Chapter 7

Determining The Playing Habits of Children In Our Country For the Future of E-Sports

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Abstract

The aim of the article is to determine the gaming habits of the digital generation. Within the scope of TURKSTAT 2013 and 2021 Household Information Technologies Usage Survey, data on children's use of digital technologies were collected and analysed. In this context, within the scope of the Household Information Technologies Usage Survey conducted in 2013 and repeated in 2021 by TURKSTAT, which creates a large data network with directorates in different regions in a wide scope, analyzes were made by using the data collected on the use of digital technologies by children aged 6 - 15 years. With this data analysis, a 32% increase was observed in the internet usage characteristics of the digital generation from 2013 to 2021, and this increase rate was found to be similar according to gender. In the same years, the internet usage habits (gender) of the digital generation were approximately 92% for boys and 90% for girls, and this rate converged to 98% in 2021 and the digital generation had internet usage habits (use time) almost every day (90%, 1), among the internet usage purposes of the young population/digital generation, participation in online classes with 86.2% and applying for homework and learning purposes with 83.6% are included, followed by playing games and downloading games with 66.1%. is doing. The smart phone usage habits of the digital generation (gender and age range) are higher and 75% between the ages of 11 -15, 64.4% for the whole age group (6 - 15). Participating in online classes, studying, and preparing homework/presentations take place at the top of the smartphone usage features of the digital generation. In 2021, playing games with a smartphone is more common in boys than girls in the 6 -10 age group, with approximately 70%. The daily frequency of playing digital games (hours) of the digital generation is 66.4% almost every day for 2 hours in all of them and at most in the 11 -15 age group, and it is 72.2% for men in this group, around 3 hours on weekdays and at the end of the week. In the preference

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of digital game playing genres, war games lead, sports games come after adventure/action games. Considering that the age of starting an e -sports career is 16 -17, it is understood that children between the ages of 6 -15 acquire the habit of playing games and this age is important for participation in e -sports. It is important for children in this age group to have a high habit of playing digital games and to enjoy playing games (online/off), to be directed to the field of e -sports in a safe environment and to reach certain points on behalf of our country in this field.

INTRODUCTION

With the e-(electronic) application that is brought to the head of the applications transferred to the digital world, it is expressed how this application is made in the specified environment. There are various definitions of E-sports, which was created in this way and is a new concept. Rietkerk, Zaumseil and Hordijk (2020) define E-sports as professional or semi-professional competitive play in an organized format (tournament or league) with a specific goal/prize, such as winning a championship title or prize money. According to Wagner (2006), it is stated as activities that enable individuals to use their abilities in a controlled and effective manner by making use of digital technologies. Argan, Özer and Akın (2006), emphasizing the physical distance during the event, said, "Electronic sports (E-sports) is a place where two people from one end of the world to the other can meet and play games through the internet or people from all over the world with big organizations. It is a sport that encompasses much more mentally than most sports require". Hamari and Sjöblom (2017) emphasize that e-sports is facilitated by computer systems and emphasize the importance of facilitating sports activities. Considering the sports activities and the cost of their preparation, it is seen that it can be done comfortably and easily in the virtual environment with information and communication technologies. E-sports, which has various types, allows players to compete in different fields.

If we consider the types of e-sports, although there are many types of games, the Ministry of Youth and Sports has dealt with 6 types of games. These are: Fighting games, FPS (First Person Shooting Games), MOBA (Online Multiplayer Battlefield), RTS (Real Time Strategy Games), MMORPG (Online Role Playing Games) and Sports games. In our country, it has been seen that the E-sports Federation has organized tournaments of DOTA, League of Legends, Counter Strike GO, ZULA, FIFA, PUBG games in the previous periods. According to the research conducted by Toptal Research Company (2017), the age range of the participants of the games was determined as 16-17 on average and the end age of professional acting as 24

in this sport. The fact that the players of e-sports are about 16-17 years old shows that childhood is a critical period for this sport and it starts at this age. At this point, it is curious to know the status of navigating in the digital environment and the habits of playing digital games in childhood.

