



National Tracking Poll #2305072  
May 11-14, 2023

*Crosstabulation Results*

*Methodology:*

This poll was conducted between May 11-May 14, 2023 among a sample of 2202 Adults. The interviews were conducted online and the data were weighted to approximate a target sample of Adults based on age, gender, race, educational attainment, region, gender by age, and race by educational attainment. Results from the full survey have a margin of error of plus or minus 2 percentage points.

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## Crosstabulation Results by Respondent Demographics

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Demographic	Very interested	Somewhat interested	Not too interested	Not interested at all	I currently subscribe to a cloud gaming service	Don't know / No opinion	Total N
Adults	24% (368)	24% (369)	17% (270)	24% (381)	2% (34)	9% (134)	1555
Gender: Male	33% (269)	25% (207)	15% (123)	20% (162)	2% (18)	4% (37)	815
Gender: Female	13% (98)	22% (160)	20% (147)	30% (217)	2% (16)	13% (97)	735
Age: 18-34	33% (178)	31% (170)	14% (76)	11% (60)	3% (18)	8% (44)	546
Age: 35-44	38% (110)	26% (75)	14% (40)	12% (36)	2% (7)	9% (26)	294
Age: 45-64	16% (77)	20% (92)	20% (92)	35% (163)	2% (7)	8% (35)	468
Age: 65+	1% (3)	13% (32)	25% (62)	49% (121)	1% (1)	11% (28)	247
GenZers: 1997-2012	25% (56)	33% (75)	17% (38)	14% (31)	3% (6)	10% (22)	228
Millennials: 1981-1996	39% (231)	27% (160)	12% (73)	10% (59)	3% (19)	7% (44)	586
GenXers: 1965-1980	18% (66)	22% (80)	17% (62)	32% (117)	2% (7)	9% (34)	367
Baby Boomers: 1946-1964	4% (15)	15% (51)	26% (92)	46% (161)	— (1)	8% (28)	349
PID: Dem (no lean)	34% (229)	25% (168)	15% (103)	18% (121)	2% (16)	6% (43)	681
PID: Ind (no lean)	14% (58)	20% (83)	24% (101)	28% (117)	2% (9)	11% (47)	415
PID: Rep (no lean)	18% (81)	25% (117)	14% (66)	31% (142)	2% (9)	10% (44)	458
PID/Gender: Dem Men	50% (184)	26% (96)	10% (36)	10% (37)	1% (5)	3% (13)	371
PID/Gender: Dem Women	15% (45)	23% (71)	22% (67)	27% (85)	3% (11)	10% (31)	309
PID/Gender: Ind Men	16% (33)	19% (39)	26% (53)	30% (63)	3% (7)	6% (12)	208
PID/Gender: Ind Women	12% (24)	21% (44)	23% (48)	26% (54)	1% (2)	17% (34)	206
PID/Gender: Rep Men	22% (52)	30% (72)	14% (33)	26% (62)	2% (5)	5% (11)	236
PID/Gender: Rep Women	13% (29)	20% (45)	15% (33)	35% (78)	2% (3)	15% (32)	220
Ideo: Liberal (1-3)	32% (154)	22% (103)	18% (86)	20% (98)	2% (11)	6% (28)	480
Ideo: Moderate (4)	18% (80)	30% (132)	17% (77)	23% (103)	2% (10)	10% (45)	446
Ideo: Conservative (5-7)	25% (125)	21% (107)	16% (82)	29% (148)	2% (8)	7% (34)	504

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**Table MCTE1:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, such as Netflix or Hulu, where you stream content but do not own a copy of it, but with video games. With this in mind, generally speaking, how interested are you in subscribing to a cloud gaming service and playing games via a streaming service?

Demographic	Very interested	Somewhat interested	Not too interested	Not interested at all	I currently subscribe to a cloud gaming service	Don't know / No opinion	Total N
Adults	24% (368)	24% (369)	17% (270)	24% (381)	2% (34)	9% (134)	1555
Educ: < College	20% (199)	24% (242)	18% (184)	26% (264)	2% (17)	11% (113)	1019
Educ: Bachelors degree	20% (67)	29% (96)	18% (59)	26% (87)	3% (9)	4% (12)	329
Educ: Post-grad	50% (102)	15% (31)	13% (27)	14% (30)	4% (8)	4% (9)	207
Income: Under 50k	16% (119)	22% (169)	19% (148)	30% (228)	2% (15)	11% (88)	768
Income: 50k-100k	27% (132)	28% (138)	17% (82)	21% (103)	2% (11)	6% (30)	496
Income: 100k+	40% (116)	21% (61)	14% (40)	17% (50)	3% (8)	6% (16)	290
Ethnicity: White	24% (282)	23% (273)	16% (192)	27% (321)	2% (23)	8% (99)	1189
Ethnicity: Hispanic	29% (86)	26% (77)	17% (51)	16% (48)	1% (3)	10% (29)	294
Ethnicity: Black	29% (62)	25% (52)	20% (43)	14% (31)	3% (7)	8% (17)	213
Ethnicity: Other	15% (24)	28% (43)	23% (35)	19% (29)	2% (4)	12% (18)	152
All Christian	22% (140)	23% (149)	17% (109)	28% (180)	2% (13)	9% (59)	651
All Non-Christian	60% (115)	17% (32)	9% (17)	11% (21)	1% (2)	2% (4)	191
Atheist	15% (9)	29% (18)	20% (13)	24% (15)	3% (2)	9% (6)	63
Agnostic/Nothing in particular	18% (68)	24% (90)	21% (78)	26% (95)	2% (8)	9% (32)	371
Something Else	13% (36)	28% (79)	19% (54)	25% (70)	3% (8)	12% (33)	280
Religious Non-Protestant/Catholic	58% (117)	18% (35)	9% (17)	11% (22)	1% (2)	3% (7)	200
Evangelical	24% (93)	23% (91)	17% (67)	25% (100)	2% (7)	9% (37)	395
Non-Evangelical	14% (69)	26% (129)	19% (95)	29% (145)	3% (13)	10% (52)	504
Community: Urban	39% (213)	23% (124)	14% (73)	15% (83)	2% (13)	6% (34)	540
Community: Suburban	16% (111)	24% (159)	22% (147)	27% (180)	2% (15)	9% (64)	675
Community: Rural	13% (45)	25% (85)	15% (50)	35% (118)	2% (5)	11% (36)	340

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**Table MCTE1:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, such as Netflix or Hulu, where you stream content but do not own a copy of it, but with video games. With this in mind, generally speaking, how interested are you in subscribing to a cloud gaming service and playing games via a streaming service?

Demographic	Very interested	Somewhat interested	Not too interested	Not interested at all	I currently subscribe to a cloud gaming service	Don't know / No opinion	Total N
Adults	24% (368)	24% (369)	17% (270)	24% (381)	2% (34)	9% (134)	1555
Employ: Private Sector	32% (161)	28% (144)	16% (81)	17% (87)	3% (17)	4% (19)	509
Employ: Government	43% (64)	24% (36)	14% (21)	14% (20)	1% (1)	4% (6)	148
Employ: Self-Employed	30% (45)	26% (39)	14% (21)	19% (28)	1% (1)	10% (15)	149
Employ: Homemaker	23% (22)	23% (21)	15% (15)	20% (19)	1% (1)	19% (18)	95
Employ: Student	37% (30)	28% (23)	19% (15)	13% (11)	1% (1)	2% (1)	80
Employ: Retired	6% (20)	13% (43)	25% (79)	44% (141)	1% (3)	10% (33)	318
Employ: Unemployed	11% (16)	26% (39)	18% (28)	25% (39)	3% (5)	17% (26)	153
Employ: Other	11% (11)	24% (24)	10% (10)	35% (35)	5% (5)	16% (16)	102
Military HH: Yes	26% (50)	24% (47)	17% (32)	25% (48)	3% (6)	6% (11)	194
Military HH: No	23% (318)	24% (322)	17% (238)	24% (332)	2% (28)	9% (122)	1361
2022 House Vote: Democrat	34% (221)	24% (155)	15% (98)	19% (128)	2% (14)	6% (40)	656
2022 House Vote: Republican	17% (73)	26% (110)	19% (80)	31% (133)	2% (10)	4% (18)	424
2022 House Vote: Didnt Vote	15% (64)	22% (96)	20% (88)	26% (112)	2% (8)	15% (66)	435
2020 Vote: Joe Biden	33% (221)	24% (162)	16% (106)	20% (134)	2% (15)	6% (42)	680
2020 Vote: Donald Trump	15% (67)	24% (108)	19% (84)	32% (142)	2% (8)	8% (35)	443
2020 Vote: Didn't Vote	19% (72)	23% (89)	19% (73)	25% (99)	2% (10)	12% (45)	388
2018 House Vote: Democrat	34% (196)	24% (138)	15% (85)	19% (112)	3% (15)	5% (30)	575
2018 House Vote: Republican	16% (59)	23% (88)	18% (69)	35% (134)	2% (7)	5% (20)	377
2018 House Vote: Didnt Vote	19% (108)	24% (136)	19% (108)	22% (126)	2% (11)	14% (77)	565
4-Region: Northeast	32% (85)	25% (67)	10% (27)	21% (57)	2% (5)	10% (27)	269
4-Region: Midwest	15% (49)	20% (63)	24% (78)	29% (95)	2% (8)	9% (29)	323
4-Region: South	21% (122)	25% (151)	17% (99)	28% (164)	3% (16)	7% (42)	593
4-Region: West	30% (112)	23% (87)	18% (66)	17% (64)	1% (5)	10% (36)	370
Played Video Games in the Past Month	24% (368)	24% (369)	17% (270)	24% (381)	2% (34)	9% (134)	1555
Interested in using Cloud Gaming	50% (368)	50% (369)	— (0)	— (0)	— (0)	— (0)	737
Used Cloud Gaming in the Past Month	46% (311)	29% (195)	9% (62)	7% (45)	4% (25)	5% (32)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE2\_1:** *As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?*

*PlayStation Plus Premium*

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	6% (95)	3% (53)	7% (107)	6% (89)	5% (84)	6% (91)	67% (1036)	1555
Gender: Male	10% (82)	5% (40)	10% (80)	8% (67)	7% (55)	6% (52)	54% (439)	815
Gender: Female	2% (13)	2% (12)	4% (27)	3% (20)	4% (30)	5% (39)	81% (594)	735
Age: 18-34	12% (63)	6% (31)	9% (51)	9% (52)	7% (38)	9% (47)	48% (264)	546
Age: 35-44	9% (27)	4% (12)	13% (38)	9% (27)	9% (26)	5% (15)	51% (149)	294
Age: 45-64	1% (6)	1% (7)	4% (18)	2% (8)	4% (17)	5% (24)	83% (388)	468
Age: 65+	— (0)	1% (2)	— (0)	1% (2)	1% (3)	2% (5)	95% (235)	247
GenZers: 1997-2012	9% (19)	7% (17)	10% (22)	9% (20)	9% (19)	8% (17)	49% (113)	228
Millennials: 1981-1996	12% (70)	4% (26)	11% (65)	10% (59)	8% (44)	7% (44)	47% (278)	586
GenXers: 1965-1980	2% (6)	2% (7)	5% (20)	2% (7)	4% (14)	5% (19)	80% (293)	367
Baby Boomers: 1946-1964	— (0)	1% (2)	— (0)	1% (3)	2% (7)	3% (11)	93% (326)	349
PID: Dem (no lean)	8% (52)	5% (35)	10% (66)	5% (37)	7% (45)	6% (44)	59% (403)	681
PID: Ind (no lean)	5% (22)	2% (8)	4% (18)	6% (26)	4% (17)	6% (26)	72% (299)	415
PID: Rep (no lean)	5% (22)	2% (9)	5% (24)	6% (26)	5% (23)	5% (22)	73% (334)	458
PID/Gender: Dem Men	12% (44)	8% (28)	14% (50)	8% (30)	8% (30)	6% (24)	44% (165)	371
PID/Gender: Dem Women	2% (8)	2% (6)	5% (16)	2% (6)	5% (15)	6% (20)	77% (238)	309
PID/Gender: Ind Men	9% (18)	2% (4)	6% (11)	8% (16)	5% (10)	7% (15)	64% (133)	208
PID/Gender: Ind Women	2% (3)	2% (4)	3% (6)	5% (9)	3% (7)	5% (11)	80% (165)	206
PID/Gender: Rep Men	8% (19)	3% (7)	8% (18)	9% (21)	6% (15)	6% (13)	60% (141)	236
PID/Gender: Rep Women	1% (3)	1% (2)	2% (5)	2% (4)	3% (7)	4% (9)	86% (191)	220
Ideo: Liberal (1-3)	7% (34)	4% (18)	8% (41)	5% (24)	6% (29)	6% (28)	64% (306)	480
Ideo: Moderate (4)	5% (24)	3% (12)	8% (37)	6% (25)	4% (20)	9% (40)	65% (288)	446
Ideo: Conservative (5-7)	6% (31)	4% (21)	6% (28)	6% (33)	6% (31)	4% (20)	68% (342)	504
Educ: < College	5% (53)	3% (29)	4% (46)	6% (62)	5% (51)	6% (65)	70% (712)	1019
Educ: Bachelors degree	6% (21)	2% (8)	9% (31)	4% (13)	4% (12)	5% (16)	70% (229)	329
Educ: Post-grad	10% (21)	8% (16)	15% (30)	7% (14)	10% (21)	5% (10)	46% (95)	207

Continued on next page

**Table MCTE2\_1:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

PlayStation Plus Premium

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	6% (95)	3% (53)	7% (107)	6% (89)	5% (84)	6% (91)	67%(1036)	1555
Income: Under 50k	5% (39)	1% (11)	4% (28)	4% (28)	5% (40)	6% (46)	75% (575)	768
Income: 50k-100k	6% (29)	4% (20)	8% (41)	9% (46)	5% (25)	7% (34)	61% (302)	496
Income: 100k+	9% (27)	7% (21)	13% (38)	5% (15)	7% (20)	4% (11)	55% (159)	290
Ethnicity: White	6% (66)	3% (41)	6% (75)	6% (71)	5% (65)	6% (67)	68% (804)	1189
Ethnicity: Hispanic	11% (32)	1% (2)	7% (21)	12% (35)	7% (19)	11% (34)	52% (152)	294
Ethnicity: Black	8% (18)	4% (9)	10% (22)	6% (12)	5% (10)	7% (14)	60% (128)	213
Ethnicity: Other	7% (11)	2% (3)	7% (10)	4% (5)	6% (9)	7% (11)	68% (104)	152
All Christian	7% (44)	2% (13)	7% (47)	5% (30)	5% (34)	6% (37)	69% (447)	651
All Non-Christian	14% (27)	13% (24)	12% (23)	12% (22)	11% (21)	7% (13)	32% (61)	191
Atheist	5% (3)	— (0)	2% (1)	3% (2)	5% (3)	6% (3)	80% (50)	63
Agnostic/Nothing in particular	4% (17)	3% (12)	5% (19)	7% (24)	3% (12)	2% (9)	75% (278)	371
Something Else	2% (5)	2% (4)	6% (17)	4% (10)	5% (14)	10% (28)	72% (200)	280
Religious Non-Protestant/Catholic	14% (27)	12% (24)	12% (24)	11% (22)	11% (22)	7% (15)	33% (66)	200
Evangelical	7% (26)	2% (10)	7% (29)	6% (22)	5% (21)	7% (26)	66% (260)	395
Non-Evangelical	4% (21)	1% (6)	5% (26)	3% (14)	5% (25)	7% (37)	74% (375)	504
Community: Urban	11% (58)	6% (34)	12% (63)	8% (44)	7% (40)	7% (39)	49% (262)	540
Community: Suburban	4% (25)	2% (13)	5% (32)	4% (27)	4% (30)	4% (29)	77% (519)	675
Community: Rural	4% (12)	2% (6)	3% (12)	5% (17)	4% (15)	7% (24)	75% (254)	340
Employ: Private Sector	8% (43)	5% (23)	11% (55)	5% (24)	8% (41)	5% (26)	58% (296)	509
Employ: Government	14% (20)	4% (5)	14% (20)	12% (18)	7% (11)	11% (16)	38% (57)	148
Employ: Self-Employed	11% (17)	5% (7)	8% (13)	5% (8)	5% (8)	7% (11)	57% (85)	149
Employ: Homemaker	2% (2)	— (0)	1% (1)	10% (9)	4% (3)	5% (5)	78% (74)	95
Employ: Student	10% (8)	12% (10)	10% (8)	8% (6)	10% (8)	4% (3)	46% (37)	80
Employ: Retired	1% (3)	— (1)	— (1)	2% (6)	1% (5)	4% (12)	91% (291)	318
Employ: Unemployed	1% (2)	3% (4)	5% (7)	5% (8)	3% (5)	5% (8)	79% (121)	153
Employ: Other	— (0)	1% (1)	3% (3)	9% (9)	3% (3)	10% (10)	73% (75)	102

Continued on next page

**Table MCTE2\_1:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

PlayStation Plus Premium

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	6% (95)	3% (53)	7% (107)	6% (89)	5% (84)	6% (91)	67%(1036)	1555
Military HH: Yes	9% (17)	6% (12)	6% (12)	4% (7)	6% (12)	7% (14)	62% (120)	194
Military HH: No	6% (78)	3% (40)	7% (95)	6% (81)	5% (73)	6% (77)	67% (916)	1361
2022 House Vote: Democrat	9% (57)	5% (32)	8% (56)	5% (31)	6% (41)	6% (41)	61% (398)	656
2022 House Vote: Republican	5% (23)	2% (8)	6% (25)	5% (23)	4% (16)	5% (19)	73% (310)	424
2022 House Vote: Didnt Vote	3% (13)	2% (11)	5% (24)	7% (30)	6% (25)	7% (29)	70% (303)	435
2020 Vote: Joe Biden	8% (53)	5% (31)	8% (53)	6% (38)	6% (42)	6% (39)	62% (424)	680
2020 Vote: Donald Trump	4% (20)	2% (9)	5% (23)	6% (27)	4% (16)	6% (25)	73% (323)	443
2020 Vote: Didn't Vote	5% (19)	3% (13)	7% (26)	6% (23)	6% (24)	6% (25)	66% (257)	388
2018 House Vote: Democrat	8% (47)	5% (29)	9% (50)	4% (21)	6% (37)	6% (35)	62% (356)	575
2018 House Vote: Republican	4% (16)	2% (8)	6% (22)	4% (17)	4% (15)	5% (17)	75% (282)	377
2018 House Vote: Didnt Vote	5% (30)	3% (14)	6% (33)	9% (51)	6% (33)	6% (37)	65% (368)	565
4-Region: Northeast	7% (20)	5% (12)	7% (18)	5% (13)	6% (16)	8% (21)	63% (168)	269
4-Region: Midwest	3% (10)	3% (8)	3% (10)	5% (15)	7% (21)	2% (5)	79% (254)	323
4-Region: South	8% (50)	3% (16)	7% (40)	5% (30)	4% (25)	7% (41)	66% (392)	593
4-Region: West	4% (16)	4% (16)	11% (39)	8% (31)	6% (22)	6% (24)	60% (221)	370
Played Video Games in the Past Month	6% (95)	3% (53)	7% (107)	6% (89)	5% (84)	6% (91)	67%(1036)	1555
Interested in using Cloud Gaming	11% (82)	6% (45)	12% (91)	10% (74)	9% (65)	7% (54)	44% (327)	737
Used Cloud Gaming in the Past Month	14% (95)	8% (53)	16% (107)	13% (89)	13% (84)	14% (91)	23% (151)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE2\_2:** *As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?*

*Game Pass Ultimate*

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	4% (66)	4% (56)	7% (104)	4% (55)	6% (96)	4% (69)	71% (1109)	1555
Gender: Male	7% (56)	6% (49)	10% (85)	5% (38)	7% (59)	5% (37)	60% (491)	815
Gender: Female	1% (10)	1% (7)	3% (20)	2% (17)	5% (36)	4% (32)	83% (614)	735
Age: 18-34	6% (34)	7% (36)	10% (55)	6% (35)	10% (56)	7% (38)	54% (293)	546
Age: 35-44	6% (18)	6% (17)	14% (42)	4% (12)	9% (27)	6% (17)	55% (162)	294
Age: 45-64	3% (14)	1% (4)	2% (7)	2% (8)	2% (10)	2% (10)	89% (415)	468
Age: 65+	— (0)	— (0)	— (0)	— (0)	1% (3)	2% (5)	97% (239)	247
GenZers: 1997-2012	4% (9)	6% (15)	11% (24)	7% (15)	12% (27)	4% (8)	57% (130)	228
Millennials: 1981-1996	7% (42)	6% (38)	12% (72)	5% (31)	9% (55)	8% (47)	51% (300)	586
GenXers: 1965-1980	4% (15)	1% (3)	2% (8)	2% (7)	3% (10)	1% (4)	87% (320)	367
Baby Boomers: 1946-1964	— (0)	— (1)	— (1)	— (1)	1% (3)	3% (10)	95% (333)	349
PID: Dem (no lean)	5% (35)	5% (31)	11% (72)	5% (31)	6% (42)	5% (35)	64% (435)	681
PID: Ind (no lean)	3% (13)	2% (9)	2% (10)	3% (12)	6% (26)	4% (17)	79% (327)	415
PID: Rep (no lean)	4% (17)	3% (16)	5% (23)	3% (12)	6% (27)	4% (18)	76% (346)	458
PID/Gender: Dem Men	8% (31)	7% (27)	16% (61)	6% (21)	7% (25)	6% (22)	49% (183)	371
PID/Gender: Dem Women	1% (5)	1% (4)	4% (11)	3% (10)	5% (17)	4% (12)	81% (250)	309
PID/Gender: Ind Men	5% (10)	4% (9)	4% (9)	3% (6)	6% (12)	5% (11)	73% (152)	208
PID/Gender: Ind Women	1% (3)	— (0)	1% (1)	3% (5)	7% (14)	3% (6)	85% (175)	206
PID/Gender: Rep Men	7% (15)	5% (13)	7% (15)	4% (10)	9% (22)	2% (4)	66% (156)	236
PID/Gender: Rep Women	1% (2)	1% (3)	3% (7)	1% (2)	2% (5)	6% (14)	85% (188)	220
Ideo: Liberal (1-3)	6% (30)	4% (18)	8% (40)	3% (17)	6% (29)	5% (24)	67% (321)	480
Ideo: Moderate (4)	3% (13)	4% (17)	6% (25)	4% (19)	6% (26)	3% (14)	74% (332)	446
Ideo: Conservative (5-7)	4% (20)	4% (19)	8% (38)	3% (14)	6% (31)	5% (25)	71% (357)	504
Educ: < College	3% (33)	3% (27)	6% (59)	2% (25)	6% (63)	5% (53)	74% (759)	1019
Educ: Bachelors degree	2% (8)	5% (16)	8% (25)	4% (13)	5% (16)	2% (8)	74% (243)	329
Educ: Post-grad	12% (24)	7% (14)	10% (20)	9% (18)	8% (16)	4% (8)	52% (106)	207

Continued on next page

**Table MCTE2\_2:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Game Pass Ultimate

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	4% (66)	4% (56)	7% (104)	4% (55)	6% (96)	4% (69)	71% (1109)	1555
Income: Under 50k	3% (22)	2% (19)	4% (33)	1% (11)	5% (41)	5% (35)	79% (608)	768
Income: 50k-100k	5% (24)	4% (18)	8% (42)	4% (22)	7% (36)	5% (27)	66% (327)	496
Income: 100k+	7% (20)	7% (19)	10% (30)	8% (22)	6% (19)	3% (8)	60% (173)	290
Ethnicity: White	4% (49)	4% (44)	7% (80)	3% (40)	7% (77)	5% (56)	71% (842)	1189
Ethnicity: Hispanic	7% (20)	4% (13)	7% (22)	3% (8)	9% (28)	10% (28)	60% (175)	294
Ethnicity: Black	6% (13)	3% (7)	9% (18)	3% (7)	4% (9)	4% (8)	71% (151)	213
Ethnicity: Other	2% (3)	3% (5)	4% (6)	5% (7)	6% (9)	4% (6)	76% (116)	152
All Christian	4% (24)	3% (20)	6% (36)	2% (15)	5% (32)	5% (33)	76% (492)	651
All Non-Christian	13% (25)	9% (17)	18% (35)	10% (18)	11% (20)	8% (15)	32% (61)	191
Atheist	1% (1)	1% (0)	4% (3)	3% (2)	3% (2)	1% (0)	88% (55)	63
Agnostic/Nothing in particular	2% (7)	3% (11)	5% (20)	3% (11)	7% (27)	2% (9)	77% (285)	371
Something Else	3% (9)	3% (8)	4% (11)	3% (9)	5% (15)	4% (13)	77% (216)	280
Religious Non-Protestant/Catholic	13% (25)	8% (17)	18% (36)	9% (18)	11% (23)	7% (15)	33% (67)	200
Evangelical	4% (16)	3% (11)	8% (30)	4% (17)	5% (20)	4% (14)	73% (287)	395
Non-Evangelical	3% (15)	3% (14)	2% (11)	1% (6)	4% (20)	6% (28)	81% (410)	504
Community: Urban	7% (37)	6% (34)	13% (69)	7% (39)	8% (43)	6% (32)	53% (287)	540
Community: Suburban	3% (18)	2% (15)	5% (32)	1% (10)	4% (27)	4% (29)	81% (545)	675
Community: Rural	3% (11)	2% (7)	1% (3)	2% (6)	8% (26)	3% (9)	82% (277)	340
Employ: Private Sector	6% (31)	6% (31)	9% (48)	4% (21)	6% (32)	3% (18)	65% (329)	509
Employ: Government	9% (13)	6% (10)	9% (13)	9% (14)	12% (18)	8% (12)	47% (70)	148
Employ: Self-Employed	8% (12)	1% (2)	12% (17)	8% (12)	5% (7)	4% (5)	63% (94)	149
Employ: Homemaker	4% (4)	— (0)	6% (5)	1% (1)	6% (6)	12% (11)	72% (69)	95
Employ: Student	3% (3)	8% (7)	17% (14)	2% (2)	16% (13)	7% (5)	47% (37)	80
Employ: Retired	— (1)	1% (2)	1% (3)	— (1)	1% (2)	3% (10)	94% (299)	318
Employ: Unemployed	1% (2)	1% (2)	1% (1)	1% (2)	6% (10)	4% (5)	86% (131)	153
Employ: Other	1% (1)	4% (4)	3% (3)	3% (3)	8% (8)	2% (2)	79% (80)	102

Continued on next page

**Table MCTE2\_2:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Game Pass Ultimate

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	4% (66)	4% (56)	7% (104)	4% (55)	6% (96)	4% (69)	71% (1109)	1555
Military HH: Yes	6% (11)	4% (8)	9% (17)	3% (5)	5% (9)	5% (9)	69% (134)	194
Military HH: No	4% (54)	4% (48)	6% (88)	4% (50)	6% (86)	4% (60)	72% (975)	1361
2022 House Vote: Democrat	5% (34)	5% (33)	9% (56)	3% (23)	6% (36)	5% (31)	68% (443)	656
2022 House Vote: Republican	5% (19)	3% (15)	3% (14)	3% (15)	5% (21)	3% (14)	77% (326)	424
2022 House Vote: Didnt Vote	2% (10)	2% (9)	8% (33)	4% (17)	7% (30)	5% (22)	72% (314)	435
2020 Vote: Joe Biden	5% (34)	5% (32)	9% (64)	3% (22)	6% (38)	4% (29)	68% (460)	680
2020 Vote: Donald Trump	4% (18)	2% (10)	3% (14)	3% (13)	7% (30)	4% (16)	77% (342)	443
2020 Vote: Didn't Vote	3% (12)	3% (13)	6% (25)	5% (20)	5% (20)	6% (22)	71% (276)	388
2018 House Vote: Democrat	5% (31)	5% (28)	9% (52)	3% (20)	5% (31)	5% (28)	67% (386)	575
2018 House Vote: Republican	3% (13)	3% (13)	2% (8)	4% (14)	5% (18)	3% (11)	80% (301)	377
2018 House Vote: Didnt Vote	3% (20)	3% (15)	8% (45)	4% (21)	7% (39)	5% (27)	70% (398)	565
4-Region: Northeast	7% (19)	6% (15)	5% (14)	4% (10)	6% (16)	4% (11)	68% (183)	269
4-Region: Midwest	4% (12)	1% (4)	3% (10)	2% (6)	7% (22)	2% (6)	81% (263)	323
4-Region: South	3% (21)	4% (24)	6% (35)	3% (17)	4% (23)	5% (28)	75% (446)	593
4-Region: West	4% (14)	3% (13)	12% (46)	6% (22)	9% (34)	7% (24)	59% (217)	370
Played Video Games in the Past Month	4% (66)	4% (56)	7% (104)	4% (55)	6% (96)	4% (69)	71% (1109)	1555
Interested in using Cloud Gaming	8% (57)	6% (47)	12% (85)	6% (46)	9% (68)	8% (55)	51% (379)	737
Used Cloud Gaming in the Past Month	10% (66)	8% (56)	16% (104)	8% (55)	14% (96)	10% (69)	33% (224)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE2\_3:** *As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?*

Amazon Luna+

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (45)	3% (42)	5% (83)	3% (41)	3% (48)	4% (62)	79% (1233)	1555
Gender: Male	5% (40)	4% (36)	9% (72)	4% (34)	4% (33)	5% (38)	69% (561)	815
Gender: Female	1% (5)	1% (6)	1% (10)	1% (6)	2% (15)	3% (24)	91% (668)	735
Age: 18-34	3% (18)	4% (20)	9% (51)	4% (25)	5% (27)	4% (23)	70% (382)	546
Age: 35-44	7% (20)	5% (16)	9% (28)	5% (15)	4% (13)	7% (20)	62% (182)	294
Age: 45-64	1% (7)	1% (6)	1% (4)	— (0)	2% (8)	4% (19)	91% (423)	468
Age: 65+	— (0)	— (0)	— (0)	1% (1)	— (0)	— (0)	99% (245)	247
GenZers: 1997-2012	2% (3)	4% (8)	7% (15)	5% (11)	3% (6)	3% (7)	77% (176)	228
Millennials: 1981-1996	6% (35)	5% (28)	11% (63)	5% (28)	6% (34)	6% (34)	62% (364)	586
GenXers: 1965-1980	2% (7)	2% (6)	1% (2)	— (0)	2% (8)	4% (14)	90% (329)	367
Baby Boomers: 1946-1964	— (0)	— (0)	1% (3)	— (1)	— (1)	2% (6)	97% (338)	349
PID: Dem (no lean)	5% (36)	5% (31)	7% (48)	4% (27)	5% (32)	5% (33)	70% (474)	681
PID: Ind (no lean)	1% (3)	1% (5)	2% (9)	2% (7)	1% (4)	4% (17)	89% (369)	415
PID: Rep (no lean)	1% (5)	1% (6)	6% (26)	1% (7)	3% (12)	3% (13)	85% (390)	458
PID/Gender: Dem Men	9% (35)	7% (27)	11% (42)	6% (22)	5% (20)	6% (24)	54% (201)	371
PID/Gender: Dem Women	1% (2)	1% (4)	2% (7)	1% (4)	4% (12)	3% (9)	88% (271)	309
PID/Gender: Ind Men	1% (2)	2% (4)	3% (6)	3% (6)	1% (3)	5% (10)	85% (176)	208
PID/Gender: Ind Women	1% (1)	1% (1)	1% (2)	— (1)	1% (1)	3% (7)	93% (192)	206
PID/Gender: Rep Men	1% (3)	2% (5)	10% (24)	2% (6)	4% (10)	2% (4)	78% (184)	236
PID/Gender: Rep Women	1% (2)	— (1)	1% (2)	— (1)	1% (2)	4% (8)	93% (205)	220
Ideo: Liberal (1-3)	4% (19)	4% (17)	7% (33)	4% (17)	4% (18)	5% (23)	73% (352)	480
Ideo: Moderate (4)	2% (8)	3% (12)	3% (15)	2% (7)	3% (13)	4% (19)	83% (371)	446
Ideo: Conservative (5-7)	3% (16)	3% (13)	6% (31)	3% (13)	3% (16)	4% (19)	78% (396)	504
Educ: < College	2% (16)	1% (12)	4% (41)	2% (19)	3% (26)	4% (37)	85% (867)	1019
Educ: Bachelors degree	4% (12)	4% (12)	5% (17)	3% (10)	2% (8)	3% (10)	79% (261)	329
Educ: Post-grad	8% (17)	9% (19)	12% (25)	6% (12)	7% (14)	7% (15)	51% (105)	207

