

# Report on the results of a survey on the grooming in online games and actual situation of children and youths

---

**March 2025**

**Katsuhiko Takeda, Miu Taneda, and Nagisa Togami (ChildFund Japan)**  
**Professor Tsutsumi Sakurai (Otemon Gakuin University)**  
**Junichi Ueda (Yokohama Institute for Research on Adolescent Problem)**

	page
● Outline of Implementation	3
● Previous references, public surveys, articles, etc.	4–5
● Summary of results analysis	6–7
● Recommendations	8
● Future Issues	9
● Summary of respondents	10
[1] Basic Information	10
[2] Q4 – Q36	11–40
● Questionnaire	41–45

# Outline of Implementation

Purpose	Understanding the actual situation of young people regarding grooming in online games and applying the results to future policies.
Duration	November 28, 2024 - December 05, 2024
Subject	Males and females aged 13-25 / whole country
Implementation method	online survey
Number of responses	Male 834 (51%), Female 782 (49%) Total 1,616 Minor: 624 males (60%), 425 females (40%) Total 1,049
Outsourcing research	GMO Research& AI, Inc.
Project Members	Katsuhiko Takeda, Miu Taneda, and Nagisa Togami (ChildFund Japan) Professor Tsutsumi Sakurai (Otemon Gakuin University) Junichi Ueda (Yokohama Institute for Research on Adolescent Problem)
Ethical consideration	The survey was conducted after ethical review and approval by Otemon Gakuin University (Reception No. 2024-30). For minor, the survey was conducted with the consent of their parents or guardians.

# Previous references, public surveys and articles

Trends in Online Games (Consumer Affairs Agency, March 2022)	<a href="https://www.caa.go.jp/policies/policy/consumer_policy/caution/internet/assets/consumer_policy_cms106_220630_08.pdf">https://www.caa.go.jp/policies/policy/consumer_policy/caution/internet/assets/consumer_policy_cms106_220630_08.pdf</a>
Report on the Actual Conditions of Internet and Online Games among Elementary and Junior High School Students (Minato Ward, Tokyo, March 2022)	<a href="https://www.city.minato.tokyo.jp/kodomokatei/documents/internet_onlinegame_report.pdf">https://www.city.minato.tokyo.jp/kodomokatei/documents/internet_onlinegame_report.pdf</a>
Report on the Internet Use Survey of Youth (Fuchu City, June 2022)	<a href="https://www.city.fuchu.tokyo.jp/kosodate/kyoiku/ikuse/seishounen_net_chousa.files/houkokusho.pdf">https://www.city.fuchu.tokyo.jp/kosodate/kyoiku/ikuse/seishounen_net_chousa.files/houkokusho.pdf</a>
Survey on the Internet Use Environment of Youth (Children and Families Agency, February 2024)	<a href="https://www.cfa.go.jp/assets/contents/node/basic_page/field_ref_resources/9a55b57d-cd9d-4cf6-8ed4-3da8efa12d63/fc117374/20240226_policies_youth-kankyou_internet_research_results-etc_09.pdf">https://www.cfa.go.jp/assets/contents/node/basic_page/field_ref_resources/9a55b57d-cd9d-4cf6-8ed4-3da8efa12d63/fc117374/20240226_policies_youth-kankyou_internet_research_results-etc_09.pdf</a>
Characteristics of Japanese Online Game Enthusiasts (GMO Research, April 2023)	<a href="https://gmo-research.ai/research-column/online-games">https://gmo-research.ai/research-column/online-games</a>
MCI's Online Gaming Survey (Ministry of Communications and Information, February 2024)	<a href="https://www.mddi.gov.sg/media-centre/press-releases/survey-on-childs-online-gaming-activities/">https://www.mddi.gov.sg/media-centre/press-releases/survey-on-childs-online-gaming-activities/</a>
Online Grooming: Examining risky encounters amid everyday digital socialization (Thorn, April 2022)	<a href="https://info.thorn.org/hubfs/Research/2022_Online_Grooming_Report.pdf">https://info.thorn.org/hubfs/Research/2022_Online_Grooming_Report.pdf</a>
GAMING AND THE METAVERSE - The Alarming Rise of Online Sexual Exploitation and Abuse of Children Within the New Digital Frontier (Bracket Foundation, 2022)	<a href="https://www.weprotect.org/wp-content/uploads/Gaming_and_the_Metaverse_Report_final.pdf">https://www.weprotect.org/wp-content/uploads/Gaming_and_the_Metaverse_Report_final.pdf</a>
Sakurai, K. Yokohama Institute of Adolescent Studies (2024)	“SNS and Sexual Damage” Seishin Shobo
Georgia M. Winters , Elizabeth L. Jeglic (2022) Sexual Grooming: Integrating Research, Practice, Prevention, and Policy, Springer	<a href="https://link.springer.com/book/10.1007/978-3-031-07222-2">https://link.springer.com/book/10.1007/978-3-031-07222-2</a>

# Previous references, public surveys and articles

22-year-old single mother arrested for forced sexual intercourse with a 12-year-old boy she met in a video game (Livedoor News)	<a href="https://news.livedoor.com/lite/article_detail/16011632/">https://news.livedoor.com/lite/article_detail/16011632/</a>
Increase in Sexual Victimization of minor Boys Triggered by Social Networking Services (Yomiuri Shimbun)	<a href="https://www.yomiuri.co.jp/national/20230728-OYT1T50476/">https://www.yomiuri.co.jp/national/20230728-OYT1T50476/</a>
Osaka Elementary School Girl Kidnapped: Why do online games such as “Knives Out” cause dating-related crimes? (Yahoo! News)	<a href="https://news.yahoo.co.jp/expert/articles/20bf5348a3915b73316e326cb2be83cf7dc2b04e">https://news.yahoo.co.jp/expert/articles/20bf5348a3915b73316e326cb2be83cf7dc2b04e</a>
Kidnap of 4th grade girl: Suspect contacted via game and promised to meet (Asahi Shimbun)	<a href="https://www.asahi.com/articles/ASN95219XN95ULOB001.html">https://www.asahi.com/articles/ASN95219XN95ULOB001.html</a>
Meeting through game apps: Increased sexual assault and self-portraiture of children, and how parents can prevent it (TV-U Fukushima)	<a href="https://newsdig.tbs.co.jp/articles/tuf/1292117?display=1">https://newsdig.tbs.co.jp/articles/tuf/1292117?display=1</a>

- Among minors, 13% experienced grooming, showing that males (18%) are more likely to experience grooming than females (6%).
- 42% of minors have received a chat from a stranger when playing an online game.