In addition, Mobile E-sports, one of the e-sports branches, has experienced a great rise in 2020 and its popularity is expected to increase in the coming months, considering the use of mobile devices. The prevalence of lightweight apps, coupled with the success of games like PUBG Mobile and Garena Free Fire, has solidified competitive mobile gaming as a popular pastime in these emerging markets. Due to the popularity of mobile games, the high number of players creates a competitive environment. Naturally, the competitive scenes in these games exploded in popularity in growing markets, contributing to a huge jump in live viewership for Mobile E-sports. Thus, it is stated that the viewership of these games jumped from 15.3 million hours in 2018 to 98.5 million in 2019 (an increase of more than 600%). In order to understand the place of mobile e-sports in games, it is also necessary to examine the games played in the digital environment in general.

A digital game is a game that processes the modularity, virtuality, interactivity, digitality and features of the new communication environment and replaces these features with digitally produced game environments. digital games; PC games are divided into three as online games and console games. If we look at their technological and thematic features, they are classified as follows: action, network, motor sports, racing, role-playing / animation, simulation, strategy, adventure and sports games (Gürcan, Özhan, & Uslu, 2008). Digital games are briefly described below:

PC Games: These are games that can be downloaded to computers by Mac/PC users for a fee or free of charge from the Internet. PC games that can be sold by pressing a CD are games that do not have very high development costs and can be played by an average of 12-15 people.

Console Games: Played with fixed hardware such as Wii, Xbox, Playstation; They are games that have a game development process that are more expensive than PC games, and are sold with CDs or cartridges. It can be played with up to 40 people.

Online Games: Includes games that are very popular, especially in the role-playing, adventure and strategy genres. There is a very long and costly preparation and production process of online games, which have a definite beginning but an undetermined end and continue without any time limit with the interaction of the user. In some of these games that can be down-

loaded via the Internet, in-game purchases may depend on purchasing certain economy jobs and in-game levels to acquire characters or new quests in-game. (Examples: World of Tanks, League of Legends, Metin2).

Many games have E-sports nowadays, for example; League of Legends, Fortnite, PUBG, FIFA, PES and DOTA. The games mentioned are some of the games with E-sports events. The way of playing e-sports can vary from game to game. Children want to improve themselves in the online games they play, and when they reach a certain level, they want to find a place for themselves in the professional arena, and they try to become a professional player and make a living with the income they earn from the professional arenas. The reason for the career in the field of sports should be the hopelessness about having a profession in other fields and the anxiety of being unemployed after graduation. In addition to this negativity, the desire to make a career in this field also enables children to turn to e-sports. E-sports is growing a lot globally and is becoming even more attractive to the younger generation. The presence of a 16-year-old player named Sumail Syed Hassan in the team that became the world champion in the DOTA 2 game in 2015 shows that this field was entered at an early age. The fact that it has achieved this success at a young age and other similar examples increase the interest of young people and children in e-sports. Not only can entertainment and competition be among the components that form the basis of the game, but also the rewards given at the end of the game can be motivating for children to prefer e-sports. Boys are more interested in the game than girls, as is accepted in the society. The characteristics of the upbringing and the rights granted to women can be decisive in this. Therefore, it can be thought that men are more interested in playing career (Gentile, 2009). The reasons behind the interest in play in children can vary.

Children may see playing games as an escape from problems. Because children do not have to think about anything else because their minds are busy with the game while they are playing. Social activities begin to not interest them, and their ties with friends and family may be severed. Therefore, children who often have to cope with painful events may turn to play for this reason. For example, Clinton Loomis used to be a professional E-sports player. He said that he only gravitated towards computer games for a part of his life, because he states that at home he was constantly told that his older brother was better than him academically. With the emergence of award-winning game tournaments, it has completely turned to e-sports. Another professional actor, Danil Ishutin, says that when he lost his father, whom he was very close with at a young age, he became withdrawn and

spent most of his day at the computer (Co, 2014). In these games, the fact that the players escape from the troubles they experience in their lives and are rewarded with their success in the game ensures that they are interested in this field.