Continued on next page



**Table MCTE2\_3:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Amazon Luna+

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (45)	3% (42)	5% (83)	3% (41)	3% (48)	4% (62)	79% (1233)	1555
Income: Under 50k	1% (5)	— (3)	4% (31)	1% (6)	1% (9)	4% (28)	89% (686)	768
Income: 50k-100k	4% (19)	5% (23)	6% (30)	3% (14)	5% (25)	4% (18)	74% (367)	496
Income: 100k+	7% (21)	5% (16)	8% (22)	7% (21)	5% (14)	6% (17)	62% (180)	290
Ethnicity: White	3% (40)	3% (36)	6% (70)	3% (33)	3% (38)	4% (43)	78% (928)	1189
Ethnicity: Hispanic	3% (8)	2% (6)	9% (25)	2% (6)	4% (13)	5% (15)	75% (220)	294
Ethnicity: Black	2% (4)	2% (3)	5% (10)	1% (2)	2% (5)	6% (14)	82% (175)	213
Ethnicity: Other	1% (2)	2% (3)	2% (3)	3% (5)	3% (5)	4% (6)	85% (130)	152
All Christian	3% (19)	4% (25)	5% (33)	1% (9)	2% (14)	4% (27)	80% (524)	651
All Non-Christian	11% (20)	7% (14)	17% (33)	12% (22)	10% (18)	8% (15)	36% (68)	191
Atheist	— (0)	2% (1)	2% (1)	— (0)	1% (1)	1% (1)	94% (59)	63
Agnostic/Nothing in particular	1% (3)	— (1)	2% (9)	3% (9)	2% (6)	3% (11)	89% (331)	371
Something Else	1% (3)	— (1)	3% (7)	— (1)	3% (8)	3% (9)	90% (251)	280
Religious Non-Protestant/Catholic	10% (20)	7% (14)	17% (33)	12% (23)	10% (19)	7% (15)	38% (75)	200
Evangelical	4% (17)	3% (13)	5% (20)	1% (5)	3% (11)	4% (18)	79% (311)	395
Non-Evangelical	1% (6)	1% (7)	3% (16)	— (2)	1% (7)	3% (17)	89% (449)	504
Community: Urban	6% (32)	6% (33)	10% (55)	6% (34)	5% (29)	6% (31)	60% (325)	540
Community: Suburban	1% (9)	1% (6)	2% (17)	1% (5)	2% (13)	3% (19)	90% (606)	675
Community: Rural	1% (5)	1% (3)	3% (11)	— (1)	2% (7)	3% (12)	89% (302)	340
Employ: Private Sector	4% (21)	5% (26)	6% (32)	3% (15)	5% (25)	4% (23)	72% (367)	509
Employ: Government	7% (11)	2% (3)	12% (18)	8% (12)	8% (12)	5% (7)	58% (85)	148
Employ: Self-Employed	4% (6)	2% (2)	9% (14)	5% (8)	4% (5)	4% (6)	72% (107)	149
Employ: Homemaker	1% (1)	2% (2)	— (0)	— (0)	2% (1)	5% (5)	90% (86)	95
Employ: Student	3% (3)	8% (6)	8% (7)	5% (4)	2% (2)	5% (4)	69% (55)	80
Employ: Retired	1% (3)	— (1)	1% (4)	— (0)	— (1)	2% (8)	95% (301)	318
Employ: Unemployed	— (0)	1% (1)	4% (6)	1% (1)	— (0)	4% (6)	91% (139)	153
Employ: Other	— (0)	— (0)	3% (3)	2% (2)	1% (1)	3% (3)	91% (93)	102

Continued on next page

**Table MCTE2\_3:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Amazon Luna+

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (45)	3% (42)	5% (83)	3% (41)	3% (48)	4% (62)	79%(1233)	1555
Military HH: Yes	8% (15)	4% (8)	6% (12)	2% (4)	2% (5)	3% (6)	75% (144)	194
Military HH: No	2% (30)	3% (35)	5% (71)	3% (36)	3% (43)	4% (56)	80%(1089)	1361
2022 House Vote: Democrat	5% (35)	5% (30)	7% (44)	2% (15)	4% (28)	5% (31)	72% (472)	656
2022 House Vote: Republican	1% (6)	2% (8)	6% (25)	1% (4)	2% (10)	2% (10)	85% (361)	424
2022 House Vote: Didnt Vote	1% (5)	— (2)	3% (13)	5% (20)	2% (9)	4% (18)	84% (366)	435
2020 Vote: Joe Biden	5% (33)	4% (30)	6% (43)	2% (14)	4% (28)	4% (30)	74% (502)	680
2020 Vote: Donald Trump	1% (6)	2% (7)	4% (19)	1% (6)	3% (11)	3% (15)	86% (379)	443
2020 Vote: Didn't Vote	2% (6)	1% (4)	5% (20)	5% (20)	2% (9)	4% (16)	81% (312)	388
2018 House Vote: Democrat	6% (33)	5% (27)	6% (34)	2% (12)	4% (25)	5% (29)	72% (413)	575
2018 House Vote: Republican	1% (3)	2% (6)	4% (14)	1% (3)	3% (12)	2% (9)	87% (329)	377
2018 House Vote: Didnt Vote	2% (9)	1% (7)	6% (35)	4% (24)	2% (11)	4% (23)	81% (457)	565
4-Region: Northeast	6% (17)	— (1)	4% (12)	4% (10)	4% (11)	6% (15)	75% (203)	269
4-Region: Midwest	2% (7)	1% (4)	5% (16)	1% (5)	2% (8)	3% (10)	84% (273)	323
4-Region: South	2% (13)	3% (15)	5% (29)	1% (3)	2% (10)	3% (17)	85% (505)	593
4-Region: West	2% (8)	6% (21)	7% (26)	6% (23)	5% (19)	6% (21)	68% (252)	370
Played Video Games in the Past Month	3% (45)	3% (42)	5% (83)	3% (41)	3% (48)	4% (62)	79%(1233)	1555
Interested in using Cloud Gaming	6% (43)	6% (41)	10% (75)	4% (32)	6% (42)	7% (49)	62% (455)	737
Used Cloud Gaming in the Past Month	7% (45)	6% (42)	12% (83)	6% (41)	7% (48)	9% (62)	52% (348)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE2\_4:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Nvidia GeForce Now

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (44)	3% (53)	5% (75)	4% (64)	3% (51)	4% (55)	78% (1212)	1555
Gender: Male	5% (40)	6% (46)	7% (59)	7% (59)	4% (31)	5% (41)	66% (539)	815
Gender: Female	1% (4)	1% (7)	2% (16)	1% (6)	3% (20)	2% (14)	91% (668)	735
Age: 18-34	5% (25)	6% (31)	6% (35)	7% (39)	6% (30)	5% (25)	66% (362)	546
Age: 35-44	5% (16)	6% (16)	10% (28)	7% (19)	6% (17)	4% (13)	63% (186)	294
Age: 45-64	1% (3)	1% (6)	2% (12)	1% (7)	1% (4)	3% (15)	90% (420)	468
Age: 65+	— (1)	— (0)	— (0)	— (0)	— (0)	1% (3)	99% (243)	247
GenZers: 1997-2012	5% (10)	6% (14)	5% (12)	5% (11)	7% (15)	3% (7)	70% (159)	228
Millennials: 1981-1996	5% (30)	6% (33)	9% (51)	8% (47)	5% (32)	5% (30)	62% (363)	586
GenXers: 1965-1980	1% (3)	2% (7)	3% (12)	1% (4)	1% (4)	3% (12)	88% (324)	367
Baby Boomers: 1946-1964	— (1)	— (0)	— (0)	1% (2)	— (1)	2% (6)	97% (340)	349
PID: Dem (no lean)	4% (30)	5% (34)	7% (49)	5% (36)	5% (37)	4% (29)	68% (465)	681
PID: Ind (no lean)	2% (9)	1% (5)	3% (13)	3% (14)	1% (4)	3% (14)	86% (356)	415
PID: Rep (no lean)	1% (5)	3% (14)	3% (12)	3% (14)	2% (11)	3% (12)	85% (391)	458
PID/Gender: Dem Men	8% (29)	8% (31)	11% (41)	9% (34)	7% (25)	6% (23)	51% (188)	371
PID/Gender: Dem Women	1% (2)	1% (3)	3% (8)	1% (3)	4% (12)	2% (7)	89% (275)	309
PID/Gender: Ind Men	3% (7)	1% (2)	4% (9)	6% (13)	— (1)	5% (11)	80% (166)	208
PID/Gender: Ind Women	1% (2)	2% (3)	2% (4)	1% (2)	1% (3)	1% (3)	92% (189)	206
PID/Gender: Rep Men	2% (4)	6% (13)	4% (9)	5% (12)	2% (5)	3% (7)	78% (185)	236
PID/Gender: Rep Women	— (1)	— (1)	2% (3)	1% (1)	2% (5)	2% (5)	93% (204)	220
Ideo: Liberal (1-3)	4% (19)	2% (11)	9% (42)	4% (20)	6% (28)	5% (24)	70% (337)	480
Ideo: Moderate (4)	2% (9)	4% (16)	4% (16)	2% (10)	1% (6)	3% (12)	85% (377)	446
Ideo: Conservative (5-7)	3% (15)	5% (26)	3% (14)	6% (30)	3% (15)	3% (16)	77% (389)	504
Educ: < College	2% (19)	2% (24)	4% (37)	3% (34)	2% (25)	4% (40)	82% (839)	1019
Educ: Bachelors degree	3% (9)	4% (12)	6% (20)	3% (10)	5% (15)	2% (5)	78% (257)	329
Educ: Post-grad	8% (16)	8% (17)	8% (17)	10% (21)	5% (11)	5% (10)	56% (115)	207

Continued on next page

**Table MCTE2\_4:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Nvidia GeForce Now

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (44)	3% (53)	5% (75)	4% (64)	3% (51)	4% (55)	78% (1212)	1555
Income: Under 50k	1% (7)	1% (9)	3% (27)	3% (20)	1% (10)	4% (27)	87% (667)	768
Income: 50k-100k	4% (18)	5% (26)	5% (26)	4% (18)	5% (26)	4% (18)	74% (366)	496
Income: 100k+	7% (19)	6% (18)	7% (22)	9% (26)	5% (15)	4% (10)	62% (179)	290
Ethnicity: White	3% (34)	4% (46)	5% (57)	4% (49)	3% (36)	4% (43)	78% (924)	1189
Ethnicity: Hispanic	4% (13)	3% (8)	5% (14)	7% (19)	3% (8)	7% (20)	72% (211)	294
Ethnicity: Black	2% (5)	2% (5)	5% (12)	5% (10)	3% (7)	3% (5)	80% (170)	213
Ethnicity: Other	4% (6)	1% (2)	4% (6)	4% (6)	5% (8)	4% (7)	78% (118)	152
All Christian	3% (20)	3% (19)	4% (25)	4% (26)	2% (16)	4% (25)	80% (520)	651
All Non-Christian	11% (21)	10% (20)	11% (22)	14% (27)	9% (18)	9% (18)	35% (66)	191
Atheist	1% (1)	— (0)	2% (1)	2% (1)	3% (2)	— (0)	92% (58)	63
Agnostic/Nothing in particular	1% (2)	3% (10)	5% (18)	2% (8)	2% (8)	2% (6)	86% (318)	371
Something Else	— (1)	1% (4)	3% (8)	1% (3)	3% (8)	2% (6)	89% (250)	280
Religious Non-Protestant/Catholic	10% (21)	10% (20)	11% (22)	14% (27)	9% (18)	9% (18)	37% (75)	200
Evangelical	3% (10)	3% (13)	5% (19)	4% (15)	3% (11)	4% (15)	79% (311)	395
Non-Evangelical	1% (7)	1% (6)	2% (10)	3% (13)	2% (11)	3% (14)	88% (442)	504
Community: Urban	6% (32)	7% (37)	9% (49)	8% (44)	5% (26)	5% (27)	60% (325)	540
Community: Suburban	1% (8)	1% (9)	3% (21)	3% (17)	2% (16)	2% (17)	87% (589)	675
Community: Rural	1% (5)	2% (7)	1% (5)	1% (3)	3% (9)	3% (12)	88% (298)	340
Employ: Private Sector	4% (23)	5% (25)	7% (37)	4% (18)	3% (17)	3% (18)	73% (371)	509
Employ: Government	6% (9)	4% (5)	8% (11)	13% (20)	6% (9)	8% (12)	55% (82)	148
Employ: Self-Employed	4% (5)	3% (5)	8% (12)	10% (15)	7% (10)	2% (3)	66% (98)	149
Employ: Homemaker	2% (2)	— (0)	1% (1)	2% (2)	5% (5)	4% (3)	86% (82)	95
Employ: Student	7% (5)	11% (9)	9% (8)	5% (4)	9% (7)	3% (3)	56% (45)	80
Employ: Retired	— (0)	— (1)	— (1)	1% (2)	— (1)	2% (7)	96% (305)	318
Employ: Unemployed	— (0)	4% (6)	2% (2)	— (0)	2% (3)	3% (4)	90% (138)	153
Employ: Other	— (0)	1% (1)	2% (2)	4% (4)	— (0)	5% (5)	88% (90)	102

Continued on next page

**Table MCTE2\_4:** As you may know, cloud gaming services are services that allow a player to play a video game being streamed from an off-site server that was not downloaded to a gaming device or playing off physical media. In other words, cloud gaming can be thought of as similar to a video streaming service, like Netflix, where you stream content but do not own a copy of it, but with video games. With this in mind, in the past month, how often did you use the following services to play a game via a cloud gaming stream?

Nvidia GeForce Now

Demographic	Multiple times a day	Once daily	A few times per week	Once per week	A few times	Once	Never	Total N
Adults	3% (44)	3% (53)	5% (75)	4% (64)	3% (51)	4% (55)	78% (1212)	1555
Military HH: Yes	4% (9)	4% (8)	6% (12)	4% (9)	5% (10)	2% (4)	74% (143)	194
Military HH: No	3% (36)	3% (45)	5% (63)	4% (56)	3% (41)	4% (51)	79% (1069)	1361
2022 House Vote: Democrat	4% (28)	5% (31)	7% (43)	5% (30)	5% (31)	3% (22)	72% (471)	656
2022 House Vote: Republican	2% (7)	3% (14)	2% (8)	3% (14)	2% (9)	3% (12)	85% (361)	424
2022 House Vote: Didn't Vote	2% (8)	2% (8)	5% (22)	5% (21)	2% (9)	5% (20)	80% (347)	435
2020 Vote: Joe Biden	4% (27)	4% (30)	7% (46)	4% (29)	4% (29)	3% (17)	74% (501)	680
2020 Vote: Donald Trump	2% (9)	3% (15)	1% (7)	2% (8)	2% (8)	3% (13)	86% (382)	443
2020 Vote: Didn't Vote	2% (8)	2% (8)	5% (20)	7% (27)	4% (14)	6% (23)	74% (289)	388
2018 House Vote: Democrat	5% (27)	5% (27)	7% (41)	4% (21)	5% (28)	3% (19)	72% (413)	575
2018 House Vote: Republican	1% (4)	2% (7)	3% (10)	2% (9)	3% (9)	2% (9)	87% (329)	377
2018 House Vote: Didn't Vote	2% (12)	3% (19)	4% (24)	6% (35)	2% (13)	5% (26)	77% (435)	565
4-Region: Northeast	7% (19)	4% (10)	4% (11)	3% (9)	3% (9)	4% (12)	74% (199)	269
4-Region: Midwest	1% (5)	4% (12)	3% (9)	3% (11)	2% (6)	2% (7)	85% (275)	323
4-Region: South	2% (14)	2% (13)	4% (23)	3% (19)	3% (17)	3% (20)	82% (488)	593
4-Region: West	2% (7)	5% (18)	9% (32)	7% (26)	5% (19)	5% (17)	68% (250)	370
Played Video Games in the Past Month	3% (44)	3% (53)	5% (75)	4% (64)	3% (51)	4% (55)	78% (1212)	1555
Interested in using Cloud Gaming	5% (39)	6% (47)	8% (60)	8% (58)	6% (43)	6% (46)	60% (443)	737
Used Cloud Gaming in the Past Month	7% (44)	8% (53)	11% (75)	10% (64)	8% (51)	8% (55)	49% (327)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_1NET: What video game services do you currently subscribe to? Please select all that apply.**

*Xbox Game Pass*

Demographic	Selected		Not Selected		Total N
Adults	13%	(208)	87%	(1347)	1555
Gender: Male	15%	(123)	85%	(692)	815
Gender: Female	12%	(85)	88%	(651)	735
Age: 18-34	19%	(101)	81%	(445)	546
Age: 35-44	21%	(61)	79%	(234)	294
Age: 45-64	8%	(38)	92%	(430)	468
Age: 65+	3%	(8)	97%	(238)	247
GenZers: 1997-2012	18%	(40)	82%	(188)	228
Millennials: 1981-1996	21%	(120)	79%	(465)	586
GenXers: 1965-1980	9%	(34)	91%	(333)	367
Baby Boomers: 1946-1964	4%	(12)	96%	(336)	349
PID: Dem (no lean)	12%	(84)	88%	(597)	681
PID: Ind (no lean)	13%	(54)	87%	(360)	415
PID: Rep (no lean)	15%	(69)	85%	(389)	458
PID/Gender: Dem Men	15%	(54)	85%	(317)	371
PID/Gender: Dem Women	10%	(30)	90%	(279)	309
PID/Gender: Ind Men	15%	(31)	85%	(177)	208
PID/Gender: Ind Women	12%	(24)	88%	(182)	206
PID/Gender: Rep Men	16%	(38)	84%	(198)	236
PID/Gender: Rep Women	14%	(31)	86%	(189)	220
Ideo: Liberal (1-3)	12%	(58)	88%	(422)	480
Ideo: Moderate (4)	14%	(64)	86%	(382)	446
Ideo: Conservative (5-7)	14%	(71)	86%	(433)	504
Educ: < College	14%	(140)	86%	(879)	1019
Educ: Bachelors degree	11%	(37)	89%	(292)	329
Educ: Post-grad	15%	(31)	85%	(176)	207
Income: Under 50k	13%	(97)	87%	(671)	768
Income: 50k-100k	17%	(82)	83%	(414)	496
Income: 100k+	10%	(28)	90%	(262)	290
Ethnicity: White	13%	(157)	87%	(1032)	1189
Ethnicity: Hispanic	18%	(51)	82%	(242)	294
Ethnicity: Black	18%	(38)	82%	(175)	213

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**Table MCTE3\_1NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Xbox Game Pass*

Demographic	Selected		Not Selected		Total N
Adults	13%	(208)	87%	(1347)	1555
Ethnicity: Other	8%	(12)	92%	(140)	152
All Christian	15%	(95)	85%	(556)	651
All Non-Christian	9%	(17)	91%	(174)	191
Atheist	6%	(4)	94%	(59)	63
Agnostic/Nothing in particular	13%	(47)	87%	(324)	371
Something Else	16%	(45)	84%	(235)	280
Religious Non-Protestant/Catholic	9%	(17)	91%	(182)	200
Evangelical	15%	(58)	85%	(337)	395
Non-Evangelical	15%	(75)	85%	(428)	504
Community: Urban	16%	(86)	84%	(454)	540
Community: Suburban	12%	(81)	88%	(594)	675
Community: Rural	12%	(41)	88%	(299)	340
Employ: Private Sector	18%	(90)	82%	(419)	509
Employ: Government	10%	(15)	90%	(133)	148
Employ: Self-Employed	16%	(24)	84%	(125)	149
Employ: Homemaker	19%	(18)	81%	(78)	95
Employ: Student	11%	(9)	89%	(72)	80
Employ: Retired	4%	(14)	96%	(305)	318
Employ: Unemployed	10%	(15)	90%	(138)	153
Employ: Other	23%	(24)	77%	(78)	102
Military HH: Yes	10%	(19)	90%	(174)	194
Military HH: No	14%	(188)	86%	(1173)	1361
2022 House Vote: Democrat	14%	(89)	86%	(567)	656
2022 House Vote: Republican	15%	(62)	85%	(362)	424
2022 House Vote: Didnt Vote	11%	(46)	89%	(389)	435
2020 Vote: Joe Biden	12%	(80)	88%	(600)	680
2020 Vote: Donald Trump	16%	(69)	84%	(374)	443
2020 Vote: Didn't Vote	12%	(48)	88%	(339)	388
2018 House Vote: Democrat	14%	(81)	86%	(494)	575
2018 House Vote: Republican	12%	(46)	88%	(331)	377
2018 House Vote: Didnt Vote	13%	(71)	87%	(494)	565

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**Table MCTE3\_1NET:** *What video game services do you currently subscribe to? Please select all that apply.*

*Xbox Game Pass*

Demographic	Selected		Not Selected		Total N
Adults	13%	(208)	87%	(1347)	1555
4-Region: Northeast	14%	(37)	86%	(232)	269
4-Region: Midwest	12%	(39)	88%	(284)	323
4-Region: South	15%	(88)	85%	(505)	593
4-Region: West	12%	(43)	88%	(327)	370
Played Video Games in the Past Month	13%	(208)	87%	(1347)	1555
Interested in using Cloud Gaming	20%	(147)	80%	(590)	737
Used Cloud Gaming in the Past Month	24%	(163)	76%	(507)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).



**Table MCTE3\_2NET: What video game services do you currently subscribe to? Please select all that apply.**  
*PC Game Pass*

Demographic	Selected		Not Selected		Total N
Adults	6%	(101)	94%	(1454)	1555
Gender: Male	9%	(72)	91%	(742)	815
Gender: Female	4%	(28)	96%	(707)	735
Age: 18-34	10%	(53)	90%	(493)	546
Age: 35-44	12%	(36)	88%	(258)	294
Age: 45-64	2%	(9)	98%	(458)	468
Age: 65+	1%	(2)	99%	(245)	247
GenZers: 1997-2012	14%	(31)	86%	(197)	228
Millennials: 1981-1996	10%	(58)	90%	(528)	586
GenXers: 1965-1980	3%	(10)	97%	(357)	367
Baby Boomers: 1946-1964	—	(1)	100%	(348)	349
PID: Dem (no lean)	8%	(57)	92%	(625)	681
PID: Ind (no lean)	5%	(19)	95%	(395)	415
PID: Rep (no lean)	5%	(25)	95%	(434)	458
PID/Gender: Dem Men	13%	(47)	87%	(324)	371
PID/Gender: Dem Women	3%	(9)	97%	(299)	309
PID/Gender: Ind Men	6%	(12)	94%	(196)	208
PID/Gender: Ind Women	4%	(8)	96%	(198)	206
PID/Gender: Rep Men	6%	(14)	94%	(223)	236
PID/Gender: Rep Women	5%	(11)	95%	(209)	220
Ideo: Liberal (1-3)	8%	(37)	92%	(443)	480
Ideo: Moderate (4)	7%	(30)	93%	(416)	446
Ideo: Conservative (5-7)	6%	(29)	94%	(475)	504
Educ: < College	5%	(48)	95%	(970)	1019
Educ: Bachelors degree	7%	(22)	93%	(307)	329
Educ: Post-grad	15%	(30)	85%	(177)	207
Income: Under 50k	3%	(21)	97%	(747)	768
Income: 50k-100k	10%	(50)	90%	(446)	496
Income: 100k+	10%	(30)	90%	(260)	290
Ethnicity: White	6%	(71)	94%	(1119)	1189
Ethnicity: Hispanic	8%	(24)	92%	(270)	294
Ethnicity: Black	7%	(14)	93%	(199)	213

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**Table MCTE3\_2NET: What video game services do you currently subscribe to? Please select all that apply.**

PC Game Pass

Demographic	Selected		Not Selected		Total N
Adults	6%	(101)	94%	(1454)	1555
Ethnicity: Other	11%	(16)	89%	(136)	152
All Christian	7%	(48)	93%	(603)	651
All Non-Christian	11%	(21)	89%	(169)	191
Atheist	4%	(2)	96%	(60)	63
Agnostic/Nothing in particular	4%	(15)	96%	(355)	371
Something Else	5%	(14)	95%	(266)	280
Religious Non-Protestant/Catholic	11%	(21)	89%	(178)	200
Evangelical	10%	(38)	90%	(357)	395
Non-Evangelical	3%	(17)	97%	(486)	504
Community: Urban	11%	(61)	89%	(479)	540
Community: Suburban	4%	(28)	96%	(647)	675
Community: Rural	4%	(12)	96%	(328)	340
Employ: Private Sector	9%	(47)	91%	(462)	509
Employ: Government	12%	(18)	88%	(130)	148
Employ: Self-Employed	9%	(13)	91%	(136)	149
Employ: Homemaker	4%	(4)	96%	(91)	95
Employ: Student	15%	(12)	85%	(68)	80
Employ: Retired	—	(1)	100%	(318)	318
Employ: Unemployed	3%	(5)	97%	(148)	153
Employ: Other	1%	(1)	99%	(101)	102
Military HH: Yes	11%	(21)	89%	(173)	194
Military HH: No	6%	(80)	94%	(1281)	1361
2022 House Vote: Democrat	8%	(55)	92%	(601)	656
2022 House Vote: Republican	6%	(25)	94%	(399)	424
2022 House Vote: Didnt Vote	5%	(20)	95%	(415)	435
2020 Vote: Joe Biden	8%	(56)	92%	(624)	680
2020 Vote: Donald Trump	5%	(23)	95%	(419)	443
2020 Vote: Didn't Vote	5%	(20)	95%	(368)	388
2018 House Vote: Democrat	8%	(46)	92%	(529)	575
2018 House Vote: Republican	5%	(18)	95%	(359)	377
2018 House Vote: Didnt Vote	7%	(37)	93%	(528)	565

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**Table MCTE3\_2NET:** What video game services do you currently subscribe to? Please select all that apply.

*PC Game Pass*

Demographic	Selected		Not Selected		Total N
Adults	6%	(101)	94%	(1454)	1555
4-Region: Northeast	7%	(19)	93%	(250)	269
4-Region: Midwest	5%	(15)	95%	(308)	323
4-Region: South	5%	(29)	95%	(564)	593
4-Region: West	10%	(38)	90%	(332)	370
Played Video Games in the Past Month	6%	(101)	94%	(1454)	1555
Interested in using Cloud Gaming	13%	(94)	87%	(643)	737
Used Cloud Gaming in the Past Month	13%	(87)	87%	(583)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_3NET: What video game services do you currently subscribe to? Please select all that apply.**

*Game Pass Ultimate*

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1449)	1555
Gender: Male	9%	(77)	91%	(738)	815
Gender: Female	4%	(28)	96%	(707)	735
Age: 18-34	12%	(64)	88%	(482)	546
Age: 35-44	9%	(26)	91%	(268)	294
Age: 45-64	3%	(16)	97%	(452)	468
Age: 65+	—	(0)	100%	(247)	247
GenZers: 1997-2012	8%	(18)	92%	(210)	228
Millennials: 1981-1996	12%	(70)	88%	(516)	586
GenXers: 1965-1980	5%	(17)	95%	(350)	367
Baby Boomers: 1946-1964	—	(1)	100%	(348)	349
PID: Dem (no lean)	7%	(45)	93%	(636)	681
PID: Ind (no lean)	7%	(30)	93%	(384)	415
PID: Rep (no lean)	6%	(30)	94%	(429)	458
PID/Gender: Dem Men	9%	(35)	91%	(336)	371
PID/Gender: Dem Women	3%	(10)	97%	(298)	309
PID/Gender: Ind Men	10%	(21)	90%	(187)	208
PID/Gender: Ind Women	5%	(10)	95%	(196)	206
PID/Gender: Rep Men	9%	(21)	91%	(215)	236
PID/Gender: Rep Women	4%	(8)	96%	(212)	220
Ideo: Liberal (1-3)	10%	(48)	90%	(433)	480
Ideo: Moderate (4)	6%	(25)	94%	(421)	446
Ideo: Conservative (5-7)	5%	(24)	95%	(480)	504
Educ: < College	6%	(62)	94%	(956)	1019
Educ: Bachelors degree	6%	(21)	94%	(308)	329
Educ: Post-grad	11%	(22)	89%	(185)	207
Income: Under 50k	5%	(40)	95%	(728)	768
Income: 50k-100k	9%	(45)	91%	(451)	496
Income: 100k+	7%	(20)	93%	(270)	290
Ethnicity: White	7%	(77)	93%	(1112)	1189
Ethnicity: Hispanic	11%	(33)	89%	(261)	294
Ethnicity: Black	9%	(20)	91%	(193)	213

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**Table MCTE3\_3NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Game Pass Ultimate*

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1449)	1555
Ethnicity: Other	5%	(8)	95%	(144)	152
All Christian	7%	(46)	93%	(605)	651
All Non-Christian	13%	(25)	87%	(166)	191
Atheist	2%	(1)	98%	(62)	63
Agnostic/Nothing in particular	4%	(15)	96%	(356)	371
Something Else	7%	(19)	93%	(260)	280
Religious Non-Protestant/Catholic	13%	(26)	87%	(174)	200
Evangelical	6%	(22)	94%	(373)	395
Non-Evangelical	7%	(37)	93%	(467)	504
Community: Urban	10%	(52)	90%	(488)	540
Community: Suburban	5%	(37)	95%	(638)	675
Community: Rural	5%	(17)	95%	(323)	340
Employ: Private Sector	9%	(45)	91%	(464)	509
Employ: Government	14%	(20)	86%	(128)	148
Employ: Self-Employed	10%	(14)	90%	(135)	149
Employ: Homemaker	4%	(4)	96%	(91)	95
Employ: Student	7%	(5)	93%	(75)	80
Employ: Retired	—	(1)	100%	(317)	318
Employ: Unemployed	3%	(5)	97%	(148)	153
Employ: Other	10%	(10)	90%	(92)	102
Military HH: Yes	8%	(15)	92%	(179)	194
Military HH: No	7%	(91)	93%	(1270)	1361
2022 House Vote: Democrat	8%	(53)	92%	(603)	656
2022 House Vote: Republican	6%	(27)	94%	(397)	424
2022 House Vote: Didnt Vote	4%	(18)	96%	(417)	435
2020 Vote: Joe Biden	7%	(50)	93%	(629)	680
2020 Vote: Donald Trump	6%	(25)	94%	(418)	443
2020 Vote: Didn't Vote	6%	(23)	94%	(365)	388
2018 House Vote: Democrat	7%	(39)	93%	(536)	575
2018 House Vote: Republican	7%	(26)	93%	(350)	377
2018 House Vote: Didnt Vote	6%	(33)	94%	(532)	565

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**Table MCTE3\_3NET:** What video game services do you currently subscribe to? Please select all that apply.

Game Pass Ultimate

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1449)	1555
4-Region: Northeast	8%	(22)	92%	(247)	269
4-Region: Midwest	5%	(18)	95%	(305)	323
4-Region: South	8%	(45)	92%	(548)	593
4-Region: West	5%	(20)	95%	(349)	370
Played Video Games in the Past Month	7%	(105)	93%	(1449)	1555
Interested in using Cloud Gaming	12%	(89)	88%	(648)	737
Used Cloud Gaming in the Past Month	15%	(102)	85%	(568)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_4NET: What video game services do you currently subscribe to? Please select all that apply.**  
*Amazon Luna+*

Demographic	Selected		Not Selected		Total N
Adults	6%	(87)	94%	(1468)	1555
Gender: Male	9%	(72)	91%	(743)	815
Gender: Female	2%	(15)	98%	(720)	735
Age: 18-34	8%	(45)	92%	(501)	546
Age: 35-44	12%	(34)	88%	(260)	294
Age: 45-64	2%	(8)	98%	(460)	468
Age: 65+	—	(0)	100%	(247)	247
GenZers: 1997-2012	9%	(21)	91%	(207)	228
Millennials: 1981-1996	10%	(57)	90%	(529)	586
GenXers: 1965-1980	3%	(9)	97%	(357)	367
Baby Boomers: 1946-1964	—	(0)	100%	(349)	349
PID: Dem (no lean)	10%	(69)	90%	(613)	681
PID: Ind (no lean)	1%	(4)	99%	(411)	415
PID: Rep (no lean)	3%	(14)	97%	(444)	458
PID/Gender: Dem Men	16%	(59)	84%	(311)	371
PID/Gender: Dem Women	3%	(9)	97%	(299)	309
PID/Gender: Ind Men	1%	(3)	99%	(205)	208
PID/Gender: Ind Women	1%	(1)	99%	(205)	206
PID/Gender: Rep Men	4%	(10)	96%	(226)	236
PID/Gender: Rep Women	2%	(4)	98%	(216)	220
Ideo: Liberal (1-3)	9%	(45)	91%	(435)	480
Ideo: Moderate (4)	3%	(14)	97%	(433)	446
Ideo: Conservative (5-7)	5%	(28)	95%	(477)	504
Educ: < College	3%	(34)	97%	(985)	1019
Educ: Bachelors degree	7%	(23)	93%	(306)	329
Educ: Post-grad	15%	(30)	85%	(176)	207
Income: Under 50k	1%	(7)	99%	(762)	768
Income: 50k-100k	10%	(50)	90%	(446)	496
Income: 100k+	10%	(30)	90%	(260)	290
Ethnicity: White	6%	(75)	94%	(1115)	1189
Ethnicity: Hispanic	3%	(9)	97%	(285)	294
Ethnicity: Black	4%	(9)	96%	(204)	213

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**Table MCTE3\_4NET: What video game services do you currently subscribe to? Please select all that apply.**

Amazon Luna+

Demographic	Selected		Not Selected		Total N
Adults	6%	(87)	94%	(1468)	1555
Ethnicity: Other	2%	(3)	98%	(149)	152
All Christian	5%	(33)	95%	(618)	651
All Non-Christian	23%	(44)	77%	(146)	191
Atheist	1%	(1)	99%	(62)	63
Agnostic/Nothing in particular	1%	(4)	99%	(367)	371
Something Else	2%	(5)	98%	(275)	280
Religious Non-Protestant/Catholic	23%	(45)	77%	(154)	200
Evangelical	6%	(23)	94%	(372)	395
Non-Evangelical	2%	(10)	98%	(494)	504
Community: Urban	13%	(70)	87%	(470)	540
Community: Suburban	2%	(13)	98%	(662)	675
Community: Rural	1%	(4)	99%	(336)	340
Employ: Private Sector	8%	(39)	92%	(469)	509
Employ: Government	12%	(17)	88%	(131)	148
Employ: Self-Employed	9%	(13)	91%	(136)	149
Employ: Homemaker	—	(0)	100%	(95)	95
Employ: Student	20%	(16)	80%	(64)	80
Employ: Retired	—	(0)	100%	(318)	318
Employ: Unemployed	—	(1)	100%	(153)	153
Employ: Other	—	(0)	100%	(102)	102
Military HH: Yes	9%	(18)	91%	(176)	194
Military HH: No	5%	(69)	95%	(1292)	1361
2022 House Vote: Democrat	10%	(64)	90%	(592)	656
2022 House Vote: Republican	3%	(14)	97%	(410)	424
2022 House Vote: Didnt Vote	2%	(8)	98%	(426)	435
2020 Vote: Joe Biden	9%	(59)	91%	(620)	680
2020 Vote: Donald Trump	3%	(12)	97%	(431)	443
2020 Vote: Didn't Vote	3%	(13)	97%	(374)	388
2018 House Vote: Democrat	10%	(55)	90%	(519)	575
2018 House Vote: Republican	3%	(12)	97%	(365)	377
2018 House Vote: Didnt Vote	4%	(20)	96%	(545)	565

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**Table MCTE3\_4NET:** What video game services do you currently subscribe to? Please select all that apply.