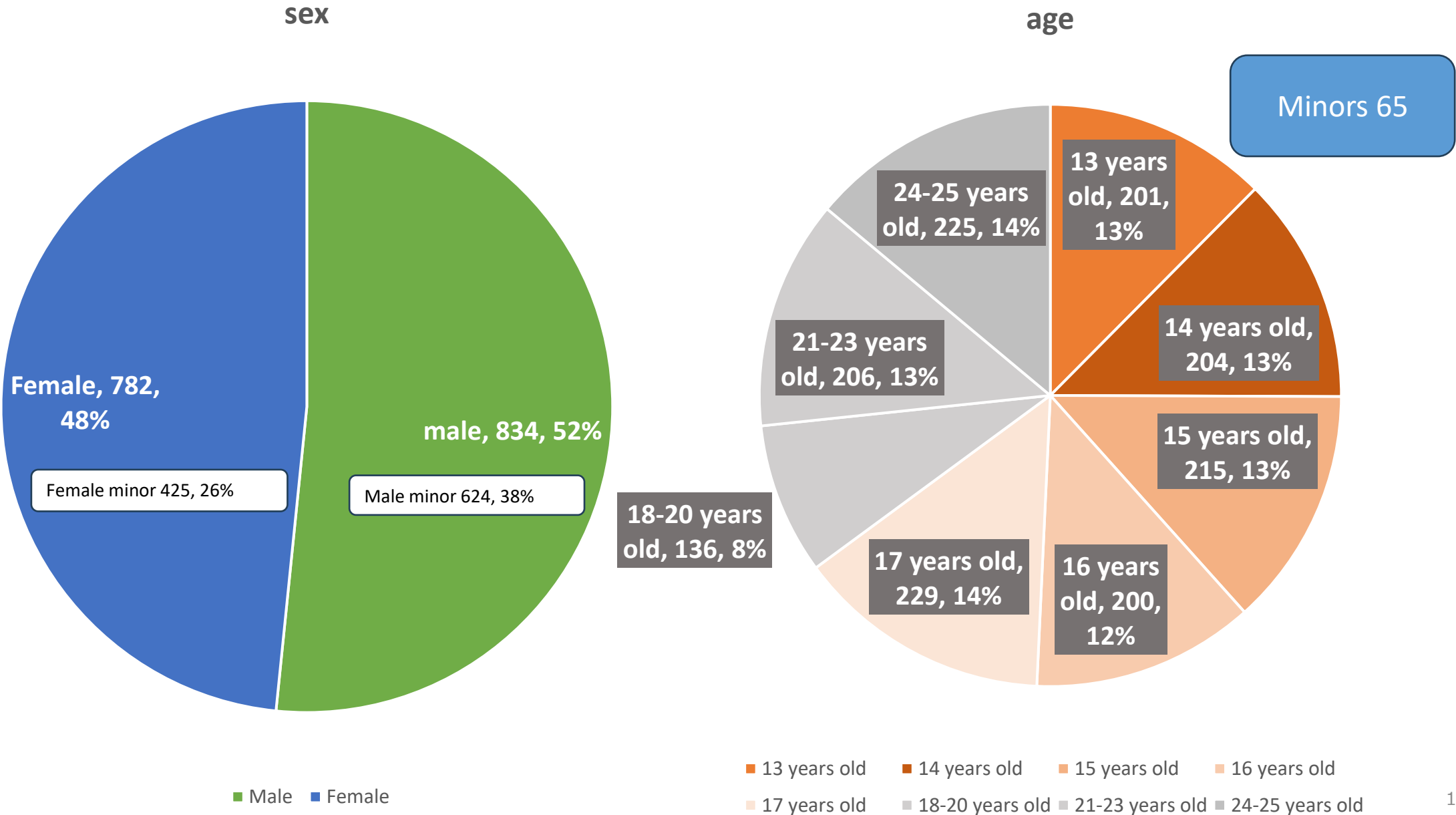
- 40% of minors play online games.
- Many minors play online games in the evening (7:00–10:00 p.m.) on both weekdays and holidays.
- Only 50% of minors have family rules for playing online games.
- More male minor (68%) than female minor (58%) have a specific online game friend. The reasons for getting along are most likely to be a match in groove and hobbies, which is assumed to be related to a match in internal factors.
- More minors take the initiative to make friends on online games, showing that males (31%) are more likely than females (19%).

- Creation of an environment in schools that facilitates consultation. (e.g., reinforcement of “education on information morales” from the child’s perspective so that minors fully understand how perpetrators approach.)
- Creating a comfortable environment for talking at home. (e.g., parents understand as much as possible about popular game names and their communication functions.)
- Improve the display of play rules, restrictions on inappropriate words, and reporting functions at game production/operation companies. (e.g., obligatory pop-up of play rules when minors log in; detection and masking of sexual or grooming expressions; adding of free descriptions on reporting form besides preset pull-down menu)



- There were unexpectedly few responses to the detailed questions about grooming. Specific game names were not answered, in part because they might answer if it is a pull-down menu rather than a free description. There may be a variety of fears that the games they enjoy may be discredited or banned. It is necessary to consider conducting the survey with careful explanation and Q&A session in person.
- Since game fads and playing styles change very quickly, survey research should be conducted with increasing frequency to ascertain the actual situation.
- The gaming community is closed and the actual situation is difficult to understand. Communication methods are not only in game functions, but also through various SNS. More multifaceted research is expected.