Rewarding may be the most important factor in the formation of this addiction. The reward earned by the individual creates motivation (Brown, 1991). The repetition of the reward in online games and the transformation of the reward into financial income in high amounts attract more attention and make the pleasure mechanism work even more strongly. In the pleasure mechanism, not only financial rewards, but also factors such as virtual socialization in the game, gaining respect, being appreciated with success, having a good time away from the sense of responsibility, doing things that cannot be done in reality, in the virtual environment, and gaining superiority over other players play a role. These reasons play a big role in children's orientation towards e-sports. E-sports also seems to provide children with pleasure while playing games without effort (Kocadağ, 2017). However, the point that children do not think about or care about is the negative effects of paying too much attention to games. An e-sports career can also be considered a gaming addiction at some point. Because 67% of those who are interested or interested in e-sports play games for 3 hours a day, while 30% play games for more than 5 hours a day. 37% watch gaming videos for more than 10 hours per week. 75% of the players are between the ages of 18-34 and 44% are university students. (Eventbrite, 2015).

In the light of the explanations above, it is understood that the average age of starting e-sports is 16, and the state of playing games with digital technologies in childhood before this age is determinant in progress in this field. Considering that children tend to play careers for various reasons, there is a need to determine the habits of using digital technologies and playing digital games. In this study, conducted in this context, it is necessary to seek an answer to the research question, What are the digital game playing habits of children?, in order to make predictions about the future of e-sports in our country and to help the developments in the field of e-sports progress positively, not negatively, such as game addiction.

Purpose

With this research article, it is aimed to determine the playing habits of children in our country for the future of e-sports. In order to predict the future status of e-sports, which is trying to be determined with this general purpose, it is possible to determine the internet usage characteristics of the

digital generation (gender), the internet usage habits of the digital generation (use time), the internet usage purposes of the young population/digital generation, and the smart use of the digital generation. phone usage habits (gender and age range), smart phone usage characteristics of the digital generation, frequency of daily digital game playing (hours) of the digital generation, digital game playing habits (gender and age range), digital game playing types preference of the digital generation (%)) explains what's going on. It is known that these data will make forward-looking inferences about the future of e-sports. In this context, the following questions will be answered through the research:

1. What are the internet usage characteristics of the digital generation?
2. What are the internet usage habits of the digital generation?
3. What are the internet usage purposes of the digital generation?
4. What are the smart phone usage habits of the digital generation?
5. What are the smartphone usage features of the digital generation?
6. What is the daily frequency of digital game play by the digital generation?
7. What is the digital game playing habit of the digital generation?
8. What are the digital generation's preference for digital game playing genres?

İmportance

In this article, it has been tried to explain the digital game playing situation related to the internet usage habits of the digital generation for the future of e-sports. Instead of collecting data by working on a limited group on this subject, TURKSTAT data, which provides information on the researched subject by reaching more people in our country, was used. E-sports sector, which is constantly developing itself, attracts the attention of children. Since the individuals before the age of entry to e-sports competitions are children between the ages of 6-15 and this group is school-age children, it is understood that this study is important in determining the playing habits of children and it is considered important in terms of guiding the parents. In addition, it is understood that this study will help people working in the field of digital games and e-sports in their studies, considering the participant group and the data obtained, not only the parents. Considering that there is no other study dealing with children on this subject, it comes to the fore with its originality. According to the inferences of this study, digital

game designers are likely to make the necessary adjustments in their game designs according to their target audience. It will also pave the way for policy makers in the field of e-sports to make the necessary arrangements for children.

Limitations

This study covers the data on internet usage, smart phone usage and digital game playing characteristics obtained from the Household Information Technologies Usage Survey of the Turkish Statistical Institute on children aged 6-15 in Turkey.

METHOD OF THE RESEARCH

In order to determine the regulations to be made in the field of e-sports with the research, first of all, it is necessary to know the digital game playing characteristics of the individuals who constitute the target group of this field, and the digital technologies and internet usage characteristics that form the basis of this. In order to achieve this, the research was created by using the data on the use of digital technologies by children aged 6-15 within the scope of the Household Information Technologies Usage Survey conducted in 2013 and repeated in 2021 to see the change. The dependent variable of the study is the estimations for the field of e-sports, and the dependent variable is the playing habits of children according to age and gender.

