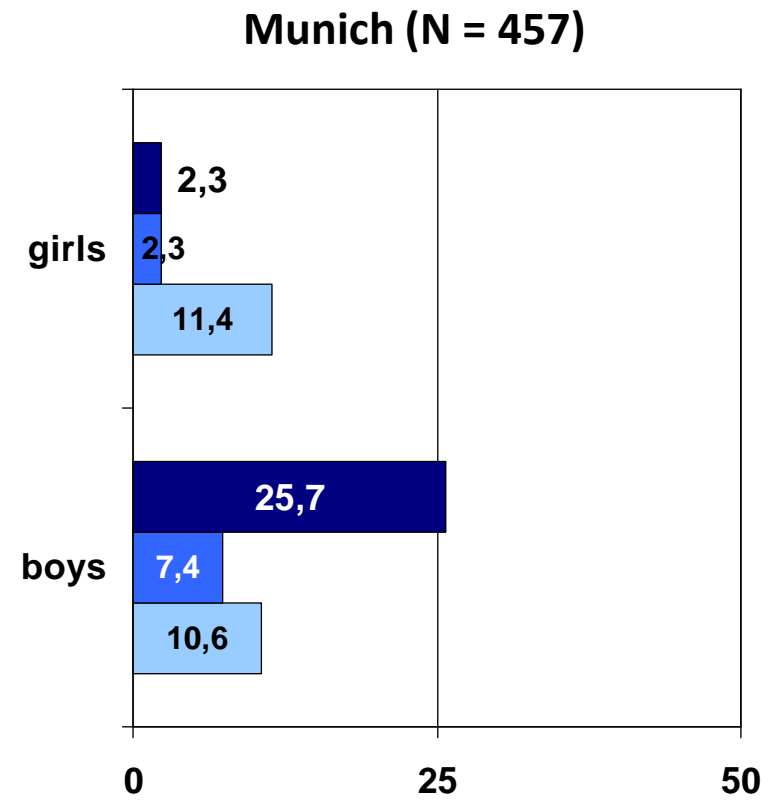
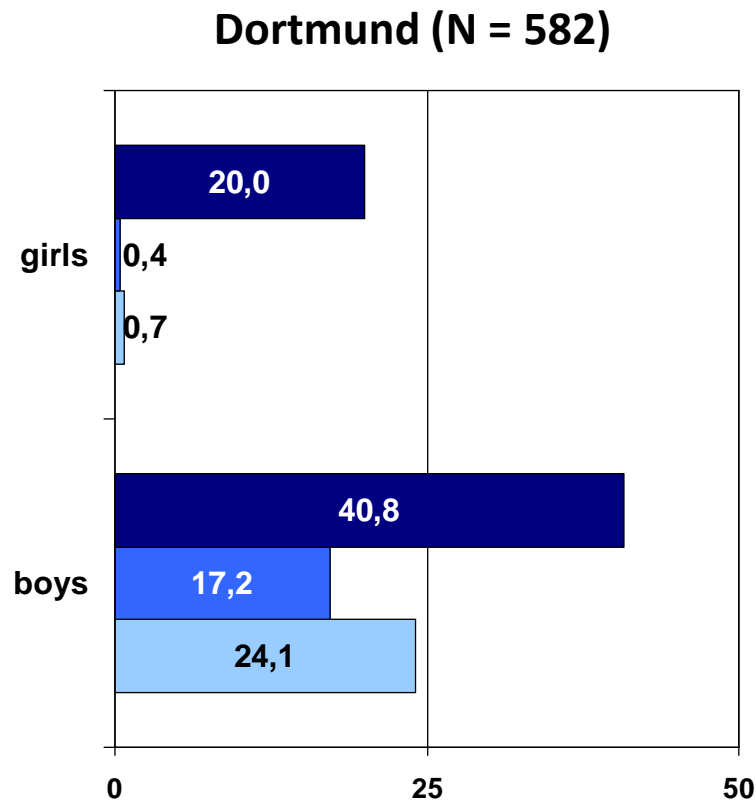
■ Computer/Video Games      ■ TV + Video





# Comparison Dortmund vs. Munich - Use of Impairing Media Content (4<sup>th</sup> Grade) by Gender

(in percent; source: KFN schools survey 2005)