# Respondents Summary Total 1,616 of whom 1,049 (65%) were minors

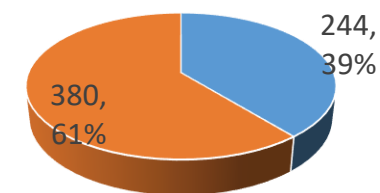


## Q4 Do you currently play online games? (SA)

40% of minors answered 'playing'. Of the 40% who said they were 'playing', the proportions of underage males and underage females were not much different.

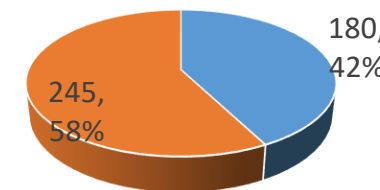
(HC)				
sex	group (usu. of people)	Base	I'm playing.	Not playing.
male	A (13-15 years old)	365	140	225
	B (16-17 years old)	259	104	155
	male minor Subtotal	624	244 (58%)	380
	C (18-25 years old)	210	124	86
female	A (13-15 years old)	255	101	154
	B (16-17 years old)	170	79	91
	female minor Subtotal	425	180 (42%)	245
	C (18-25 years old)	357	128	229
	minor Total	1,049	424 (40%)	625 (60%)

Male minor



■ Playing ■ Not playing

Female minor



■ Playing ■ Not playing

# Questions for game players

## Q5 How often do you play online games? (MA)

The highest percentage of minor selected "Everyday" (39%).

sex	group (usu. of people)	Base	every day	Almost every day (4-6 times a week)	Several times a week (1-3 times a week)	Weekend only (Saturday and Sunday)	Several times a month	Other
male	A (13-15 years old)	140	64	38	29	6	3	0
	B (16-17 years old)	104	29	42	26	6	1	0
	male minor Subtotal	244	93	80	55	12	4	0
	C (18-25 years old)	124	57	36	18	6	7	0
female	A (13-15 years old)	101	37	27	30	2	5	0
	B (16-17 years old)	79	35	26	12	4	2	0
	female minor Subtotal	180	72	53	42	6	7	0
	C (18-25 years old)	128	58	20	29	6	14	1
	minor Total	424	165 (39%)	133	97	18	11	0

# Q6 How long do you spend playing online games on weekdays? (MA)

The highest percentage of minor selected "between one and two hours" (45%).

									(HC)
sex	group (usu. of people)	Base	Less than 1 hour	More than 1 hour but less than 2 hours	More than 2 hours but less than 3 hours	More than 3 hours but less than 4 hours	More than 4 hours but less than 5 hours	More than 5 hours	Not available on weekdays
masculine sex	A (13-15 years old)	140	30	68	25	8	3	3	3
	B (16-17 years old)	104	23	56	16	4	1	3	1
	male minor Subtotal	244	53	124	41	12	4	6	4
	C (18-25 years old)	124	27	47	34	7	2	4	3
female	A (13-15 years old)	101	33	37	17	8	4	2	0
	B (16-17 years old)	79	24	31	13	3	3	3	2
	female minor Subtotal	180	57	68	30	11	7	5	2
	C (18-25 years old)	128	51	39	25	7	0	3	3
	minor Total	424	110	192 (45%)	71	23	11	11	6

## Q7 How long do you spend playing online games on weekends? (MA)

The highest percentage of minor selected "between 1 and 2 hours" (32%).

(HC)

sex	group (usu. of people)	Base	Less than 1 hour	More than 1 hour but less than 2 hours	More than 2 hours but less than 3 hours	More than 3 hours but less than 4 hours	More than 4 hours but less than 5 hours	More than 5 hours	Not used on holidays.
masculine sex	A (13-15 years old)	140	22	44	40	15	8	10	1
	B (16-17 years old)	104	17	46	20	9	4	8	0
	male minor Subtotal	244	39	90	60	24	12	18	1
	C (18-25 years old)	124	25	31	37	15	9	6	1
female	A (13-15 years old)	101	15	31	24	15	6	8	2
	B (16-17 years old)	79	20	13	22	9	2	12	1
	female minor Subtotal	180	35	44	46	24	8	20	3
	C (18-25 years old)	128	36	42	25	14	2	5	4
	minor Total	424	74	134 (32%)	106	48	20	38	4

## Q8 During which time of the weekdays do you play online games? (MA)

The highest percentage of minor selected “Evening (7:00 p.m. to 10:00 p.m.)” (73%).

(HC)

sex	group (usu. of people)	Base	Morning (5:00 a.m. to 8:00 a.m.)	Before noon (9:00-11:00 a.m.)	Lunch (12:00 p.m. - 3:00 p.m.)	Evening (4:00 p.m. to 6:00 p.m.)	Evening (7:00 p.m. to 10:00 p.m.)	Late night (23:00 - 4:00 p.m.)	Not available at a fixed time.	Not available on weekdays
male	A (13-15 years old)	140	9	9	21	65	111	16	7	0
	B (16-17 years old)	104	6	8	12	36	71	29	4	3
	male minor Subtotal	244	15	17	33	101	182	45	11	3
	C (18-25 years old)	124	9	12	32	37	74	42	20	5
female	A (13-15 years old)	101	9	6	11	46	73	15	11	1
	B (16-17 years old)	79	1	6	10	18	56	18	9	1
	female minor Subtotal	180	10	12	21	64	129	33	20	2
	C (18-25 years old)	128	13	16	30	36	65	40	28	2
	minor Total	424	25	29	54	165	311 (73%)	78	31	5



# Q9 During which time of the weekends do you play online?

The highest percentage of minor selected “Evening (7:00 p.m. to 10:00 p.m.)” (64%).