Amazon Luna+

Demographic	Selected		Not Selected		Total N
Adults	6%	(87)	94%	(1468)	1555
4-Region: Northeast	7%	(18)	93%	(251)	269
4-Region: Midwest	3%	(11)	97%	(312)	323
4-Region: South	4%	(24)	96%	(569)	593
4-Region: West	9%	(35)	91%	(335)	370
Played Video Games in the Past Month	6%	(87)	94%	(1468)	1555
Interested in using Cloud Gaming	11%	(81)	89%	(656)	737
Used Cloud Gaming in the Past Month	13%	(86)	87%	(584)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_5NET: What video game services do you currently subscribe to? Please select all that apply.**  
*PlayStation Plus Essential*

Demographic	Selected		Not Selected		Total N
Adults	7%	(102)	93%	(1453)	1555
Gender: Male	8%	(68)	92%	(747)	815
Gender: Female	5%	(34)	95%	(701)	735
Age: 18-34	10%	(54)	90%	(492)	546
Age: 35-44	9%	(26)	91%	(268)	294
Age: 45-64	4%	(20)	96%	(448)	468
Age: 65+	1%	(1)	99%	(245)	247
GenZers: 1997-2012	9%	(20)	91%	(208)	228
Millennials: 1981-1996	10%	(59)	90%	(527)	586
GenXers: 1965-1980	5%	(17)	95%	(350)	367
Baby Boomers: 1946-1964	2%	(6)	98%	(343)	349
PID: Dem (no lean)	8%	(57)	92%	(624)	681
PID: Ind (no lean)	5%	(23)	95%	(392)	415
PID: Rep (no lean)	5%	(22)	95%	(436)	458
PID/Gender: Dem Men	10%	(37)	90%	(334)	371
PID/Gender: Dem Women	6%	(20)	94%	(289)	309
PID/Gender: Ind Men	7%	(14)	93%	(194)	208
PID/Gender: Ind Women	4%	(9)	96%	(197)	206
PID/Gender: Rep Men	7%	(17)	93%	(219)	236
PID/Gender: Rep Women	2%	(5)	98%	(215)	220
Ideo: Liberal (1-3)	9%	(43)	91%	(438)	480
Ideo: Moderate (4)	7%	(33)	93%	(414)	446
Ideo: Conservative (5-7)	4%	(22)	96%	(482)	504
Educ: < College	5%	(51)	95%	(968)	1019
Educ: Bachelors degree	7%	(22)	93%	(307)	329
Educ: Post-grad	14%	(29)	86%	(178)	207
Income: Under 50k	6%	(43)	94%	(725)	768
Income: 50k-100k	7%	(33)	93%	(463)	496
Income: 100k+	9%	(25)	91%	(265)	290
Ethnicity: White	5%	(62)	95%	(1127)	1189
Ethnicity: Hispanic	6%	(18)	94%	(275)	294
Ethnicity: Black	13%	(27)	87%	(186)	213

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**Table MCTE3\_5NET: What video game services do you currently subscribe to? Please select all that apply.**  
*PlayStation Plus Essential*

Demographic	Selected		Not Selected		Total N
Adults	7%	(102)	93%	(1453)	1555
Ethnicity: Other	9%	(13)	91%	(139)	152
All Christian	6%	(42)	94%	(609)	651
All Non-Christian	8%	(15)	92%	(176)	191
Atheist	7%	(5)	93%	(58)	63
Agnostic/Nothing in particular	6%	(22)	94%	(349)	371
Something Else	7%	(19)	93%	(261)	280
Religious Non-Protestant/Catholic	8%	(17)	92%	(183)	200
Evangelical	6%	(26)	94%	(369)	395
Non-Evangelical	6%	(29)	94%	(474)	504
Community: Urban	9%	(51)	91%	(489)	540
Community: Suburban	6%	(38)	94%	(638)	675
Community: Rural	4%	(13)	96%	(326)	340
Employ: Private Sector	10%	(53)	90%	(456)	509
Employ: Government	10%	(15)	90%	(134)	148
Employ: Self-Employed	7%	(10)	93%	(138)	149
Employ: Homemaker	3%	(3)	97%	(93)	95
Employ: Student	6%	(5)	94%	(75)	80
Employ: Retired	1%	(2)	99%	(316)	318
Employ: Unemployed	5%	(8)	95%	(145)	153
Employ: Other	6%	(6)	94%	(96)	102
Military HH: Yes	5%	(10)	95%	(183)	194
Military HH: No	7%	(92)	93%	(1269)	1361
2022 House Vote: Democrat	8%	(53)	92%	(603)	656
2022 House Vote: Republican	6%	(26)	94%	(398)	424
2022 House Vote: Didnt Vote	5%	(21)	95%	(414)	435
2020 Vote: Joe Biden	8%	(53)	92%	(626)	680
2020 Vote: Donald Trump	6%	(27)	94%	(416)	443
2020 Vote: Didn't Vote	5%	(19)	95%	(369)	388
2018 House Vote: Democrat	8%	(47)	92%	(527)	575
2018 House Vote: Republican	6%	(22)	94%	(354)	377
2018 House Vote: Didnt Vote	5%	(31)	95%	(534)	565

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**Table MCTE3\_5NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*PlayStation Plus Essential*

Demographic	Selected		Not Selected		Total N
Adults	7%	(102)	93%	(1453)	1555
4-Region: Northeast	7%	(18)	93%	(251)	269
4-Region: Midwest	6%	(21)	94%	(302)	323
4-Region: South	7%	(41)	93%	(552)	593
4-Region: West	6%	(22)	94%	(347)	370
Played Video Games in the Past Month	7%	(102)	93%	(1453)	1555
Interested in using Cloud Gaming	11%	(81)	89%	(655)	737
Used Cloud Gaming in the Past Month	14%	(91)	86%	(579)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_6NET:** What video game services do you currently subscribe to? Please select all that apply.  
*PlayStation Plus Extra*

Demographic	Selected		Not Selected		Total N
Adults	7%	(116)	93%	(1439)	1555
Gender: Male	8%	(68)	92%	(747)	815
Gender: Female	6%	(47)	94%	(689)	735
Age: 18-34	11%	(61)	89%	(485)	546
Age: 35-44	12%	(36)	88%	(259)	294
Age: 45-64	4%	(17)	96%	(450)	468
Age: 65+	1%	(2)	99%	(245)	247
GenZers: 1997-2012	12%	(28)	88%	(200)	228
Millennials: 1981-1996	12%	(68)	88%	(518)	586
GenXers: 1965-1980	4%	(15)	96%	(352)	367
Baby Boomers: 1946-1964	1%	(4)	99%	(344)	349
PID: Dem (no lean)	10%	(67)	90%	(614)	681
PID: Ind (no lean)	5%	(21)	95%	(394)	415
PID: Rep (no lean)	6%	(28)	94%	(431)	458
PID/Gender: Dem Men	12%	(45)	88%	(326)	371
PID/Gender: Dem Women	7%	(21)	93%	(288)	309
PID/Gender: Ind Men	3%	(7)	97%	(201)	208
PID/Gender: Ind Women	7%	(14)	93%	(192)	206
PID/Gender: Rep Men	7%	(16)	93%	(220)	236
PID/Gender: Rep Women	5%	(12)	95%	(209)	220
Ideo: Liberal (1-3)	10%	(46)	90%	(434)	480
Ideo: Moderate (4)	8%	(35)	92%	(411)	446
Ideo: Conservative (5-7)	5%	(27)	95%	(478)	504
Educ: < College	6%	(64)	94%	(955)	1019
Educ: Bachelors degree	8%	(27)	92%	(302)	329
Educ: Post-grad	12%	(25)	88%	(181)	207
Income: Under 50k	6%	(43)	94%	(725)	768
Income: 50k-100k	9%	(44)	91%	(453)	496
Income: 100k+	10%	(29)	90%	(261)	290
Ethnicity: White	7%	(79)	93%	(1110)	1189
Ethnicity: Hispanic	13%	(40)	87%	(254)	294
Ethnicity: Black	9%	(19)	91%	(195)	213

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**Table MCTE3\_6NET: What video game services do you currently subscribe to? Please select all that apply.**  
*PlayStation Plus Extra*

Demographic	Selected		Not Selected		Total N
Adults	7%	(116)	93%	(1439)	1555
Ethnicity: Other	12%	(18)	88%	(134)	152
All Christian	8%	(51)	92%	(600)	651
All Non-Christian	11%	(20)	89%	(170)	191
Atheist	4%	(2)	96%	(60)	63
Agnostic/Nothing in particular	6%	(22)	94%	(349)	371
Something Else	7%	(21)	93%	(259)	280
Religious Non-Protestant/Catholic	11%	(21)	89%	(178)	200
Evangelical	9%	(36)	91%	(359)	395
Non-Evangelical	6%	(31)	94%	(473)	504
Community: Urban	11%	(57)	89%	(483)	540
Community: Suburban	5%	(34)	95%	(641)	675
Community: Rural	8%	(26)	92%	(314)	340
Employ: Private Sector	10%	(53)	90%	(456)	509
Employ: Government	17%	(25)	83%	(123)	148
Employ: Self-Employed	7%	(11)	93%	(138)	149
Employ: Homemaker	4%	(4)	96%	(91)	95
Employ: Student	10%	(8)	90%	(72)	80
Employ: Retired	1%	(3)	99%	(315)	318
Employ: Unemployed	3%	(5)	97%	(148)	153
Employ: Other	6%	(6)	94%	(96)	102
Military HH: Yes	11%	(21)	89%	(172)	194
Military HH: No	7%	(95)	93%	(1266)	1361
2022 House Vote: Democrat	9%	(61)	91%	(595)	656
2022 House Vote: Republican	6%	(23)	94%	(401)	424
2022 House Vote: Didnt Vote	7%	(29)	93%	(406)	435
2020 Vote: Joe Biden	9%	(64)	91%	(615)	680
2020 Vote: Donald Trump	5%	(23)	95%	(420)	443
2020 Vote: Didn't Vote	6%	(25)	94%	(363)	388
2018 House Vote: Democrat	10%	(55)	90%	(519)	575
2018 House Vote: Republican	5%	(18)	95%	(358)	377
2018 House Vote: Didnt Vote	7%	(38)	93%	(527)	565

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**Table MCTE3\_6NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
PlayStation Plus Extra

Demographic	Selected		Not Selected		Total N
Adults	7%	(116)	93%	(1439)	1555
4-Region: Northeast	6%	(17)	94%	(252)	269
4-Region: Midwest	4%	(14)	96%	(309)	323
4-Region: South	10%	(57)	90%	(536)	593
4-Region: West	7%	(27)	93%	(343)	370
Played Video Games in the Past Month	7%	(116)	93%	(1439)	1555
Interested in using Cloud Gaming	13%	(97)	87%	(640)	737
Used Cloud Gaming in the Past Month	16%	(108)	84%	(561)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_7NET: What video game services do you currently subscribe to? Please select all that apply.**  
*PlayStation Plus Premium*

Demographic	Selected		Not Selected		Total N
Adults	10%	(157)	90%	(1398)	1555
Gender: Male	14%	(112)	86%	(703)	815
Gender: Female	6%	(45)	94%	(690)	735
Age: 18-34	17%	(90)	83%	(456)	546
Age: 35-44	14%	(40)	86%	(255)	294
Age: 45-64	5%	(26)	95%	(442)	468
Age: 65+	1%	(1)	99%	(245)	247
GenZers: 1997-2012	21%	(48)	79%	(180)	228
Millennials: 1981-1996	14%	(81)	86%	(504)	586
GenXers: 1965-1980	7%	(25)	93%	(342)	367
Baby Boomers: 1946-1964	1%	(3)	99%	(346)	349
PID: Dem (no lean)	11%	(75)	89%	(607)	681
PID: Ind (no lean)	11%	(45)	89%	(369)	415
PID: Rep (no lean)	8%	(37)	92%	(421)	458
PID/Gender: Dem Men	14%	(53)	86%	(318)	371
PID/Gender: Dem Women	7%	(21)	93%	(288)	309
PID/Gender: Ind Men	14%	(30)	86%	(178)	208
PID/Gender: Ind Women	8%	(16)	92%	(190)	206
PID/Gender: Rep Men	12%	(29)	88%	(207)	236
PID/Gender: Rep Women	4%	(8)	96%	(212)	220
Ideo: Liberal (1-3)	10%	(46)	90%	(434)	480
Ideo: Moderate (4)	14%	(60)	86%	(386)	446
Ideo: Conservative (5-7)	8%	(41)	92%	(463)	504
Educ: < College	9%	(90)	91%	(929)	1019
Educ: Bachelors degree	12%	(40)	88%	(289)	329
Educ: Post-grad	13%	(27)	87%	(179)	207
Income: Under 50k	7%	(58)	93%	(711)	768
Income: 50k-100k	13%	(63)	87%	(433)	496
Income: 100k+	13%	(36)	87%	(254)	290
Ethnicity: White	9%	(108)	91%	(1081)	1189
Ethnicity: Hispanic	14%	(42)	86%	(252)	294
Ethnicity: Black	13%	(29)	87%	(185)	213

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**Table MCTE3\_7NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*PlayStation Plus Premium*

Demographic	Selected		Not Selected		Total N
Adults	10%	(157)	90%	(1398)	1555
Ethnicity: Other	13%	(20)	87%	(132)	152
All Christian	11%	(72)	89%	(579)	651
All Non-Christian	10%	(19)	90%	(171)	191
Atheist	5%	(3)	95%	(60)	63
Agnostic/Nothing in particular	9%	(32)	91%	(339)	371
Something Else	11%	(30)	89%	(249)	280
Religious Non-Protestant/Catholic	10%	(19)	90%	(180)	200
Evangelical	12%	(46)	88%	(349)	395
Non-Evangelical	10%	(52)	90%	(452)	504
Community: Urban	14%	(78)	86%	(462)	540
Community: Suburban	8%	(57)	92%	(618)	675
Community: Rural	7%	(22)	93%	(317)	340
Employ: Private Sector	15%	(75)	85%	(433)	509
Employ: Government	15%	(23)	85%	(126)	148
Employ: Self-Employed	13%	(19)	87%	(130)	149
Employ: Homemaker	4%	(3)	96%	(92)	95
Employ: Student	10%	(8)	90%	(72)	80
Employ: Retired	3%	(8)	97%	(310)	318
Employ: Unemployed	6%	(9)	94%	(144)	153
Employ: Other	11%	(11)	89%	(91)	102
Military HH: Yes	6%	(12)	94%	(181)	194
Military HH: No	11%	(145)	89%	(1216)	1361
2022 House Vote: Democrat	13%	(87)	87%	(569)	656
2022 House Vote: Republican	9%	(40)	91%	(384)	424
2022 House Vote: Didnt Vote	6%	(27)	94%	(408)	435
2020 Vote: Joe Biden	10%	(69)	90%	(610)	680
2020 Vote: Donald Trump	9%	(38)	91%	(404)	443
2020 Vote: Didn't Vote	11%	(44)	89%	(344)	388
2018 House Vote: Democrat	11%	(63)	89%	(512)	575
2018 House Vote: Republican	9%	(34)	91%	(343)	377
2018 House Vote: Didnt Vote	10%	(55)	90%	(510)	565

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**Table MCTE3\_7NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*PlayStation Plus Premium*

Demographic	Selected		Not Selected		Total N
Adults	10%	(157)	90%	(1398)	1555
4-Region: Northeast	12%	(32)	88%	(237)	269
4-Region: Midwest	6%	(20)	94%	(303)	323
4-Region: South	12%	(69)	88%	(524)	593
4-Region: West	10%	(36)	90%	(334)	370
Played Video Games in the Past Month	10%	(157)	90%	(1398)	1555
Interested in using Cloud Gaming	16%	(120)	84%	(617)	737
Used Cloud Gaming in the Past Month	23%	(152)	77%	(517)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_8NET: What video game services do you currently subscribe to? Please select all that apply.**  
*EA Play*

Demographic	Selected		Not Selected		Total N
Adults	7%	(114)	93%	(1440)	1555
Gender: Male	9%	(74)	91%	(741)	815
Gender: Female	5%	(40)	95%	(695)	735
Age: 18-34	13%	(72)	87%	(474)	546
Age: 35-44	7%	(22)	93%	(273)	294
Age: 45-64	4%	(18)	96%	(450)	468
Age: 65+	1%	(3)	99%	(243)	247
GenZers: 1997-2012	14%	(32)	86%	(196)	228
Millennials: 1981-1996	10%	(61)	90%	(525)	586
GenXers: 1965-1980	5%	(17)	95%	(349)	367
Baby Boomers: 1946-1964	1%	(4)	99%	(344)	349
PID: Dem (no lean)	8%	(53)	92%	(628)	681
PID: Ind (no lean)	7%	(30)	93%	(385)	415
PID: Rep (no lean)	7%	(31)	93%	(428)	458
PID/Gender: Dem Men	10%	(36)	90%	(335)	371
PID/Gender: Dem Women	6%	(18)	94%	(291)	309
PID/Gender: Ind Men	9%	(19)	91%	(188)	208
PID/Gender: Ind Women	5%	(11)	95%	(195)	206
PID/Gender: Rep Men	8%	(19)	92%	(217)	236
PID/Gender: Rep Women	5%	(12)	95%	(209)	220
Ideo: Liberal (1-3)	10%	(46)	90%	(434)	480
Ideo: Moderate (4)	10%	(43)	90%	(403)	446
Ideo: Conservative (5-7)	4%	(21)	96%	(483)	504
Educ: < College	7%	(73)	93%	(946)	1019
Educ: Bachelors degree	7%	(23)	93%	(306)	329
Educ: Post-grad	9%	(18)	91%	(189)	207
Income: Under 50k	6%	(46)	94%	(722)	768
Income: 50k-100k	9%	(44)	91%	(452)	496
Income: 100k+	8%	(24)	92%	(266)	290
Ethnicity: White	7%	(84)	93%	(1105)	1189
Ethnicity: Hispanic	12%	(34)	88%	(260)	294
Ethnicity: Black	9%	(20)	91%	(193)	213

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**Table MCTE3\_8NET:** What video game services do you currently subscribe to? Please select all that apply.

EA Play

Demographic	Selected		Not Selected		Total N
Adults	7%	(114)	93%	(1440)	1555
Ethnicity: Other	7%	(10)	93%	(142)	152
All Christian	6%	(40)	94%	(611)	651
All Non-Christian	9%	(18)	91%	(173)	191
Atheist	4%	(2)	96%	(61)	63
Agnostic/Nothing in particular	8%	(29)	92%	(342)	371
Something Else	9%	(26)	91%	(254)	280
Religious Non-Protestant/Catholic	9%	(18)	91%	(182)	200
Evangelical	9%	(34)	91%	(361)	395
Non-Evangelical	5%	(28)	95%	(476)	504
Community: Urban	10%	(54)	90%	(486)	540
Community: Suburban	5%	(33)	95%	(642)	675
Community: Rural	8%	(28)	92%	(312)	340
Employ: Private Sector	9%	(46)	91%	(463)	509
Employ: Government	13%	(20)	87%	(129)	148
Employ: Self-Employed	9%	(13)	91%	(135)	149
Employ: Homemaker	3%	(3)	97%	(92)	95
Employ: Student	19%	(15)	81%	(65)	80
Employ: Retired	1%	(4)	99%	(314)	318
Employ: Unemployed	—	(0)	100%	(153)	153
Employ: Other	13%	(13)	87%	(88)	102
Military HH: Yes	6%	(12)	94%	(182)	194
Military HH: No	8%	(103)	92%	(1258)	1361
2022 House Vote: Democrat	9%	(56)	91%	(600)	656
2022 House Vote: Republican	6%	(24)	94%	(400)	424
2022 House Vote: Didnt Vote	7%	(30)	93%	(405)	435
2020 Vote: Joe Biden	8%	(55)	92%	(624)	680
2020 Vote: Donald Trump	5%	(24)	95%	(419)	443
2020 Vote: Didn't Vote	8%	(32)	92%	(356)	388
2018 House Vote: Democrat	8%	(46)	92%	(529)	575
2018 House Vote: Republican	5%	(19)	95%	(358)	377
2018 House Vote: Didnt Vote	8%	(47)	92%	(518)	565

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**Table MCTE3\_8NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
EA Play

Demographic	Selected		Not Selected		Total N
Adults	7%	(114)	93%	(1440)	1555
4-Region: Northeast	8%	(21)	92%	(248)	269
4-Region: Midwest	4%	(12)	96%	(311)	323
4-Region: South	9%	(52)	91%	(541)	593
4-Region: West	8%	(30)	92%	(340)	370
Played Video Games in the Past Month	7%	(114)	93%	(1440)	1555
Interested in using Cloud Gaming	11%	(84)	89%	(653)	737
Used Cloud Gaming in the Past Month	15%	(97)	85%	(572)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_9NET: What video game services do you currently subscribe to? Please select all that apply.**

*Nintendo Switch Online*

Demographic	Selected		Not Selected		Total N
Adults	10%	(160)	90%	(1395)	1555
Gender: Male	10%	(82)	90%	(733)	815
Gender: Female	11%	(78)	89%	(658)	735
Age: 18-34	18%	(96)	82%	(450)	546
Age: 35-44	13%	(39)	87%	(255)	294
Age: 45-64	4%	(19)	96%	(449)	468
Age: 65+	2%	(6)	98%	(241)	247
GenZers: 1997-2012	16%	(37)	84%	(191)	228
Millennials: 1981-1996	17%	(99)	83%	(487)	586
GenXers: 1965-1980	4%	(16)	96%	(350)	367
Baby Boomers: 1946-1964	2%	(8)	98%	(341)	349
PID: Dem (no lean)	12%	(80)	88%	(602)	681
PID: Ind (no lean)	10%	(43)	90%	(372)	415
PID: Rep (no lean)	8%	(37)	92%	(421)	458
PID/Gender: Dem Men	11%	(42)	89%	(329)	371
PID/Gender: Dem Women	12%	(37)	88%	(272)	309
PID/Gender: Ind Men	11%	(23)	89%	(185)	208
PID/Gender: Ind Women	10%	(20)	90%	(186)	206
PID/Gender: Rep Men	7%	(16)	93%	(220)	236
PID/Gender: Rep Women	10%	(21)	90%	(199)	220
Ideo: Liberal (1-3)	13%	(65)	87%	(415)	480
Ideo: Moderate (4)	9%	(40)	91%	(406)	446
Ideo: Conservative (5-7)	8%	(39)	92%	(465)	504
Educ: < College	9%	(95)	91%	(923)	1019
Educ: Bachelors degree	14%	(46)	86%	(283)	329
Educ: Post-grad	9%	(18)	91%	(189)	207
Income: Under 50k	7%	(53)	93%	(715)	768
Income: 50k-100k	14%	(70)	86%	(426)	496
Income: 100k+	13%	(36)	87%	(254)	290
Ethnicity: White	9%	(113)	91%	(1077)	1189
Ethnicity: Hispanic	13%	(39)	87%	(254)	294
Ethnicity: Black	13%	(27)	87%	(187)	213

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**Table MCTE3\_9NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Nintendo Switch Online*

Demographic	Selected		Not Selected		Total N
Adults	10%	(160)	90%	(1395)	1555
Ethnicity: Other	13%	(20)	87%	(132)	152
All Christian	8%	(53)	92%	(598)	651
All Non-Christian	7%	(14)	93%	(177)	191
Atheist	12%	(8)	88%	(55)	63
Agnostic/Nothing in particular	14%	(53)	86%	(318)	371
Something Else	11%	(32)	89%	(248)	280
Religious Non-Protestant/Catholic	8%	(15)	92%	(184)	200
Evangelical	10%	(40)	90%	(355)	395
Non-Evangelical	8%	(38)	92%	(466)	504
Community: Urban	12%	(63)	88%	(476)	540
Community: Suburban	11%	(77)	89%	(598)	675
Community: Rural	6%	(20)	94%	(320)	340
Employ: Private Sector	14%	(71)	86%	(438)	509
Employ: Government	13%	(19)	87%	(130)	148
Employ: Self-Employed	12%	(18)	88%	(130)	149
Employ: Homemaker	8%	(7)	92%	(88)	95
Employ: Student	20%	(16)	80%	(64)	80
Employ: Retired	3%	(11)	97%	(308)	318
Employ: Unemployed	7%	(10)	93%	(143)	153
Employ: Other	7%	(7)	93%	(94)	102
Military HH: Yes	12%	(24)	88%	(170)	194
Military HH: No	10%	(136)	90%	(1225)	1361
2022 House Vote: Democrat	11%	(75)	89%	(581)	656
2022 House Vote: Republican	9%	(39)	91%	(385)	424
2022 House Vote: Didnt Vote	10%	(44)	90%	(391)	435
2020 Vote: Joe Biden	11%	(73)	89%	(607)	680
2020 Vote: Donald Trump	9%	(38)	91%	(405)	443
2020 Vote: Didn't Vote	11%	(44)	89%	(343)	388
2018 House Vote: Democrat	11%	(60)	89%	(514)	575
2018 House Vote: Republican	9%	(36)	91%	(341)	377
2018 House Vote: Didnt Vote	11%	(61)	89%	(504)	565

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**Table MCTE3\_9NET:** *What video game services do you currently subscribe to? Please select all that apply.*

*Nintendo Switch Online*

Demographic	Selected		Not Selected		Total N
Adults	10%	(160)	90%	(1395)	1555
4-Region: Northeast	9%	(24)	91%	(245)	269
4-Region: Midwest	9%	(29)	91%	(294)	323
4-Region: South	12%	(70)	88%	(523)	593
4-Region: West	10%	(37)	90%	(333)	370
Played Video Games in the Past Month	10%	(160)	90%	(1395)	1555
Interested in using Cloud Gaming	15%	(113)	85%	(624)	737
Used Cloud Gaming in the Past Month	15%	(102)	85%	(568)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).



**Table MCTE3\_10NET:** What video game services do you currently subscribe to? Please select all that apply.  
Ubisoft+

Demographic	Selected		Not Selected		Total N
Adults	3%	(49)	97%	(1506)	1555
Gender: Male	4%	(37)	96%	(778)	815
Gender: Female	2%	(12)	98%	(723)	735
Age: 18-34	5%	(26)	95%	(520)	546
Age: 35-44	5%	(16)	95%	(279)	294
Age: 45-64	1%	(7)	99%	(461)	468
Age: 65+	—	(0)	100%	(247)	247
GenZers: 1997-2012	5%	(11)	95%	(216)	228
Millennials: 1981-1996	5%	(30)	95%	(555)	586
GenXers: 1965-1980	2%	(6)	98%	(361)	367
Baby Boomers: 1946-1964	—	(1)	100%	(348)	349
PID: Dem (no lean)	4%	(25)	96%	(656)	681
PID: Ind (no lean)	2%	(7)	98%	(408)	415
PID: Rep (no lean)	3%	(16)	97%	(442)	458
PID/Gender: Dem Men	5%	(20)	95%	(351)	371
PID/Gender: Dem Women	2%	(6)	98%	(303)	309
PID/Gender: Ind Men	3%	(6)	97%	(202)	208
PID/Gender: Ind Women	1%	(1)	99%	(205)	206
PID/Gender: Rep Men	5%	(11)	95%	(225)	236
PID/Gender: Rep Women	2%	(5)	98%	(215)	220
Ideo: Liberal (1-3)	4%	(18)	96%	(462)	480
Ideo: Moderate (4)	4%	(17)	96%	(429)	446
Ideo: Conservative (5-7)	2%	(10)	98%	(495)	504
Educ: < College	3%	(27)	97%	(991)	1019
Educ: Bachelors degree	3%	(10)	97%	(319)	329
Educ: Post-grad	6%	(12)	94%	(195)	207
Income: Under 50k	2%	(17)	98%	(751)	768
Income: 50k-100k	4%	(21)	96%	(476)	496
Income: 100k+	4%	(11)	96%	(279)	290
Ethnicity: White	3%	(38)	97%	(1151)	1189
Ethnicity: Hispanic	3%	(9)	97%	(285)	294
Ethnicity: Black	4%	(8)	96%	(206)	213

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**Table MCTE3\_10NET: What video game services do you currently subscribe to? Please select all that apply.**  
Ubisoft+

Demographic	Selected		Not Selected		Total N
Adults	3%	(49)	97%	(1506)	1555
Ethnicity: Other	2%	(3)	98%	(149)	152
All Christian	4%	(27)	96%	(624)	651
All Non-Christian	4%	(7)	96%	(183)	191
Atheist	—	(0)	100%	(63)	63
Agnostic/Nothing in particular	2%	(8)	98%	(363)	371
Something Else	3%	(7)	97%	(272)	280
Religious Non-Protestant/Catholic	4%	(7)	96%	(192)	200
Evangelical	6%	(22)	94%	(373)	395
Non-Evangelical	1%	(6)	99%	(497)	504
Community: Urban	4%	(24)	96%	(516)	540
Community: Suburban	2%	(15)	98%	(660)	675
Community: Rural	3%	(9)	97%	(330)	340
Employ: Private Sector	6%	(29)	94%	(480)	509
Employ: Government	3%	(4)	97%	(144)	148
Employ: Self-Employed	3%	(5)	97%	(144)	149
Employ: Homemaker	1%	(1)	99%	(94)	95
Employ: Student	4%	(3)	96%	(77)	80
Employ: Retired	1%	(3)	99%	(316)	318
Employ: Unemployed	—	(0)	100%	(153)	153
Employ: Other	3%	(3)	97%	(98)	102
Military HH: Yes	4%	(8)	96%	(186)	194
Military HH: No	3%	(41)	97%	(1320)	1361
2022 House Vote: Democrat	4%	(26)	96%	(629)	656
2022 House Vote: Republican	4%	(16)	96%	(408)	424
2022 House Vote: Didnt Vote	1%	(6)	99%	(429)	435
2020 Vote: Joe Biden	3%	(23)	97%	(657)	680
2020 Vote: Donald Trump	3%	(15)	97%	(428)	443
2020 Vote: Didn't Vote	3%	(11)	97%	(377)	388
2018 House Vote: Democrat	4%	(24)	96%	(550)	575
2018 House Vote: Republican	4%	(14)	96%	(362)	377
2018 House Vote: Didnt Vote	2%	(10)	98%	(555)	565

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**Table MCTE3\_10NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Ubisoft+*

Demographic	Selected		Not Selected		Total N
Adults	3%	(49)	97%	(1506)	1555
4-Region: Northeast	5%	(12)	95%	(257)	269
4-Region: Midwest	2%	(6)	98%	(317)	323
4-Region: South	3%	(18)	97%	(575)	593
4-Region: West	3%	(12)	97%	(358)	370
Played Video Games in the Past Month	3%	(49)	97%	(1506)	1555
Interested in using Cloud Gaming	6%	(45)	94%	(691)	737
Used Cloud Gaming in the Past Month	7%	(47)	93%	(623)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_11NET: What video game services do you currently subscribe to? Please select all that apply.**

*Humble Choice*

Demographic	Selected		Not Selected		Total N
Adults	2%	(29)	98%	(1526)	1555
Gender: Male	3%	(24)	97%	(791)	815
Gender: Female	1%	(5)	99%	(730)	735
Age: 18-34	4%	(21)	96%	(526)	546
Age: 35-44	2%	(7)	98%	(288)	294
Age: 45-64	—	(2)	100%	(466)	468
Age: 65+	—	(0)	100%	(247)	247
GenZers: 1997-2012	1%	(3)	99%	(224)	228
Millennials: 1981-1996	4%	(24)	96%	(562)	586
GenXers: 1965-1980	—	(2)	100%	(365)	367
Baby Boomers: 1946-1964	—	(0)	100%	(349)	349
PID: Dem (no lean)	3%	(22)	97%	(659)	681
PID: Ind (no lean)	—	(1)	100%	(413)	415
PID: Rep (no lean)	1%	(6)	99%	(453)	458
PID/Gender: Dem Men	5%	(19)	95%	(352)	371
PID/Gender: Dem Women	1%	(3)	99%	(306)	309
PID/Gender: Ind Men	—	(1)	100%	(207)	208
PID/Gender: Ind Women	—	(1)	100%	(205)	206
PID/Gender: Rep Men	2%	(4)	98%	(232)	236
PID/Gender: Rep Women	1%	(2)	99%	(219)	220
Ideo: Liberal (1-3)	3%	(14)	97%	(466)	480
Ideo: Moderate (4)	1%	(6)	99%	(441)	446
Ideo: Conservative (5-7)	2%	(9)	98%	(496)	504
Educ: < College	1%	(11)	99%	(1008)	1019
Educ: Bachelors degree	2%	(8)	98%	(321)	329
Educ: Post-grad	5%	(10)	95%	(196)	207
Income: Under 50k	—	(3)	100%	(765)	768
Income: 50k-100k	4%	(18)	96%	(478)	496
Income: 100k+	3%	(8)	97%	(282)	290
Ethnicity: White	2%	(26)	98%	(1163)	1189
Ethnicity: Hispanic	2%	(5)	98%	(289)	294
Ethnicity: Black	—	(0)	100%	(213)	213

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**Table MCTE3\_11NET: What video game services do you currently subscribe to? Please select all that apply.**  
*Humble Choice*

Demographic	Selected		Not Selected		Total N
Adults	2%	(29)	98%	(1526)	1555
Ethnicity: Other	2%	(3)	98%	(149)	152
All Christian	2%	(10)	98%	(641)	651
All Non-Christian	9%	(16)	91%	(174)	191
Atheist	—	(0)	100%	(63)	63
Agnostic/Nothing in particular	—	(1)	100%	(369)	371
Something Else	—	(1)	100%	(278)	280
Religious Non-Protestant/Catholic	8%	(16)	92%	(183)	200
Evangelical	2%	(7)	98%	(388)	395
Non-Evangelical	1%	(3)	99%	(501)	504
Community: Urban	4%	(22)	96%	(518)	540
Community: Suburban	1%	(5)	99%	(670)	675
Community: Rural	1%	(2)	99%	(338)	340
Employ: Private Sector	3%	(16)	97%	(493)	509
Employ: Government	6%	(8)	94%	(140)	148
Employ: Self-Employed	1%	(2)	99%	(147)	149
Employ: Homemaker	1%	(1)	99%	(95)	95
Employ: Student	1%	(1)	99%	(79)	80
Employ: Retired	—	(0)	100%	(318)	318
Employ: Unemployed	—	(1)	100%	(153)	153
Employ: Other	—	(0)	100%	(102)	102
Military HH: Yes	3%	(7)	97%	(187)	194
Military HH: No	2%	(22)	98%	(1339)	1361
2022 House Vote: Democrat	3%	(21)	97%	(635)	656
2022 House Vote: Republican	2%	(8)	98%	(417)	424
2022 House Vote: Didnt Vote	—	(0)	100%	(434)	435
2020 Vote: Joe Biden	3%	(20)	97%	(660)	680
2020 Vote: Donald Trump	2%	(7)	98%	(436)	443
2020 Vote: Didn't Vote	1%	(2)	99%	(385)	388
2018 House Vote: Democrat	3%	(17)	97%	(558)	575
2018 House Vote: Republican	1%	(5)	99%	(371)	377
2018 House Vote: Didnt Vote	1%	(7)	99%	(558)	565

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**Table MCTE3\_11NET:** *What video game services do you currently subscribe to? Please select all that apply.*

*Humble Choice*

Demographic	Selected		Not Selected		Total N
Adults	2%	(29)	98%	(1526)	1555
4-Region: Northeast	4%	(10)	96%	(259)	269
4-Region: Midwest	2%	(5)	98%	(318)	323
4-Region: South	1%	(5)	99%	(588)	593
4-Region: West	2%	(9)	98%	(361)	370
Played Video Games in the Past Month	2%	(29)	98%	(1526)	1555
Interested in using Cloud Gaming	4%	(28)	96%	(708)	737
Used Cloud Gaming in the Past Month	4%	(27)	96%	(643)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).