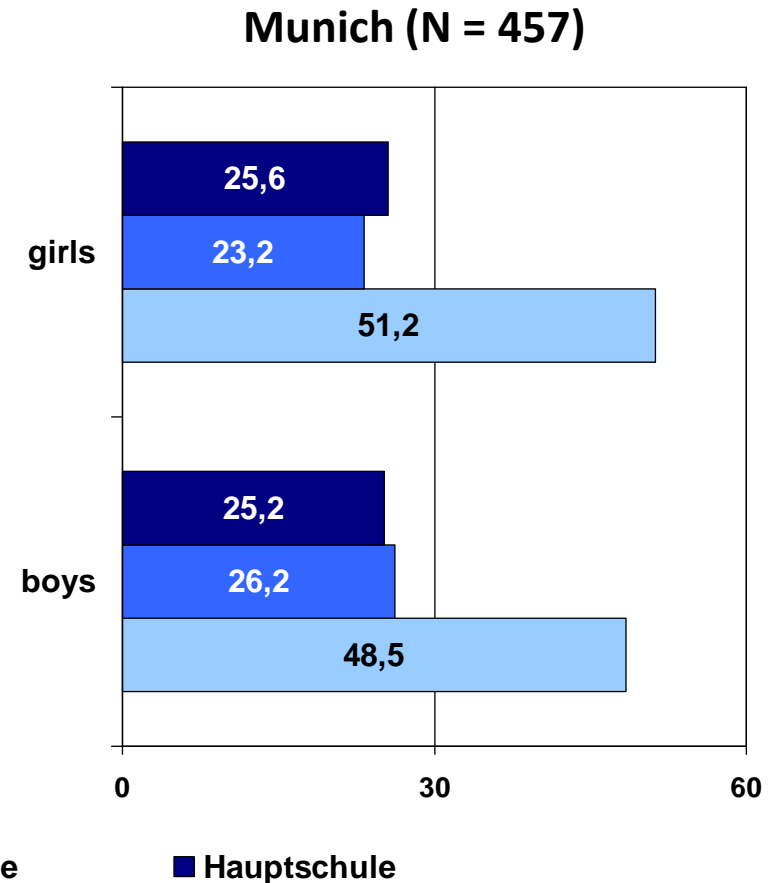
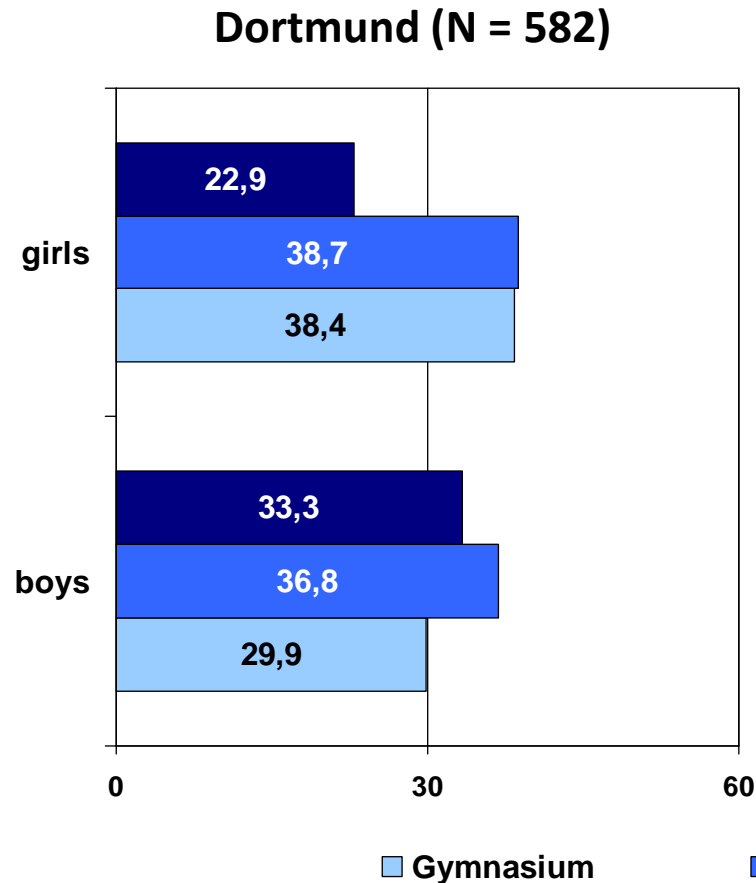


■ "Often play games rated 16" ■ "Often play games rated 18" ■ "Watched a 16/18-above film last week"





# Comparison Dortmund vs. Munich - Secondary School Recommendations (4<sup>th</sup> Grade) by Gender (in percent; source: KFN schools survey 2005)





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# excessive media usage video game dependency