FINDINGS AND DISCUSSION

In the study, the digital game habits of children (6-15 years old) in our country are tried to be determined. In this context, first of all, data on children's use of digital technologies are shared within the scope of the Household Information Technologies Usage Survey conducted by TURKSTAT in 2013 and repeated in April and May 2021. These data are discussed with similar studies in the literature in terms of digital technologies usage habits and digital game playing characteristics.

Data on Internet Usage of the Digital Generation

The data on the internet usage habits of the young population were obtained from the TURKSTAT page. These data are included in **Table 1**. According to the data in the table, the rate of internet usage in 2021 has increased by approximately 32% compared to 2013. It is seen that there is an approximately similar increase in the rate of internet use of girls and boys by gender. Considering the years, the rate of internet use of girls is lower than boys, although it is approaching in 2021. It can be said that the internet dat-

ing age in our country is between 7-10 (Kaşıkcı, Çağıltay, Karakuş, Kurşun, & Ogan, 2014). The widespread internet use of the digital generation can be explained by the state of being always online in our age. The use of the internet in daily work and the beginning of these activities in the digital environment explains this increase over the years.

Tablo 1: *Internet Usage Characteristics of Young Population/Digital Generation (%)*

Gender	2013	2021
Girl	%47,8	%81,5
Boy	%53,7	%83,9
Total	%50,8	%82,7

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

Data on Regular Internet Usage Habits of the Digital Generation

When the distribution of the regular internet usage habits of the young population by gender is examined, it is understood that this situation is normal when the technological opportunities brought by the age we live in are considered. It can be stated that this habit of boys is more than girls by 2% in 2013, although it is seen in **Table 2**, the rate for both genders is around 90%. It is seen that this rate is around 98% for individuals in both gender groups in 2021.

Tablo 2: *Internet Usage Habits of Young Population/Digital Generation (Gender)*

Gender	**2013**	**2021**
Girl	%90,7	%98,4
Boy	%92,8	%98,9

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

It is understood that the time for young individuals to connect to the Internet is 90.1% almost every day in 2021. It is understood that most of the remaining children with 8.5% connect to the internet at least once a week, while the remaining 1.4% include those who use it less than once a week. It has been reached that the total rate of those who have internet connection time every day or at least once a week increased from 91.8% in 2013 to

98.6% in 2021. These data can be found in **Table 3**. In a study conducted by Durualp, Çiçekoğlu, & Durualp (2013) on eighth grade students, it was determined that 67.3% of the students access the Internet for less than 1 hour a day.

Tablo 3: *Internet Usage Habits of Young Population/Digital Generation (Usage Period)*

Usage Period	2013	2021
almost every day	-	%90,1
at least once a week	-	%8,5
less than once a week	-	%1,4
Total (Almost every day or at least once a week)	%91,8	%98,6

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

Data on Internet Usage Purposes of the Digital Generation

The data related to the determination of internet usage purposes of young individuals are given in **Table 4**. As seen in the table below, considering the ongoing pandemic process in 2021, it is seen that students use the internet to connect to online courses (86.2%). This situation is followed by using the internet for homework and learning purposes (83.6%) depending on online courses. Apart from the necessity of individuals, which also includes the purpose of our study, the purpose of internet use is playing games and downloading games with the highest 66.1%. It is a point to be taken into account that more than half of the young generation uses the internet for this purpose. Aksaçlıoğlu and Yılmaz (2007) found that most of the participants who answered the questionnaire examining the Effect of Watching Television and Using Computers on Reading Habits of Students, used the computer for doing homework and playing games. It has been observed that the result of the study conducted by Kaşıkcı, Çağıltay, Karakuş, Kurşun, & Ogan (2014) coincides with the result of the research. In the study conducted by Bayhan (2011) it was seen that 51% of the students use the internet for platforms such as Facebook and Msn.