(HC)

sex	group (usu. of people)	Base	Morning (5:00 a.m. to 8:00 a.m.)	Before noon (9:00-11:00 a.m.)	Lunch (12:00 - 3:00 p.m.)	Evening (4:00 p.m. to 6:00 p.m.)	Evening (7:00 p.m. to 10:00 p.m.)	Late night (23:00 - 4:00 p.m.)	Not available at a fixed time.	Not used on holidays.
male	A (13-15 years old)	140	9	29	71	78	97	18	10	1
	B (16-17 years old)	104	9	18	39	47	66	24	11	0
	male minor Subtotal	244	18	47	110	125	163	42	21	1
	C (18-25 years old)	124	7	19	41	51	64	39	31	3
female	A (13-15 years old)	101	5	27	47	54	63	14	13	2
	B (16-17 years old)	79	1	19	34	27	44	14	16	1
	female minor Subtotal	180	6	46	81	81	107	28	29	3
	C (18-25 years old)	128	7	16	35	49	58	40	38	2
	minor Total	424	24	93	191	206	270 (64%)	70	50	4

## Q10 Which game consoles/online devices do you play online games most often? (MA)

"Smartphones" was the most popular choice among minors, while "Nintendo Switch" was also high among those under 16.

(HC)

sex	group (usu. of people)	Base	smart phone	tablet	personal computer	Nintendo Switch	PlayStation	Xbox	Other
male	A (13-15 years old)	140	91	19	21	82	21	3	0
	B (16-17 years old)	104	77	13	22	40	25	2	0
	male minor Subtotal	244	168	32	43	122	46	5	0
	C (18-25 years old)	124	97	13	48	37	26	2	0
female	A (13-15 years old)	101	69	15	13	62	13	2	0
	B (16-17 years old)	79	62	11	11	27	17	1	0
	female minor Subtotal	180	131	26	24	89	30	3	0
	C (18-25 years old)	128	99	17	33	42	9	2	0
	minor Total	424	299	58	67	211	76	8	0

## Q11 Do you have your own smartphone/gaming device? (SA)

Most minor have their own personal devices.

(HC)

sex	group (usu. of people)	Base	Yes, sir.	No, sir.
male	A (13-15 years old)	140	135	5
	B (16-17 years old)	104	102	2
	male minor Subtotal	244	237	7
	C (18-25 years old)	124	119	5
female	A (13-15 years old)	101	96	5
	B (16-17 years old)	79	77	2
	female minor Subtotal	180	173	7
	C (18-25 years old)	128	118	10
	minor Total	424	410	14

# Q12 Which game console/online device do you own? (MA)

Most minor have a smartphone, and many under 16 also have a Nintendo Switch.

									(HC)
sex	group (usu. of people)	Base	smart phone	tablet	personal computer	Nintendo Switch	PlayStation	Xbox	Other
masculine sex	A (13-15 years old)	135	111	28	33	101	25	5	0
	B (16-17 years old)	102	95	25	35	59	38	4	0
	male minor Subtotal	237	206	53	68	160	63	9	0
	C (18-25 years old)	119	112	38	68	53	35	3	1
female	A (13-15 years old)	96	84	25	23	72	17	3	0
	B (16-17 years old)	77	75	20	19	50	19	3	0
	female minor Subtotal	173	159	45	42	122	36	6	0
	C (18-25 years old)	118	113	29	49	64	15	2	0
	minor Total	410	365	98	110	282	99	15	0

# Questions about grooming

# Q13 Have you ever experienced any of the following from someone you met in online games? (MA)

Among minor, 88% have not experienced grooming, while 12% have experienced some form of it.

Grooming experience is higher among minor males (18%) than among minor females (6%).

Note: See the survey form for the actual wording of the choices.

sex	group (usu. of people)	Base	Sexual Conversations	Transmission of sexual images or videos of the other party	Your sexual image or video transmission instructions	Demand for visitation by lying	Sweet-talking visitation requests	Repeated requests for visitation even after refusal.	Forced visitation under duress by the other party	Request for visitation by gift	Confidential compliance with the events listed on the left.	Other	No experience with these
masculine sex	A (13-15 years old)	140	7	4	3	6	4	9	3	4	5	0	124
	B (16-17 years old)	104	7	7	5	14	14	7	5	9	1	0	77
	minor male subtotal	244	14	11	8	20	18	16	8	13	6	0	201
	C (18-25 years old)	124	6	4	4	5	8	7	3	6	5	0	101
female	A (13-15 years old)	101	1	0	4	2	1	4	1	2	1	0	95
	B (16-17 years old)	79	2	0	0	0	0	3	0	3	1	0	75
	minor female subtotal	180	3	0	4	2	1	7	1	5	2	0	170
	C (18-25 years old)	128	10	6	6	8	7	10	1	6	1	0	99
	minor Total	424	17	11	12	22	19	23	9	18	8	0	371 (88%)

43/244 (18%)

10/180 (6%)

$$424 - 371 (88\%) = 53 (12\%)$$

# Q14 What action did you take in response to the requests? (MA)

Minor were most likely to "unfriend" a partner and "ignore" a partner, in that order.

(HC)

sex	group (usu. of people)	Base	I did my best to refuse their advances.	Ignored the other party.	Unfriended (blocked) the person	I reported the other party.	I deleted the app.	I talked to someone about it.	I responded to the other party's invitation.	I don't want to answer.
masculine sex	A (13-15 years old)	16	1	4	5	2	0	3	1	0
	B (16-17 years old)	27	5	9	6	1	1	5	0	0
	male minor Subtotal	43	6	13	11	3	1	8	1	0
	C (18-25 years old)	23	2	4	5	3	3	2	2	2
female	A (13-15 years old)	6	1	0	2	1	0	2	0	0
	B (16-17 years old)	4	2	0	1	0	0	0	1	0
	female minor Subtotal	10	3	0	3	1	0	2	1	0
	C (18-25 years old)	29	4	5	12	2	2	3	1	0
	minor Total	53	9	13	14	4	1	10	2	0

# Q15 Why did you not comply with the requests? (MA)

Minor are scared, sickened, and disgusted, in that order.

