

# Essential Facts About Gamers and Politics

With 114 million voting-aged gamers, video game players are more politically engaged than most Americans and will play a major role in the 2016 presidential election. Now new research provides insights into where these gamers fall on the political spectrum and what they see as the top issues facing our country. To learn more about gamers and the video game industry, please visit [www.theESA.com](http://www.theESA.com).

## VOTER TURNOUT

Gamers are engaged in the electoral process:

**80% of those surveyed will vote in the 2016 election**

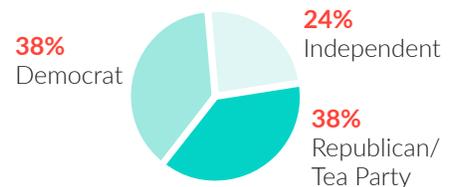


## POLITICAL IDENTITY

### POLITICAL SELF-IDENTIFICATION



### PARTY AFFILIATIONS



## PRIORITY ISSUES FOR GAMERS

Survey respondents said the single most important issue facing the U.S. today was the economy, followed by terrorism. Among young voters age 18-24, the economy and race relations were the most important issue, followed by class disparity and education.

### Economy



Said there should be a **more equitable distribution of wealth**.

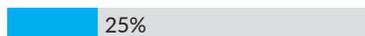


Reported being **"better off" financially** than they were eight years ago.

### Budget Deficit



Lean toward **cutting programs and spending**.



Lean toward **tax increases**.

### Energy & Environment



Support greater investment in **renewable energy**.



Believe that human activity is causing or contributing to **global warming**.

### International Affairs



Believe the U.S. should **engage with and listen to other countries**.



Believe the U.S. should **disregard other countries** and act in its own interest.

### Education



**Support vouchers** to help pay for private or religious school tuition.



**Oppose vouchers** to help pay for private or religious school tuition.



**Those with children** are more likely to **support vouchers**.

### Methodology

Polling was conducted by Ipsos Media CT. Commissioned by the Entertainment Software Association (ESA), the online survey gathered data from 4,147 American adults who play video games at least 3-4 hours per week.