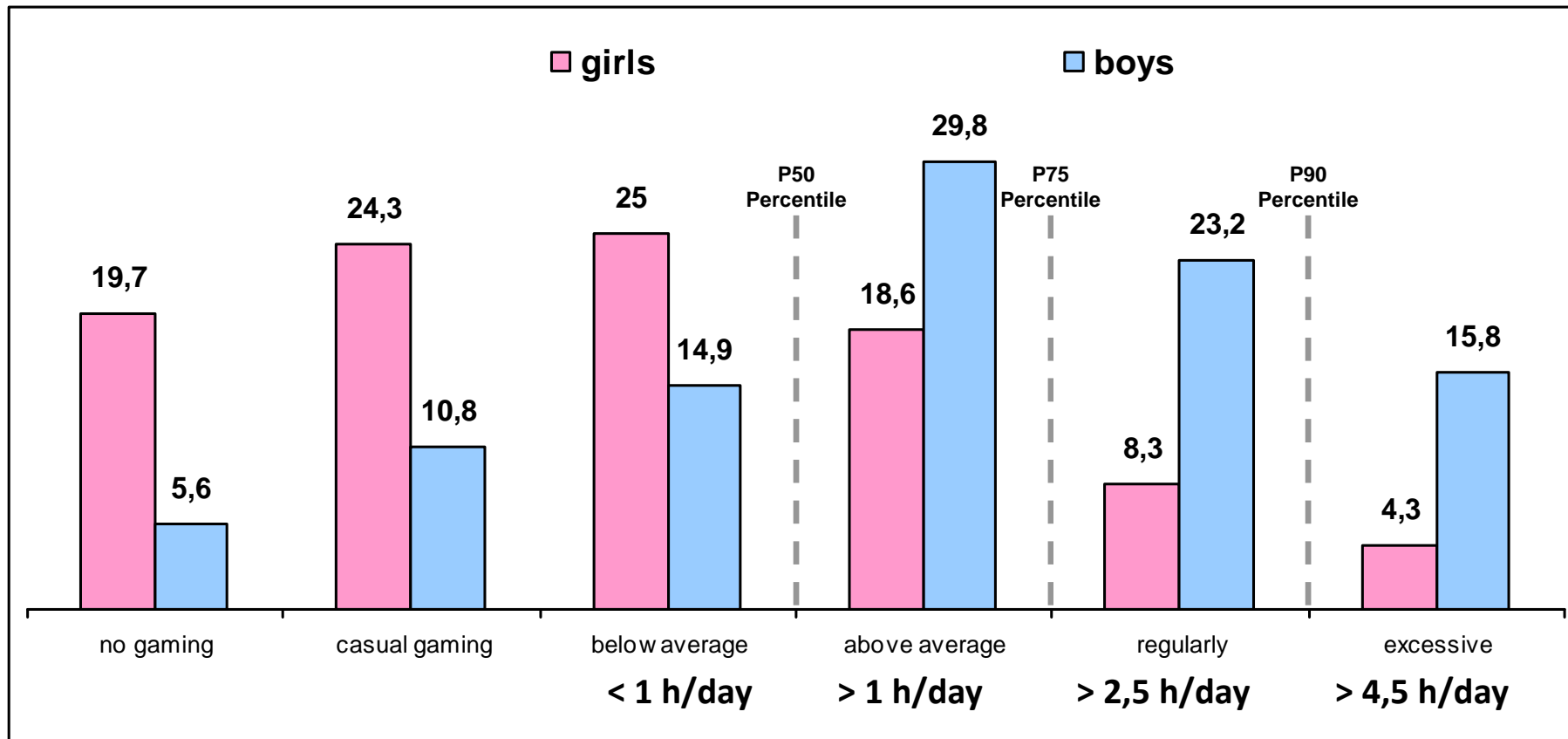


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## Video game usage by gender (9<sup>th</sup> grade)





# KFN-CSAS-II (Video Game Dependency Scale)

preoccupation/salience

conflict

loss of control

withdrawal symptoms

tolerance

- 14 Items, 5 dimensions
- Four-stage response format (1 - 4)
- Range: 14 to 56
- Cut-off values:
  - „At Risk“: sum score 35 and above (2 SD)
  - „Dependent“: sum score 42 and above (3 SD)
- Item difficulties (1.23 - 1.64)
- Discriminatory power ( $> r = .60$ )
- Cronbachs Alpha = .92

Rehbein, F., Kleimann, M., & Mößle, T. (2010). Prevalence and Risk Factors of Video Game Dependency in Adolescence: Results of a German Nationwide Survey. *CyberPsychology & Behavior, in press.*





# KFN-CSAS-II (Video Game Dependency Scale)



## Example:

“During the time that I don’t play video games, in my thoughts I am very much occupied with games.”





# KFN-CSAS-II (Video Game Dependency Scale)



## Example:

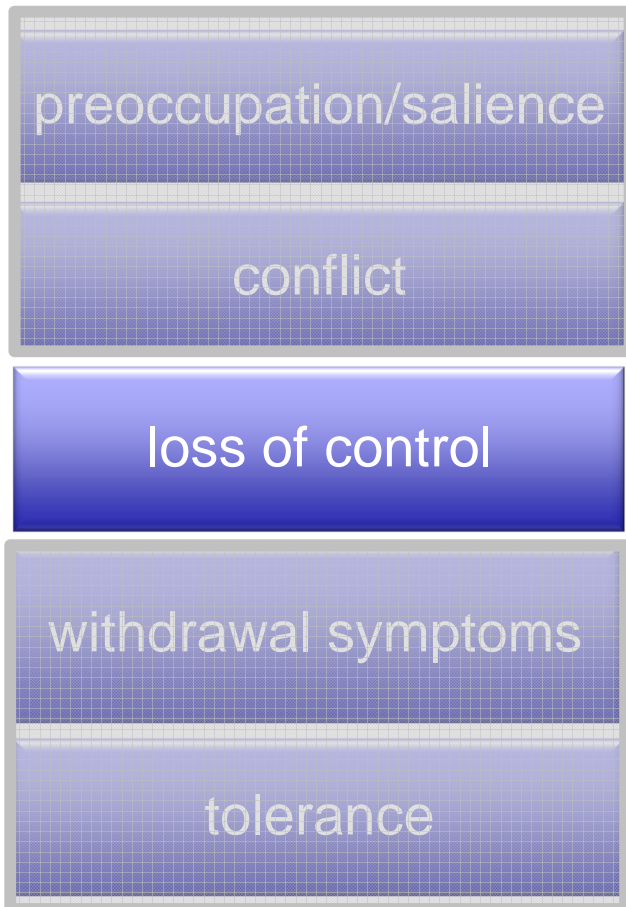
“My school achievement suffers under my game habits.”







# KFN-CSAS-II (Video Game Dependency Scale)



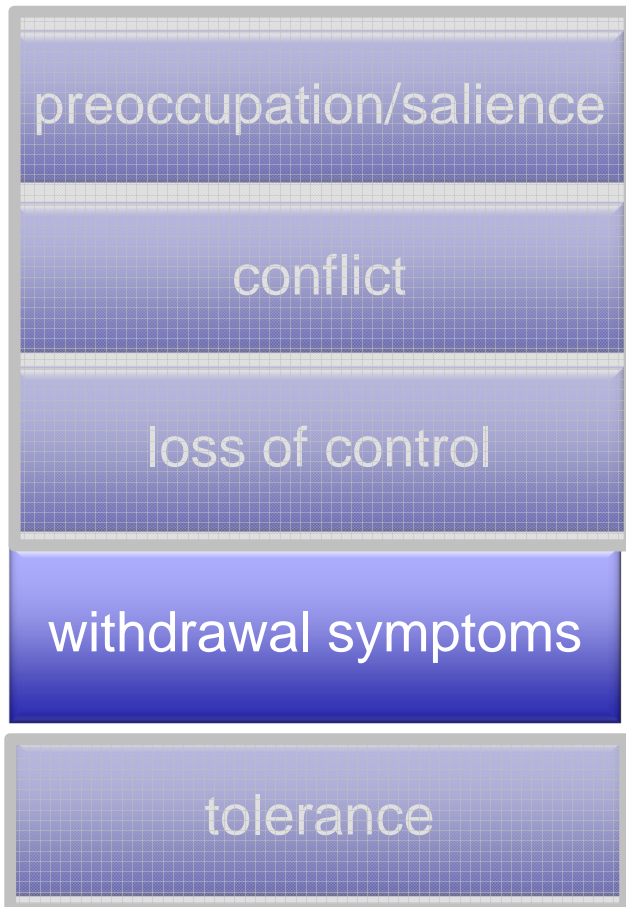
## Example:

“I have a feeling that I cannot control my gaming time.”