Tablo 4

Determining Internet Usage Purposes of Young Population/Digital Generation Purpose of usage-	2021
Online Shopping	%9,1
Paid Video Watch	%10,3
Reading online news sites/ newspapers/news magazines	%15,6
Send/receive email	%16,5
Searching for information about goods and services	%18,5
Upload created content to a website to share	%19,4
TV download over the Internet	%19,7
Seeking information about health	%20,9
Social media	%31,3
Listening to and downloading music	%51,1
Messaging	%55,1
Making voice and video calls over the Internet	%55,5
Watching videos from sharing sites	%61,0
Playing and downloading games	%66,1
Using the internet for homework and learning purposes	%83,6
Join an online course	%86,2

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

The increase in video sharing today explains the fact that the rate of watching videos from these sites is 61% among young individuals. Individuals making voice and video calls in order to communicate with each other are 55.5%, and messaging is 55.1%. In addition, it can be mentioned about listening and downloading music, which is valid for approximately one of every two young individuals.

Data on Cell Phone/Smartphone Usage of the Digital Generation

It is seen that young individuals start to use smartphones at a very young age. It is seen that this rate increases as the age range gets older (11-15). While this rate is 53.9% in children in the 6-10 age group, it is 75% in the 11-15 age group. The rate of smartphone use in children is 64.4% in 2021. It can be stated that it is approximately 64% according to gender. Smartphone usage rates of the young population by age range are given in **Table 5**.

Tablo 5: *Smartphone Usage Habits of Young Population/Digital Generation (Gender and Age Range)*

	Age Range	2021
	6-10	%53,9
	11-15	%75
Total		**%64,4**

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

Data on Cell Phone/Smartphone Usage Purposes of the Digital Generation

It is known that the rate of smartphone usage among young individuals is 64% in 2021. According to this ratio, it can be said that more than one of every two children between the ages of 6-15 has a smart phone. It is seen in **Table 6** that young individuals use their mobile phones the most for attending online classes and then studying, preparing homework/presentations, as well as for internet usage purposes. However, in the 11-15 age group, it is understood that this rate is exactly the opposite, with 79.2% and 81.5% studying, preparing homework/presentation. The stated usage purposes of young individuals are followed by playing games (online/off) with a rate of 66.9%. While 76.6% of the game playing rate is male individuals, 56.2% is female individuals. It is striking that individuals between the ages of 6-15 use smartphones for the purpose of playing games, apart from the purpose of the lesson. It can be stated that these individuals have the habit of playing games from the data obtained. In addition to the described usage habits, 68.7% of young individuals talk (video/non-video), messaging with 66.5%, surfing the Internet with 62.1%, watching movies/series/tv broadcasts/videos with 60.8%, 58% It is known that he listens to music with .9% and social media with 37.9%. For children, it is seen that the percentage of girls

in general is higher than boys in the total ratio of the age group range of this study. However, according to usage, the opposite is true for social media, playing games (online/off), watching movies/series/tv broadcasts/videos, and surfing the internet, with a higher percentage of boys than girls. In general, as the age range gets older (11-15), it is seen that the rate of mobile/smartphone use increases compared to the younger age group (6-10).

Tablo 6: *Smartphone Usage Features of Young Population/Digital Generation*

Smartphone usage purposes	6-15			6-10			11-15		
	Total	Male	Female	Total	Male	Female	Total	Male	Female
Speech(video/video)	68.7	67.2	70.4	56.4	54.7	58.3	77.5	76.2	78.9
Messaging	66.5	64.8	68.3	43.7	42.0	45.6	82.7	81.2	84.3
Social media	37.9	39.5	36.1	11.4	11.2	11.6	56.8	59.8	53.4
Gaming (online/off)	66.9	76.6	56.2	70.5	76.0	64.4	64.4	77.0	50.5
Watching movies/ series/tv broadcasts/ videos	60.8	61.2	60.4	53.2	52.8	53.7	66.3	67.2	65.2
Listening to music	58.9	54.7	63.7	41.3	37.2	45.8	71.5	67.2	76.3
Internet browsing	62.1	62.2	62.0	40.6	41.1	40.0	77.5	77.4	77.6
Studying, preparing homework/ presentation	77.4	75.7	79.2	71.6	70.2	73.1	81.5	79.7	83.5
Join an online course	77.7	75.8	79.8	75.6	74.9	76.5	79.2	76.5	82.1

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

Data on Digital Game Play of the Digital Generation

Table 7 shows that the average daily time spent by young individuals playing games is between 2 and 3 hours on weekdays and at the end of the week. While 6-15 age group spends a total of 2 hours and 43 minutes on weekends, this time is 2 hours and 48 minutes on weekdays. This time shows that the game play time for the days of the week is close on average.