**Table MCTE3\_12NET: What video game services do you currently subscribe to? Please select all that apply.**  
*Apple Arcade*

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1450)	1555
Gender: Male	7%	(58)	93%	(757)	815
Gender: Female	6%	(47)	94%	(689)	735
Age: 18-34	10%	(53)	90%	(493)	546
Age: 35-44	11%	(31)	89%	(263)	294
Age: 45-64	3%	(16)	97%	(451)	468
Age: 65+	2%	(4)	98%	(242)	247
GenZers: 1997-2012	13%	(30)	87%	(198)	228
Millennials: 1981-1996	9%	(52)	91%	(533)	586
GenXers: 1965-1980	5%	(19)	95%	(348)	367
Baby Boomers: 1946-1964	1%	(3)	99%	(346)	349
PID: Dem (no lean)	8%	(55)	92%	(626)	681
PID: Ind (no lean)	6%	(23)	94%	(391)	415
PID: Rep (no lean)	6%	(26)	94%	(432)	458
PID/Gender: Dem Men	9%	(34)	91%	(337)	371
PID/Gender: Dem Women	7%	(21)	93%	(288)	309
PID/Gender: Ind Men	5%	(10)	95%	(197)	208
PID/Gender: Ind Women	6%	(13)	94%	(193)	206
PID/Gender: Rep Men	6%	(14)	94%	(222)	236
PID/Gender: Rep Women	6%	(12)	94%	(208)	220
Ideo: Liberal (1-3)	8%	(38)	92%	(442)	480
Ideo: Moderate (4)	6%	(27)	94%	(419)	446
Ideo: Conservative (5-7)	5%	(27)	95%	(478)	504
Educ: < College	5%	(49)	95%	(970)	1019
Educ: Bachelors degree	9%	(30)	91%	(299)	329
Educ: Post-grad	12%	(26)	88%	(181)	207
Income: Under 50k	4%	(28)	96%	(740)	768
Income: 50k-100k	10%	(47)	90%	(449)	496
Income: 100k+	10%	(29)	90%	(261)	290
Ethnicity: White	7%	(79)	93%	(1110)	1189
Ethnicity: Hispanic	6%	(19)	94%	(275)	294
Ethnicity: Black	7%	(15)	93%	(199)	213

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**Table MCTE3\_12NET: What video game services do you currently subscribe to? Please select all that apply.**

**Apple Arcade**

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1450)	1555
Ethnicity: Other	7%	(11)	93%	(141)	152
All Christian	6%	(36)	94%	(615)	651
All Non-Christian	12%	(23)	88%	(167)	191
Atheist	6%	(4)	94%	(59)	63
Agnostic/Nothing in particular	5%	(18)	95%	(353)	371
Something Else	9%	(24)	91%	(255)	280
Religious Non-Protestant/Catholic	12%	(25)	88%	(175)	200
Evangelical	8%	(32)	92%	(363)	395
Non-Evangelical	5%	(23)	95%	(480)	504
Community: Urban	10%	(55)	90%	(485)	540
Community: Suburban	5%	(32)	95%	(643)	675
Community: Rural	5%	(19)	95%	(321)	340
Employ: Private Sector	9%	(48)	91%	(461)	509
Employ: Government	9%	(14)	91%	(135)	148
Employ: Self-Employed	9%	(14)	91%	(135)	149
Employ: Homemaker	5%	(5)	95%	(90)	95
Employ: Student	11%	(9)	89%	(71)	80
Employ: Retired	1%	(3)	99%	(315)	318
Employ: Unemployed	3%	(5)	97%	(148)	153
Employ: Other	8%	(8)	92%	(94)	102
Military HH: Yes	9%	(18)	91%	(175)	194
Military HH: No	6%	(87)	94%	(1274)	1361
2022 House Vote: Democrat	9%	(56)	91%	(600)	656
2022 House Vote: Republican	6%	(24)	94%	(400)	424
2022 House Vote: Didnt Vote	6%	(24)	94%	(411)	435
2020 Vote: Joe Biden	8%	(56)	92%	(624)	680
2020 Vote: Donald Trump	4%	(19)	96%	(424)	443
2020 Vote: Didn't Vote	7%	(28)	93%	(360)	388
2018 House Vote: Democrat	9%	(50)	91%	(525)	575
2018 House Vote: Republican	5%	(21)	95%	(356)	377
2018 House Vote: Didnt Vote	6%	(32)	94%	(533)	565

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**Table MCTE3\_12NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Apple Arcade*

Demographic	Selected		Not Selected		Total N
Adults	7%	(105)	93%	(1450)	1555
4-Region: Northeast	9%	(24)	91%	(245)	269
4-Region: Midwest	4%	(15)	96%	(309)	323
4-Region: South	7%	(42)	93%	(551)	593
4-Region: West	7%	(25)	93%	(345)	370
Played Video Games in the Past Month	7%	(105)	93%	(1450)	1555
Interested in using Cloud Gaming	11%	(77)	89%	(659)	737
Used Cloud Gaming in the Past Month	11%	(75)	89%	(595)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_13NET: What video game services do you currently subscribe to? Please select all that apply.**

Google Play Pass

Demographic	Selected		Not Selected		Total N
Adults	9%	(142)	91%	(1413)	1555
Gender: Male	11%	(92)	89%	(722)	815
Gender: Female	7%	(48)	93%	(687)	735
Age: 18-34	9%	(48)	91%	(498)	546
Age: 35-44	21%	(62)	79%	(233)	294
Age: 45-64	6%	(26)	94%	(442)	468
Age: 65+	3%	(6)	97%	(240)	247
GenZers: 1997-2012	7%	(16)	93%	(212)	228
Millennials: 1981-1996	16%	(93)	84%	(492)	586
GenXers: 1965-1980	6%	(24)	94%	(343)	367
Baby Boomers: 1946-1964	2%	(8)	98%	(341)	349
PID: Dem (no lean)	12%	(83)	88%	(598)	681
PID: Ind (no lean)	6%	(24)	94%	(391)	415
PID: Rep (no lean)	8%	(35)	92%	(424)	458
PID/Gender: Dem Men	16%	(58)	84%	(313)	371
PID/Gender: Dem Women	8%	(24)	92%	(285)	309
PID/Gender: Ind Men	6%	(13)	94%	(194)	208
PID/Gender: Ind Women	5%	(11)	95%	(195)	206
PID/Gender: Rep Men	9%	(21)	91%	(215)	236
PID/Gender: Rep Women	6%	(13)	94%	(207)	220
Ideo: Liberal (1-3)	11%	(53)	89%	(427)	480
Ideo: Moderate (4)	7%	(33)	93%	(414)	446
Ideo: Conservative (5-7)	10%	(50)	90%	(455)	504
Educ: < College	8%	(77)	92%	(941)	1019
Educ: Bachelors degree	9%	(28)	91%	(301)	329
Educ: Post-grad	18%	(36)	82%	(170)	207
Income: Under 50k	7%	(52)	93%	(716)	768
Income: 50k-100k	9%	(46)	91%	(450)	496
Income: 100k+	15%	(43)	85%	(247)	290
Ethnicity: White	10%	(119)	90%	(1070)	1189
Ethnicity: Hispanic	11%	(31)	89%	(262)	294
Ethnicity: Black	6%	(13)	94%	(200)	213

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**Table MCTE3\_13NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Google Play Pass*

Demographic	Selected		Not Selected		Total N
Adults	9%	(142)	91%	(1413)	1555
Ethnicity: Other	7%	(10)	93%	(142)	152
All Christian	10%	(63)	90%	(588)	651
All Non-Christian	21%	(40)	79%	(151)	191
Atheist	6%	(4)	94%	(59)	63
Agnostic/Nothing in particular	6%	(21)	94%	(350)	371
Something Else	5%	(15)	95%	(265)	280
Religious Non-Protestant/Catholic	20%	(40)	80%	(159)	200
Evangelical	8%	(31)	92%	(364)	395
Non-Evangelical	8%	(40)	92%	(463)	504
Community: Urban	14%	(78)	86%	(462)	540
Community: Suburban	5%	(34)	95%	(641)	675
Community: Rural	9%	(30)	91%	(309)	340
Employ: Private Sector	12%	(60)	88%	(448)	509
Employ: Government	17%	(25)	83%	(123)	148
Employ: Self-Employed	9%	(14)	91%	(135)	149
Employ: Homemaker	8%	(8)	92%	(88)	95
Employ: Student	6%	(5)	94%	(75)	80
Employ: Retired	4%	(11)	96%	(307)	318
Employ: Unemployed	8%	(12)	92%	(141)	153
Employ: Other	6%	(6)	94%	(96)	102
Military HH: Yes	12%	(24)	88%	(170)	194
Military HH: No	9%	(118)	91%	(1243)	1361
2022 House Vote: Democrat	10%	(67)	90%	(589)	656
2022 House Vote: Republican	7%	(28)	93%	(396)	424
2022 House Vote: Didnt Vote	10%	(44)	90%	(391)	435
2020 Vote: Joe Biden	9%	(61)	91%	(618)	680
2020 Vote: Donald Trump	7%	(29)	93%	(414)	443
2020 Vote: Didn't Vote	13%	(50)	87%	(337)	388
2018 House Vote: Democrat	10%	(56)	90%	(519)	575
2018 House Vote: Republican	7%	(27)	93%	(350)	377
2018 House Vote: Didnt Vote	10%	(56)	90%	(509)	565

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**Table MCTE3\_13NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Google Play Pass*

Demographic	Selected		Not Selected		Total N
Adults	9%	(142)	91%	(1413)	1555
4-Region: Northeast	10%	(26)	90%	(243)	269
4-Region: Midwest	8%	(25)	92%	(298)	323
4-Region: South	8%	(49)	92%	(544)	593
4-Region: West	12%	(43)	88%	(327)	370
Played Video Games in the Past Month	9%	(142)	91%	(1413)	1555
Interested in using Cloud Gaming	16%	(116)	84%	(620)	737
Used Cloud Gaming in the Past Month	17%	(114)	83%	(556)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_14NET: What video game services do you currently subscribe to? Please select all that apply.**  
*Prime Gaming*

Demographic	Selected		Not Selected		Total N
Adults	4%	(64)	96%	(1491)	1555
Gender: Male	6%	(47)	94%	(767)	815
Gender: Female	2%	(16)	98%	(719)	735
Age: 18-34	7%	(37)	93%	(509)	546
Age: 35-44	6%	(18)	94%	(276)	294
Age: 45-64	2%	(8)	98%	(460)	468
Age: 65+	—	(1)	100%	(246)	247
GenZers: 1997-2012	5%	(11)	95%	(216)	228
Millennials: 1981-1996	7%	(44)	93%	(542)	586
GenXers: 1965-1980	2%	(8)	98%	(359)	367
Baby Boomers: 1946-1964	—	(0)	100%	(349)	349
PID: Dem (no lean)	5%	(37)	95%	(644)	681
PID: Ind (no lean)	3%	(12)	97%	(403)	415
PID: Rep (no lean)	3%	(14)	97%	(444)	458
PID/Gender: Dem Men	8%	(30)	92%	(341)	371
PID/Gender: Dem Women	2%	(7)	98%	(301)	309
PID/Gender: Ind Men	4%	(8)	96%	(200)	208
PID/Gender: Ind Women	2%	(4)	98%	(202)	206
PID/Gender: Rep Men	4%	(9)	96%	(227)	236
PID/Gender: Rep Women	2%	(5)	98%	(215)	220
Ideo: Liberal (1-3)	6%	(26)	94%	(454)	480
Ideo: Moderate (4)	5%	(20)	95%	(426)	446
Ideo: Conservative (5-7)	3%	(14)	97%	(490)	504
Educ: < College	3%	(31)	97%	(988)	1019
Educ: Bachelors degree	4%	(13)	96%	(316)	329
Educ: Post-grad	9%	(19)	91%	(187)	207
Income: Under 50k	3%	(23)	97%	(746)	768
Income: 50k-100k	5%	(23)	95%	(473)	496
Income: 100k+	6%	(18)	94%	(272)	290
Ethnicity: White	3%	(39)	97%	(1151)	1189
Ethnicity: Hispanic	4%	(12)	96%	(282)	294
Ethnicity: Black	6%	(12)	94%	(201)	213

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**Table MCTE3\_14NET: What video game services do you currently subscribe to? Please select all that apply.**

*Prime Gaming*

Demographic	Selected		Not Selected		Total N
Adults	4%	(64)	96%	(1491)	1555
Ethnicity: Other	9%	(13)	91%	(139)	152
All Christian	4%	(29)	96%	(622)	651
All Non-Christian	10%	(19)	90%	(172)	191
Atheist	10%	(6)	90%	(57)	63
Agnostic/Nothing in particular	1%	(5)	99%	(366)	371
Something Else	2%	(5)	98%	(274)	280
Religious Non-Protestant/Catholic	10%	(20)	90%	(180)	200
Evangelical	4%	(16)	96%	(379)	395
Non-Evangelical	2%	(12)	98%	(492)	504
Community: Urban	7%	(36)	93%	(504)	540
Community: Suburban	3%	(21)	97%	(654)	675
Community: Rural	2%	(6)	98%	(334)	340
Employ: Private Sector	6%	(33)	94%	(476)	509
Employ: Government	7%	(11)	93%	(138)	148
Employ: Self-Employed	6%	(10)	94%	(139)	149
Employ: Homemaker	3%	(3)	97%	(92)	95
Employ: Student	3%	(2)	97%	(78)	80
Employ: Retired	—	(0)	100%	(318)	318
Employ: Unemployed	1%	(2)	99%	(151)	153
Employ: Other	3%	(3)	97%	(99)	102
Military HH: Yes	6%	(12)	94%	(182)	194
Military HH: No	4%	(52)	96%	(1309)	1361
2022 House Vote: Democrat	5%	(33)	95%	(623)	656
2022 House Vote: Republican	5%	(20)	95%	(404)	424
2022 House Vote: Didnt Vote	2%	(10)	98%	(424)	435
2020 Vote: Joe Biden	5%	(36)	95%	(644)	680
2020 Vote: Donald Trump	4%	(18)	96%	(425)	443
2020 Vote: Didn't Vote	3%	(10)	97%	(378)	388
2018 House Vote: Democrat	6%	(34)	94%	(540)	575
2018 House Vote: Republican	4%	(13)	96%	(363)	377
2018 House Vote: Didnt Vote	3%	(16)	97%	(549)	565

Continued on next page

**Table MCTE3\_14NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Prime Gaming*

Demographic	Selected		Not Selected		Total N
Adults	4%	(64)	96%	(1491)	1555
4-Region: Northeast	5%	(13)	95%	(256)	269
4-Region: Midwest	5%	(16)	95%	(307)	323
4-Region: South	3%	(19)	97%	(574)	593
4-Region: West	4%	(16)	96%	(354)	370
Played Video Games in the Past Month	4%	(64)	96%	(1491)	1555
Interested in using Cloud Gaming	7%	(50)	93%	(686)	737
Used Cloud Gaming in the Past Month	9%	(59)	91%	(611)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_15NET: What video game services do you currently subscribe to? Please select all that apply.**

GeForce Now

Demographic	Selected		Not Selected		Total N
Adults	3%	(45)	97%	(1510)	1555
Gender: Male	4%	(35)	96%	(779)	815
Gender: Female	1%	(9)	99%	(726)	735
Age: 18-34	3%	(16)	97%	(530)	546
Age: 35-44	5%	(16)	95%	(278)	294
Age: 45-64	3%	(12)	97%	(455)	468
Age: 65+	—	(0)	100%	(247)	247
GenZers: 1997-2012	3%	(7)	97%	(221)	228
Millennials: 1981-1996	4%	(26)	96%	(560)	586
GenXers: 1965-1980	3%	(12)	97%	(354)	367
Baby Boomers: 1946-1964	—	(0)	100%	(349)	349
PID: Dem (no lean)	4%	(29)	96%	(653)	681
PID: Ind (no lean)	2%	(8)	98%	(407)	415
PID: Rep (no lean)	2%	(8)	98%	(450)	458
PID/Gender: Dem Men	7%	(26)	93%	(345)	371
PID/Gender: Dem Women	1%	(3)	99%	(306)	309
PID/Gender: Ind Men	3%	(5)	97%	(203)	208
PID/Gender: Ind Women	1%	(3)	99%	(203)	206
PID/Gender: Rep Men	2%	(4)	98%	(232)	236
PID/Gender: Rep Women	2%	(4)	98%	(217)	220
Ideo: Liberal (1-3)	5%	(23)	95%	(458)	480
Ideo: Moderate (4)	2%	(10)	98%	(436)	446
Ideo: Conservative (5-7)	2%	(10)	98%	(495)	504
Educ: < College	2%	(23)	98%	(995)	1019
Educ: Bachelors degree	4%	(12)	96%	(317)	329
Educ: Post-grad	5%	(9)	95%	(197)	207
Income: Under 50k	2%	(16)	98%	(753)	768
Income: 50k-100k	4%	(21)	96%	(475)	496
Income: 100k+	3%	(8)	97%	(282)	290
Ethnicity: White	3%	(37)	97%	(1152)	1189
Ethnicity: Hispanic	5%	(15)	95%	(279)	294
Ethnicity: Black	2%	(4)	98%	(209)	213

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**Table MCTE3\_15NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*GeForce Now*

Demographic	Selected		Not Selected		Total N
Adults	3%	(45)	97%	(1510)	1555
Ethnicity: Other	2%	(3)	98%	(149)	152
All Christian	3%	(18)	97%	(633)	651
All Non-Christian	5%	(10)	95%	(181)	191
Atheist	—	(0)	100%	(63)	63
Agnostic/Nothing in particular	4%	(14)	96%	(356)	371
Something Else	1%	(3)	99%	(277)	280
Religious Non-Protestant/Catholic	5%	(10)	95%	(190)	200
Evangelical	3%	(12)	97%	(383)	395
Non-Evangelical	—	(2)	100%	(501)	504
Community: Urban	4%	(22)	96%	(518)	540
Community: Suburban	3%	(19)	97%	(656)	675
Community: Rural	1%	(4)	99%	(335)	340
Employ: Private Sector	5%	(26)	95%	(482)	509
Employ: Government	5%	(7)	95%	(141)	148
Employ: Self-Employed	2%	(3)	98%	(146)	149
Employ: Homemaker	4%	(4)	96%	(91)	95
Employ: Student	4%	(3)	96%	(77)	80
Employ: Retired	—	(1)	100%	(317)	318
Employ: Unemployed	—	(0)	100%	(153)	153
Employ: Other	—	(0)	100%	(102)	102
Military HH: Yes	4%	(7)	96%	(186)	194
Military HH: No	3%	(37)	97%	(1324)	1361
2022 House Vote: Democrat	4%	(28)	96%	(628)	656
2022 House Vote: Republican	2%	(9)	98%	(415)	424
2022 House Vote: Didnt Vote	2%	(8)	98%	(427)	435
2020 Vote: Joe Biden	4%	(27)	96%	(652)	680
2020 Vote: Donald Trump	2%	(8)	98%	(435)	443
2020 Vote: Didn't Vote	2%	(8)	98%	(379)	388
2018 House Vote: Democrat	4%	(25)	96%	(549)	575
2018 House Vote: Republican	2%	(8)	98%	(369)	377
2018 House Vote: Didnt Vote	2%	(12)	98%	(553)	565

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**Table MCTE3\_15NET:** *What video game services do you currently subscribe to? Please select all that apply.*

*GeForce Now*

Demographic	Selected		Not Selected		Total N
Adults	3%	(45)	97%	(1510)	1555
4-Region: Northeast	4%	(11)	96%	(258)	269
4-Region: Midwest	1%	(3)	99%	(320)	323
4-Region: South	2%	(12)	98%	(581)	593
4-Region: West	5%	(18)	95%	(351)	370
Played Video Games in the Past Month	3%	(45)	97%	(1510)	1555
Interested in using Cloud Gaming	6%	(43)	94%	(694)	737
Used Cloud Gaming in the Past Month	7%	(45)	93%	(625)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).

**Table MCTE3\_16NET: What video game services do you currently subscribe to? Please select all that apply.**  
*Other*

Demographic	Selected		Not Selected		Total N
Adults	3%	(40)	97%	(1514)	1555
Gender: Male	2%	(16)	98%	(799)	815
Gender: Female	3%	(25)	97%	(711)	735
Age: 18-34	3%	(15)	97%	(531)	546
Age: 35-44	1%	(4)	99%	(291)	294
Age: 45-64	2%	(10)	98%	(457)	468
Age: 65+	5%	(11)	95%	(235)	247
GenZers: 1997-2012	4%	(8)	96%	(219)	228
Millennials: 1981-1996	2%	(11)	98%	(575)	586
GenXers: 1965-1980	2%	(6)	98%	(361)	367
Baby Boomers: 1946-1964	4%	(15)	96%	(334)	349
PID: Dem (no lean)	3%	(18)	97%	(663)	681
PID: Ind (no lean)	4%	(16)	96%	(399)	415
PID: Rep (no lean)	1%	(6)	99%	(452)	458
PID/Gender: Dem Men	2%	(8)	98%	(363)	371
PID/Gender: Dem Women	3%	(10)	97%	(299)	309
PID/Gender: Ind Men	3%	(6)	97%	(202)	208
PID/Gender: Ind Women	5%	(10)	95%	(196)	206
PID/Gender: Rep Men	1%	(2)	99%	(235)	236
PID/Gender: Rep Women	2%	(5)	98%	(216)	220
Ideo: Liberal (1-3)	2%	(7)	98%	(473)	480
Ideo: Moderate (4)	4%	(17)	96%	(429)	446
Ideo: Conservative (5-7)	3%	(13)	97%	(492)	504
Educ: < College	3%	(31)	97%	(988)	1019
Educ: Bachelors degree	1%	(4)	99%	(325)	329
Educ: Post-grad	2%	(5)	98%	(202)	207
Income: Under 50k	2%	(13)	98%	(755)	768
Income: 50k-100k	4%	(20)	96%	(477)	496
Income: 100k+	3%	(8)	97%	(282)	290
Ethnicity: White	3%	(30)	97%	(1159)	1189
Ethnicity: Hispanic	3%	(10)	97%	(284)	294
Ethnicity: Black	1%	(2)	99%	(211)	213

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**Table MCTE3\_16NET: What video game services do you currently subscribe to? Please select all that apply.**

Other

Demographic	Selected		Not Selected		Total N
Adults	3%	(40)	97%	(1514)	1555
Ethnicity: Other	5%	(8)	95%	(144)	152
All Christian	3%	(20)	97%	(631)	651
All Non-Christian	2%	(5)	98%	(186)	191
Atheist	3%	(2)	97%	(61)	63
Agnostic/Nothing in particular	1%	(5)	99%	(366)	371
Something Else	3%	(9)	97%	(271)	280
Religious Non-Protestant/Catholic	2%	(5)	98%	(195)	200
Evangelical	4%	(14)	96%	(381)	395
Non-Evangelical	3%	(15)	97%	(489)	504
Community: Urban	2%	(11)	98%	(529)	540
Community: Suburban	3%	(22)	97%	(653)	675
Community: Rural	2%	(8)	98%	(332)	340
Employ: Private Sector	1%	(7)	99%	(502)	509
Employ: Government	2%	(3)	98%	(146)	148
Employ: Self-Employed	4%	(6)	96%	(143)	149
Employ: Homemaker	1%	(1)	99%	(94)	95
Employ: Student	2%	(2)	98%	(78)	80
Employ: Retired	5%	(16)	95%	(302)	318
Employ: Unemployed	2%	(4)	98%	(150)	153
Employ: Other	2%	(2)	98%	(99)	102
Military HH: Yes	2%	(3)	98%	(190)	194
Military HH: No	3%	(37)	97%	(1324)	1361
2022 House Vote: Democrat	2%	(14)	98%	(642)	656
2022 House Vote: Republican	3%	(11)	97%	(413)	424
2022 House Vote: Didnt Vote	3%	(12)	97%	(423)	435
2020 Vote: Joe Biden	2%	(14)	98%	(666)	680
2020 Vote: Donald Trump	3%	(13)	97%	(430)	443
2020 Vote: Didn't Vote	3%	(12)	97%	(376)	388
2018 House Vote: Democrat	2%	(14)	98%	(561)	575
2018 House Vote: Republican	3%	(10)	97%	(367)	377
2018 House Vote: Didnt Vote	2%	(12)	98%	(552)	565

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**Table MCTE3\_16NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*Other*

Demographic	Selected		Not Selected		Total N
Adults	3%	(40)	97%	(1514)	1555
4-Region: Northeast	4%	(10)	96%	(259)	269
4-Region: Midwest	2%	(5)	98%	(318)	323
4-Region: South	2%	(13)	98%	(580)	593
4-Region: West	3%	(12)	97%	(357)	370
Played Video Games in the Past Month	3%	(40)	97%	(1514)	1555
Interested in using Cloud Gaming	2%	(17)	98%	(720)	737
Used Cloud Gaming in the Past Month	3%	(21)	97%	(649)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE3\_17NET: What video game services do you currently subscribe to? Please select all that apply.**  
*I do not have a video game subscription*

Demographic	Selected		Not Selected		Total N
Adults	50%	(778)	50%	(777)	1555
Gender: Male	41%	(330)	59%	(485)	815
Gender: Female	61%	(445)	39%	(290)	735
Age: 18-34	28%	(153)	72%	(393)	546
Age: 35-44	31%	(91)	69%	(204)	294
Age: 45-64	69%	(323)	31%	(145)	468
Age: 65+	86%	(211)	14%	(35)	247
GenZers: 1997-2012	25%	(57)	75%	(171)	228
Millennials: 1981-1996	29%	(170)	71%	(416)	586
GenXers: 1965-1980	64%	(233)	36%	(134)	367
Baby Boomers: 1946-1964	84%	(294)	16%	(55)	349
PID: Dem (no lean)	42%	(283)	58%	(398)	681
PID: Ind (no lean)	56%	(233)	44%	(182)	415
PID: Rep (no lean)	57%	(262)	43%	(196)	458
PID/Gender: Dem Men	26%	(95)	74%	(276)	371
PID/Gender: Dem Women	61%	(188)	39%	(121)	309
PID/Gender: Ind Men	54%	(112)	46%	(96)	208
PID/Gender: Ind Women	58%	(120)	42%	(86)	206
PID/Gender: Rep Men	52%	(123)	48%	(113)	236
PID/Gender: Rep Women	62%	(137)	38%	(84)	220
Ideo: Liberal (1-3)	43%	(207)	57%	(273)	480
Ideo: Moderate (4)	52%	(231)	48%	(216)	446
Ideo: Conservative (5-7)	54%	(270)	46%	(234)	504
Educ: < College	52%	(526)	48%	(493)	1019
Educ: Bachelors degree	57%	(187)	43%	(143)	329
Educ: Post-grad	32%	(66)	68%	(141)	207
Income: Under 50k	58%	(443)	42%	(325)	768
Income: 50k-100k	45%	(222)	55%	(274)	496
Income: 100k+	39%	(112)	61%	(178)	290
Ethnicity: White	52%	(614)	48%	(575)	1189
Ethnicity: Hispanic	31%	(91)	69%	(202)	294
Ethnicity: Black	44%	(95)	56%	(119)	213

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**Table MCTE3\_17NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*I do not have a video game subscription*

Demographic	Selected		Not Selected		Total N
Adults	50%	(778)	50%	(777)	1555
Ethnicity: Other	46%	(70)	54%	(82)	152
All Christian	55%	(358)	45%	(293)	651
All Non-Christian	24%	(46)	76%	(145)	191
Atheist	61%	(38)	39%	(25)	63
Agnostic/Nothing in particular	55%	(204)	45%	(167)	371
Something Else	47%	(133)	53%	(147)	280
Religious Non-Protestant/Catholic	24%	(48)	76%	(151)	200
Evangelical	51%	(199)	49%	(195)	395
Non-Evangelical	56%	(283)	44%	(221)	504
Community: Urban	36%	(192)	64%	(348)	540
Community: Suburban	57%	(387)	43%	(288)	675
Community: Rural	59%	(200)	41%	(140)	340
Employ: Private Sector	40%	(203)	60%	(306)	509
Employ: Government	29%	(42)	71%	(106)	148
Employ: Self-Employed	35%	(53)	65%	(96)	149
Employ: Homemaker	55%	(53)	45%	(43)	95
Employ: Student	26%	(21)	74%	(59)	80
Employ: Retired	81%	(258)	19%	(60)	318
Employ: Unemployed	63%	(96)	37%	(57)	153
Employ: Other	51%	(52)	49%	(49)	102
Military HH: Yes	49%	(95)	51%	(98)	194
Military HH: No	50%	(683)	50%	(678)	1361
2022 House Vote: Democrat	43%	(282)	57%	(374)	656
2022 House Vote: Republican	59%	(251)	41%	(173)	424
2022 House Vote: Didnt Vote	52%	(225)	48%	(210)	435
2020 Vote: Joe Biden	46%	(315)	54%	(365)	680
2020 Vote: Donald Trump	59%	(262)	41%	(181)	443
2020 Vote: Didn't Vote	46%	(179)	54%	(208)	388
2018 House Vote: Democrat	44%	(251)	56%	(324)	575
2018 House Vote: Republican	60%	(227)	40%	(149)	377
2018 House Vote: Didnt Vote	50%	(283)	50%	(282)	565

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**Table MCTE3\_17NET:** *What video game services do you currently subscribe to? Please select all that apply.*  
*I do not have a video game subscription*

Demographic	Selected		Not Selected		Total N
Adults	50%	(778)	50%	(777)	1555
4-Region: Northeast	47%	(127)	53%	(142)	269
4-Region: Midwest	62%	(200)	38%	(123)	323
4-Region: South	50%	(299)	50%	(294)	593
4-Region: West	41%	(152)	59%	(218)	370
Played Video Games in the Past Month	50%	(778)	50%	(777)	1555
Interested in using Cloud Gaming	25%	(183)	75%	(554)	737
Used Cloud Gaming in the Past Month	12%	(79)	88%	(591)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).