## KFN-CSAS-II (Video Game Dependency Scale)



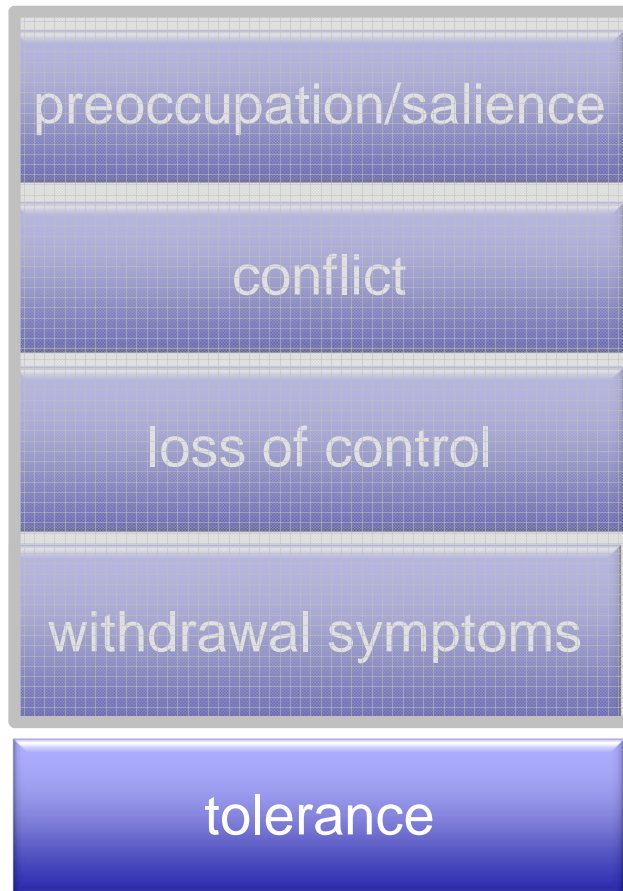
### Example:

“If I don’t play for quite a while, I become restless and nervous.”





## KFN-CSAS-II (Video Game Dependency Scale)



### Example:

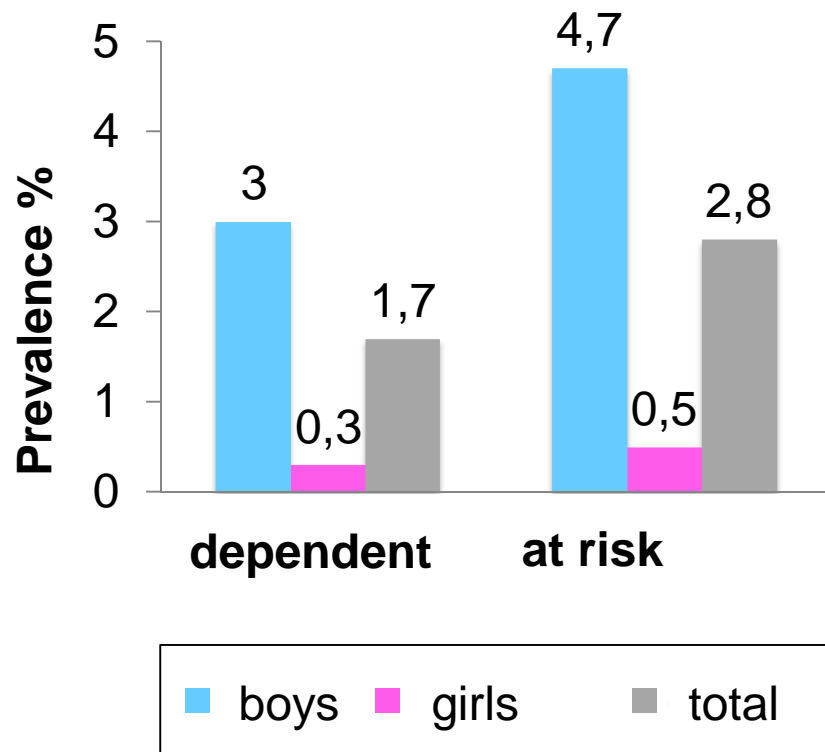
“I feel forced to play longer and longer to be satisfied.”





# Prevalence of VGD in Germany

KFN-Survey 2007/08



Population (843.200)