The time spent by boys is 3 hours 2 minutes on weekdays and 2 hours 59 minutes on weekends. Girls are less than boys and the average playing time is 2 hours 18 minutes on weekdays and 2 hours 11 minutes on weekends. Considering the 6-10 and 11-15 age groups in the 6-15 age group, it is seen that the older age group spends more time playing daily games on an hourly basis. In addition, this situation is seen in Table 7, as the age group increases by gender, the duration of playing games increases daily. According to a study conducted by Koçak and Köse (2014) with children aged 13-14, I do not play games every day (57.0%) was the most chosen answer. The rate of playing only on the weekend was determined as 16.2%.

Tablo 7: *Frequency of Daily Digital Game Playing of Young Population/Digital Generation (Hours)*

	6-15			6-10			11-15		
Average playing timeper day	Total	Male	Female	Total	Male	Female	Total	Male	Female
Weekdays	2:48	3:02	2:18	2:34	2:48	2:12	2:59	3:13	2:25
Weekend	2:43	2:59	2:11	2:29	2:45	2:04	2:55	3:10	2:19

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

In addition to examining the average daily playing time of young individuals on weekdays and at the end of the week, it is necessary to know the level of gaming frequency (**Table 8**). The frequency of playing digital games is 36% in the 6-15 age group. 46.1% of this rate is boys and 25.4% are girls. When the age range increases to 11-15, this rate is 39.4%. The rate of playing games for boys in this age range is 53.7%, and it is about half of this rate for girls. It can be said that male individuals often have the habit of playing games more than females. The frequency of playing games every day is 28.4% at least once a week for 66.3%, and 5.3% at least once a week. For the 6-10 and 11-15 age ranges in the table for each day, while the rate of playing for boys is higher than girls, this rate has increased towards girls for at least once a week or less. According to these data, it is understood that boys play games almost every day, and girls prefer to play games at least once a week or less than them. Regular game play is 94.7% in total and the proportion of boys is more than girls in age groups, and all values are above 90%. In addition to the playing time, it should be known what types of games they play during this period. Approximately 1/3 of the children in our country stated that they spend about 1 hour on the internet daily (Kaşıkcı,

Çağıltay, Karakuş, Kurşun, & Ogan, 2014). In the study conducted by Kaya (2013), the majority of the participants stated that they played between 1-2 hours and 2-4 hours. About 1/3 of the children in our country stated that they spend about 1 hour on the internet daily.

Tablo 8: *Digital Gaming Habit of Young Population/Digital Generation (Gender and Age Range)*

	6-15			6-10			11-15		
Frequency of game play	Total	Male	Female	Total	Male	Female	Total	Male	Female
Digital gaming	36.0	46.1	25.4	32.7	38.7	26.4	39.4	53.7	24.4
Almost Everday	66.3	72.7	54.2	66.2	73.3	55.3	66.4	72.2	53.0
At least once a week	28.4	23.5	37.6	28.8	23.5	37.1	28.0	23.6	38.2
Less than once a week	5.3	3.8	8.2	4.9	3.2	7.6	5.6	4.2	8.8
Regular game play	94.7	96.2	91.8	95.1	96.8	92.4	94.4	95.8	91.2

