

# Spanish Children Spend 45% More Time Playing Video Game Apps this Summer

- Time spent playing video games has increased 21 minutes to 70 minutes per day compared to last year (July 2019), independent of age.
- The smaller they are, the more violent content they consume. Children between the ages of 4 and 9 play video games with more violence than those between 10 and 18 years of age.
- *Roblox*, *Brawl Stars* and *Minecraft* occupy the Top 3 of the most used video games (with the most number of sessions) among children from 4 to 9 years old. For 10+, *Fortnite* replaces *Minecraft*.
- *Brawl Stars* is the most downloaded game among children of any age, both this year and last.
- Of the 10 video games that parents prohibit the most, most of them coincide with the ones most used by their children.
- *League of Legends* is the game children from 10 to 18 years old spend the most time playing. Children from 4 to 9 years old spend more time on *Fortnite*, though they now spend 71% less time on the app compared to 2019.



**Barcelona, 27 de agosto de 2020** – The video game industry registered last year a turnover of more than 1,530 million euros, almost three times that of cinema, according to the Spanish Association of Video Games (AEVI). This figure translates into more than 15 million players in Spain alone, augmented by the coronavirus pandemic lockdowns. Many platforms have reported between 30% and 45% more users and place the average age of the players between 14 and 34 years.

Aware that video game use begins long before the age of 14, and coinciding with **Gamer's Day** (August 29), [Qustodio](#), leader in online security and digital wellbeing platform for families, has prepared an analysis by age of the use that minors make of video games in Spain compared to last year.

In the **Top 10 of the most used games** among Spanish minors (by number of sessions), Roblox, Brawl Stars and Minecraft occupy the top positions in the ranking among children from 4 to 9 years old, the same as in 2019. In 10 to 18 year olds, Roblox, Brawl Stars and Fortnite were the most used apps, compared to Brawl Stars, Fortnite and Clash Royale in 2019.

The presence of some form of **violent content** in the most popular video games among Spanish children is still very common. In fact, 80% of the most popular video games among children between the ages of 4 and 9 have violent content, a percentage that drops slightly to 70% in the case of children between 10 and 18 years of age. In addition, games with violent content occupy the top positions. Meanwhile games with little or no violent content, such as Pokémon GO, Gacha Life, Parchis STAR Online or Subway Surfers, occupy the last positions.

On a positive note, Spanish parents seem to be aware of violent content and prohibit most 7 of the game apps that are used most by children



between 4 and 9 years old, and 80% of those used by children over 10 years old.

Despite the blocking, Spanish minors still spend an average of 1 hour and 10 minutes a day playing video games, 21 minutes more than in the same period of the previous year, which represents a **45% increase in the use of video games among children compared to last year**. League of Legends is the game played the longest by Spanish minors from the age of 10, with 174 minutes a day on average, up from 153 minutes last year.

Fortnite is the video game in which minors between 4 and 9 years old spend the most time, although the minutes they dedicate per day have drastically decreased, from 147 minutes a day in July 2019 to only 83 minutes this year, 71% less. A decrease that is also observed in minors between 10 and 18 years old, who have gone from dedicating 142 to 108 minutes per day.

For **Eduardo Cruz**, CEO and co-founder of Qustodio, *"It is very important that families know which video games their children are playing and select those appropriate for the player's age, following PEGI guidelines. Parents should also establish when and how long their children can play video games in a consistent way and make sure their children know to consult them before taking certain actions, such as accepting an invitation to play 'online', downloading a new video game or make a payment online."*



## Top 10 most used game apps in 2020 (based on number of sessions)

### Ages 4-9



### Ages 10-18



🔪 Realistic violence   🎮 Unrealistic or cartoon violence   😊 Low or no violence

## Time spent per game app



## Top 3 most downloaded



**Brawl Stars**

is the most downloaded game apps amongst children of all ages.

### Top 3 | 2020 Ages 4-9

- 1 Brawl Stars
- 2 Roblox
- 3 Clash Royale

### Top 3 | 2020 Ages 10-18

- 1 Brawl Stars
- 2 Clash Royale
- 3 Roblox

### Top 3 | 2020 Ages 4-9

- 1 Roblox
- 2 Minecraft
- 3 Clash Royale

### Top 3 | 2020 Ages 10-18

- 1 Roblox
- 2 Clash Royale
- 3 Clash of Clans

Spanish parents seem to be well aware of violent content. The games they block coincide with **the 10 most played by kids.**

## Top 3 most blocked game apps



## **About Qustodio**

[Qustodio](#) is the world leader in online safety and digital wellbeing for families. Since 2012, our cross-platform parental control app and expert insights have helped parents around the world protect their children against online harm such as predators, cyberbullies and inappropriate content, while also helping them create healthy digital habits and awareness. With more than 2 million users, and accessible in 8 languages across +180 countries, Qustodio promotes the healthy use of technology, a safer internet, and open communication between parents and kids around the world.

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