At risk:  
23.600

2.400 Girls (10%)  
21.200 Boys (90%)

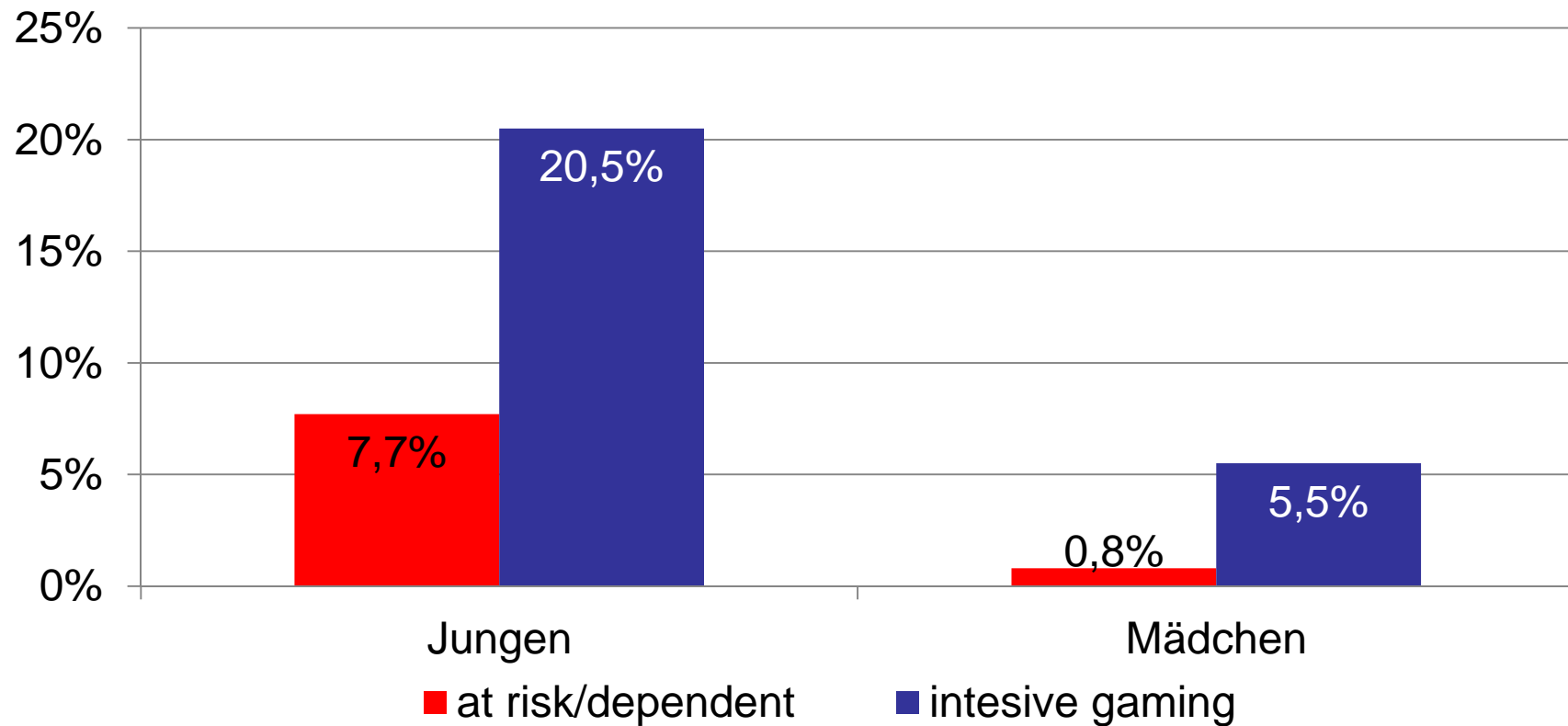
Dependent:  
14.300

1.300 Girls (9%)  
13.000 Boys (91%)





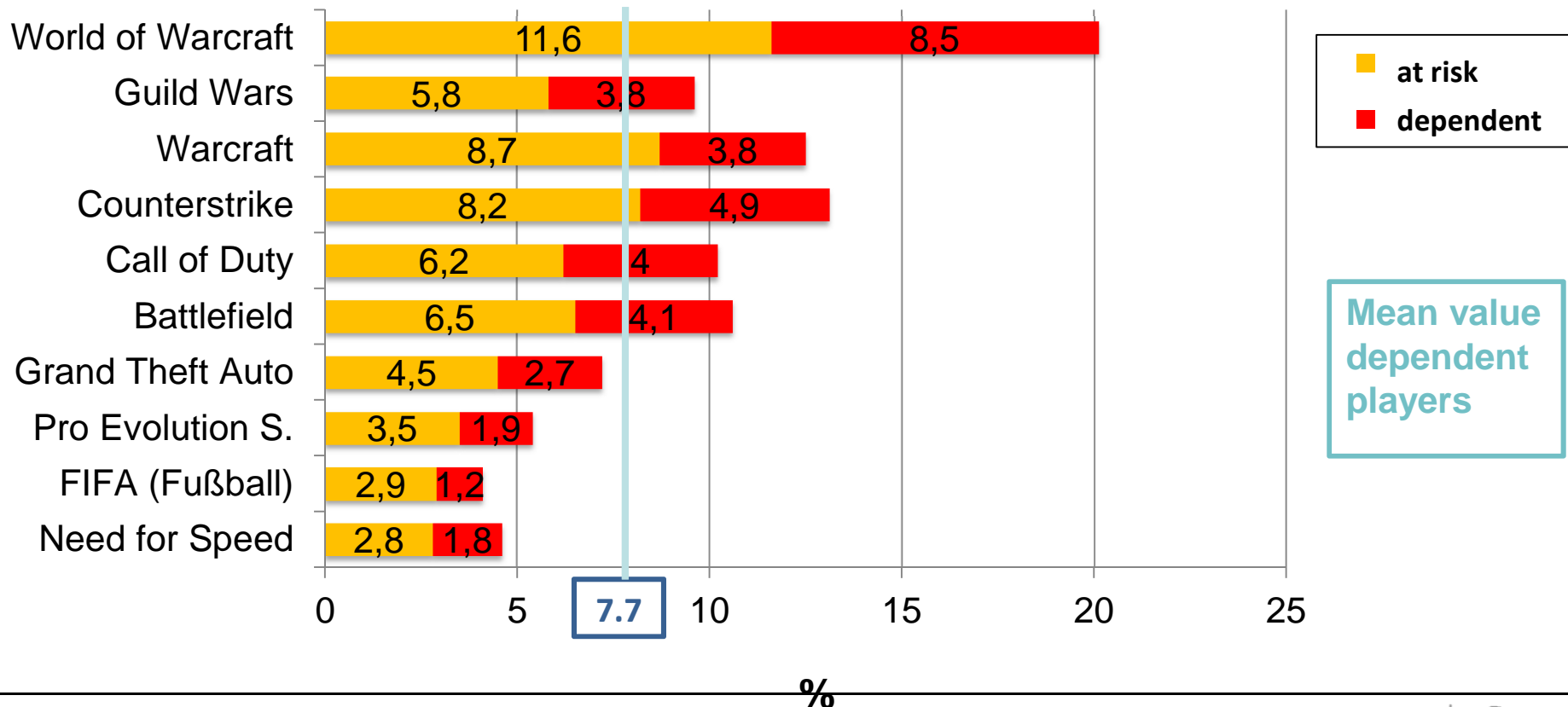
## VGD vs. Intensive gaming (> 4 hours/day)