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

Data on Digital Game Types of the Digital Generation

Knowing the game play types of young individuals will help to understand which games they spend more time on. **Table 9** shows that children mostly prefer war games with 54.3% among digital game types, followed by adventure/action games with 52%. It is one of the other preferred games besides the games that specify the strategy game types with 41.8%. Simulation games are preferred by 27.5%, sports games by 26.5% and finally role-playing games by 19.1%. According to this ratio, the types of games that girls prefer more than boys are role-playing and simulation. In the other games described, the rate of preference of boys is higher. According to the age range, while the rate of preference for role-playing and simulation games decreases in the 11-15 age group, the rate of preference for other

game types increases. War games (66.3%), adventure/action (54%), strategy (48.4%) and sports games (29.2%) are preferred in the 11-15 age group. If it is assumed that it will increase, certain arrangements need to be made. In addition, it is known that sometimes a game includes different game types. In a study conducted by Taylan, Kara, & Durğun (2017) with secondary and high school students, the most preferred game type is action/adventure (41%, 5) The research conducted by Korkmaz (2019) is in agreement with the results of the research. In a study conducted by Topal and Aydın (2018), it was determined that the most preferred type of game was quiz. Koçak & Köse (2014) conducted with 13-14 year old children According to the research, the most preferred game genre was action/adventure (36.4%).

Tablo 9: *Digital Game Play Types Preference of Young Population/Digital Generation (%)*

	6-15			6-10			11-15		
Digital game genres	Total	Male	Female	Total	Male	Female	Total	Male	Female
Acting	19.1	18.2	21.1	21.3	17.7	27.3	17.3	18.5	14.2
Strategy	41.8	46.1	33.2	34.1	39.3	25.6	48.4	51.1	41.7
Spor	26.5	34.1	11.3	23.4	32.8	8.2	29.2	35.1	14.7
Adventure/ Action	52.0	55.8	44.3	49.6	56.1	39.1	54.0	55.5	50.2
War	54.3	68.4	26.1	40.1	56.5	13.6	66.3	77.1	39.9
Simulation	27.5	26.9	28.8	28.5	27.5	30.1	26.6	26.4	27.3

Source: TurkStat, Household Information Technologies (IT) Usage Survey, 2013-2021

CONCLUSION

Internet use of young people in our country is increasing due to the use of digital technologies and the widespread use of the Internet. In the 2021 data on internet usage of the digital generation, an internet usage rate of 82.7% was observed. It is understood that this group, which is defined as the Z generation, has a high rate of internet use. 90.1% of the digital generation that uses the internet uses the internet almost every day. It is understood that no days pass without an internet connection. Since the courses are onli-

ne during the pandemic process, the rate of attending online classes (86.2%) and applying to the Internet for homework and learning purposes (83.6%) is high. In addition, although it is not mandatory, the rate of playing and downloading games (66.1%) was also observed to be quite high. In another study, 82% of the computer usage rates of the digital generation are playing games (Çakmak & Koç, 2015). While the rate of studying and preparing homework is 77.4% in smartphone use, the rate of playing games is 66.9%. These data show us that phones also affect gaming habits. When we look at the gaming habits of the digital generation, we can say that the 11-15 age group plays more games than the 6-10 age group. Since the starting age of e-sports career is 16-17, it is likely that the 11-15 age group will be more oriented towards E-sports. Finding the digital game playing habits of the 11-15 age group is a good result for the future of e-sports.

In the definitions of e-sports, organization and sportive values are generally mentioned. E-sports is divided into 6 game categories by the Ministry of Youth and Sports. As the game genres increase, we can say that the games reach a wider audience because the diversity of the individuals they cover increases. This game spectrum, which expands over time, attracts more children. In addition to the increase in game types, the fact that they can be played on different devices is also a factor in the spread of e-sports to large masses. Mobile games have made a big leap in recent years and have gained a place in e-sports. Children want to start games at a young age and when they reach a certain professional level, they want to build their future in the professional arena. Rewarding plays a big role in the addiction of e-sports. Since there is no guaranteed job after graduation, it is more attractive to pursue a career in e-sports.

As a result; It is known that there are many factors that affect gaming habits. In addition to the fun aspects of playing games, parents should take precautions about the addiction of digital games or provide guidance to educational games. It is known that there may be certain motivating factors at the beginning of children's e-sports career, but as in everything else in our lives, it is desirable to be in the decision. The fact that e-sports includes the struggle with groups formed at a professional level, and even the provision of scholarships from certain institutions in this regard, increases the orientation of children playing in the digital environment to this field.

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