**Table MCTE4\_1:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Unstable connection to the server, leading to streaming buffering or the game to stop mid-play*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	29%	(196)	36%	(240)	35%	(234)	670
Gender: Male	30%	(138)	40%	(181)	30%	(136)	455
Gender: Female	27%	(57)	27%	(58)	46%	(98)	212
Age: 18-34	31%	(109)	37%	(132)	32%	(112)	353
Age: 35-44	38%	(67)	36%	(64)	26%	(45)	176
Age: 45-64	16%	(20)	34%	(42)	49%	(60)	122
GenZers: 1997-2012	36%	(55)	34%	(51)	30%	(45)	151
Millennials: 1981-1996	33%	(121)	38%	(141)	30%	(110)	372
GenXers: 1965-1980	19%	(20)	32%	(34)	50%	(54)	109
PID: Dem (no lean)	36%	(124)	36%	(126)	28%	(98)	348
PID: Ind (no lean)	26%	(40)	30%	(47)	44%	(67)	153
PID: Rep (no lean)	19%	(32)	40%	(67)	41%	(69)	168
PID/Gender: Dem Men	38%	(94)	41%	(102)	20%	(50)	247
PID/Gender: Dem Women	29%	(29)	23%	(23)	48%	(48)	100
PID/Gender: Ind Men	22%	(21)	31%	(29)	47%	(44)	94
PID/Gender: Ind Women	32%	(19)	30%	(18)	37%	(22)	59
PID/Gender: Rep Men	20%	(23)	44%	(50)	36%	(41)	114
PID/Gender: Rep Women	16%	(9)	31%	(17)	52%	(28)	54
Ideo: Liberal (1-3)	31%	(71)	41%	(94)	28%	(65)	230
Ideo: Moderate (4)	25%	(47)	33%	(64)	42%	(80)	191
Ideo: Conservative (5-7)	33%	(66)	36%	(73)	32%	(65)	204
Educ: < College	27%	(111)	34%	(142)	40%	(166)	420
Educ: Bachelors degree	25%	(31)	37%	(46)	38%	(47)	123
Educ: Post-grad	43%	(54)	41%	(52)	16%	(21)	127
Income: Under 50k	21%	(58)	32%	(89)	47%	(131)	278
Income: 50k-100k	31%	(74)	40%	(96)	29%	(69)	239
Income: 100k+	42%	(65)	35%	(54)	23%	(35)	154
Ethnicity: White	32%	(160)	37%	(184)	31%	(151)	496
Ethnicity: Hispanic	32%	(60)	41%	(76)	27%	(50)	186
Ethnicity: Black	19%	(21)	32%	(36)	49%	(55)	111

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**Table MCTE4\_1:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Unstable connection to the server, leading to streaming buffering or the game to stop mid-play*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	29%	(196)	36%	(240)	35%	(234)	670
Ethnicity: Other	24%	(15)	31%	(20)	45%	(28)	63
All Christian	30%	(77)	30%	(76)	40%	(104)	257
All Non-Christian	43%	(62)	44%	(64)	13%	(19)	145
Agnostic/Nothing in particular	20%	(27)	43%	(59)	37%	(51)	138
Something Else	22%	(24)	33%	(37)	45%	(51)	112
Religious Non-Protestant/Catholic	41%	(62)	45%	(67)	14%	(21)	150
Evangelical	32%	(55)	35%	(59)	33%	(56)	170
Non-Evangelical	22%	(39)	24%	(43)	53%	(93)	175
Community: Urban	34%	(109)	40%	(128)	26%	(84)	320
Community: Suburban	24%	(55)	32%	(73)	45%	(103)	232
Community: Rural	27%	(32)	33%	(39)	40%	(47)	118
Employ: Private Sector	34%	(91)	35%	(93)	31%	(82)	266
Employ: Government	35%	(36)	39%	(40)	26%	(26)	102
Employ: Self-Employed	32%	(25)	39%	(31)	30%	(24)	79
Employ: Student	27%	(14)	42%	(23)	31%	(17)	54
Military HH: Yes	34%	(31)	34%	(31)	32%	(29)	91
Military HH: No	29%	(165)	36%	(209)	35%	(205)	579
2022 House Vote: Democrat	36%	(115)	37%	(119)	27%	(85)	319
2022 House Vote: Republican	21%	(32)	37%	(56)	41%	(62)	150
2022 House Vote: Didnt Vote	24%	(42)	33%	(59)	43%	(75)	176
2020 Vote: Joe Biden	36%	(116)	37%	(118)	27%	(87)	321
2020 Vote: Donald Trump	19%	(30)	40%	(64)	42%	(67)	162
2020 Vote: Didn't Vote	26%	(44)	31%	(52)	43%	(71)	167
2018 House Vote: Democrat	34%	(95)	39%	(108)	28%	(77)	280
2018 House Vote: Republican	20%	(24)	37%	(46)	43%	(53)	123
2018 House Vote: Didnt Vote	28%	(70)	33%	(83)	38%	(96)	249

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**Table MCTE4\_1:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Unstable connection to the server, leading to streaming buffering or the game to stop mid-play*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	29%	(196)	36%	(240)	35%	(234)	670
4-Region: Northeast	28%	(35)	42%	(53)	30%	(37)	124
4-Region: Midwest	19%	(18)	29%	(28)	53%	(51)	97
4-Region: South	30%	(76)	31%	(78)	40%	(101)	254
4-Region: West	35%	(67)	42%	(82)	23%	(45)	195
Played Video Games in the Past Month	29%	(196)	36%	(240)	35%	(234)	670
Interested in using Cloud Gaming	33%	(165)	38%	(191)	29%	(149)	506
Used Cloud Gaming in the Past Month	29%	(196)	36%	(240)	35%	(234)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE4\_2:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Noticeable input lag, leading to the game feeling unresponsive and sluggish*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	30%	(200)	30%	(203)	40%	(267)	670
Gender: Male	34%	(157)	30%	(135)	36%	(164)	455
Gender: Female	20%	(43)	32%	(67)	48%	(102)	212
Age: 18-34	30%	(107)	34%	(121)	35%	(125)	353
Age: 35-44	41%	(73)	33%	(58)	26%	(46)	176
Age: 45-64	17%	(21)	16%	(20)	67%	(82)	122
GenZers: 1997-2012	30%	(44)	34%	(51)	37%	(55)	151
Millennials: 1981-1996	36%	(135)	34%	(125)	30%	(113)	372
GenXers: 1965-1980	15%	(16)	17%	(18)	68%	(74)	109
PID: Dem (no lean)	35%	(121)	34%	(120)	31%	(108)	348
PID: Ind (no lean)	22%	(33)	23%	(35)	55%	(85)	153
PID: Rep (no lean)	27%	(46)	29%	(49)	44%	(74)	168
PID/Gender: Dem Men	41%	(101)	33%	(81)	26%	(64)	247
PID/Gender: Dem Women	20%	(20)	37%	(37)	43%	(43)	100
PID/Gender: Ind Men	24%	(22)	23%	(21)	54%	(51)	94
PID/Gender: Ind Women	19%	(11)	23%	(14)	58%	(34)	59
PID/Gender: Rep Men	30%	(34)	28%	(32)	42%	(48)	114
PID/Gender: Rep Women	22%	(12)	30%	(16)	48%	(26)	54
Ideo: Liberal (1-3)	28%	(64)	38%	(87)	34%	(79)	230
Ideo: Moderate (4)	30%	(57)	23%	(44)	47%	(90)	191
Ideo: Conservative (5-7)	36%	(73)	31%	(64)	33%	(67)	204
Educ: < College	24%	(100)	30%	(126)	46%	(194)	420
Educ: Bachelors degree	36%	(44)	26%	(32)	38%	(47)	123
Educ: Post-grad	44%	(56)	35%	(45)	21%	(26)	127
Income: Under 50k	21%	(60)	29%	(80)	50%	(138)	278
Income: 50k-100k	34%	(80)	33%	(78)	34%	(80)	239
Income: 100k+	39%	(60)	29%	(45)	32%	(49)	154
Ethnicity: White	34%	(167)	31%	(152)	36%	(177)	496
Ethnicity: Hispanic	30%	(56)	32%	(60)	38%	(70)	186
Ethnicity: Black	20%	(22)	29%	(32)	51%	(57)	111

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**Table MCTE4\_2:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Noticeable input lag, leading to the game feeling unresponsive and sluggish*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue	Total N
Adults	30%	(200)	30%	(203)	40% (267)	670
Ethnicity: Other	16%	(10)	31%	(19)	53% (33)	63
All Christian	34%	(87)	25%	(65)	41% (106)	257
All Non-Christian	44%	(64)	39%	(56)	18% (25)	145
Agnostic/Nothing in particular	22%	(30)	22%	(31)	56% (77)	138
Something Else	15%	(17)	40%	(45)	44% (50)	112
Religious Non-Protestant/Catholic	43%	(65)	37%	(56)	19% (29)	150
Evangelical	36%	(61)	28%	(48)	35% (60)	170
Non-Evangelical	19%	(34)	31%	(55)	49% (87)	175
Community: Urban	38%	(121)	32%	(101)	31% (98)	320
Community: Suburban	24%	(55)	27%	(62)	50% (115)	232
Community: Rural	20%	(24)	34%	(40)	46% (54)	118
Employ: Private Sector	35%	(92)	26%	(69)	40% (105)	266
Employ: Government	38%	(39)	38%	(39)	24% (24)	102
Employ: Self-Employed	34%	(27)	34%	(27)	32% (26)	79
Employ: Student	38%	(21)	20%	(11)	42% (23)	54
Military HH: Yes	32%	(29)	32%	(29)	37% (33)	91
Military HH: No	30%	(171)	30%	(174)	40% (234)	579
2022 House Vote: Democrat	36%	(115)	34%	(107)	30% (97)	319
2022 House Vote: Republican	29%	(43)	27%	(41)	44% (65)	150
2022 House Vote: Didnt Vote	21%	(37)	29%	(52)	50% (88)	176
2020 Vote: Joe Biden	35%	(111)	33%	(105)	33% (105)	321
2020 Vote: Donald Trump	25%	(41)	28%	(45)	47% (76)	162
2020 Vote: Didn't Vote	27%	(45)	30%	(50)	43% (72)	167
2018 House Vote: Democrat	35%	(97)	32%	(90)	33% (93)	280
2018 House Vote: Republican	27%	(33)	26%	(32)	47% (57)	123
2018 House Vote: Didnt Vote	27%	(67)	32%	(79)	41% (103)	249

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**Table MCTE4\_2:** Have any of the following been an issue for you when you have used cloud gaming services in the past month?  
Noticeable input lag, leading to the game feeling unresponsive and sluggish

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	30%	(200)	30%	(203)	40%	(267)	670
4-Region: Northeast	29%	(35)	40%	(50)	32%	(39)	124
4-Region: Midwest	15%	(15)	30%	(29)	55%	(53)	97
4-Region: South	32%	(82)	24%	(60)	44%	(112)	254
4-Region: West	35%	(68)	33%	(65)	32%	(63)	195
Played Video Games in the Past Month	30%	(200)	30%	(203)	40%	(267)	670
Interested in using Cloud Gaming	36%	(180)	30%	(151)	35%	(175)	506
Used Cloud Gaming in the Past Month	30%	(200)	30%	(203)	40%	(267)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE4\_3:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Low video resolution and/or frame rates*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	27%	(182)	36%	(239)	37%	(249)	670
Gender: Male	29%	(133)	39%	(176)	32%	(146)	455
Gender: Female	23%	(49)	29%	(62)	48%	(102)	212
Age: 18-34	29%	(101)	38%	(136)	33%	(116)	353
Age: 35-44	36%	(63)	39%	(69)	25%	(43)	176
Age: 45-64	15%	(18)	24%	(29)	61%	(75)	122
GenZers: 1997-2012	25%	(37)	44%	(66)	32%	(48)	151
Millennials: 1981-1996	34%	(126)	37%	(137)	29%	(109)	372
GenXers: 1965-1980	14%	(15)	22%	(24)	64%	(69)	109
PID: Dem (no lean)	32%	(110)	38%	(132)	30%	(106)	348
PID: Ind (no lean)	24%	(37)	29%	(45)	47%	(72)	153
PID: Rep (no lean)	21%	(35)	37%	(62)	42%	(71)	168
PID/Gender: Dem Men	35%	(86)	41%	(101)	24%	(60)	247
PID/Gender: Dem Women	25%	(25)	30%	(30)	46%	(45)	100
PID/Gender: Ind Men	21%	(20)	36%	(34)	43%	(41)	94
PID/Gender: Ind Women	29%	(17)	19%	(11)	52%	(30)	59
PID/Gender: Rep Men	24%	(28)	36%	(41)	40%	(45)	114
PID/Gender: Rep Women	14%	(7)	38%	(21)	48%	(26)	54
Ideo: Liberal (1-3)	31%	(72)	36%	(84)	32%	(74)	230
Ideo: Moderate (4)	21%	(40)	34%	(64)	46%	(87)	191
Ideo: Conservative (5-7)	28%	(57)	41%	(83)	31%	(64)	204
Educ: < College	22%	(92)	36%	(152)	42%	(176)	420
Educ: Bachelors degree	25%	(31)	35%	(43)	40%	(50)	123
Educ: Post-grad	47%	(59)	35%	(44)	18%	(23)	127
Income: Under 50k	18%	(49)	34%	(96)	48%	(133)	278
Income: 50k-100k	30%	(72)	40%	(96)	30%	(71)	239
Income: 100k+	40%	(62)	31%	(48)	29%	(44)	154
Ethnicity: White	31%	(152)	38%	(186)	32%	(157)	496
Ethnicity: Hispanic	29%	(54)	41%	(75)	31%	(57)	186
Ethnicity: Black	13%	(15)	33%	(37)	53%	(59)	111

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**Table MCTE4\_3:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Low video resolution and/or frame rates*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	27%	(182)	36%	(239)	37%	(249)	670
Ethnicity: Other	24%	(15)	25%	(16)	51%	(32)	63
All Christian	30%	(78)	34%	(88)	35%	(91)	257
All Non-Christian	43%	(62)	39%	(57)	18%	(26)	145
Agnostic/Nothing in particular	14%	(19)	42%	(58)	44%	(60)	138
Something Else	18%	(20)	27%	(30)	55%	(62)	112
Religious Non-Protestant/Catholic	42%	(63)	39%	(59)	19%	(28)	150
Evangelical	31%	(53)	31%	(53)	37%	(64)	170
Non-Evangelical	21%	(38)	31%	(54)	47%	(83)	175
Community: Urban	35%	(113)	38%	(123)	26%	(84)	320
Community: Suburban	18%	(41)	32%	(75)	50%	(115)	232
Community: Rural	24%	(28)	35%	(41)	41%	(49)	118
Employ: Private Sector	30%	(81)	33%	(88)	37%	(97)	266
Employ: Government	40%	(41)	38%	(39)	22%	(23)	102
Employ: Self-Employed	33%	(27)	31%	(25)	35%	(28)	79
Employ: Student	22%	(12)	50%	(27)	28%	(15)	54
Military HH: Yes	30%	(27)	33%	(30)	37%	(34)	91
Military HH: No	27%	(155)	36%	(209)	37%	(215)	579
2022 House Vote: Democrat	33%	(106)	37%	(118)	30%	(95)	319
2022 House Vote: Republican	25%	(37)	32%	(48)	43%	(65)	150
2022 House Vote: Didnt Vote	17%	(30)	40%	(71)	42%	(75)	176
2020 Vote: Joe Biden	32%	(102)	35%	(113)	33%	(106)	321
2020 Vote: Donald Trump	22%	(35)	35%	(56)	43%	(70)	162
2020 Vote: Didn't Vote	24%	(40)	39%	(65)	37%	(62)	167
2018 House Vote: Democrat	32%	(88)	35%	(99)	33%	(92)	280
2018 House Vote: Republican	23%	(28)	35%	(43)	42%	(52)	123
2018 House Vote: Didnt Vote	24%	(59)	39%	(96)	38%	(94)	249

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**Table MCTE4\_3:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Low video resolution and/or frame rates*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	27%	(182)	36%	(239)	37%	(249)	670
4-Region: Northeast	29%	(36)	43%	(53)	28%	(35)	124
4-Region: Midwest	21%	(20)	31%	(30)	48%	(46)	97
4-Region: South	24%	(62)	32%	(81)	44%	(111)	254
4-Region: West	32%	(63)	39%	(76)	29%	(56)	195
Played Video Games in the Past Month	27%	(182)	36%	(239)	37%	(249)	670
Interested in using Cloud Gaming	31%	(157)	37%	(188)	32%	(161)	506
Used Cloud Gaming in the Past Month	27%	(182)	36%	(239)	37%	(249)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE4\_4:** *Have any of the following been an issue for you when you have used cloud gaming services in the past month?*  
*Poor selection of games on cloud streaming services*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	28%	(184)	32%	(214)	41%	(272)	670
Gender: Male	31%	(141)	36%	(163)	33%	(151)	455
Gender: Female	20%	(43)	23%	(49)	57%	(120)	212
Age: 18-34	29%	(104)	35%	(123)	36%	(126)	353
Age: 35-44	35%	(61)	31%	(54)	35%	(61)	176
Age: 45-64	15%	(18)	28%	(34)	57%	(69)	122
GenZers: 1997-2012	25%	(37)	38%	(58)	37%	(56)	151
Millennials: 1981-1996	34%	(126)	32%	(118)	34%	(128)	372
GenXers: 1965-1980	14%	(15)	27%	(30)	59%	(64)	109
PID: Dem (no lean)	32%	(113)	35%	(123)	32%	(112)	348
PID: Ind (no lean)	22%	(34)	21%	(32)	57%	(88)	153
PID: Rep (no lean)	23%	(38)	35%	(58)	43%	(72)	168
PID/Gender: Dem Men	37%	(92)	38%	(95)	24%	(60)	247
PID/Gender: Dem Women	21%	(21)	28%	(28)	52%	(51)	100
PID/Gender: Ind Men	23%	(22)	24%	(23)	53%	(50)	94
PID/Gender: Ind Women	20%	(12)	16%	(9)	64%	(37)	59
PID/Gender: Rep Men	24%	(27)	40%	(46)	36%	(41)	114
PID/Gender: Rep Women	20%	(11)	22%	(12)	58%	(31)	54
Ideo: Liberal (1-3)	31%	(71)	33%	(76)	36%	(83)	230
Ideo: Moderate (4)	21%	(40)	33%	(63)	46%	(88)	191
Ideo: Conservative (5-7)	32%	(66)	32%	(66)	36%	(72)	204
Educ: < College	23%	(95)	31%	(132)	46%	(193)	420
Educ: Bachelors degree	27%	(34)	32%	(39)	41%	(51)	123
Educ: Post-grad	44%	(55)	34%	(43)	22%	(28)	127
Income: Under 50k	19%	(52)	28%	(78)	53%	(148)	278
Income: 50k-100k	31%	(74)	37%	(87)	32%	(77)	239
Income: 100k+	38%	(58)	32%	(49)	30%	(46)	154
Ethnicity: White	31%	(154)	32%	(157)	37%	(184)	496
Ethnicity: Hispanic	26%	(47)	28%	(52)	47%	(87)	186
Ethnicity: Black	13%	(15)	36%	(40)	51%	(57)	111

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**Table MCTE4\_4:** Have any of the following been an issue for you when you have used cloud gaming services in the past month?  
*Poor selection of games on cloud streaming services*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	28%	(184)	32%	(214)	41%	(272)	670
Ethnicity: Other	26%	(16)	26%	(16)	49%	(31)	63
All Christian	30%	(77)	31%	(80)	39%	(100)	257
All Non-Christian	47%	(69)	36%	(52)	17%	(25)	145
Agnostic/Nothing in particular	14%	(19)	33%	(45)	53%	(74)	138
Something Else	15%	(16)	30%	(34)	55%	(62)	112
Religious Non-Protestant/Catholic	46%	(70)	35%	(52)	19%	(28)	150
Evangelical	26%	(45)	37%	(63)	37%	(62)	170
Non-Evangelical	23%	(41)	24%	(43)	52%	(92)	175
Community: Urban	35%	(112)	34%	(110)	31%	(99)	320
Community: Suburban	22%	(51)	26%	(60)	52%	(121)	232
Community: Rural	18%	(22)	37%	(44)	45%	(52)	118
Employ: Private Sector	31%	(83)	32%	(85)	37%	(98)	266
Employ: Government	39%	(40)	34%	(35)	26%	(27)	102
Employ: Self-Employed	40%	(32)	31%	(25)	29%	(23)	79
Employ: Student	28%	(15)	34%	(18)	39%	(21)	54
Military HH: Yes	28%	(25)	37%	(34)	35%	(32)	91
Military HH: No	28%	(159)	31%	(180)	41%	(240)	579
2022 House Vote: Democrat	34%	(108)	34%	(107)	33%	(104)	319
2022 House Vote: Republican	24%	(36)	35%	(52)	41%	(62)	150
2022 House Vote: Didnt Vote	20%	(36)	30%	(52)	50%	(88)	176
2020 Vote: Joe Biden	33%	(107)	30%	(96)	37%	(118)	321
2020 Vote: Donald Trump	20%	(32)	31%	(51)	49%	(79)	162
2020 Vote: Didn't Vote	25%	(41)	38%	(63)	38%	(63)	167
2018 House Vote: Democrat	32%	(91)	33%	(93)	34%	(96)	280
2018 House Vote: Republican	22%	(27)	31%	(39)	46%	(57)	123
2018 House Vote: Didnt Vote	26%	(64)	33%	(81)	42%	(104)	249

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**Table MCTE4\_4:** Have any of the following been an issue for you when you have used cloud gaming services in the past month?  
*Poor selection of games on cloud streaming services*

Demographic	Major issue, meaning it led to you stopping play		Minor issue, meaning it was noticeable but you could tolerate it		Not an issue		Total N
Adults	28%	(184)	32%	(214)	41%	(272)	670
4-Region: Northeast	29%	(36)	41%	(51)	30%	(38)	124
4-Region: Midwest	18%	(17)	33%	(31)	49%	(48)	97
4-Region: South	24%	(60)	30%	(77)	46%	(117)	254
4-Region: West	36%	(71)	28%	(54)	36%	(70)	195
Played Video Games in the Past Month	28%	(184)	32%	(214)	41%	(272)	670
Interested in using Cloud Gaming	31%	(156)	36%	(182)	33%	(168)	506
Used Cloud Gaming in the Past Month	28%	(184)	32%	(214)	41%	(272)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_1: How concerned are you about the following related to the video game industry?**  
*Variety of games available*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	14%	(304)	15%	(329)	20%	(432)	26%	(573)	26%	(564)	2202
Gender: Male	17%	(183)	18%	(196)	20%	(209)	25%	(266)	20%	(213)	1068
Gender: Female	11%	(120)	12%	(132)	20%	(222)	27%	(305)	31%	(351)	1129
Age: 18-34	20%	(126)	21%	(135)	23%	(145)	21%	(130)	15%	(95)	631
Age: 35-44	20%	(75)	22%	(81)	15%	(56)	21%	(78)	22%	(82)	372
Age: 45-64	13%	(90)	10%	(73)	22%	(154)	30%	(212)	26%	(183)	711
Age: 65+	3%	(13)	8%	(40)	16%	(78)	31%	(153)	42%	(203)	487
GenZers: 1997-2012	14%	(36)	22%	(57)	27%	(69)	23%	(59)	13%	(33)	254
Millennials: 1981-1996	22%	(160)	21%	(150)	18%	(128)	20%	(141)	19%	(135)	715
GenXers: 1965-1980	13%	(69)	12%	(65)	21%	(109)	28%	(147)	26%	(134)	524
Baby Boomers: 1946-1964	6%	(37)	8%	(55)	18%	(118)	32%	(209)	36%	(234)	653
PID: Dem (no lean)	17%	(154)	18%	(162)	20%	(181)	21%	(197)	24%	(224)	917
PID: Ind (no lean)	11%	(69)	13%	(78)	21%	(126)	25%	(149)	30%	(181)	603
PID: Rep (no lean)	12%	(82)	13%	(89)	18%	(124)	33%	(227)	23%	(159)	681
PID/Gender: Dem Men	23%	(105)	24%	(109)	18%	(79)	17%	(79)	18%	(80)	452
PID/Gender: Dem Women	10%	(49)	11%	(53)	22%	(101)	25%	(117)	31%	(144)	463
PID/Gender: Ind Men	11%	(31)	13%	(37)	25%	(71)	26%	(75)	25%	(71)	285
PID/Gender: Ind Women	12%	(38)	13%	(40)	17%	(55)	23%	(74)	35%	(110)	317
PID/Gender: Rep Men	14%	(48)	15%	(50)	18%	(59)	34%	(111)	19%	(62)	330
PID/Gender: Rep Women	10%	(34)	11%	(39)	19%	(65)	33%	(114)	28%	(96)	349
Ideo: Liberal (1-3)	16%	(101)	16%	(106)	20%	(130)	24%	(155)	25%	(159)	651
Ideo: Moderate (4)	12%	(78)	15%	(99)	23%	(147)	26%	(169)	24%	(157)	649
Ideo: Conservative (5-7)	15%	(111)	15%	(109)	18%	(133)	28%	(206)	24%	(172)	730
Educ: < College	14%	(206)	13%	(190)	19%	(279)	26%	(370)	27%	(394)	1439
Educ: Bachelors degree	8%	(40)	18%	(89)	21%	(104)	30%	(144)	22%	(108)	485
Educ: Post-grad	21%	(58)	18%	(50)	18%	(49)	21%	(60)	22%	(62)	278
Income: Under 50k	11%	(127)	12%	(137)	21%	(235)	26%	(295)	30%	(332)	1126
Income: 50k-100k	15%	(104)	17%	(120)	19%	(132)	27%	(186)	22%	(155)	697
Income: 100k+	19%	(73)	19%	(72)	17%	(65)	24%	(92)	20%	(76)	379
Ethnicity: White	14%	(246)	14%	(236)	20%	(333)	26%	(444)	26%	(440)	1699
Ethnicity: Hispanic	27%	(102)	8%	(29)	23%	(86)	23%	(89)	19%	(73)	379

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**Table MCTE5\_1: How concerned are you about the following related to the video game industry?**  
*Variety of games available*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	14%	(304)	15%	(329)	20%	(432)	26%	(573)	26%	(564)	2202
Ethnicity: Black	13%	(37)	20%	(57)	23%	(64)	22%	(64)	22%	(62)	283
Ethnicity: Other	9%	(21)	17%	(36)	16%	(34)	30%	(66)	28%	(62)	220
All Christian	13%	(121)	14%	(138)	21%	(205)	29%	(275)	23%	(223)	963
All Non-Christian	29%	(68)	21%	(50)	13%	(32)	12%	(29)	24%	(57)	236
Atheist	8%	(7)	17%	(15)	16%	(14)	38%	(32)	22%	(19)	86
Agnostic/Nothing in particular	11%	(60)	15%	(81)	19%	(100)	24%	(126)	32%	(169)	536
Something Else	13%	(49)	12%	(45)	22%	(82)	29%	(111)	25%	(96)	381
Religious Non-Protestant/Catholic	28%	(69)	21%	(52)	14%	(34)	13%	(32)	25%	(62)	251
Evangelical	14%	(80)	12%	(69)	19%	(110)	31%	(174)	24%	(134)	568
Non-Evangelical	11%	(81)	14%	(104)	23%	(167)	28%	(202)	24%	(178)	732
Community: Urban	18%	(133)	18%	(132)	19%	(137)	20%	(147)	24%	(173)	722
Community: Suburban	11%	(110)	13%	(131)	20%	(200)	28%	(277)	26%	(259)	977
Community: Rural	12%	(61)	13%	(67)	19%	(94)	30%	(149)	26%	(132)	504
Employ: Private Sector	17%	(112)	19%	(122)	23%	(153)	23%	(154)	18%	(119)	660
Employ: Government	30%	(53)	14%	(25)	15%	(26)	23%	(40)	18%	(31)	175
Employ: Self-Employed	19%	(34)	26%	(47)	18%	(32)	18%	(33)	19%	(34)	181
Employ: Homemaker	13%	(16)	12%	(16)	23%	(30)	26%	(35)	26%	(34)	131
Employ: Student	13%	(11)	23%	(21)	26%	(24)	25%	(22)	13%	(12)	90
Employ: Retired	5%	(31)	8%	(49)	17%	(98)	31%	(185)	38%	(225)	588
Employ: Unemployed	12%	(30)	12%	(30)	20%	(48)	26%	(63)	30%	(72)	242
Employ: Other	12%	(17)	14%	(19)	16%	(22)	31%	(42)	27%	(37)	136
Military HH: Yes	12%	(33)	16%	(45)	19%	(53)	25%	(70)	29%	(83)	283
Military HH: No	14%	(271)	15%	(284)	20%	(379)	26%	(504)	25%	(481)	1919
2022 House Vote: Democrat	16%	(142)	18%	(160)	20%	(184)	23%	(213)	24%	(217)	916
2022 House Vote: Republican	11%	(72)	13%	(82)	20%	(131)	31%	(198)	25%	(158)	641
2022 House Vote: Someone else	13%	(8)	11%	(7)	17%	(10)	14%	(8)	44%	(25)	58
2022 House Vote: Didnt Vote	14%	(82)	14%	(80)	18%	(107)	26%	(154)	28%	(163)	586