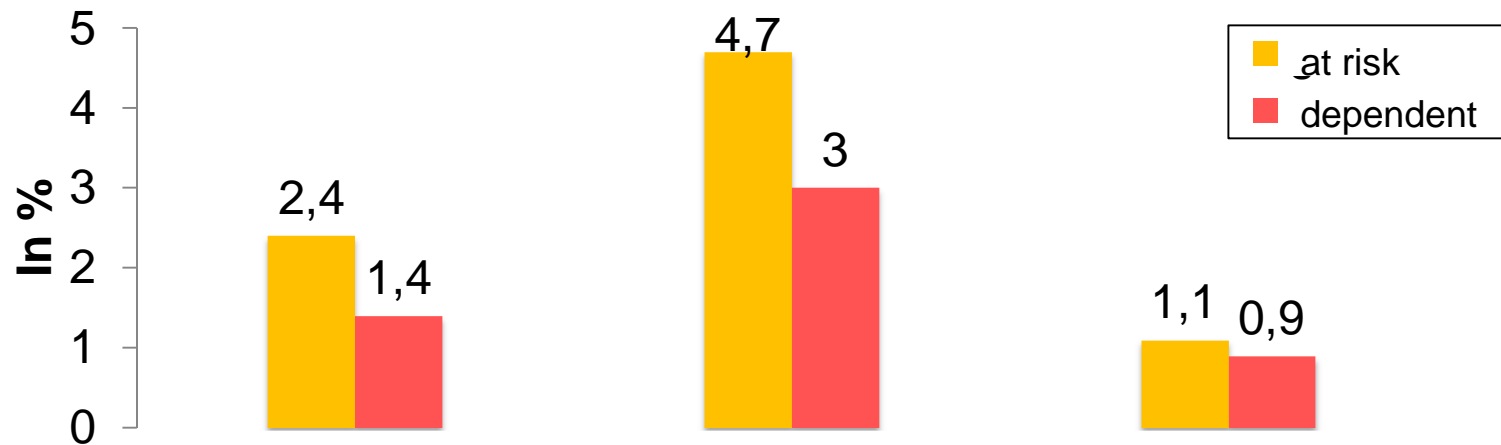
## Risk factor: Preferred game

### Imperiled and Dependent Persons among Players of the 10 Most Popular Games of Male Adolescents





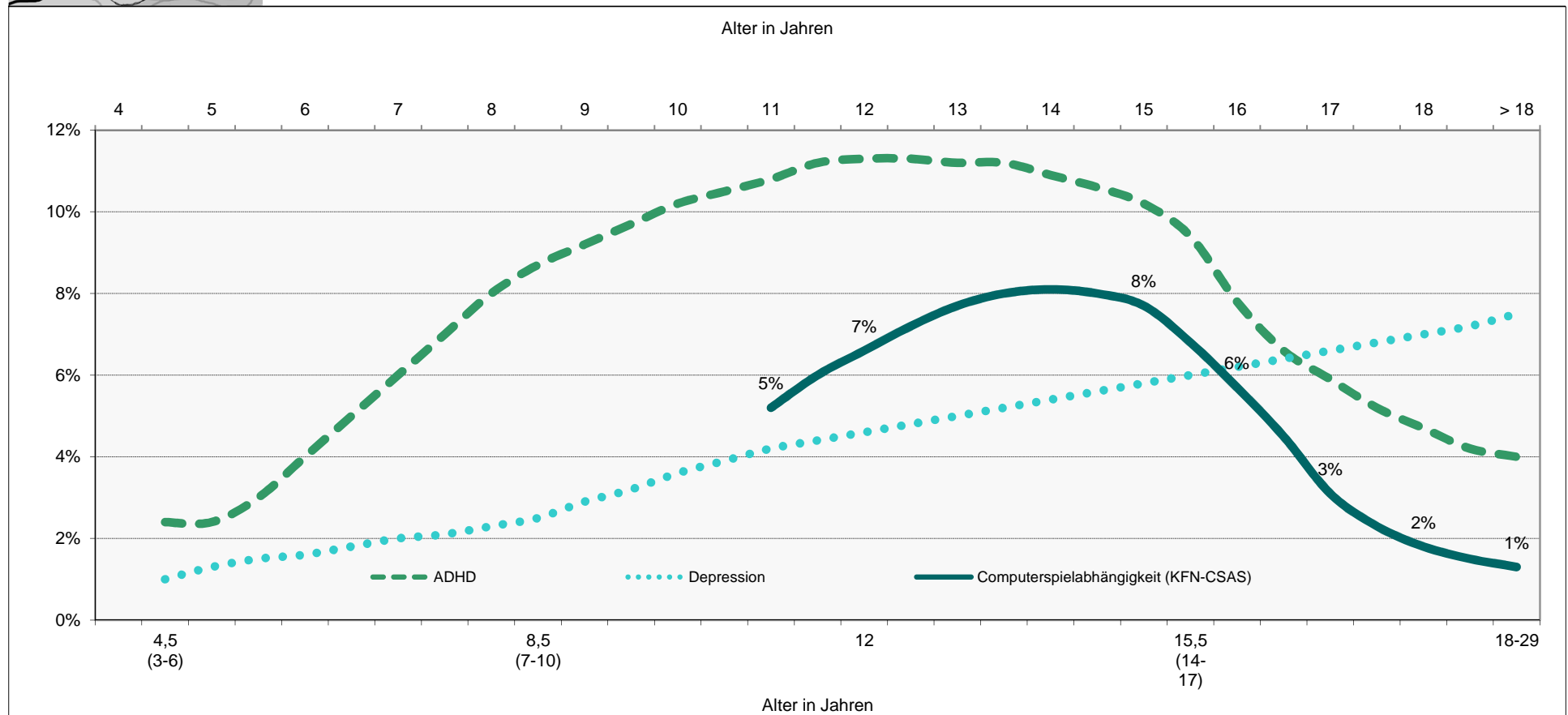
## Prevalence of VGD among boys (11-19 Jahre)