(HC)

sex	group (usu. of people)	Base	I didn't want to.	I thought it was weird.	Because I felt scared.	I was embarrassed.	Because I felt their actions were wrong.	I knew what they were doing was criminal.	I thought people around me would help me.	Other
male	A (13-15 years old)	12	7	6	9	1	5	0	0	0
	B (16-17 years old)	22	7	10	10	2	3	3	3	0
	minor male subtotal	34	14	16	19	3	8	3	3	0
	C (18-25 years old)	17	6	4	6	2	3	2	1	0
female	A (13-15 years old)	4	0	1	4	0	2	1	1	0
	B (16-17 years old)	3	1	3	2	0	1	0	0	0
	minor female subtotal	7	1	4	6	0	3	1	1	0
	C (18-25 years old)	25	11	11	7	0	6	3	2	0
	total amount	41	15	20	25	3	11	4	4	0



Omit those that do not  
receive sufficient responses.

# Questions about game play

## Q24 Are there any rules for playing online games in your home? (SA)

High percentages of respondents (50%) said they "have rules."

sex	group (usu. of people)	Base	be (usu. of inanimate objects)	(HC)	
				not (verb-negating suffix; may indicate question or invitation with rising intonation)	I don't know.
male	A (13-15 years old)	140	76	59	5
	B (16-17 years old)	104	42	57	5
	male minor Subtotal	244	118	116	10
	C (18-25 years old)	124	24	95	5
female	A (13-15 years old)	101	57	33	11
	B (16-17 years old)	79	36	34	9
	female minor Subtotal	180	93	67	20
	C (18-25 years old)	128	11	109	8
	minor Total	424	211 (50%)	183	30

## Q25 Have you ever received chats from a stranger while playing the online games? (SA)

42% of minors have received chat from strangers. There is not much difference between the proportion of minor males and minor females who have received.

(HC)

sex	group (usu. of people)	Base	Yes, sir.	No, sir.
male	A (13-15 years old)	140	52	88
	B (16-17 years old)	104	50	54
	male minor Subtotal	244	102	142
	C (18-25 years old)	124	66	58
female	A (13-15 years old)	101	39	62
	B (16-17 years old)	79	35	44
	female minor Subtotal	180	74	106
	C (18-25 years old)	128	59	69
	minor Total	424	176 (42%)	248

## Q26 In which online game did you receive the chats?

---

blank (book)

# Q27 How did you respond when your opponent asked you for personal information in online games? (MA)

Minor were most likely to "ignore" (61%).

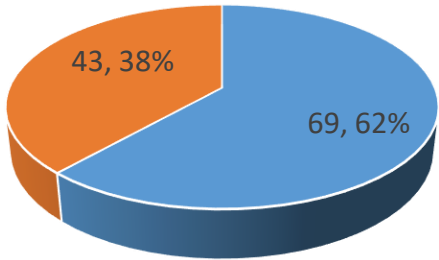
(HC)								
sex	group (usu. of people)	Base	I answered honestly.	I answered with a lie.	Ignored.	Blocked opponent.	I reported the other party.	Other
male	A (13-15 years old)	52	4	2	32	13	0	1
	B (16-17 years old)	50	2	6	26	16	0	0
	minor male subtotal	102	6	8	58	29	0	1
	C (18-25 years old)	66	6	5	37	8	5	5
female	A (13-15 years old)	39	0	2	24	13	0	0
	B (16-17 years old)	35	1	4	26	4	0	0
	minor female subtotal	74	1	6	50	17	0	0
	C (18-25 years old)	59	2	5	27	16	7	2
	total amount	176	7	14	108 (61%)	46	0	1

Q28 Do you have any friends particularly close to you in online games? (SA)

ChildFund  
Japan

Minor tend to be more likely to say "Yes" (64%).

(HC)				
sex	group (usu. of people)	Base	(after -masu base of verb) indicates contempt or disdain for another's actions	within
male	A (13-15 years old)	52	36	16
	B (16-17 years old)	50	33	17
	male minor Subtotal	102	69	33
	C (18-25 years old)	66	35	31
female	A (13-15 years old)	39	25	14
	B (16-17 years old)	35	18	17
	female minor Subtotal	74	43	31
	C (18-25 years old)	59	26	33
	minor Total	176	112 (64%)	64



Male minor Female minor

## Q29 What is the reason to became close friends? (choose one)

Minors are most likely to become friends with people they meet on online games because they 'fit in with the groove' (29%).

(HC)

sex	group (usu. of people)	Base	Because the opponent is good at manipulating the game.	We were in the right groove.	Because you were kind to me.	We were the same age.	We had the same interests.	They gave me items, etc. in the game.	Other
male	A (13-15 years old)	36	1	13	4	11	4	0	3
	B (16-17 years old)	33	4	9	0	4	11	2	3
	minor male subtotal	69	5	22	4	15	15	2	6
	C (18-25 years old)	35	4	11	4	3	11	1	1
female	A (13-15 years old)	25	3	4	0	4	4	3	7
	B (16-17 years old)	18	1	7	1	1	5	1	2
	minor female subtotal	43	4	11	1	5	9	4	9
	C (18-25 years old)	26	4	15	0	1	4	1	1
	minor Total	112	9	33 (29%)	5	20	24	6	15



## Q30 What have you done to make friends in online games? (choose one) (SA)

Minor do not do anything special (74%), but are more likely to participate in social networking

(HC)

sex	group (usu. of people)	Base	Put information on your in-game profile.	Post your own profile on social networking sites	Recruit or participate in recruiting through social networking sites	Join the SNS community	Other	not (verb-negating suffix; may indicate question or invitation with rising intonation)
male	A (13-15 years old)	140	5	5	7	25	0	98
	B (16-17 years old)	104	7	2	2	22	0	71
	male minor Subtotal	244	12	7	9	47	0	169
	C (18-25 years old)	124	6	11	7	28	0	72
female	A (13-15 years old)	101	3	3	5	8	0	82
	B (16-17 years old)	79	3	1	2	9	0	64
	female minor Subtotal	180	6	4	7	17	0	146
	C (18-25 years old)	128	5	10	14	20	1	78
	minor Total	424	18	11	16	64	0	315 (74%)

## Q31 Do you talk about games with the following people? (MA)

Minor are most likely to report "school friends," followed by "parents," and "brothers (sisters)," in that order.