Continued on next page

**Table MCTE5\_1: How concerned are you about the following related to the video game industry?**  
*Variety of games available*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	14%	(304)	15%	(329)	20%	(432)	26%	(573)	26%	(564)	2202
2020 Vote: Joe Biden	16%	(154)	17%	(164)	18%	(178)	23%	(227)	25%	(246)	969
2020 Vote: Donald Trump	11%	(71)	13%	(87)	21%	(136)	30%	(198)	26%	(171)	663
2020 Vote: Other	11%	(7)	19%	(12)	16%	(10)	26%	(16)	28%	(18)	63
2020 Vote: Didn't Vote	14%	(72)	13%	(67)	21%	(107)	26%	(132)	25%	(129)	507
2018 House Vote: Democrat	17%	(135)	18%	(141)	20%	(161)	22%	(180)	23%	(189)	805
2018 House Vote: Republican	11%	(64)	13%	(77)	20%	(113)	28%	(162)	27%	(153)	569
2018 House Vote: Someone else	12%	(7)	11%	(6)	21%	(12)	23%	(14)	33%	(20)	59
2018 House Vote: Didnt Vote	13%	(98)	14%	(105)	19%	(146)	28%	(218)	26%	(202)	768
4-Region: Northeast	19%	(73)	14%	(55)	18%	(68)	24%	(93)	25%	(97)	386
4-Region: Midwest	9%	(41)	13%	(57)	25%	(114)	28%	(125)	26%	(117)	455
4-Region: South	12%	(101)	14%	(116)	19%	(163)	27%	(229)	27%	(230)	840
4-Region: West	17%	(89)	19%	(101)	17%	(86)	24%	(127)	23%	(119)	521
Played Video Games in the Past Month	18%	(275)	19%	(303)	23%	(359)	24%	(367)	16%	(250)	1555
Interested in using Cloud Gaming	27%	(197)	29%	(213)	20%	(150)	17%	(124)	7%	(53)	737
Used Cloud Gaming in the Past Month	30%	(200)	25%	(169)	21%	(138)	15%	(104)	9%	(59)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_2: How concerned are you about the following related to the video game industry?**  
*Toxicity in online gaming communities*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	21%	(457)	22%	(489)	13%	(282)	18%	(397)	26%	(577)	2202
Gender: Male	21%	(230)	27%	(285)	13%	(135)	19%	(201)	20%	(218)	1068
Gender: Female	20%	(225)	18%	(204)	13%	(147)	17%	(194)	32%	(360)	1129
Age: 18-34	25%	(159)	27%	(169)	19%	(117)	14%	(88)	16%	(98)	631
Age: 35-44	25%	(92)	25%	(92)	10%	(38)	17%	(64)	23%	(85)	372
Age: 45-64	19%	(135)	22%	(153)	13%	(93)	21%	(148)	26%	(182)	711
Age: 65+	14%	(71)	15%	(74)	7%	(34)	20%	(97)	43%	(211)	487
GenZers: 1997-2012	28%	(71)	26%	(65)	22%	(57)	10%	(26)	14%	(35)	254
Millennials: 1981-1996	25%	(176)	26%	(186)	13%	(91)	17%	(121)	20%	(141)	715
GenXers: 1965-1980	19%	(102)	24%	(127)	13%	(70)	19%	(102)	23%	(123)	524
Baby Boomers: 1946-1964	15%	(101)	17%	(109)	9%	(59)	21%	(139)	37%	(244)	653
PID: Dem (no lean)	23%	(208)	25%	(227)	12%	(114)	16%	(145)	24%	(224)	917
PID: Ind (no lean)	17%	(101)	22%	(130)	15%	(88)	15%	(93)	32%	(191)	603
PID: Rep (no lean)	22%	(148)	19%	(132)	12%	(80)	23%	(159)	24%	(162)	681
PID/Gender: Dem Men	26%	(117)	29%	(133)	13%	(57)	15%	(67)	17%	(78)	452
PID/Gender: Dem Women	19%	(89)	20%	(94)	12%	(57)	17%	(78)	32%	(147)	463
PID/Gender: Ind Men	14%	(40)	30%	(85)	13%	(37)	18%	(51)	26%	(73)	285
PID/Gender: Ind Women	19%	(60)	14%	(46)	16%	(51)	13%	(42)	37%	(118)	317
PID/Gender: Rep Men	22%	(72)	20%	(67)	13%	(41)	25%	(83)	20%	(67)	330
PID/Gender: Rep Women	22%	(76)	19%	(65)	11%	(39)	21%	(75)	27%	(95)	349
Ideo: Liberal (1-3)	24%	(159)	22%	(144)	12%	(76)	15%	(98)	27%	(173)	651
Ideo: Moderate (4)	15%	(99)	24%	(157)	16%	(103)	20%	(127)	25%	(163)	649
Ideo: Conservative (5-7)	25%	(181)	24%	(172)	11%	(78)	19%	(136)	22%	(164)	730
Educ: < College	19%	(270)	21%	(298)	14%	(205)	19%	(270)	27%	(396)	1439
Educ: Bachelors degree	22%	(106)	25%	(122)	10%	(48)	18%	(86)	25%	(122)	485
Educ: Post-grad	29%	(81)	25%	(69)	10%	(29)	15%	(41)	21%	(59)	278
Income: Under 50k	16%	(183)	19%	(216)	14%	(159)	20%	(230)	30%	(338)	1126
Income: 50k-100k	25%	(172)	26%	(184)	11%	(78)	16%	(113)	21%	(149)	697
Income: 100k+	27%	(101)	23%	(89)	12%	(44)	14%	(54)	24%	(90)	379
Ethnicity: White	21%	(354)	22%	(378)	13%	(215)	18%	(307)	26%	(446)	1699
Ethnicity: Hispanic	20%	(75)	24%	(90)	17%	(66)	18%	(70)	21%	(78)	379

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**Table MCTE5\_2: How concerned are you about the following related to the video game industry?**  
*Toxicity in online gaming communities*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	21%	(457)	22%	(489)	13%	(282)	18%	(397)	26%	(577)	2202
Ethnicity: Black	20%	(56)	26%	(74)	13%	(37)	19%	(53)	22%	(63)	283
Ethnicity: Other	21%	(47)	17%	(37)	13%	(30)	17%	(37)	31%	(69)	220
All Christian	20%	(189)	23%	(217)	14%	(134)	18%	(171)	26%	(252)	963
All Non-Christian	31%	(74)	23%	(53)	8%	(19)	11%	(27)	26%	(62)	236
Atheist	33%	(28)	14%	(12)	10%	(8)	23%	(20)	21%	(18)	86
Agnostic/Nothing in particular	15%	(81)	23%	(125)	13%	(69)	19%	(100)	30%	(161)	536
Something Else	22%	(85)	21%	(81)	13%	(51)	21%	(80)	22%	(85)	381
Religious Non-Protestant/Catholic	31%	(78)	22%	(56)	9%	(22)	12%	(29)	26%	(66)	251
Evangelical	21%	(119)	24%	(135)	11%	(62)	21%	(120)	23%	(132)	568
Non-Evangelical	20%	(144)	21%	(152)	16%	(113)	17%	(123)	27%	(199)	732
Community: Urban	23%	(164)	24%	(174)	14%	(97)	15%	(111)	24%	(176)	722
Community: Suburban	19%	(185)	23%	(227)	12%	(113)	18%	(180)	28%	(271)	977
Community: Rural	21%	(108)	17%	(87)	14%	(71)	21%	(106)	26%	(131)	504
Employ: Private Sector	22%	(145)	27%	(179)	14%	(92)	18%	(116)	19%	(128)	660
Employ: Government	37%	(65)	24%	(41)	14%	(24)	12%	(21)	13%	(23)	175
Employ: Self-Employed	24%	(44)	27%	(50)	14%	(25)	13%	(24)	21%	(38)	181
Employ: Homemaker	22%	(29)	21%	(28)	14%	(18)	24%	(31)	20%	(26)	131
Employ: Student	37%	(33)	27%	(24)	10%	(9)	9%	(8)	17%	(15)	90
Employ: Retired	14%	(85)	15%	(87)	9%	(54)	21%	(124)	41%	(238)	588
Employ: Unemployed	11%	(26)	25%	(60)	16%	(39)	18%	(43)	31%	(74)	242
Employ: Other	23%	(31)	15%	(20)	15%	(20)	23%	(31)	25%	(34)	136
Military HH: Yes	25%	(72)	20%	(58)	13%	(36)	14%	(39)	28%	(78)	283
Military HH: No	20%	(385)	22%	(431)	13%	(246)	19%	(358)	26%	(499)	1919
2022 House Vote: Democrat	23%	(209)	25%	(230)	12%	(113)	16%	(148)	24%	(215)	916
2022 House Vote: Republican	21%	(134)	20%	(131)	12%	(74)	21%	(135)	26%	(168)	641
2022 House Vote: Someone else	20%	(12)	15%	(9)	11%	(7)	7%	(4)	47%	(27)	58
2022 House Vote: Didnt Vote	17%	(102)	20%	(120)	15%	(88)	19%	(110)	28%	(167)	586

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**Table MCTE5\_2: How concerned are you about the following related to the video game industry?**  
*Toxicity in online gaming communities*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	21%	(457)	22%	(489)	13%	(282)	18%	(397)	26%	(577)	2202
2020 Vote: Joe Biden	23%	(226)	24%	(228)	11%	(111)	16%	(155)	26%	(249)	969
2020 Vote: Donald Trump	20%	(130)	21%	(142)	12%	(80)	21%	(137)	26%	(175)	663
2020 Vote: Other	17%	(10)	22%	(14)	8%	(5)	15%	(9)	38%	(24)	63
2020 Vote: Didn't Vote	18%	(91)	21%	(105)	17%	(86)	19%	(96)	26%	(129)	507
2018 House Vote: Democrat	23%	(188)	24%	(192)	12%	(93)	17%	(136)	24%	(197)	805
2018 House Vote: Republican	21%	(118)	22%	(123)	12%	(69)	19%	(109)	26%	(150)	569
2018 House Vote: Someone else	26%	(16)	12%	(7)	7%	(4)	13%	(8)	42%	(25)	59
2018 House Vote: Didnt Vote	18%	(135)	22%	(167)	15%	(116)	19%	(145)	27%	(206)	768
4-Region: Northeast	29%	(111)	20%	(77)	12%	(45)	18%	(68)	22%	(84)	386
4-Region: Midwest	13%	(61)	25%	(112)	13%	(60)	20%	(91)	29%	(131)	455
4-Region: South	22%	(183)	19%	(163)	13%	(108)	18%	(149)	28%	(237)	840
4-Region: West	19%	(101)	26%	(137)	13%	(69)	17%	(89)	24%	(125)	521
Played Video Games in the Past Month	24%	(380)	27%	(413)	15%	(228)	17%	(267)	17%	(267)	1555
Interested in using Cloud Gaming	32%	(237)	33%	(241)	15%	(111)	12%	(92)	8%	(56)	737
Used Cloud Gaming in the Past Month	30%	(198)	32%	(213)	15%	(103)	13%	(90)	10%	(66)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_3: How concerned are you about the following related to the video game industry?**  
*Increasing prices of consoles*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(498)	20%	(447)	13%	(278)	20%	(445)	24%	(533)	2202
Gender: Male	26%	(279)	21%	(224)	13%	(139)	21%	(222)	19%	(203)	1068
Gender: Female	19%	(216)	20%	(223)	12%	(139)	20%	(221)	29%	(330)	1129
Age: 18-34	28%	(178)	27%	(173)	16%	(104)	14%	(87)	14%	(90)	631
Age: 35-44	25%	(93)	28%	(103)	12%	(46)	16%	(59)	19%	(72)	372
Age: 45-64	23%	(167)	15%	(109)	13%	(96)	23%	(164)	25%	(175)	711
Age: 65+	13%	(61)	13%	(63)	7%	(33)	28%	(135)	40%	(195)	487
GenZers: 1997-2012	29%	(75)	26%	(67)	19%	(48)	13%	(32)	12%	(32)	254
Millennials: 1981-1996	26%	(188)	27%	(195)	14%	(100)	15%	(107)	17%	(125)	715
GenXers: 1965-1980	26%	(138)	17%	(88)	13%	(67)	21%	(112)	22%	(118)	524
Baby Boomers: 1946-1964	14%	(92)	14%	(94)	9%	(58)	27%	(176)	36%	(233)	653
PID: Dem (no lean)	26%	(242)	22%	(204)	13%	(119)	17%	(157)	21%	(196)	917
PID: Ind (no lean)	21%	(124)	17%	(104)	12%	(75)	19%	(117)	30%	(184)	603
PID: Rep (no lean)	19%	(133)	21%	(140)	12%	(84)	25%	(171)	23%	(154)	681
PID/Gender: Dem Men	34%	(153)	22%	(99)	12%	(54)	15%	(68)	17%	(78)	452
PID/Gender: Dem Women	19%	(87)	23%	(105)	14%	(65)	19%	(89)	25%	(118)	463
PID/Gender: Ind Men	23%	(66)	16%	(46)	15%	(44)	22%	(64)	23%	(66)	285
PID/Gender: Ind Women	18%	(57)	18%	(58)	10%	(31)	17%	(52)	37%	(118)	317
PID/Gender: Rep Men	18%	(60)	24%	(80)	13%	(41)	27%	(90)	18%	(59)	330
PID/Gender: Rep Women	21%	(73)	17%	(60)	12%	(42)	23%	(79)	27%	(95)	349
Ideo: Liberal (1-3)	25%	(161)	21%	(136)	12%	(78)	18%	(120)	24%	(156)	651
Ideo: Moderate (4)	22%	(146)	20%	(128)	15%	(99)	20%	(129)	23%	(148)	649
Ideo: Conservative (5-7)	23%	(166)	22%	(163)	11%	(83)	22%	(161)	22%	(157)	730
Educ: < College	23%	(332)	20%	(286)	12%	(174)	19%	(278)	26%	(369)	1439
Educ: Bachelors degree	18%	(86)	22%	(107)	14%	(66)	26%	(125)	21%	(101)	485
Educ: Post-grad	29%	(80)	20%	(55)	14%	(39)	15%	(42)	23%	(63)	278
Income: Under 50k	20%	(227)	19%	(210)	12%	(135)	21%	(242)	28%	(312)	1126
Income: 50k-100k	25%	(173)	22%	(152)	13%	(93)	20%	(138)	20%	(142)	697
Income: 100k+	26%	(99)	23%	(85)	13%	(50)	17%	(65)	21%	(79)	379
Ethnicity: White	22%	(380)	20%	(345)	12%	(210)	20%	(343)	25%	(421)	1699
Ethnicity: Hispanic	29%	(108)	21%	(78)	15%	(58)	17%	(66)	18%	(68)	379

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**Table MCTE5\_3: How concerned are you about the following related to the video game industry?**  
*Increasing prices of consoles*

Demographic	Very concerned	Somewhat concerned	Not too concerned	Not concerned at all	Don't know / No opinion	Total N
Adults	23% (498)	20% (447)	13% (278)	20% (445)	24% (533)	2202
Ethnicity: Black	30% (84)	20% (56)	13% (37)	19% (52)	19% (54)	283
Ethnicity: Other	15% (34)	21% (47)	14% (31)	23% (49)	27% (59)	220
All Christian	20% (196)	20% (194)	13% (125)	23% (226)	23% (222)	963
All Non-Christian	34% (80)	19% (45)	10% (24)	12% (29)	24% (58)	236
Atheist	19% (17)	23% (20)	11% (9)	25% (22)	21% (18)	86
Agnostic/Nothing in particular	23% (124)	20% (107)	12% (67)	17% (89)	28% (150)	536
Something Else	22% (82)	21% (81)	14% (53)	21% (79)	22% (86)	381
Religious Non-Protestant/Catholic	32% (81)	19% (47)	11% (28)	13% (33)	25% (62)	251
Evangelical	24% (134)	21% (120)	11% (62)	23% (131)	21% (121)	568
Non-Evangelical	18% (135)	19% (143)	15% (110)	22% (163)	25% (181)	732
Community: Urban	30% (215)	20% (143)	12% (87)	17% (121)	22% (156)	722
Community: Suburban	20% (193)	20% (199)	12% (119)	22% (214)	26% (253)	977
Community: Rural	18% (91)	21% (106)	14% (72)	22% (110)	25% (125)	504
Employ: Private Sector	25% (166)	26% (169)	14% (92)	18% (116)	18% (116)	660
Employ: Government	38% (66)	20% (36)	11% (19)	18% (31)	13% (23)	175
Employ: Self-Employed	24% (44)	26% (47)	15% (26)	18% (33)	17% (30)	181
Employ: Homemaker	21% (27)	26% (34)	22% (28)	15% (19)	17% (23)	131
Employ: Student	33% (30)	21% (19)	19% (17)	10% (9)	16% (15)	90
Employ: Retired	14% (80)	13% (77)	9% (54)	26% (153)	38% (224)	588
Employ: Unemployed	20% (48)	17% (41)	12% (29)	23% (56)	28% (68)	242
Employ: Other	26% (36)	18% (24)	9% (13)	21% (29)	25% (34)	136
Military HH: Yes	27% (78)	17% (48)	9% (25)	20% (58)	26% (74)	283
Military HH: No	22% (420)	21% (399)	13% (253)	20% (387)	24% (460)	1919
2022 House Vote: Democrat	26% (234)	21% (192)	14% (125)	19% (171)	21% (194)	916
2022 House Vote: Republican	18% (114)	21% (132)	13% (84)	24% (151)	25% (161)	641
2022 House Vote: Someone else	18% (10)	15% (9)	11% (6)	9% (5)	47% (27)	58
2022 House Vote: Didnt Vote	24% (141)	19% (114)	11% (63)	20% (118)	26% (151)	586

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**Table MCTE5\_3: How concerned are you about the following related to the video game industry?**  
*Increasing prices of consoles*

Demographic	Very concerned	Somewhat concerned	Not too concerned	Not concerned at all	Don't know / No opinion	Total N
Adults	23% (498)	20% (447)	13% (278)	20% (445)	24% (533)	2202
2020 Vote: Joe Biden	26% (250)	20% (194)	13% (130)	18% (171)	23% (223)	969
2020 Vote: Donald Trump	19% (125)	21% (139)	12% (78)	23% (153)	25% (168)	663
2020 Vote: Other	22% (14)	16% (10)	15% (9)	16% (10)	30% (19)	63
2020 Vote: Didn't Vote	22% (109)	21% (104)	12% (60)	22% (111)	24% (123)	507
2018 House Vote: Democrat	26% (212)	21% (170)	13% (105)	19% (151)	21% (168)	805
2018 House Vote: Republican	19% (106)	18% (105)	12% (68)	23% (133)	28% (157)	569
2018 House Vote: Someone else	19% (11)	13% (8)	11% (6)	18% (10)	40% (24)	59
2018 House Vote: Didn't Vote	22% (169)	22% (165)	13% (98)	20% (151)	24% (184)	768
4-Region: Northeast	30% (115)	19% (75)	13% (48)	18% (68)	20% (79)	386
4-Region: Midwest	19% (85)	20% (92)	14% (62)	21% (94)	27% (121)	455
4-Region: South	21% (174)	21% (175)	12% (102)	20% (169)	26% (220)	840
4-Region: West	24% (123)	20% (106)	12% (65)	22% (113)	22% (114)	521
Played Video Games in the Past Month	28% (439)	26% (397)	15% (226)	17% (262)	15% (231)	1555
Interested in using Cloud Gaming	37% (270)	31% (230)	15% (112)	11% (78)	6% (47)	737
Used Cloud Gaming in the Past Month	35% (237)	30% (198)	15% (99)	12% (83)	8% (53)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_4: How concerned are you about the following related to the video game industry?**  
*Increasing prices of accessories*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(508)	22%	(480)	12%	(271)	19%	(415)	24%	(528)	2202
Gender: Male	25%	(266)	24%	(253)	14%	(151)	19%	(199)	19%	(199)	1068
Gender: Female	21%	(239)	20%	(228)	11%	(121)	19%	(213)	29%	(329)	1129
Age: 18-34	29%	(181)	28%	(175)	17%	(110)	12%	(73)	15%	(92)	631
Age: 35-44	26%	(98)	27%	(99)	12%	(44)	15%	(56)	20%	(74)	372
Age: 45-64	24%	(171)	20%	(139)	11%	(77)	23%	(162)	23%	(163)	711
Age: 65+	12%	(58)	14%	(67)	8%	(40)	25%	(124)	41%	(199)	487
GenZers: 1997-2012	31%	(78)	26%	(66)	17%	(43)	12%	(31)	15%	(37)	254
Millennials: 1981-1996	27%	(195)	27%	(195)	15%	(109)	13%	(92)	17%	(123)	715
GenXers: 1965-1980	25%	(132)	23%	(119)	10%	(51)	22%	(113)	21%	(109)	524
Baby Boomers: 1946-1964	15%	(97)	15%	(96)	10%	(63)	25%	(163)	36%	(233)	653
PID: Dem (no lean)	26%	(235)	23%	(211)	14%	(125)	15%	(141)	22%	(204)	917
PID: Ind (no lean)	21%	(126)	20%	(121)	14%	(85)	17%	(101)	28%	(172)	603
PID: Rep (no lean)	22%	(147)	22%	(148)	9%	(61)	25%	(173)	22%	(152)	681
PID/Gender: Dem Men	31%	(142)	24%	(110)	15%	(68)	13%	(57)	17%	(75)	452
PID/Gender: Dem Women	20%	(92)	22%	(101)	12%	(58)	18%	(84)	28%	(129)	463
PID/Gender: Ind Men	22%	(63)	18%	(52)	18%	(51)	19%	(55)	23%	(64)	285
PID/Gender: Ind Women	19%	(62)	22%	(69)	11%	(34)	14%	(45)	34%	(108)	317
PID/Gender: Rep Men	19%	(62)	27%	(90)	10%	(32)	26%	(87)	18%	(60)	330
PID/Gender: Rep Women	24%	(85)	17%	(58)	8%	(29)	24%	(85)	26%	(92)	349
Ideo: Liberal (1-3)	24%	(154)	22%	(144)	14%	(89)	16%	(103)	25%	(160)	651
Ideo: Moderate (4)	24%	(158)	22%	(140)	13%	(87)	18%	(116)	23%	(148)	649
Ideo: Conservative (5-7)	24%	(175)	23%	(170)	10%	(77)	22%	(160)	20%	(149)	730
Educ: < College	24%	(340)	22%	(310)	11%	(165)	18%	(259)	25%	(365)	1439
Educ: Bachelors degree	17%	(84)	23%	(113)	15%	(72)	24%	(114)	21%	(102)	485
Educ: Post-grad	30%	(84)	21%	(57)	12%	(34)	15%	(42)	22%	(60)	278
Income: Under 50k	20%	(225)	20%	(223)	12%	(140)	20%	(228)	28%	(310)	1126
Income: 50k-100k	25%	(174)	25%	(173)	11%	(80)	18%	(128)	21%	(143)	697
Income: 100k+	29%	(109)	22%	(85)	14%	(52)	16%	(59)	20%	(74)	379
Ethnicity: White	23%	(385)	22%	(367)	12%	(207)	19%	(320)	25%	(420)	1699
Ethnicity: Hispanic	33%	(126)	21%	(78)	13%	(51)	14%	(53)	19%	(71)	379

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**Table MCTE5\_4: How concerned are you about the following related to the video game industry?**  
*Increasing prices of accessories*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	23%	(508)	22%	(480)	12%	(271)	19%	(415)	24% (528)	2202
Ethnicity: Black	25%	(70)	25%	(70)	13%	(37)	19%	(53)	19% (53)	283
Ethnicity: Other	24%	(53)	19%	(43)	12%	(27)	19%	(42)	25% (55)	220
All Christian	19%	(184)	22%	(213)	13%	(122)	22%	(215)	24% (229)	963
All Non-Christian	40%	(95)	20%	(47)	9%	(20)	8%	(20)	23% (53)	236
Atheist	19%	(17)	23%	(20)	15%	(13)	22%	(19)	20% (17)	86
Agnostic/Nothing in particular	23%	(122)	22%	(117)	11%	(58)	18%	(95)	27% (144)	536
Something Else	24%	(90)	22%	(83)	15%	(58)	17%	(66)	22% (85)	381
Religious Non-Protestant/Catholic	39%	(97)	19%	(49)	9%	(23)	10%	(25)	23% (58)	251
Evangelical	22%	(126)	22%	(127)	12%	(67)	22%	(123)	22% (125)	568
Non-Evangelical	20%	(143)	21%	(157)	14%	(104)	20%	(146)	25% (182)	732
Community: Urban	29%	(209)	24%	(173)	12%	(87)	15%	(108)	20% (146)	722
Community: Suburban	22%	(210)	20%	(199)	12%	(122)	20%	(194)	26% (252)	977
Community: Rural	18%	(89)	22%	(109)	12%	(63)	22%	(113)	26% (130)	504
Employ: Private Sector	26%	(172)	24%	(161)	15%	(99)	18%	(120)	16% (107)	660
Employ: Government	37%	(65)	23%	(40)	10%	(18)	15%	(27)	14% (25)	175
Employ: Self-Employed	31%	(57)	25%	(45)	15%	(27)	12%	(22)	16% (30)	181
Employ: Homemaker	20%	(26)	21%	(28)	12%	(15)	23%	(31)	23% (30)	131
Employ: Student	27%	(24)	35%	(31)	12%	(11)	6%	(6)	19% (17)	90
Employ: Retired	14%	(84)	16%	(93)	9%	(54)	25%	(145)	36% (212)	588
Employ: Unemployed	20%	(49)	21%	(50)	12%	(29)	16%	(38)	31% (75)	242
Employ: Other	21%	(29)	23%	(32)	13%	(18)	19%	(26)	23% (31)	136
Military HH: Yes	27%	(75)	22%	(63)	11%	(30)	16%	(44)	25% (70)	283
Military HH: No	23%	(433)	22%	(417)	13%	(241)	19%	(371)	24% (457)	1919
2022 House Vote: Democrat	26%	(243)	21%	(188)	14%	(126)	17%	(160)	22% (200)	916
2022 House Vote: Republican	18%	(119)	23%	(148)	11%	(71)	24%	(154)	23% (149)	641
2022 House Vote: Someone else	21%	(12)	15%	(9)	8%	(5)	6%	(4)	49% (28)	58
2022 House Vote: Didnt Vote	23%	(134)	23%	(135)	12%	(70)	17%	(97)	26% (150)	586

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**Table MCTE5\_4: How concerned are you about the following related to the video game industry?**  
*Increasing prices of accessories*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	23%	(508)	22%	(480)	12%	(271)	19%	(415)	24% (528)	2202
2020 Vote: Joe Biden	27%	(258)	21%	(203)	13%	(129)	16%	(156)	23% (223)	969
2020 Vote: Donald Trump	20%	(132)	22%	(146)	10%	(69)	24%	(157)	24% (160)	663
2020 Vote: Other	15%	(9)	20%	(13)	14%	(9)	17%	(11)	34% (21)	63
2020 Vote: Didn't Vote	21%	(108)	23%	(119)	13%	(64)	18%	(91)	24% (124)	507
2018 House Vote: Democrat	27%	(219)	21%	(168)	14%	(114)	17%	(135)	21% (169)	805
2018 House Vote: Republican	21%	(117)	20%	(116)	10%	(58)	24%	(134)	25% (144)	569
2018 House Vote: Someone else	21%	(12)	19%	(12)	7%	(4)	14%	(8)	39% (23)	59
2018 House Vote: Didn't Vote	21%	(159)	24%	(184)	12%	(96)	18%	(137)	25% (192)	768
4-Region: Northeast	26%	(101)	23%	(87)	12%	(47)	18%	(71)	21% (81)	386
4-Region: Midwest	19%	(86)	19%	(87)	14%	(66)	20%	(93)	27% (124)	455
4-Region: South	19%	(163)	23%	(190)	13%	(109)	20%	(164)	26% (214)	840
4-Region: West	30%	(157)	22%	(116)	10%	(50)	17%	(88)	21% (110)	521
Played Video Games in the Past Month	28%	(443)	27%	(414)	15%	(232)	14%	(225)	16% (241)	1555
Interested in using Cloud Gaming	37%	(275)	32%	(236)	15%	(112)	9%	(70)	6% (43)	737
Used Cloud Gaming in the Past Month	37%	(249)	31%	(211)	14%	(97)	9%	(62)	8% (51)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).



**Table MCTE5\_5: How concerned are you about the following related to the video game industry?**  
*Increasing prices of subscription services*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	22%	(486)	22%	(491)	11%	(250)	20%	(441)	24%	(534)	2202
Gender: Male	24%	(254)	26%	(281)	11%	(115)	21%	(224)	18%	(194)	1068
Gender: Female	20%	(230)	19%	(210)	12%	(135)	19%	(215)	30%	(340)	1129
Age: 18-34	30%	(189)	31%	(194)	13%	(80)	13%	(85)	13%	(84)	631
Age: 35-44	23%	(86)	27%	(102)	11%	(42)	16%	(59)	22%	(82)	372
Age: 45-64	22%	(153)	19%	(133)	13%	(89)	23%	(166)	24%	(170)	711
Age: 65+	12%	(57)	13%	(63)	8%	(39)	27%	(130)	41%	(198)	487
GenZers: 1997-2012	26%	(67)	33%	(84)	15%	(39)	13%	(33)	13%	(32)	254
Millennials: 1981-1996	28%	(203)	28%	(200)	11%	(81)	15%	(105)	18%	(126)	715
GenXers: 1965-1980	24%	(123)	22%	(113)	11%	(57)	21%	(111)	23%	(119)	524
Baby Boomers: 1946-1964	14%	(89)	14%	(90)	10%	(67)	27%	(176)	35%	(231)	653
PID: Dem (no lean)	25%	(229)	24%	(216)	13%	(120)	15%	(141)	23%	(211)	917
PID: Ind (no lean)	19%	(115)	20%	(122)	12%	(71)	20%	(118)	29%	(177)	603
PID: Rep (no lean)	21%	(142)	22%	(153)	9%	(59)	27%	(182)	21%	(146)	681
PID/Gender: Dem Men	30%	(136)	28%	(126)	12%	(54)	13%	(58)	17%	(79)	452
PID/Gender: Dem Women	20%	(92)	19%	(90)	14%	(66)	18%	(82)	29%	(132)	463
PID/Gender: Ind Men	17%	(49)	24%	(68)	13%	(36)	24%	(69)	22%	(64)	285
PID/Gender: Ind Women	20%	(65)	17%	(54)	11%	(35)	15%	(49)	36%	(114)	317
PID/Gender: Rep Men	21%	(69)	26%	(87)	8%	(25)	29%	(97)	16%	(52)	330
PID/Gender: Rep Women	21%	(73)	19%	(66)	10%	(34)	24%	(83)	27%	(94)	349
Ideo: Liberal (1-3)	23%	(152)	22%	(140)	11%	(75)	19%	(121)	25%	(163)	651
Ideo: Moderate (4)	19%	(121)	26%	(166)	13%	(85)	19%	(126)	23%	(152)	649
Ideo: Conservative (5-7)	25%	(185)	22%	(158)	9%	(67)	23%	(171)	20%	(149)	730
Educ: < College	23%	(331)	21%	(300)	11%	(154)	19%	(278)	26%	(376)	1439
Educ: Bachelors degree	16%	(78)	25%	(121)	13%	(61)	24%	(119)	22%	(106)	485
Educ: Post-grad	28%	(77)	25%	(70)	12%	(34)	16%	(44)	19%	(53)	278
Income: Under 50k	19%	(219)	19%	(212)	12%	(131)	21%	(234)	29%	(330)	1126
Income: 50k-100k	25%	(173)	25%	(176)	10%	(73)	20%	(139)	20%	(136)	697
Income: 100k+	25%	(94)	27%	(103)	12%	(46)	18%	(68)	18%	(67)	379
Ethnicity: White	23%	(384)	22%	(367)	11%	(185)	20%	(338)	25%	(425)	1699
Ethnicity: Hispanic	33%	(124)	20%	(75)	12%	(44)	17%	(66)	18%	(70)	379

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**Table MCTE5\_5: How concerned are you about the following related to the video game industry?**  
*Increasing prices of subscription services*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	22%	(486)	22%	(491)	11%	(250)	20%	(441)	24% (534)	2202
Ethnicity: Black	24%	(68)	25%	(70)	11%	(32)	20%	(57)	20% (57)	283
Ethnicity: Other	16%	(35)	25%	(55)	15%	(33)	21%	(46)	24% (52)	220
All Christian	19%	(182)	21%	(205)	12%	(119)	23%	(226)	24% (231)	963
All Non-Christian	33%	(77)	28%	(67)	8%	(20)	9%	(21)	22% (51)	236
Atheist	25%	(21)	17%	(15)	13%	(11)	21%	(18)	24% (21)	86
Agnostic/Nothing in particular	22%	(116)	23%	(121)	10%	(54)	18%	(95)	28% (150)	536
Something Else	24%	(90)	22%	(84)	12%	(45)	21%	(81)	21% (81)	381
Religious Non-Protestant/Catholic	32%	(80)	27%	(68)	8%	(21)	11%	(26)	22% (56)	251
Evangelical	21%	(121)	22%	(125)	10%	(57)	24%	(134)	23% (131)	568
Non-Evangelical	20%	(144)	21%	(151)	14%	(104)	22%	(159)	24% (174)	732
Community: Urban	27%	(192)	25%	(181)	10%	(74)	17%	(123)	21% (152)	722
Community: Suburban	21%	(209)	21%	(205)	12%	(117)	21%	(204)	25% (241)	977
Community: Rural	17%	(85)	21%	(105)	12%	(59)	22%	(113)	28% (141)	504
Employ: Private Sector	26%	(169)	28%	(184)	11%	(75)	18%	(121)	17% (110)	660
Employ: Government	35%	(62)	27%	(47)	10%	(17)	16%	(27)	13% (23)	175
Employ: Self-Employed	24%	(43)	32%	(59)	12%	(21)	13%	(23)	20% (36)	181
Employ: Homemaker	20%	(26)	27%	(35)	15%	(19)	17%	(22)	22% (28)	131
Employ: Student	28%	(25)	25%	(23)	25%	(22)	7%	(7)	15% (13)	90
Employ: Retired	13%	(78)	13%	(75)	9%	(54)	27%	(160)	38% (220)	588
Employ: Unemployed	21%	(52)	17%	(41)	12%	(28)	20%	(48)	30% (73)	242
Employ: Other	23%	(31)	20%	(28)	10%	(13)	24%	(33)	23% (31)	136
Military HH: Yes	25%	(70)	21%	(60)	8%	(23)	17%	(50)	28% (80)	283
Military HH: No	22%	(416)	22%	(432)	12%	(227)	20%	(391)	24% (454)	1919
2022 House Vote: Democrat	25%	(225)	23%	(213)	12%	(106)	18%	(169)	22% (202)	916
2022 House Vote: Republican	19%	(123)	21%	(134)	11%	(69)	25%	(161)	24% (154)	641
2022 House Vote: Someone else	16%	(10)	22%	(13)	9%	(5)	8%	(5)	45% (26)	58
2022 House Vote: Didnt Vote	22%	(128)	22%	(131)	12%	(70)	18%	(106)	26% (152)	586