	Berlin Longitudinal Study Media	Schools survey 2007/08	Schools survey Osnabrueck
age: <i>M</i> in years	11,5	15,6	19,2
grade	5.	9. & 10.	ca. 11. & 12.
sample	<i>N</i> = 1156	<i>N</i> = 15168	<i>N</i> = 3278



# Pravalence (only boys and males) of ADHD, depression and VGD



ADHD: vgl. Schlack et al. (2007) sowie Edel & Vollmoeller (2006). Depressive Störungen: vgl. Mehler-Wex (2008) sowie Wittchen & Jacobi (2006). Computerspielabhängigkeit:  $N_{11\text{-Jährige}} = 827$ ;  $N_{12\text{-Jährige}} = 806$ ;  $N_{15\text{-Jährige}} = 15.168$  (vgl. Rehbein et al., 2009b, 2010);  $N_{16\text{-Jährige}} = 89$ ;  $N_{17\text{-Jährige}} = 400$ ;  $N_{18\text{-Jährige}} = 502$ ;  $N_{>18\text{-Jährige}} = 1.429$  (alle Rehbein et al., 2011).

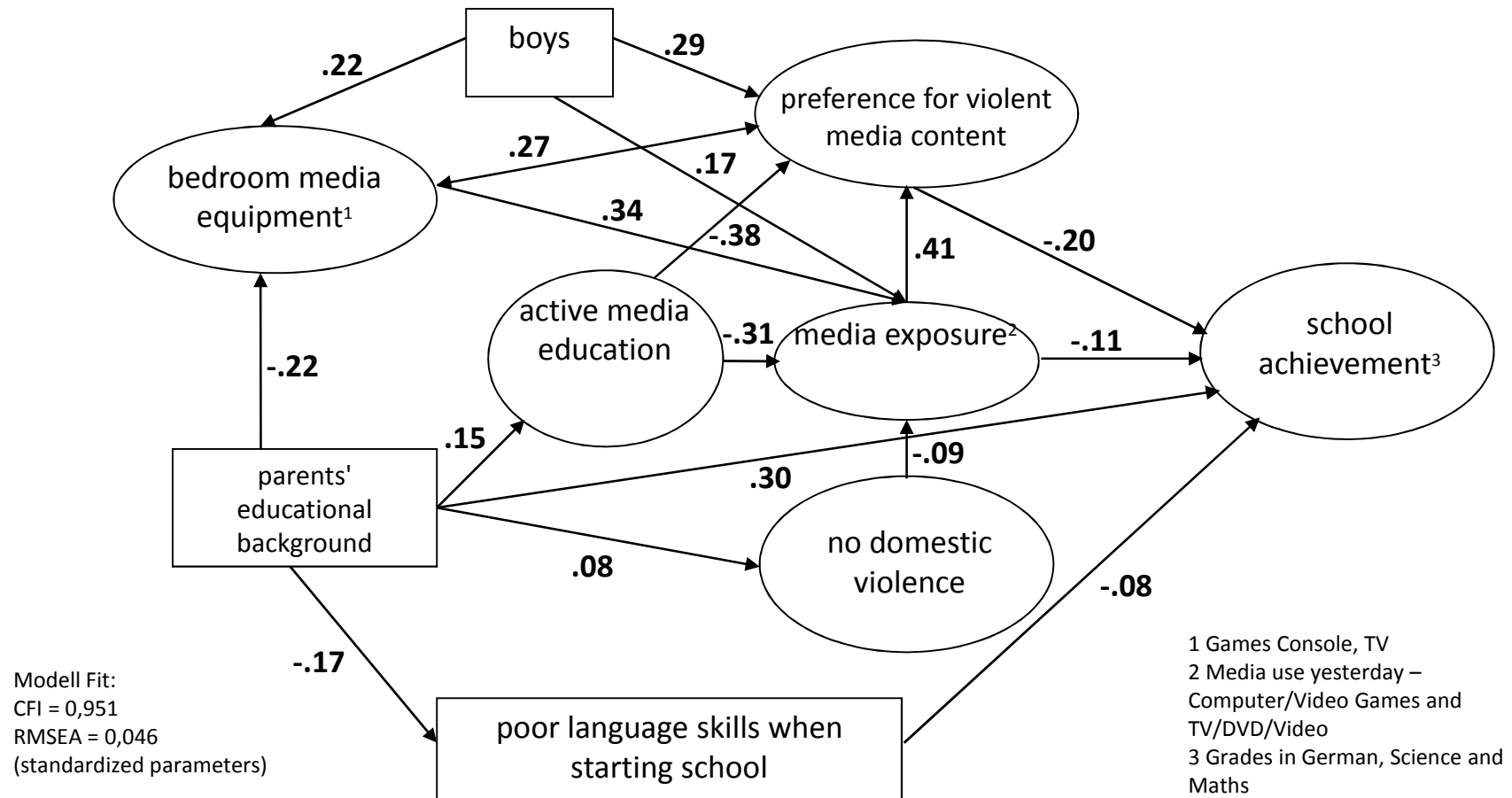
Für ADHD und Depression gilt die unter X-Achse für Computerspielabhängigkeit die obere.