												(HC)
sex	group (usu. of people)	Base	parent	Brothers (Sisters)	Friends at school, etc.	Friends on SNS	relative	schoolteacher	teacher of a lesson	school counsellor	Other	I don't talk to anyone.
male	A (13-15 years old)	140	64	50	115	27	3	4	7	1	0	8
	B (16-17 years old)	104	31	42	78	20	5	4	4	1	0	4
	male minor Subtotal	244	95	92	193	47	8	8	11	2	0	12
	C (18-25 years old)	124	19	27	51	28	2	1	4	0	0	41
female	A (13-15 years old)	101	48	47	86	15	6	8	8	1	0	6
	B (16-17 years old)	79	32	32	61	19	6	1	2	0	0	6
	female minor Subtotal	180	80	79	147	34	12	9	10	1	0	12
	C (18-25 years old)	128	39	43	41	26	4	1	0	0	2	36
	minor Total	424	175	171	340	81	20	17	21	3	0	24

Question for those who don't play games

## Q32 Why do you not play online games? (SA)

Many minor are "not interested in games" (57%).

(HC)

sex	group (usu. of people)	Base	My parents won't buy it for me.	Busy with lessons	I'm not interested in games.	I'd rather play outside than play games.	Other
male	A (13-15 years old)	225	21	41	127	23	13
	B (16-17 years old)	155	19	32	87	13	4
	male minor Subtotal	380	40	73	214	36	17
	C (18-25 years old)	86	4	6	52	12	12
female	A (13-15 years old)	154	22	28	83	10	11
	B (16-17 years old)	91	5	13	62	3	8
	female minor Subtotal	245	27	41	145	13	19
	C (18-25 years old)	229	8	9	173	17	22
	minor Total	625	67	114	359 (57%)	49	36

## Q33 What do you mainly do in your free time? (SA)

Minor are most likely to "watch videos" and "use social networking services," in that order.

(HC)

sex	group (usu. of people)	Base	study	Use of SNS	read a book	read a newspaper	sport	Hobbies other than games	Watch the video	Other
male	A (13-15 years old)	225	29	34	14	3	25	26	93	1
	B (16-17 years old)	155	21	41	12	1	12	12	55	1
	male minor Subtotal	380	50	75	26	4	37	38	148	2
	C (18-25 years old)	86	5	13	8	1	5	17	35	2
female	A (13-15 years old)	154	22	31	16	2	5	12	65	1
	B (16-17 years old)	91	8	23	3	2	5	7	43	0
	female minor Subtotal	245	30	54	19	4	10	19	108	1
	C (18-25 years old)	229	13	97	10	1	3	26	74	5
	minor Total	625	80	129	45	8	47	57	256	3

## Q34 Which SNS do you use? (MA)

Minor are more likely to use "Instagram" and "LINE".

(HC)

sex	group (usu. of people)	Base	X (formerly Twitter)	Instagram	TikTok	line	Messenger	KakaoTalk	Other
male	A (13-15 years old)	34	8	21	19	25	1	0	2
	B (16-17 years old)	41	21	28	24	28	1	0	0
	male minor Subtotal	75	29	49	43	53	2	0	2
	C (18-25 years old)	13	12	10	4	8	0	1	0
female	A (13-15 years old)	31	10	23	18	23	0	0	2
	B (16-17 years old)	23	11	20	14	15	0	0	0
	female minor Subtotal	54	21	43	32	38	0	0	2
	C (18-25 years old)	97	74	77	44	71	2	2	1
	minor Total	129	50	92	75	91	2	0	4

## Q35 Have you ever played online games? (SA)

Minor are more likely to say "never" (57%).

(HC)

sex	group (usu. of people)	Base	Never.	I've had one or two.	I've had about five.	I have about 10 times.	Other
male	A (13-15 years old)	225	153	38	4	30	0
	B (16-17 years old)	155	81	43	8	23	0
	male minor Subtotal	380	234	81	12	53	0
	C (18-25 years old)	86	31	25	7	23	0
female	A (13-15 years old)	154	77	35	9	32	1
	B (16-17 years old)	91	46	20	3	22	0
	female minor Subtotal	245	123	55	12	54	1
	C (18-25 years old)	229	106	72	27	22	2
	minor Total	625	357 (57%)	136	24	107	1

## Q36 Would you like to play online games someday? (SA)

Minor often "definitely don't want to do it"+"don't want to do it" (38%).

(HC)

sex	group (usu. of people)	Base	I definitely want to try it.	I'd like to try it.	I don't want to do it.	I definitely don't want to do it.	Now I don't know.
male	A (13-15 years old)	225	5	53	62	28	77
	B (16-17 years old)	155	3	35	56	11	50
	male minor Subtotal	380	8	88	118	39	127
	C (18-25 years old)	86	4	22	20	11	29
female	A (13-15 years old)	154	2	47	44	9	52
	B (16-17 years old)	91	3	25	20	11	32
	female minor Subtotal	245	5	72	64	20	84
	C (18-25 years old)	229	9	61	52	34	73
	minor Total	625	13	160	182 (29%)	59 (9%)	211



# questionnaire

## Topic: Grooming in Online Games

This questionnaire asks about “grooming in online games.” The purpose of this survey is to understand the actual situation of young people regarding grooming, etc., and to provide references for future proposals to the Japanese government and other authorities.

Grooming is the practice of building a relationship based on the pretense of trust or romance through wordplay, and forcing someone to send sexually explicit images or engage in sexual acts.