Continued on next page

**Table MCTE5\_5: How concerned are you about the following related to the video game industry?**  
*Increasing prices of subscription services*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	22%	(486)	22%	(491)	11%	(250)	20%	(441)	24% (534)	2202
2020 Vote: Joe Biden	24%	(234)	22%	(218)	12%	(117)	17%	(164)	24% (236)	969
2020 Vote: Donald Trump	19%	(124)	22%	(146)	11%	(70)	25%	(163)	24% (160)	663
2020 Vote: Other	20%	(12)	26%	(16)	8%	(5)	19%	(12)	27% (17)	63
2020 Vote: Didn't Vote	23%	(115)	22%	(112)	11%	(57)	20%	(102)	24% (121)	507
2018 House Vote: Democrat	26%	(206)	23%	(187)	11%	(88)	18%	(141)	23% (184)	805
2018 House Vote: Republican	19%	(107)	21%	(119)	10%	(57)	25%	(143)	25% (144)	569
2018 House Vote: Someone else	14%	(8)	24%	(14)	7%	(4)	15%	(9)	40% (24)	59
2018 House Vote: Didn't Vote	21%	(165)	22%	(172)	13%	(101)	19%	(148)	24% (183)	768
4-Region: Northeast	29%	(113)	19%	(72)	10%	(40)	20%	(76)	22% (85)	386
4-Region: Midwest	18%	(81)	19%	(86)	14%	(65)	22%	(99)	27% (124)	455
4-Region: South	20%	(167)	22%	(183)	12%	(102)	19%	(163)	27% (226)	840
4-Region: West	24%	(125)	29%	(150)	8%	(43)	20%	(103)	19% (100)	521
Played Video Games in the Past Month	28%	(430)	27%	(414)	13%	(203)	17%	(269)	15% (239)	1555
Interested in using Cloud Gaming	37%	(273)	35%	(258)	11%	(83)	10%	(76)	6% (47)	737
Used Cloud Gaming in the Past Month	35%	(232)	33%	(220)	12%	(78)	12%	(81)	9% (58)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_6: How concerned are you about the following related to the video game industry?**  
*Game release schedules being delayed*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(281)	16%	(351)	17%	(383)	27%	(591)	27%	(596)	2202
Gender: Male	19%	(199)	20%	(211)	17%	(187)	24%	(259)	20%	(213)	1068
Gender: Female	7%	(81)	12%	(140)	17%	(196)	29%	(329)	34%	(384)	1129
Age: 18-34	21%	(133)	23%	(147)	22%	(139)	19%	(117)	15%	(95)	631
Age: 35-44	18%	(66)	20%	(73)	18%	(67)	23%	(87)	21%	(80)	372
Age: 45-64	10%	(68)	13%	(96)	18%	(127)	31%	(222)	28%	(198)	711
Age: 65+	3%	(13)	7%	(35)	10%	(51)	34%	(165)	46%	(224)	487
GenZers: 1997-2012	20%	(50)	23%	(59)	25%	(64)	21%	(52)	11%	(29)	254
Millennials: 1981-1996	21%	(147)	21%	(150)	19%	(136)	20%	(144)	19%	(138)	715
GenXers: 1965-1980	12%	(61)	16%	(85)	17%	(89)	29%	(154)	26%	(135)	524
Baby Boomers: 1946-1964	3%	(21)	8%	(54)	14%	(90)	34%	(220)	41%	(267)	653
PID: Dem (no lean)	16%	(144)	20%	(183)	17%	(154)	23%	(207)	25%	(229)	917
PID: Ind (no lean)	10%	(58)	11%	(67)	19%	(114)	27%	(160)	34%	(204)	603
PID: Rep (no lean)	12%	(79)	15%	(101)	17%	(115)	33%	(224)	24%	(163)	681
PID/Gender: Dem Men	25%	(112)	25%	(114)	15%	(68)	18%	(82)	17%	(77)	452
PID/Gender: Dem Women	7%	(32)	15%	(69)	19%	(86)	27%	(124)	33%	(152)	463
PID/Gender: Ind Men	14%	(40)	12%	(35)	20%	(58)	27%	(76)	27%	(77)	285
PID/Gender: Ind Women	6%	(18)	10%	(32)	18%	(56)	26%	(84)	40%	(127)	317
PID/Gender: Rep Men	14%	(47)	19%	(62)	19%	(61)	31%	(101)	18%	(59)	330
PID/Gender: Rep Women	9%	(32)	11%	(39)	15%	(54)	35%	(121)	30%	(104)	349
Ideo: Liberal (1-3)	16%	(104)	15%	(100)	17%	(109)	26%	(168)	26%	(169)	651
Ideo: Moderate (4)	11%	(68)	18%	(120)	19%	(125)	25%	(165)	26%	(171)	649
Ideo: Conservative (5-7)	13%	(96)	17%	(124)	16%	(114)	30%	(219)	24%	(177)	730
Educ: < College	13%	(180)	15%	(221)	17%	(245)	26%	(369)	30%	(425)	1439
Educ: Bachelors degree	8%	(37)	17%	(82)	20%	(99)	32%	(156)	23%	(111)	485
Educ: Post-grad	23%	(63)	17%	(48)	14%	(40)	24%	(67)	22%	(60)	278
Income: Under 50k	10%	(115)	14%	(154)	18%	(201)	27%	(300)	32%	(356)	1126
Income: 50k-100k	13%	(91)	19%	(133)	17%	(118)	27%	(189)	24%	(165)	697
Income: 100k+	20%	(74)	17%	(64)	17%	(64)	27%	(102)	20%	(75)	379
Ethnicity: White	12%	(209)	16%	(264)	17%	(297)	27%	(455)	28%	(473)	1699
Ethnicity: Hispanic	19%	(73)	21%	(78)	18%	(69)	22%	(83)	20%	(76)	379

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**Table MCTE5\_6: How concerned are you about the following related to the video game industry?**  
*Game release schedules being delayed*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(281)	16%	(351)	17%	(383)	27%	(591)	27%	(596)	2202
Ethnicity: Black	16%	(45)	20%	(55)	18%	(52)	25%	(70)	22%	(62)	283
Ethnicity: Other	12%	(26)	14%	(31)	16%	(34)	30%	(67)	28%	(61)	220
All Christian	9%	(91)	15%	(143)	18%	(177)	31%	(295)	27%	(257)	963
All Non-Christian	33%	(78)	23%	(53)	7%	(16)	15%	(35)	22%	(53)	236
Atheist	8%	(7)	17%	(15)	17%	(15)	37%	(32)	21%	(18)	86
Agnostic/Nothing in particular	12%	(65)	14%	(73)	17%	(91)	26%	(141)	31%	(166)	536
Something Else	10%	(39)	18%	(67)	22%	(84)	23%	(88)	27%	(103)	381
Religious Non-Protestant/Catholic	31%	(79)	22%	(55)	8%	(20)	15%	(38)	24%	(59)	251
Evangelical	12%	(67)	18%	(102)	17%	(95)	28%	(159)	26%	(146)	568
Non-Evangelical	8%	(58)	14%	(99)	21%	(156)	29%	(213)	28%	(206)	732
Community: Urban	20%	(145)	20%	(144)	16%	(113)	20%	(147)	24%	(173)	722
Community: Suburban	9%	(92)	14%	(137)	18%	(174)	30%	(293)	29%	(281)	977
Community: Rural	9%	(44)	14%	(70)	19%	(97)	30%	(151)	28%	(142)	504
Employ: Private Sector	17%	(111)	22%	(146)	18%	(121)	23%	(151)	20%	(131)	660
Employ: Government	27%	(47)	18%	(31)	19%	(33)	22%	(39)	14%	(25)	175
Employ: Self-Employed	18%	(33)	21%	(39)	21%	(38)	18%	(33)	21%	(38)	181
Employ: Homemaker	10%	(13)	13%	(17)	23%	(31)	32%	(42)	22%	(29)	131
Employ: Student	23%	(21)	23%	(20)	21%	(19)	24%	(22)	8%	(8)	90
Employ: Retired	4%	(22)	7%	(42)	13%	(74)	34%	(200)	42%	(250)	588
Employ: Unemployed	8%	(19)	15%	(35)	17%	(40)	28%	(68)	33%	(79)	242
Employ: Other	11%	(14)	14%	(19)	20%	(28)	27%	(37)	27%	(37)	136
Military HH: Yes	13%	(36)	15%	(43)	19%	(55)	26%	(73)	27%	(76)	283
Military HH: No	13%	(244)	16%	(308)	17%	(329)	27%	(518)	27%	(520)	1919
2022 House Vote: Democrat	15%	(135)	18%	(169)	16%	(151)	25%	(230)	25%	(231)	916
2022 House Vote: Republican	9%	(58)	14%	(87)	18%	(113)	33%	(211)	27%	(172)	641
2022 House Vote: Someone else	10%	(6)	11%	(7)	15%	(8)	13%	(7)	51%	(30)	58
2022 House Vote: Didnt Vote	14%	(81)	15%	(88)	19%	(111)	24%	(143)	28%	(163)	586

Continued on next page

**Table MCTE5\_6: How concerned are you about the following related to the video game industry?**  
*Game release schedules being delayed*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(281)	16%	(351)	17%	(383)	27%	(591)	27%	(596)	2202
2020 Vote: Joe Biden	14%	(139)	17%	(163)	17%	(167)	24%	(235)	27%	(265)	969
2020 Vote: Donald Trump	10%	(65)	13%	(85)	18%	(117)	33%	(221)	26%	(175)	663
2020 Vote: Other	9%	(6)	10%	(6)	24%	(15)	19%	(12)	38%	(24)	63
2020 Vote: Didn't Vote	14%	(70)	19%	(96)	17%	(84)	24%	(124)	26%	(133)	507
2018 House Vote: Democrat	15%	(123)	18%	(145)	17%	(137)	25%	(201)	25%	(200)	805
2018 House Vote: Republican	8%	(47)	15%	(86)	17%	(95)	32%	(184)	28%	(158)	569
2018 House Vote: Someone else	7%	(4)	12%	(7)	14%	(8)	24%	(14)	44%	(26)	59
2018 House Vote: Didnt Vote	14%	(107)	15%	(113)	19%	(144)	25%	(193)	28%	(212)	768
4-Region: Northeast	21%	(80)	15%	(57)	13%	(51)	25%	(97)	26%	(102)	386
4-Region: Midwest	7%	(34)	12%	(54)	21%	(97)	31%	(139)	29%	(132)	455
4-Region: South	11%	(92)	17%	(141)	17%	(143)	27%	(227)	28%	(237)	840
4-Region: West	14%	(75)	19%	(100)	18%	(93)	25%	(128)	24%	(125)	521
Played Video Games in the Past Month	17%	(269)	20%	(318)	21%	(330)	24%	(376)	17%	(261)	1555
Interested in using Cloud Gaming	29%	(210)	29%	(214)	21%	(155)	14%	(106)	7%	(51)	737
Used Cloud Gaming in the Past Month	30%	(201)	28%	(191)	19%	(128)	14%	(95)	8%	(55)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_7: How concerned are you about the following related to the video game industry?**  
*Games being released with numerous issues and bugs*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(502)	21%	(464)	13%	(278)	19%	(421)	24%	(538)	2202
Gender: Male	26%	(283)	23%	(245)	13%	(144)	19%	(198)	19%	(198)	1068
Gender: Female	19%	(218)	19%	(218)	12%	(133)	19%	(220)	30%	(340)	1129
Age: 18-34	31%	(195)	30%	(187)	13%	(84)	13%	(79)	14%	(86)	631
Age: 35-44	23%	(86)	26%	(96)	15%	(55)	17%	(64)	19%	(71)	372
Age: 45-64	21%	(153)	18%	(127)	13%	(93)	23%	(164)	25%	(175)	711
Age: 65+	14%	(68)	11%	(53)	9%	(46)	23%	(114)	42%	(205)	487
GenZers: 1997-2012	31%	(78)	31%	(78)	15%	(39)	12%	(31)	11%	(29)	254
Millennials: 1981-1996	28%	(197)	26%	(189)	14%	(98)	15%	(108)	17%	(123)	715
GenXers: 1965-1980	23%	(121)	20%	(105)	12%	(65)	20%	(107)	24%	(125)	524
Baby Boomers: 1946-1964	15%	(100)	13%	(88)	11%	(69)	25%	(161)	36%	(235)	653
PID: Dem (no lean)	25%	(229)	24%	(223)	12%	(106)	16%	(150)	23%	(209)	917
PID: Ind (no lean)	20%	(119)	22%	(130)	14%	(85)	17%	(100)	28%	(169)	603
PID: Rep (no lean)	22%	(153)	16%	(111)	13%	(87)	25%	(171)	23%	(160)	681
PID/Gender: Dem Men	31%	(139)	28%	(128)	11%	(50)	13%	(59)	17%	(77)	452
PID/Gender: Dem Women	19%	(89)	20%	(95)	12%	(56)	20%	(91)	28%	(132)	463
PID/Gender: Ind Men	22%	(63)	19%	(55)	17%	(48)	18%	(52)	23%	(67)	285
PID/Gender: Ind Women	18%	(56)	24%	(75)	11%	(36)	15%	(47)	32%	(103)	317
PID/Gender: Rep Men	25%	(81)	19%	(62)	14%	(46)	27%	(88)	16%	(54)	330
PID/Gender: Rep Women	21%	(72)	14%	(49)	12%	(41)	23%	(82)	30%	(106)	349
Ideo: Liberal (1-3)	26%	(168)	21%	(137)	13%	(86)	16%	(103)	24%	(157)	651
Ideo: Moderate (4)	21%	(139)	23%	(147)	14%	(89)	19%	(122)	24%	(153)	649
Ideo: Conservative (5-7)	24%	(174)	21%	(152)	12%	(89)	22%	(157)	22%	(159)	730
Educ: < College	23%	(333)	20%	(287)	12%	(168)	19%	(273)	26%	(378)	1439
Educ: Bachelors degree	18%	(87)	22%	(108)	16%	(78)	22%	(108)	21%	(104)	485
Educ: Post-grad	29%	(82)	25%	(69)	11%	(31)	14%	(40)	20%	(56)	278
Income: Under 50k	19%	(210)	19%	(214)	13%	(147)	21%	(233)	29%	(323)	1126
Income: 50k-100k	27%	(187)	21%	(145)	13%	(90)	19%	(131)	21%	(144)	697
Income: 100k+	27%	(104)	28%	(105)	11%	(40)	15%	(58)	19%	(72)	379
Ethnicity: White	23%	(390)	20%	(347)	12%	(211)	19%	(330)	25%	(422)	1699
Ethnicity: Hispanic	31%	(117)	22%	(83)	11%	(42)	19%	(71)	17%	(65)	379

Continued on next page

**Table MCTE5\_7: How concerned are you about the following related to the video game industry?**  
*Games being released with numerous issues and bugs*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(502)	21%	(464)	13%	(278)	19%	(421)	24%	(538)	2202
Ethnicity: Black	24%	(67)	23%	(65)	15%	(43)	19%	(53)	19%	(54)	283
Ethnicity: Other	20%	(44)	24%	(52)	11%	(24)	17%	(38)	28%	(62)	220
All Christian	21%	(198)	20%	(197)	14%	(133)	22%	(212)	23%	(223)	963
All Non-Christian	37%	(88)	20%	(47)	8%	(18)	11%	(27)	24%	(56)	236
Atheist	23%	(20)	25%	(22)	9%	(8)	21%	(18)	22%	(19)	86
Agnostic/Nothing in particular	20%	(109)	22%	(117)	12%	(65)	17%	(90)	29%	(156)	536
Something Else	23%	(87)	21%	(81)	14%	(54)	20%	(75)	22%	(85)	381
Religious Non-Protestant/Catholic	37%	(92)	20%	(49)	8%	(20)	12%	(29)	24%	(60)	251
Evangelical	24%	(134)	19%	(109)	13%	(76)	21%	(119)	23%	(130)	568
Non-Evangelical	19%	(138)	22%	(160)	15%	(106)	21%	(156)	23%	(172)	732
Community: Urban	28%	(201)	24%	(170)	10%	(75)	17%	(123)	21%	(153)	722
Community: Suburban	22%	(214)	20%	(200)	12%	(116)	20%	(194)	26%	(253)	977
Community: Rural	17%	(87)	19%	(94)	17%	(87)	21%	(104)	26%	(132)	504
Employ: Private Sector	27%	(181)	23%	(154)	13%	(87)	20%	(131)	16%	(107)	660
Employ: Government	33%	(58)	27%	(47)	9%	(15)	17%	(30)	14%	(25)	175
Employ: Self-Employed	28%	(51)	29%	(53)	13%	(24)	13%	(23)	16%	(29)	181
Employ: Homemaker	20%	(26)	22%	(29)	19%	(25)	18%	(23)	21%	(28)	131
Employ: Student	31%	(28)	30%	(27)	17%	(15)	9%	(9)	13%	(11)	90
Employ: Retired	15%	(89)	10%	(60)	12%	(73)	23%	(135)	39%	(230)	588
Employ: Unemployed	15%	(35)	28%	(67)	9%	(23)	17%	(42)	31%	(75)	242
Employ: Other	25%	(34)	20%	(27)	11%	(14)	21%	(28)	24%	(33)	136
Military HH: Yes	27%	(77)	16%	(46)	11%	(32)	19%	(53)	27%	(76)	283
Military HH: No	22%	(424)	22%	(418)	13%	(245)	19%	(368)	24%	(463)	1919
2022 House Vote: Democrat	25%	(227)	23%	(208)	12%	(112)	18%	(161)	23%	(207)	916
2022 House Vote: Republican	21%	(133)	18%	(117)	14%	(88)	23%	(146)	25%	(158)	641
2022 House Vote: Someone else	23%	(13)	15%	(9)	9%	(5)	12%	(7)	42%	(24)	58
2022 House Vote: Didnt Vote	22%	(128)	22%	(130)	12%	(73)	18%	(107)	25%	(148)	586

Continued on next page



**Table MCTE5\_7: How concerned are you about the following related to the video game industry?**  
*Games being released with numerous issues and bugs*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(502)	21%	(464)	13%	(278)	19%	(421)	24%	(538)	2202
2020 Vote: Joe Biden	24%	(234)	23%	(221)	12%	(113)	17%	(165)	24%	(236)	969
2020 Vote: Donald Trump	21%	(138)	17%	(116)	14%	(92)	22%	(149)	25%	(168)	663
2020 Vote: Other	17%	(10)	17%	(11)	15%	(9)	14%	(9)	37%	(23)	63
2020 Vote: Didn't Vote	24%	(120)	23%	(116)	12%	(63)	19%	(98)	22%	(111)	507
2018 House Vote: Democrat	25%	(199)	22%	(180)	13%	(104)	18%	(143)	22%	(179)	805
2018 House Vote: Republican	21%	(120)	18%	(100)	12%	(69)	23%	(129)	27%	(151)	569
2018 House Vote: Someone else	22%	(13)	19%	(11)	5%	(3)	15%	(9)	39%	(23)	59
2018 House Vote: Didnt Vote	22%	(170)	22%	(172)	13%	(102)	18%	(140)	24%	(184)	768
4-Region: Northeast	27%	(106)	18%	(69)	11%	(44)	20%	(79)	23%	(88)	386
4-Region: Midwest	16%	(74)	19%	(86)	18%	(84)	20%	(92)	26%	(119)	455
4-Region: South	23%	(190)	20%	(170)	13%	(106)	18%	(153)	26%	(222)	840
4-Region: West	25%	(132)	27%	(138)	9%	(45)	19%	(98)	21%	(109)	521
Played Video Games in the Past Month	29%	(453)	26%	(405)	15%	(226)	16%	(242)	15%	(229)	1555
Interested in using Cloud Gaming	40%	(292)	31%	(225)	13%	(97)	10%	(75)	6%	(47)	737
Used Cloud Gaming in the Past Month	37%	(250)	30%	(199)	14%	(96)	11%	(76)	7%	(49)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_8: How concerned are you about the following related to the video game industry?**  
*Game franchises being exclusive to certain consoles*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(331)	19%	(423)	16%	(360)	23%	(498)	27%	(591)	2202
Gender: Male	20%	(209)	21%	(226)	17%	(180)	23%	(245)	19%	(207)	1068
Gender: Female	11%	(121)	17%	(196)	16%	(179)	22%	(249)	34%	(384)	1129
Age: 18-34	23%	(144)	24%	(154)	23%	(143)	16%	(99)	15%	(92)	631
Age: 35-44	17%	(64)	28%	(104)	14%	(51)	19%	(70)	22%	(83)	372
Age: 45-64	14%	(97)	15%	(108)	18%	(129)	26%	(182)	27%	(194)	711
Age: 65+	5%	(26)	11%	(56)	8%	(38)	30%	(146)	45%	(221)	487
GenZers: 1997-2012	21%	(52)	29%	(75)	22%	(57)	14%	(36)	13%	(34)	254
Millennials: 1981-1996	21%	(151)	24%	(172)	18%	(132)	18%	(126)	19%	(134)	715
GenXers: 1965-1980	15%	(79)	17%	(88)	17%	(89)	25%	(129)	26%	(138)	524
Baby Boomers: 1946-1964	7%	(46)	13%	(82)	12%	(78)	29%	(191)	39%	(256)	653
PID: Dem (no lean)	18%	(165)	23%	(208)	16%	(148)	19%	(172)	24%	(225)	917
PID: Ind (no lean)	13%	(77)	17%	(103)	17%	(102)	21%	(129)	32%	(192)	603
PID: Rep (no lean)	13%	(88)	16%	(112)	16%	(110)	29%	(197)	26%	(174)	681
PID/Gender: Dem Men	25%	(114)	27%	(122)	14%	(64)	17%	(75)	17%	(78)	452
PID/Gender: Dem Women	11%	(51)	19%	(86)	18%	(83)	21%	(96)	32%	(147)	463
PID/Gender: Ind Men	16%	(47)	17%	(49)	18%	(52)	25%	(71)	23%	(67)	285
PID/Gender: Ind Women	9%	(29)	17%	(54)	16%	(50)	18%	(58)	40%	(126)	317
PID/Gender: Rep Men	15%	(48)	17%	(56)	19%	(64)	30%	(100)	19%	(62)	330
PID/Gender: Rep Women	12%	(40)	16%	(56)	13%	(46)	27%	(96)	32%	(111)	349
Ideo: Liberal (1-3)	20%	(130)	19%	(123)	16%	(107)	19%	(121)	26%	(170)	651
Ideo: Moderate (4)	14%	(92)	18%	(115)	18%	(117)	24%	(153)	26%	(172)	649
Ideo: Conservative (5-7)	14%	(100)	22%	(158)	16%	(113)	25%	(185)	24%	(174)	730
Educ: < College	15%	(220)	18%	(261)	16%	(237)	22%	(312)	28%	(408)	1439
Educ: Bachelors degree	11%	(55)	19%	(94)	17%	(84)	28%	(136)	24%	(116)	485
Educ: Post-grad	20%	(56)	24%	(68)	14%	(38)	18%	(50)	24%	(66)	278
Income: Under 50k	12%	(137)	16%	(184)	16%	(181)	23%	(260)	32%	(365)	1126
Income: 50k-100k	18%	(127)	20%	(141)	17%	(120)	22%	(157)	22%	(153)	697
Income: 100k+	18%	(66)	26%	(98)	16%	(59)	22%	(82)	19%	(73)	379
Ethnicity: White	16%	(269)	19%	(316)	15%	(261)	23%	(392)	27%	(462)	1699
Ethnicity: Hispanic	26%	(98)	15%	(58)	21%	(80)	18%	(70)	19%	(73)	379

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**Table MCTE5\_8: How concerned are you about the following related to the video game industry?**  
*Game franchises being exclusive to certain consoles*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(331)	19%	(423)	16%	(360)	23%	(498)	27%	(591)	2202
Ethnicity: Black	15%	(42)	23%	(64)	18%	(52)	20%	(58)	24%	(68)	283
Ethnicity: Other	9%	(20)	20%	(43)	21%	(47)	22%	(48)	28%	(61)	220
All Christian	13%	(126)	19%	(186)	17%	(161)	26%	(249)	25%	(240)	963
All Non-Christian	26%	(61)	25%	(59)	10%	(24)	12%	(29)	26%	(62)	236
Atheist	13%	(11)	15%	(13)	18%	(15)	33%	(28)	22%	(19)	86
Agnostic/Nothing in particular	15%	(83)	18%	(97)	15%	(80)	22%	(116)	30%	(161)	536
Something Else	13%	(50)	18%	(68)	21%	(79)	20%	(76)	29%	(109)	381
Religious Non-Protestant/Catholic	25%	(62)	24%	(61)	11%	(27)	14%	(34)	27%	(67)	251
Evangelical	13%	(77)	19%	(109)	18%	(101)	24%	(138)	25%	(144)	568
Non-Evangelical	13%	(92)	18%	(134)	18%	(133)	24%	(175)	27%	(198)	732
Community: Urban	19%	(136)	24%	(174)	13%	(97)	19%	(137)	25%	(177)	722
Community: Suburban	15%	(147)	17%	(166)	17%	(162)	24%	(236)	27%	(266)	977
Community: Rural	9%	(48)	16%	(83)	20%	(101)	25%	(125)	29%	(147)	504
Employ: Private Sector	19%	(123)	23%	(153)	16%	(108)	23%	(149)	19%	(126)	660
Employ: Government	28%	(49)	22%	(39)	18%	(31)	16%	(28)	16%	(28)	175
Employ: Self-Employed	22%	(40)	24%	(43)	20%	(36)	17%	(30)	17%	(31)	181
Employ: Homemaker	14%	(19)	23%	(30)	20%	(26)	24%	(31)	20%	(26)	131
Employ: Student	23%	(21)	33%	(30)	22%	(19)	9%	(8)	13%	(12)	90
Employ: Retired	7%	(43)	12%	(72)	11%	(67)	27%	(160)	42%	(246)	588
Employ: Unemployed	9%	(22)	13%	(31)	22%	(53)	23%	(55)	33%	(81)	242
Employ: Other	10%	(14)	18%	(24)	14%	(19)	27%	(36)	31%	(43)	136
Military HH: Yes	13%	(37)	22%	(63)	13%	(36)	22%	(63)	30%	(84)	283
Military HH: No	15%	(294)	19%	(359)	17%	(323)	23%	(435)	26%	(507)	1919
2022 House Vote: Democrat	18%	(161)	22%	(206)	14%	(129)	22%	(199)	24%	(221)	916
2022 House Vote: Republican	12%	(78)	15%	(99)	20%	(125)	25%	(163)	28%	(177)	641
2022 House Vote: Someone else	10%	(6)	16%	(9)	15%	(9)	17%	(10)	43%	(25)	58
2022 House Vote: Didnt Vote	15%	(87)	19%	(109)	16%	(96)	21%	(126)	29%	(168)	586

Continued on next page

**Table MCTE5\_8: How concerned are you about the following related to the video game industry?**  
*Game franchises being exclusive to certain consoles*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(331)	19%	(423)	16%	(360)	23%	(498)	27%	(591)	2202
2020 Vote: Joe Biden	18%	(170)	21%	(202)	15%	(141)	21%	(204)	26%	(252)	969
2020 Vote: Donald Trump	12%	(81)	16%	(105)	18%	(120)	26%	(175)	27%	(182)	663
2020 Vote: Other	12%	(7)	14%	(9)	22%	(14)	16%	(10)	36%	(22)	63
2020 Vote: Didn't Vote	14%	(73)	21%	(106)	17%	(84)	21%	(109)	27%	(135)	507
2018 House Vote: Democrat	18%	(142)	23%	(186)	15%	(119)	21%	(166)	24%	(192)	805
2018 House Vote: Republican	14%	(79)	14%	(81)	17%	(95)	26%	(146)	29%	(167)	569
2018 House Vote: Someone else	4%	(3)	17%	(10)	19%	(11)	15%	(9)	44%	(26)	59
2018 House Vote: Didnt Vote	14%	(107)	19%	(146)	17%	(134)	23%	(176)	27%	(205)	768
4-Region: Northeast	20%	(78)	20%	(75)	14%	(52)	21%	(80)	26%	(100)	386
4-Region: Midwest	8%	(38)	18%	(84)	18%	(84)	27%	(121)	28%	(128)	455
4-Region: South	14%	(114)	18%	(152)	17%	(140)	23%	(190)	29%	(243)	840
4-Region: West	19%	(100)	21%	(111)	16%	(84)	20%	(106)	23%	(120)	521
Played Video Games in the Past Month	20%	(312)	24%	(374)	20%	(311)	19%	(297)	17%	(261)	1555
Interested in using Cloud Gaming	28%	(208)	32%	(236)	20%	(151)	13%	(95)	6%	(47)	737
Used Cloud Gaming in the Past Month	30%	(198)	30%	(202)	20%	(132)	13%	(84)	8%	(53)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_9: How concerned are you about the following related to the video game industry?**  
*Microtransactions in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(337)	17%	(376)	15%	(330)	21%	(468)	31%	(691)	2202
Gender: Male	22%	(230)	20%	(211)	15%	(157)	21%	(222)	23%	(247)	1068
Gender: Female	9%	(105)	15%	(164)	15%	(173)	22%	(244)	39%	(442)	1129
Age: 18-34	24%	(150)	22%	(140)	22%	(136)	15%	(97)	17%	(108)	631
Age: 35-44	22%	(80)	22%	(82)	14%	(54)	17%	(62)	25%	(93)	372
Age: 45-64	11%	(80)	16%	(115)	14%	(97)	26%	(185)	33%	(233)	711
Age: 65+	5%	(26)	8%	(38)	9%	(43)	25%	(124)	52%	(256)	487
GenZers: 1997-2012	24%	(60)	24%	(60)	23%	(59)	15%	(37)	15%	(38)	254
Millennials: 1981-1996	23%	(166)	21%	(153)	17%	(124)	16%	(116)	22%	(156)	715
GenXers: 1965-1980	12%	(63)	20%	(103)	12%	(65)	26%	(135)	30%	(158)	524
Baby Boomers: 1946-1964	7%	(46)	9%	(60)	12%	(75)	25%	(166)	47%	(305)	653
PID: Dem (no lean)	18%	(166)	19%	(176)	15%	(142)	18%	(169)	29%	(265)	917
PID: Ind (no lean)	12%	(74)	17%	(102)	15%	(90)	19%	(112)	37%	(225)	603
PID: Rep (no lean)	14%	(96)	14%	(97)	15%	(99)	28%	(187)	30%	(201)	681
PID/Gender: Dem Men	27%	(123)	23%	(102)	14%	(65)	16%	(74)	19%	(87)	452
PID/Gender: Dem Women	9%	(43)	16%	(73)	16%	(76)	20%	(95)	38%	(176)	463
PID/Gender: Ind Men	17%	(49)	19%	(53)	16%	(45)	21%	(58)	28%	(79)	285
PID/Gender: Ind Women	8%	(24)	16%	(49)	14%	(45)	17%	(54)	46%	(145)	317
PID/Gender: Rep Men	17%	(58)	17%	(56)	14%	(47)	27%	(90)	24%	(80)	330
PID/Gender: Rep Women	11%	(39)	12%	(42)	15%	(52)	27%	(96)	35%	(121)	349
Ideo: Liberal (1-3)	20%	(133)	17%	(109)	13%	(86)	20%	(130)	30%	(192)	651
Ideo: Moderate (4)	11%	(70)	19%	(123)	18%	(119)	21%	(137)	31%	(200)	649
Ideo: Conservative (5-7)	17%	(123)	17%	(126)	14%	(104)	23%	(166)	29%	(211)	730
Educ: < College	15%	(215)	16%	(227)	15%	(219)	21%	(305)	33%	(473)	1439
Educ: Bachelors degree	12%	(59)	19%	(90)	15%	(72)	25%	(120)	30%	(144)	485
Educ: Post-grad	23%	(63)	21%	(58)	14%	(39)	16%	(44)	26%	(74)	278
Income: Under 50k	12%	(138)	15%	(165)	14%	(162)	22%	(253)	36%	(408)	1126
Income: 50k-100k	18%	(128)	19%	(132)	17%	(118)	19%	(134)	27%	(185)	697
Income: 100k+	19%	(71)	21%	(78)	13%	(51)	22%	(82)	26%	(97)	379
Ethnicity: White	16%	(271)	16%	(272)	15%	(249)	21%	(358)	32%	(549)	1699
Ethnicity: Hispanic	20%	(77)	19%	(71)	17%	(65)	21%	(79)	23%	(87)	379