# Pathways - Media Use on School Achievement (native German only)

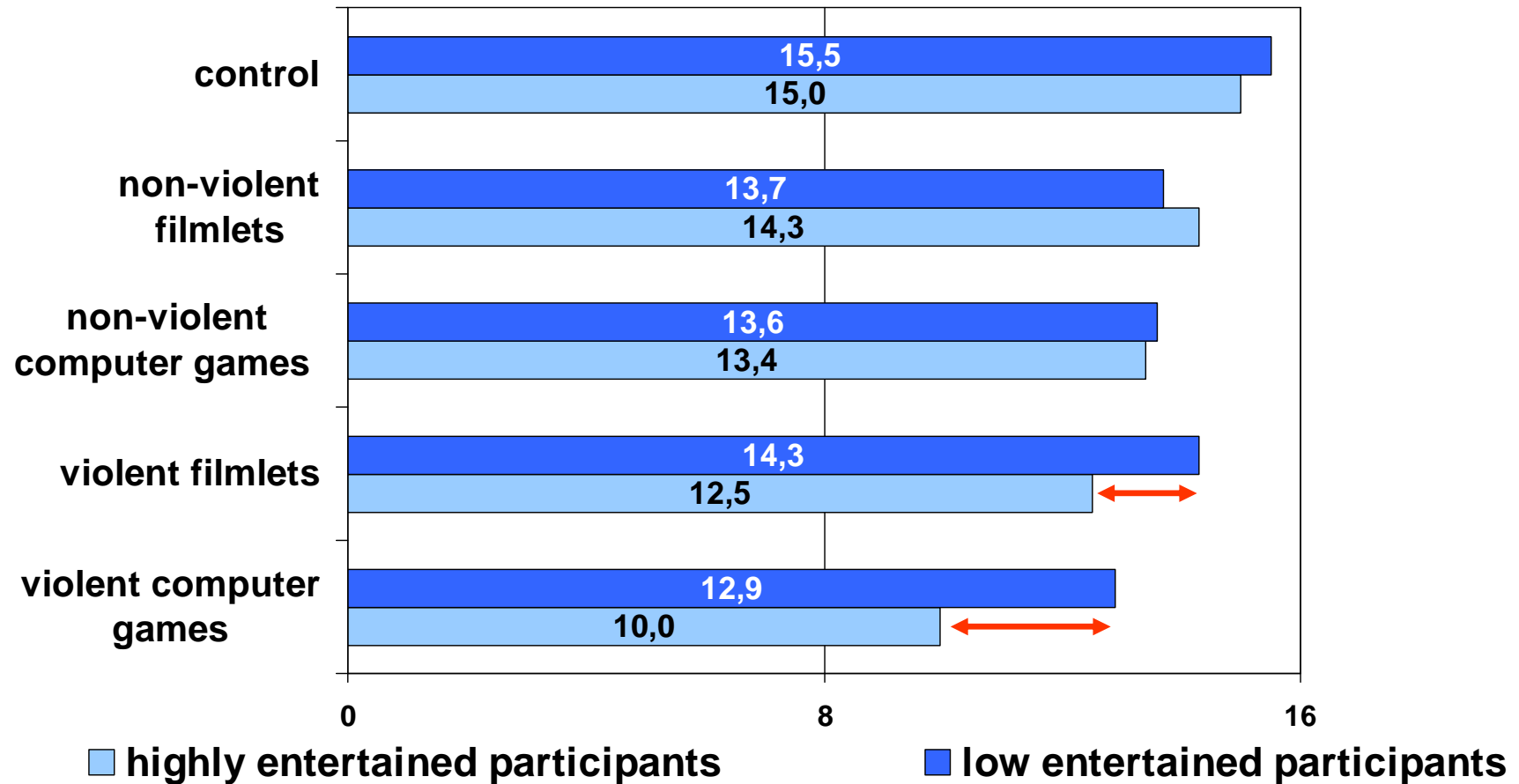
(4<sup>th</sup> grade; source: KFN schools survey 2005)





# Influence of Violent Media Content on Concentration Task Performance

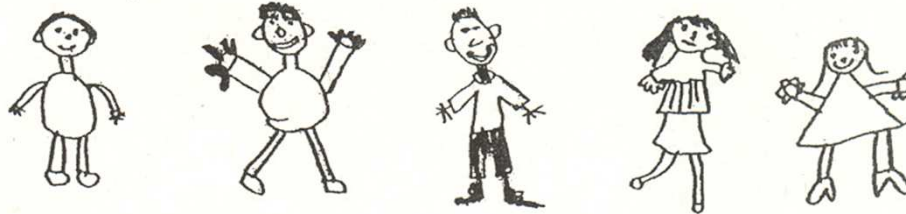
(Source: KFN Experiment 2007)



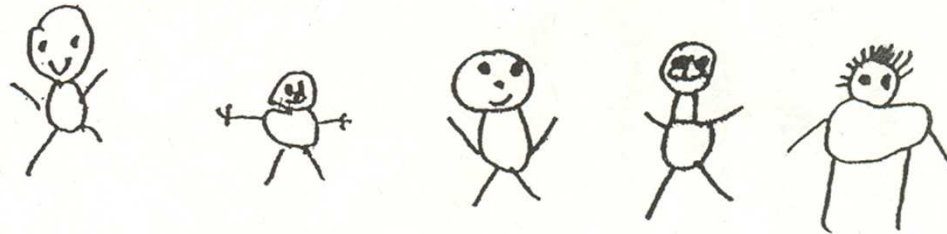


# Typical drawings of human beings by preschoolers

Non-smoking family and TV less than 60 minutes a day



TV at least three hours a day



Parental smoking (more than 20 cigarettes a day)





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Mößle, T., Kleimann, M., Rehbein, F., & Pfeiffer, C. (2010). Media Use and School Achievement - Boys at Risk? *British Journal of Developmental Psychology*, 28, 699-725.

Rehbein, F., Kleimann, M. & Mößle, T. (2010). Prevalence and Risk Factors of Video Game Dependency in Adolescence: Results of a German Nationwide Survey, *CyberPsychology & Behavior* (Bd. 13, S. 269-277).

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