Q1 What is your current age? (SA)

- 1 13 years old
- 2 14 years old
- 3 15 years old
- 4 16 years old
- 5 17 years old
- 6 18 years old
- 7 19 years old
- 8 20 years old
- 9 21 years old
- 10 22 years old
- 11 23 years old
- 12 24 years old
- 13 25 years old

Q2 What is your sex? (SA)

- 1 Male
- 2 Female
- 3 Other
- 4 I don't want to answer.

Q3 Which of the following applies to you? (SA)

- 1 Single
- 2 Married
- 3 Divorce / Bereavement
- 4 Other

Q4 Do you currently play online games? (SA)

- 1 Yes
- 2 No

Transition Destination

Q5  
Q32

From here, we will ask you about your behavior regarding online games.

Q5 How often do you play online games? (SA)

- 1 Every day
- 2 Almost every day (4-6 times a week)
- 3 Several times a week (1-3 times a week)
- 4 Weekend only (Saturday and Sunday)
- 5 Several times a month
- 6 Other (specify: )

Q6 How long do you spend playing online games on weekdays? (SA)

- 1 Less than 1 hour
- 2 More than 1 hour but less than 2 hours
- 3 More than 2 hours but less than 3 hours
- 4 More than 3 hours but less than 4 hours
- 5 More than 4 hours but less than 5 hours
- 6 More than 5 hours
- 7 Not used on weekdays.

Q7 How long do you spend playing online games on weekends? (SA)

- 1 Less than 1 hour
- 2 More than 1 hour but less than 2 hours
- 3 More than 2 hours but less than 3 hours
- 4 More than 3 hours but less than 4 hours
- 5 More than 4 hours but less than 5 hours
- 6 More than 5 hours
- 7 Not used on weekends.

Q8 During which time of the weekdays do you play online games? (select all) (MA)

- 1 Morning (5:00 a.m. to 8:00 a.m.)
- 2 Before noon (9:00-11:00 a.m.)
- 3 Afternoon (12:00 p.m. - 3:00 p.m.)
- 4 Evening (4:00 p.m. to 6:00 p.m.)
- 5 Night (7:00 p.m. to 10:00 p.m.)
- 6 Late night (23:00 - 4:00 p.m.)
- 7 Not used at regularly scheduled times.
- 8 Not used on weekdays.

Q9 During which time of the weekends do you play online games? (select all) (MA)

- 1 Morning (5:00 a.m. to 8:00 a.m.)
- 2 Before noon (9:00-11:00 a.m.)
- 3 Afternoon (12:00 p.m. - 3:00 p.m.)
- 4 Evening (4:00 p.m. to 6:00 p.m.)
- 5 Night (7:00 p.m. to 10:00 p.m.)
- 6 Late night (23:00 - 4:00 p.m.)
- 7 Not used at regularly scheduled times.
- 8 Not used on weekends.

Q10 Which game consoles/online devices do you play online games most often? (select all) (MA)

- 1 Smart phone
- 2 Tablet
- 3 Personal computer
- 4 Nintendo Switch
- 5 Playstation
- 6 Xbox
- 7 Other (specify: )

Q11 Do you have your own game console or smartphone? (SA)

- 1 Yes
- 2 No

Q12 Which game console/online device do you own? (select all) (MA)

- 1 Smart phone
- 2 Tablet
- 3 Personal computer
- 4 Nintendo Switch
- 5 Playstation
- 6 Xbox
- 7 Other (specify: )

From here we ask you about events you have experienced in online games within the last year. We will also ask about some sexual contents, so please do not answer if you feel uncomfortable.

Q13 Have you ever experienced any of the following from someone you met in online games? (select all) (MA) <Select 1-8 at random>

- |   |     |
|---|-----|
| 1 I was talked about sexual topics.   | Q14 |
| 2 I received sexual images or videos of the person.   | Q14 |
| 3 I was instructed to send my sexual images or videos.  | Q14 |
| 4 I was lied and asked to meet in person.   | Q14 |
| 5 I was used sweet words and invited me to meet in person.  | Q14 |
| 6 I was repeatedly asked to meet in person even after I refused.  | Q14 |
| 7 I was threatened and forced to meet in person.  | Q14 |
| 8 I was invited to meet in person instead of giving money or game items as a gift.                                  | Q14 |
| 9 I was told to keep a secret about these above 1 - 8 incidents, like "don't tell anyone" or "it's a secret between | Q14 |
| 10 Other (specify: )  | Q14 |
| 11 I've never experienced anything like this in my life.  | Q24 |

Q14 What action did you take in response to the requests? (choose one) (SA) <Select 1-7 at random

- |                                 |     |
|---------------------------------|-----|
| 1 I refused at all costs.       | Q15 |
| 2 I ignored.                    | Q15 |
| 3 I unfriended or blocked.      | Q15 |
| 4 I reported.                   | Q15 |
| 5 I deleted the app.            | Q15 |
| 6 I talked to someone about it. | Q16 |
| 7 I responded.                  | Q17 |
| 8 I don't want to answer.       | Q24 |

Q15 Why did you not comply with the requests? (choose up to 3 options) (MA)<Display choices 1-7 at random>.

- 1 I didn't want to.
- 2 I thought it was weird.
- 3 I felt scared.
- 4 I was embarrassed.
- 5 I felt their behaviors were wrong.
- 6 I knew their behaviors were criminal.
- 7 I thought people around me would help me.
- 8 Other (specify: )

Q16 Who did you consult with? (select all) (MA)<Select 1-8 at random>.

- 1 Parents
- 2 Siblings
- 3 Friends at school, etc.
- 4 Friends on SNS
- 5 Relatives
- 6 School teachers
- 7 School staffs (e.g., school counselor, janitor, nurse, etc.)
- 8 Teachers of lessons (e.g., tutoring schools, sports clubs, etc.)
- 9 Other (specify: )

Q17 Why did you respond to that person's request (choose up to 3 options)? (MA)<Randomly display choices 1-6>.

- 1 Because I trusted that person. Q18
- 2 Because I thought that person would hate me if I did not respond. Q19
- 3 Because I didn't want others to know about the situation. Q19
- 4 Because I was threatened to reveal my secret if I disobeyed. Q19
- 5 Because I was too scared to disobey. Q19
- 6 Because I didn't know that person's behavior was criminal. Q19
- 7 Other (specify: ) Q19
- 8 I don't want to answer. Q19

Q18 Why did you trust that person? (choose one) (SA)<Select 1-8 at random>.

- 1 Because I liked that person.
- 2 Because that person was the key person of the community and had a good reputation among others.
- 3 Because that person treated me with love.
- 4 Because that person paid a lot of attention to me.
- 5 Because I had a special relationship with that person.
- 6 Because that person complimented me.
- 7 Because that person had a lot of the time with me and contacted me frequently.
- 8 Because there was a requirement to exchange money, items, etc.
- 9 Other (specify: )
- 10 I don't want to answer.

Q19 Have you ever had the experience of giving away important information during a call or chat interaction with that person? (choose one) (SA)<Select 1-4 at random>

- 1 I told that person about personal information such as birthday, real name, etc.
- 2 Parents called me by my real name (outside the room where I was playing the game).
- 3 The sound of outside noise that could identify the location (e.g., homecoming chimes, garbage collection, disaster radio, election propaganda, etc.)
- 4 Uniforms, school bags, etc. were partially visible during the video call.
- 5 Other (specify: )
- 6 Never experienced any of the above. xclusion

Q20 What is the name of the online game in which you met that person? (FA)

Q21 What communication tools did you often use to play online games with that person? (choose one) (SA)

- 1 SNS chat (personal) Q22
- 2 SNS chat (group) Q22
- 3 Calls using SNS Q23
- 4 Video calls using SNS Q23
- 5 Online game chat (personal) Q24
- 6 Online game chat (group) Q24
- 7 Online game voice chat (personal) Q24
- 8 Online game voice chat (group) Q24
- 9 Other Q24
- 10 I don't use. Q24

Q22 Which social networking app did you use to text chat with the person (select all)? (MA)

- 1 X (formerly Twitter)
- 2 Instagram
- 3 TikTok
- 4 LINE
- 5 Skype
- 6 Other (specify: )

Q23 Which social networking application did you use to make voice calls with the person (select all)? (MA)

- 1 Discord
- 2 LINE
- 3 miracle
- 4 Messenger
- 5 Skype
- 6 Other (specify: )

Q24 Are there any rules for playing online games in your home? (SA)

- 1 Yes
- 2 No
- 3 I don't know.

Q25 Have you ever received chats from a stranger while playing the online games? (SA)

- 1 Yes
- 2 No

Q26. In which online game did you receive the chats? (FA)

---

Q27 How did you respond to the person who asked you for personal information in online games?  
(e.g., age, sex, name of school, place you live, etc. (SA) <Options 1-5 displayed randomly>

- 1 I answered honestly.
- 2 I answered with a lie.
- 3 I ignored.
- 4 I blocked that person.
- 5 I reported.
- 6 Other (specify: )

Q28 Do you have any friends particularly close to you in online games?

- 1 Yes
- 2 No

Q29 What is the reason to became close friends? (choose one) (SA) <Select 1-6 at random

- 1 Because they was so good at playing the game.
- 2 Because we got along well.
- 3 Because they were kind to me.
- 4 Because we were the same age.
- 5 Because we had the same interests.
- 6 Because they gave me items and other gifts in the game.
- 7 Other (specify: )

Q29 What is the reason to became close friends? (choose one) (SA) <Select 1-6 at random

- 1 Because they was so good at playing the game.
- 2 Because we got along well.
- 3 Because they were kind to me.
- 4 Because we were the same age.
- 5 Because we had the same interests.
- 6 Because they gave me items and other gifts in the game.
- 7 Other (specify: )

Q30 What have you done to make friends in online games? (choose one) (SA) <Select 1-4 at random

- 1 I put my age, hobbies, SNS accounts, etc. on my in-game profile.
- 2 I post my own profile on SNS
- 3 I recruit or participate through SNS
- 4 I join a SNS community of people who play my favorite games.
- 5 Other (specify: )
- 6 I don't do anything.

Q31 Do you talk about games with the following people? (select all). (MA)

- 1 Parents
- 2 Siblings
- 3 Friends at school, etc.
- 4 Friends on SNS
- 5 Relatives
- 6 School teachers
- 7 Teachers of lessons (e.g., tutoring schools, sports clubs, etc.)
- 8 School counselors
- 9 Other (specify: )
- 10 I don't talk to anyone.

Q32 Why do you not play online games? (choose one) (SA) <Select 1-4 at random>

- 1 Because my parents don't buy.
- 2 Because I'm busy with lessons.
- 3 Because I'm not interested in games.
- 4 Because I'd rather play outside than play games inside.
- 5 Other (specify: )

Q33 What do you mainly do in your free time? (choose one) <Select 1-7 at random>

- 1 Study
- 2 Use SNS
- 3 Read a book
- 4 Read a newspaper
- 5 Play sports
- 6 Enjoy hobbies other than games
- 7 Watch videos
- 8 Other (specify: )

Q34 Which SNS do you use? (select all) (MA)

- 1 X (formerly Twitter)
- 2 Instagram
- 3 TikTok
- 4 LINE
- 5 Messenger
- 6 KakaoTalk
- 7 Other (specify: )

Q35 Have you ever played online games? (choose one)

- 1 Never.
- 2 I've had once or twice.
- 3 I've had about five times.
- 4 I have about 10 times.
- 5 Other (specify: )

Q36 Would you like to play online games someday? (choose one)

- 1 I definitely want to play.
- 2 I'd like to play.
- 3 I don't want to play.
- 4 I definitely don't want to play.
- 5 I don't know.