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**Table MCTE5\_9: How concerned are you about the following related to the video game industry?**  
*Microtransactions in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(337)	17%	(376)	15%	(330)	21%	(468)	31%	(691)	2202
Ethnicity: Black	11%	(31)	23%	(66)	16%	(46)	23%	(64)	27%	(76)	283
Ethnicity: Other	16%	(34)	17%	(37)	16%	(36)	21%	(46)	30%	(66)	220
All Christian	13%	(121)	15%	(144)	17%	(166)	24%	(231)	31%	(301)	963
All Non-Christian	34%	(79)	22%	(52)	8%	(19)	10%	(25)	26%	(61)	236
Atheist	24%	(21)	18%	(16)	5%	(4)	28%	(24)	24%	(21)	86
Agnostic/Nothing in particular	13%	(69)	18%	(94)	14%	(77)	19%	(102)	36%	(194)	536
Something Else	12%	(46)	18%	(70)	17%	(64)	23%	(87)	30%	(114)	381
Religious Non-Protestant/Catholic	32%	(81)	21%	(52)	9%	(23)	11%	(28)	26%	(66)	251
Evangelical	14%	(77)	18%	(103)	15%	(87)	24%	(137)	29%	(165)	568
Non-Evangelical	11%	(82)	14%	(101)	19%	(139)	23%	(170)	33%	(239)	732
Community: Urban	19%	(136)	22%	(156)	14%	(101)	18%	(129)	28%	(200)	722
Community: Suburban	15%	(149)	15%	(147)	15%	(148)	22%	(213)	33%	(319)	977
Community: Rural	10%	(52)	14%	(73)	16%	(82)	25%	(127)	34%	(171)	504
Employ: Private Sector	19%	(124)	20%	(134)	17%	(111)	21%	(139)	23%	(152)	660
Employ: Government	29%	(51)	21%	(37)	18%	(32)	15%	(27)	16%	(27)	175
Employ: Self-Employed	25%	(45)	22%	(40)	18%	(32)	13%	(23)	22%	(40)	181
Employ: Homemaker	17%	(22)	12%	(16)	16%	(21)	25%	(33)	30%	(39)	131
Employ: Student	23%	(20)	29%	(26)	17%	(15)	18%	(16)	14%	(13)	90
Employ: Retired	6%	(37)	10%	(59)	11%	(66)	25%	(146)	48%	(280)	588
Employ: Unemployed	11%	(27)	16%	(40)	15%	(36)	21%	(52)	36%	(87)	242
Employ: Other	8%	(10)	18%	(24)	12%	(16)	24%	(33)	38%	(52)	136
Military HH: Yes	17%	(49)	15%	(43)	14%	(38)	21%	(61)	33%	(93)	283
Military HH: No	15%	(288)	17%	(333)	15%	(292)	21%	(408)	31%	(597)	1919
2022 House Vote: Democrat	18%	(167)	20%	(181)	15%	(135)	19%	(178)	28%	(255)	916
2022 House Vote: Republican	14%	(87)	13%	(85)	15%	(95)	26%	(164)	33%	(210)	641
2022 House Vote: Someone else	7%	(4)	10%	(6)	12%	(7)	11%	(6)	60%	(35)	58
2022 House Vote: Didnt Vote	13%	(78)	18%	(103)	16%	(93)	21%	(121)	33%	(191)	586

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**Table MCTE5\_9: How concerned are you about the following related to the video game industry?**  
*Microtransactions in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(337)	17%	(376)	15%	(330)	21%	(468)	31%	(691)	2202
2020 Vote: Joe Biden	18%	(171)	19%	(181)	14%	(139)	19%	(183)	30%	(295)	969
2020 Vote: Donald Trump	14%	(91)	13%	(85)	16%	(107)	24%	(162)	33%	(218)	663
2020 Vote: Other	14%	(9)	16%	(10)	13%	(8)	17%	(11)	40%	(25)	63
2020 Vote: Didn't Vote	13%	(66)	20%	(100)	15%	(76)	22%	(112)	30%	(153)	507
2018 House Vote: Democrat	18%	(146)	19%	(151)	14%	(117)	20%	(159)	29%	(233)	805
2018 House Vote: Republican	12%	(68)	15%	(83)	14%	(79)	25%	(143)	35%	(196)	569
2018 House Vote: Someone else	9%	(5)	9%	(5)	15%	(9)	15%	(9)	52%	(31)	59
2018 House Vote: Didnt Vote	15%	(118)	18%	(136)	16%	(126)	21%	(158)	30%	(230)	768
4-Region: Northeast	20%	(79)	18%	(70)	10%	(39)	20%	(77)	31%	(121)	386
4-Region: Midwest	10%	(45)	14%	(62)	19%	(85)	23%	(106)	34%	(157)	455
4-Region: South	14%	(116)	17%	(140)	15%	(128)	23%	(194)	31%	(263)	840
4-Region: West	19%	(98)	20%	(103)	15%	(79)	18%	(92)	29%	(150)	521
Played Video Games in the Past Month	20%	(314)	22%	(334)	18%	(279)	18%	(287)	22%	(340)	1555
Interested in using Cloud Gaming	29%	(214)	28%	(204)	20%	(144)	12%	(89)	11%	(85)	737
Used Cloud Gaming in the Past Month	30%	(203)	28%	(186)	18%	(121)	13%	(84)	11%	(74)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_10: How concerned are you about the following related to the video game industry?**  
*Loot boxes as rewards in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	12%	(255)	13%	(295)	18%	(390)	23%	(515)	34%	(746)	2202
Gender: Male	18%	(195)	16%	(173)	17%	(183)	23%	(249)	25%	(268)	1068
Gender: Female	5%	(60)	11%	(122)	18%	(207)	23%	(263)	42%	(477)	1129
Age: 18-34	20%	(128)	16%	(102)	24%	(154)	21%	(133)	18%	(115)	631
Age: 35-44	16%	(58)	20%	(74)	20%	(73)	18%	(67)	27%	(99)	372
Age: 45-64	8%	(58)	13%	(90)	16%	(114)	27%	(192)	36%	(259)	711
Age: 65+	2%	(12)	6%	(30)	10%	(49)	25%	(124)	56%	(273)	487
GenZers: 1997-2012	14%	(36)	19%	(49)	30%	(77)	21%	(53)	15%	(38)	254
Millennials: 1981-1996	21%	(150)	17%	(119)	20%	(144)	20%	(140)	23%	(163)	715
GenXers: 1965-1980	8%	(43)	15%	(81)	16%	(82)	27%	(141)	34%	(177)	524
Baby Boomers: 1946-1964	4%	(26)	7%	(46)	13%	(82)	25%	(166)	51%	(332)	653
PID: Dem (no lean)	15%	(134)	16%	(148)	18%	(169)	19%	(171)	32%	(295)	917
PID: Ind (no lean)	10%	(58)	10%	(59)	19%	(115)	23%	(140)	39%	(233)	603
PID: Rep (no lean)	9%	(64)	13%	(88)	16%	(106)	30%	(204)	32%	(219)	681
PID/Gender: Dem Men	25%	(113)	23%	(102)	16%	(71)	16%	(72)	21%	(94)	452
PID/Gender: Dem Women	4%	(21)	10%	(46)	21%	(97)	21%	(98)	43%	(201)	463
PID/Gender: Ind Men	13%	(36)	9%	(27)	21%	(60)	27%	(76)	30%	(87)	285
PID/Gender: Ind Women	7%	(21)	10%	(32)	17%	(55)	20%	(64)	46%	(145)	317
PID/Gender: Rep Men	14%	(46)	14%	(45)	16%	(52)	30%	(100)	27%	(88)	330
PID/Gender: Rep Women	5%	(18)	13%	(44)	16%	(55)	29%	(101)	37%	(131)	349
Ideo: Liberal (1-3)	16%	(103)	14%	(92)	16%	(104)	20%	(130)	34%	(221)	651
Ideo: Moderate (4)	7%	(48)	14%	(90)	22%	(141)	25%	(161)	32%	(209)	649
Ideo: Conservative (5-7)	13%	(96)	14%	(102)	15%	(112)	25%	(181)	33%	(239)	730
Educ: < College	11%	(154)	12%	(166)	19%	(269)	24%	(352)	35%	(497)	1439
Educ: Bachelors degree	10%	(49)	16%	(78)	16%	(78)	25%	(121)	33%	(158)	485
Educ: Post-grad	19%	(52)	18%	(50)	15%	(43)	15%	(42)	33%	(91)	278
Income: Under 50k	8%	(91)	11%	(125)	18%	(203)	24%	(270)	39%	(437)	1126
Income: 50k-100k	14%	(97)	15%	(106)	19%	(133)	24%	(164)	28%	(197)	697
Income: 100k+	18%	(67)	17%	(64)	14%	(53)	21%	(81)	30%	(113)	379
Ethnicity: White	12%	(200)	13%	(217)	17%	(294)	23%	(394)	35%	(595)	1699
Ethnicity: Hispanic	16%	(60)	13%	(48)	25%	(95)	21%	(82)	25%	(95)	379

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**Table MCTE5\_10: How concerned are you about the following related to the video game industry?**  
*Loot boxes as rewards in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	12%	(255)	13%	(295)	18%	(390)	23%	(515)	34%	(746)	2202
Ethnicity: Black	12%	(33)	17%	(48)	20%	(56)	24%	(67)	28%	(78)	283
Ethnicity: Other	10%	(22)	14%	(31)	18%	(40)	25%	(54)	33%	(73)	220
All Christian	10%	(98)	11%	(110)	20%	(189)	25%	(237)	34%	(329)	963
All Non-Christian	29%	(67)	20%	(46)	9%	(21)	13%	(32)	29%	(69)	236
Atheist	17%	(14)	12%	(11)	12%	(10)	29%	(25)	30%	(26)	86
Agnostic/Nothing in particular	8%	(42)	14%	(77)	17%	(92)	24%	(128)	37%	(197)	536
Something Else	9%	(34)	13%	(51)	20%	(78)	25%	(94)	33%	(125)	381
Religious Non-Protestant/Catholic	27%	(69)	19%	(48)	9%	(24)	14%	(35)	30%	(75)	251
Evangelical	11%	(61)	12%	(71)	18%	(104)	27%	(152)	32%	(180)	568
Non-Evangelical	9%	(66)	11%	(79)	21%	(156)	23%	(169)	36%	(262)	732
Community: Urban	17%	(125)	16%	(117)	19%	(136)	20%	(148)	27%	(196)	722
Community: Suburban	9%	(91)	12%	(117)	17%	(170)	24%	(232)	38%	(367)	977
Community: Rural	8%	(40)	12%	(61)	17%	(84)	27%	(135)	36%	(183)	504
Employ: Private Sector	15%	(97)	19%	(125)	19%	(126)	22%	(148)	25%	(164)	660
Employ: Government	27%	(47)	13%	(23)	22%	(38)	18%	(31)	20%	(36)	175
Employ: Self-Employed	19%	(35)	17%	(30)	21%	(37)	18%	(32)	26%	(46)	181
Employ: Homemaker	10%	(13)	14%	(19)	20%	(27)	27%	(36)	28%	(37)	131
Employ: Student	18%	(16)	17%	(16)	30%	(27)	21%	(19)	13%	(12)	90
Employ: Retired	4%	(23)	6%	(37)	12%	(70)	25%	(146)	53%	(311)	588
Employ: Unemployed	7%	(18)	12%	(29)	20%	(48)	26%	(62)	35%	(86)	242
Employ: Other	5%	(6)	12%	(17)	14%	(18)	30%	(41)	40%	(54)	136
Military HH: Yes	9%	(27)	14%	(41)	17%	(47)	23%	(65)	37%	(104)	283
Military HH: No	12%	(229)	13%	(254)	18%	(343)	23%	(450)	33%	(642)	1919
2022 House Vote: Democrat	15%	(142)	16%	(144)	17%	(156)	21%	(189)	31%	(285)	916
2022 House Vote: Republican	9%	(60)	11%	(71)	16%	(100)	28%	(177)	36%	(233)	641
2022 House Vote: Someone else	8%	(5)	11%	(6)	15%	(9)	12%	(7)	54%	(32)	58
2022 House Vote: Didnt Vote	8%	(49)	13%	(73)	21%	(125)	24%	(143)	33%	(196)	586

Continued on next page

**Table MCTE5\_10: How concerned are you about the following related to the video game industry?**  
*Loot boxes as rewards in games*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	12%	(255)	13%	(295)	18%	(390)	23%	(515)	34%	(746)	2202
2020 Vote: Joe Biden	15%	(144)	14%	(135)	17%	(167)	20%	(191)	34%	(332)	969
2020 Vote: Donald Trump	9%	(61)	12%	(78)	18%	(120)	26%	(173)	35%	(232)	663
2020 Vote: Other	8%	(5)	12%	(7)	14%	(9)	22%	(14)	45%	(28)	63
2020 Vote: Didn't Vote	9%	(46)	15%	(75)	19%	(94)	27%	(138)	30%	(155)	507
2018 House Vote: Democrat	15%	(125)	15%	(123)	17%	(140)	20%	(161)	32%	(257)	805
2018 House Vote: Republican	8%	(46)	13%	(74)	14%	(79)	27%	(153)	38%	(216)	569
2018 House Vote: Someone else	7%	(4)	11%	(6)	17%	(10)	15%	(9)	50%	(30)	59
2018 House Vote: Didnt Vote	10%	(80)	12%	(92)	21%	(161)	25%	(192)	32%	(243)	768
4-Region: Northeast	17%	(67)	13%	(51)	14%	(53)	24%	(91)	32%	(124)	386
4-Region: Midwest	7%	(31)	9%	(41)	21%	(95)	25%	(114)	38%	(174)	455
4-Region: South	11%	(94)	12%	(102)	17%	(139)	25%	(207)	36%	(298)	840
4-Region: West	12%	(64)	19%	(101)	20%	(104)	20%	(103)	29%	(150)	521
Played Video Games in the Past Month	16%	(241)	17%	(262)	22%	(336)	21%	(334)	25%	(381)	1555
Interested in using Cloud Gaming	25%	(183)	25%	(183)	24%	(179)	14%	(104)	12%	(88)	737
Used Cloud Gaming in the Past Month	26%	(174)	24%	(158)	24%	(160)	15%	(104)	11%	(75)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE5\_11: How concerned are you about the following related to the video game industry?**  
*Video game companies consolidating the gaming industry by purchasing smaller studios*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(293)	17%	(365)	18%	(404)	22%	(482)	30%	(658)	2202
Gender: Male	17%	(186)	22%	(237)	17%	(187)	21%	(229)	22%	(230)	1068
Gender: Female	9%	(106)	11%	(129)	19%	(217)	22%	(250)	38%	(428)	1129
Age: 18-34	22%	(137)	23%	(144)	23%	(144)	13%	(84)	19%	(122)	631
Age: 35-44	18%	(66)	21%	(78)	18%	(65)	19%	(71)	25%	(92)	372
Age: 45-64	9%	(61)	13%	(94)	20%	(146)	27%	(195)	31%	(217)	711
Age: 65+	6%	(30)	10%	(49)	10%	(49)	27%	(133)	47%	(227)	487
GenZers: 1997-2012	22%	(55)	19%	(48)	29%	(74)	14%	(37)	16%	(40)	254
Millennials: 1981-1996	20%	(145)	23%	(163)	18%	(131)	15%	(111)	23%	(165)	715
GenXers: 1965-1980	9%	(49)	16%	(85)	20%	(103)	26%	(138)	29%	(149)	524
Baby Boomers: 1946-1964	6%	(39)	10%	(66)	14%	(90)	28%	(180)	43%	(278)	653
PID: Dem (no lean)	17%	(152)	19%	(176)	19%	(171)	19%	(171)	27%	(248)	917
PID: Ind (no lean)	10%	(63)	14%	(84)	17%	(105)	20%	(123)	38%	(229)	603
PID: Rep (no lean)	12%	(79)	15%	(105)	19%	(128)	28%	(188)	27%	(181)	681
PID/Gender: Dem Men	24%	(110)	25%	(115)	16%	(70)	17%	(77)	18%	(80)	452
PID/Gender: Dem Women	9%	(41)	13%	(61)	22%	(100)	20%	(93)	36%	(167)	463
PID/Gender: Ind Men	11%	(33)	19%	(55)	19%	(55)	21%	(61)	29%	(82)	285
PID/Gender: Ind Women	9%	(29)	9%	(29)	16%	(50)	19%	(62)	46%	(147)	317
PID/Gender: Rep Men	13%	(43)	20%	(67)	19%	(62)	28%	(91)	21%	(68)	330
PID/Gender: Rep Women	10%	(36)	11%	(38)	19%	(67)	27%	(95)	33%	(114)	349
Ideo: Liberal (1-3)	17%	(113)	18%	(115)	17%	(112)	20%	(129)	28%	(182)	651
Ideo: Moderate (4)	10%	(67)	16%	(106)	22%	(141)	21%	(138)	30%	(197)	649
Ideo: Conservative (5-7)	15%	(109)	18%	(129)	15%	(112)	25%	(182)	27%	(198)	730
Educ: < College	12%	(176)	14%	(205)	20%	(282)	21%	(308)	32%	(468)	1439
Educ: Bachelors degree	12%	(60)	19%	(93)	17%	(82)	27%	(129)	25%	(121)	485
Educ: Post-grad	21%	(58)	24%	(67)	14%	(40)	16%	(44)	25%	(69)	278
Income: Under 50k	9%	(106)	13%	(144)	21%	(236)	23%	(258)	34%	(383)	1126
Income: 50k-100k	16%	(114)	19%	(131)	17%	(118)	21%	(148)	27%	(187)	697
Income: 100k+	19%	(74)	24%	(90)	13%	(50)	20%	(76)	23%	(89)	379
Ethnicity: White	14%	(236)	16%	(270)	18%	(311)	22%	(370)	30%	(513)	1699
Ethnicity: Hispanic	17%	(63)	14%	(52)	28%	(105)	18%	(67)	24%	(92)	379

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**Table MCTE5\_11: How concerned are you about the following related to the video game industry?**  
Video game companies consolidating the gaming industry by purchasing smaller studios

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(293)	17%	(365)	18%	(404)	22%	(482)	30%	(658)	2202
Ethnicity: Black	13%	(36)	18%	(52)	22%	(64)	22%	(62)	25%	(69)	283
Ethnicity: Other	10%	(21)	20%	(43)	13%	(29)	23%	(50)	35%	(76)	220
All Christian	11%	(108)	17%	(168)	20%	(188)	24%	(228)	28%	(270)	963
All Non-Christian	30%	(72)	20%	(46)	11%	(25)	11%	(25)	28%	(67)	236
Atheist	20%	(17)	13%	(11)	17%	(14)	25%	(22)	24%	(21)	86
Agnostic/Nothing in particular	10%	(53)	15%	(78)	18%	(96)	25%	(135)	33%	(175)	536
Something Else	11%	(43)	16%	(61)	21%	(80)	19%	(72)	33%	(126)	381
Religious Non-Protestant/Catholic	29%	(73)	19%	(49)	11%	(28)	11%	(29)	29%	(72)	251
Evangelical	13%	(76)	17%	(99)	17%	(95)	24%	(135)	29%	(163)	568
Non-Evangelical	9%	(65)	16%	(120)	23%	(169)	21%	(152)	31%	(226)	732
Community: Urban	19%	(136)	19%	(139)	18%	(128)	17%	(125)	27%	(193)	722
Community: Suburban	12%	(115)	15%	(144)	17%	(169)	24%	(233)	32%	(317)	977
Community: Rural	9%	(43)	16%	(82)	21%	(106)	25%	(123)	29%	(148)	504
Employ: Private Sector	19%	(126)	20%	(134)	17%	(112)	22%	(145)	22%	(144)	660
Employ: Government	21%	(37)	25%	(43)	21%	(37)	16%	(28)	17%	(29)	175
Employ: Self-Employed	19%	(33)	24%	(44)	23%	(42)	13%	(24)	21%	(38)	181
Employ: Homemaker	11%	(14)	16%	(21)	20%	(26)	25%	(33)	28%	(37)	131
Employ: Student	21%	(19)	20%	(18)	26%	(24)	15%	(14)	18%	(16)	90
Employ: Retired	6%	(37)	10%	(57)	13%	(76)	27%	(160)	44%	(257)	588
Employ: Unemployed	6%	(15)	13%	(32)	25%	(60)	19%	(46)	37%	(90)	242
Employ: Other	9%	(12)	13%	(18)	20%	(27)	23%	(31)	35%	(47)	136
Military HH: Yes	15%	(43)	17%	(50)	15%	(41)	19%	(55)	33%	(94)	283
Military HH: No	13%	(250)	16%	(316)	19%	(362)	22%	(427)	29%	(564)	1919
2022 House Vote: Democrat	17%	(153)	18%	(167)	18%	(161)	21%	(189)	27%	(246)	916
2022 House Vote: Republican	10%	(64)	16%	(105)	15%	(96)	28%	(179)	31%	(198)	641
2022 House Vote: Someone else	13%	(7)	13%	(8)	10%	(6)	9%	(5)	55%	(32)	58
2022 House Vote: Didnt Vote	12%	(70)	14%	(85)	24%	(140)	18%	(108)	31%	(183)	586

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**Table MCTE5\_11: How concerned are you about the following related to the video game industry?**  
*Video game companies consolidating the gaming industry by purchasing smaller studios*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	13%	(293)	17%	(365)	18%	(404)	22%	(482)	30%	(658)	2202
2020 Vote: Joe Biden	16%	(160)	18%	(177)	17%	(169)	19%	(182)	29%	(282)	969
2020 Vote: Donald Trump	11%	(75)	14%	(93)	17%	(113)	28%	(183)	30%	(199)	663
2020 Vote: Other	7%	(4)	18%	(11)	21%	(13)	13%	(8)	42%	(27)	63
2020 Vote: Didn't Vote	11%	(54)	17%	(84)	22%	(109)	21%	(109)	30%	(151)	507
2018 House Vote: Democrat	17%	(134)	19%	(156)	18%	(142)	19%	(156)	27%	(217)	805
2018 House Vote: Republican	10%	(58)	16%	(91)	15%	(84)	27%	(156)	31%	(179)	569
2018 House Vote: Someone else	7%	(4)	12%	(7)	15%	(9)	14%	(8)	52%	(31)	59
2018 House Vote: Didnt Vote	13%	(96)	14%	(111)	22%	(168)	21%	(162)	30%	(231)	768
4-Region: Northeast	17%	(67)	18%	(69)	17%	(66)	21%	(80)	27%	(104)	386
4-Region: Midwest	9%	(40)	15%	(66)	20%	(90)	25%	(113)	32%	(146)	455
4-Region: South	13%	(111)	16%	(133)	18%	(147)	22%	(185)	31%	(263)	840
4-Region: West	14%	(75)	19%	(97)	19%	(100)	20%	(104)	28%	(145)	521
Played Video Games in the Past Month	18%	(274)	21%	(325)	22%	(339)	20%	(306)	20%	(311)	1555
Interested in using Cloud Gaming	26%	(192)	29%	(216)	21%	(155)	14%	(104)	9%	(70)	737
Used Cloud Gaming in the Past Month	28%	(188)	27%	(184)	21%	(139)	13%	(90)	10%	(70)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE6\_1:** *As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?*

*Larger video game companies becoming too powerful*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(496)	21%	(457)	15%	(336)	19%	(425)	22%	(488)	2202
Gender: Male	27%	(288)	22%	(230)	15%	(162)	20%	(211)	17%	(177)	1068
Gender: Female	18%	(207)	20%	(225)	15%	(174)	19%	(212)	28%	(311)	1129
Age: 18-34	28%	(178)	24%	(152)	18%	(113)	14%	(91)	15%	(97)	631
Age: 35-44	23%	(85)	23%	(85)	18%	(66)	17%	(65)	19%	(71)	372
Age: 45-64	19%	(136)	19%	(136)	18%	(125)	22%	(155)	22%	(159)	711
Age: 65+	20%	(97)	17%	(85)	6%	(31)	23%	(114)	33%	(161)	487
GenZers: 1997-2012	27%	(68)	27%	(69)	21%	(54)	11%	(28)	14%	(35)	254
Millennials: 1981-1996	26%	(186)	23%	(162)	17%	(119)	17%	(122)	18%	(126)	715
GenXers: 1965-1980	21%	(110)	18%	(95)	19%	(99)	22%	(113)	21%	(108)	524
Baby Boomers: 1946-1964	18%	(118)	20%	(127)	9%	(60)	23%	(152)	30%	(195)	653
PID: Dem (no lean)	26%	(239)	22%	(202)	16%	(148)	16%	(144)	20%	(184)	917
PID: Ind (no lean)	21%	(126)	20%	(119)	14%	(84)	19%	(113)	27%	(161)	603
PID: Rep (no lean)	19%	(131)	20%	(136)	15%	(103)	25%	(168)	21%	(143)	681
PID/Gender: Dem Men	34%	(152)	22%	(102)	15%	(68)	14%	(63)	15%	(68)	452
PID/Gender: Dem Women	19%	(87)	21%	(99)	17%	(80)	17%	(81)	25%	(116)	463
PID/Gender: Ind Men	21%	(59)	21%	(59)	17%	(49)	21%	(61)	20%	(58)	285
PID/Gender: Ind Women	21%	(66)	19%	(60)	11%	(36)	16%	(52)	32%	(103)	317
PID/Gender: Rep Men	23%	(77)	21%	(70)	14%	(45)	26%	(87)	16%	(52)	330
PID/Gender: Rep Women	15%	(54)	19%	(66)	17%	(58)	23%	(79)	26%	(91)	349
Ideo: Liberal (1-3)	29%	(190)	20%	(131)	14%	(94)	16%	(104)	20%	(132)	651
Ideo: Moderate (4)	18%	(115)	24%	(155)	17%	(112)	21%	(135)	20%	(132)	649
Ideo: Conservative (5-7)	25%	(181)	20%	(148)	14%	(102)	21%	(155)	20%	(144)	730
Educ: < College	22%	(316)	19%	(271)	16%	(228)	20%	(284)	24%	(339)	1439
Educ: Bachelors degree	21%	(103)	24%	(118)	15%	(71)	21%	(101)	19%	(92)	485
Educ: Post-grad	28%	(78)	24%	(68)	13%	(37)	14%	(40)	20%	(57)	278
Income: Under 50k	19%	(215)	17%	(190)	17%	(187)	22%	(248)	26%	(288)	1126
Income: 50k-100k	26%	(180)	24%	(171)	13%	(92)	17%	(117)	20%	(138)	697
Income: 100k+	27%	(102)	26%	(97)	15%	(57)	16%	(60)	16%	(62)	379

Continued on next page

**Table MCTE6\_1:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies becoming too powerful*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(496)	21%	(457)	15%	(336)	19%	(425)	22%	(488)	2202
Ethnicity: White	23%	(388)	20%	(343)	15%	(250)	19%	(324)	23%	(395)	1699
Ethnicity: Hispanic	26%	(99)	19%	(71)	18%	(70)	18%	(69)	19%	(71)	379
Ethnicity: Black	24%	(68)	19%	(53)	20%	(57)	21%	(59)	16%	(46)	283
Ethnicity: Other	18%	(40)	28%	(61)	13%	(29)	19%	(42)	22%	(47)	220
All Christian	21%	(204)	20%	(194)	17%	(165)	20%	(197)	21%	(203)	963
All Non-Christian	41%	(98)	22%	(51)	9%	(20)	11%	(25)	17%	(41)	236
Atheist	23%	(20)	30%	(25)	6%	(5)	23%	(20)	18%	(15)	86
Agnostic/Nothing in particular	19%	(101)	19%	(101)	15%	(82)	19%	(103)	28%	(149)	536
Something Else	19%	(74)	22%	(85)	16%	(63)	21%	(81)	21%	(79)	381
Religious Non-Protestant/Catholic	40%	(100)	22%	(55)	10%	(24)	11%	(28)	17%	(44)	251
Evangelical	22%	(123)	21%	(119)	16%	(94)	21%	(122)	19%	(110)	568
Non-Evangelical	20%	(147)	20%	(145)	17%	(126)	20%	(146)	23%	(168)	732
Community: Urban	27%	(193)	22%	(161)	13%	(96)	17%	(121)	21%	(151)	722
Community: Suburban	22%	(212)	21%	(202)	16%	(152)	20%	(197)	22%	(214)	977
Community: Rural	18%	(92)	19%	(95)	17%	(87)	21%	(107)	24%	(123)	504
Employ: Private Sector	26%	(169)	19%	(127)	17%	(112)	19%	(126)	19%	(125)	660
Employ: Government	30%	(53)	27%	(48)	13%	(22)	14%	(25)	15%	(27)	175
Employ: Self-Employed	28%	(50)	26%	(47)	17%	(30)	16%	(29)	13%	(23)	181
Employ: Homemaker	15%	(20)	21%	(28)	25%	(33)	17%	(23)	21%	(27)	131
Employ: Student	34%	(30)	28%	(26)	15%	(13)	10%	(9)	13%	(12)	90
Employ: Retired	19%	(109)	19%	(112)	10%	(60)	23%	(133)	30%	(174)	588
Employ: Unemployed	13%	(33)	21%	(51)	18%	(43)	22%	(54)	25%	(62)	242
Employ: Other	23%	(32)	13%	(18)	16%	(22)	19%	(27)	28%	(38)	136
Military HH: Yes	26%	(75)	22%	(61)	14%	(38)	16%	(44)	23%	(65)	283
Military HH: No	22%	(422)	21%	(396)	15%	(297)	20%	(381)	22%	(423)	1919

Continued on next page

**Table MCTE6\_1:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies becoming too powerful*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	23%	(496)	21%	(457)	15%	(336)	19%	(425)	22%	(488)	2202
2022 House Vote: Democrat	27%	(250)	22%	(205)	14%	(133)	17%	(153)	19%	(176)	916
2022 House Vote: Republican	21%	(133)	22%	(140)	13%	(82)	23%	(145)	22%	(142)	641
2022 House Vote: Someone else	19%	(11)	20%	(12)	8%	(4)	9%	(5)	45%	(26)	58
2022 House Vote: Didn't Vote	18%	(103)	17%	(100)	20%	(117)	21%	(122)	25%	(145)	586
2020 Vote: Joe Biden	27%	(259)	23%	(222)	13%	(125)	17%	(162)	21%	(201)	969
2020 Vote: Donald Trump	20%	(130)	19%	(127)	17%	(113)	22%	(145)	22%	(148)	663
2020 Vote: Other	18%	(11)	21%	(13)	9%	(6)	18%	(11)	33%	(21)	63
2020 Vote: Didn't Vote	19%	(96)	19%	(94)	18%	(92)	21%	(107)	23%	(118)	507
2018 House Vote: Democrat	28%	(223)	21%	(172)	15%	(117)	17%	(134)	20%	(160)	805
2018 House Vote: Republican	20%	(115)	24%	(135)	13%	(75)	21%	(118)	22%	(127)	569
2018 House Vote: Someone else	23%	(14)	22%	(13)	8%	(5)	12%	(7)	34%	(20)	59
2018 House Vote: Didn't Vote	19%	(145)	18%	(137)	18%	(139)	22%	(166)	24%	(181)	768
4-Region: Northeast	27%	(103)	22%	(83)	13%	(50)	17%	(66)	21%	(83)	386
4-Region: Midwest	18%	(80)	21%	(94)	14%	(66)	24%	(108)	24%	(108)	455
4-Region: South	23%	(190)	17%	(144)	17%	(147)	19%	(157)	24%	(202)	840
4-Region: West	24%	(123)	26%	(136)	14%	(73)	18%	(93)	18%	(95)	521
Played Video Games in the Past Month	26%	(410)	24%	(374)	19%	(292)	16%	(253)	15%	(226)	1555
Interested in using Cloud Gaming	36%	(265)	29%	(216)	17%	(123)	11%	(82)	7%	(50)	737
Used Cloud Gaming in the Past Month	33%	(224)	27%	(183)	18%	(117)	14%	(91)	8%	(55)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).



**Table MCTE6\_2:** *As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?*

*Larger video game companies becoming too hard to compete within the video game market*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	18%	(399)	23%	(496)	16%	(349)	19%	(427)	24%	(532)	2202
Gender: Male	22%	(233)	24%	(259)	16%	(166)	20%	(215)	18%	(195)	1068
Gender: Female	15%	(164)	21%	(236)	16%	(183)	19%	(209)	30%	(337)	1129
Age: 18-34	24%	(150)	27%	(171)	19%	(121)	15%	(96)	15%	(93)	631
Age: 35-44	20%	(76)	27%	(100)	15%	(57)	16%	(59)	22%	(80)	372
Age: 45-64	15%	(105)	19%	(136)	19%	(138)	21%	(151)	26%	(182)	711
Age: 65+	14%	(68)	18%	(89)	7%	(33)	25%	(120)	36%	(177)	487
GenZers: 1997-2012	17%	(44)	34%	(85)	22%	(55)	16%	(40)	12%	(30)	254
Millennials: 1981-1996	24%	(175)	25%	(178)	16%	(117)	15%	(110)	19%	(135)	715
GenXers: 1965-1980	16%	(85)	19%	(100)	19%	(101)	21%	(108)	25%	(129)	524
Baby Boomers: 1946-1964	13%	(87)	19%	(122)	11%	(72)	24%	(159)	33%	(213)	653
PID: Dem (no lean)	22%	(204)	26%	(235)	15%	(137)	15%	(141)	22%	(200)	917
PID: Ind (no lean)	16%	(100)	18%	(110)	17%	(104)	19%	(112)	29%	(177)	603
PID: Rep (no lean)	14%	(95)	22%	(151)	16%	(108)	25%	(173)	23%	(154)	681
PID/Gender: Dem Men	29%	(131)	28%	(128)	13%	(58)	14%	(65)	15%	(70)	452
PID/Gender: Dem Women	16%	(72)	23%	(107)	17%	(78)	16%	(76)	28%	(130)	463
PID/Gender: Ind Men	18%	(50)	19%	(54)	18%	(51)	23%	(66)	23%	(65)	285
PID/Gender: Ind Women	15%	(49)	18%	(57)	17%	(53)	15%	(47)	35%	(112)	317
PID/Gender: Rep Men	16%	(52)	24%	(78)	17%	(56)	26%	(84)	18%	(60)	330
PID/Gender: Rep Women	12%	(43)	21%	(72)	15%	(52)	25%	(87)	27%	(95)	349
Ideo: Liberal (1-3)	25%	(161)	23%	(149)	15%	(95)	17%	(109)	21%	(137)	651
Ideo: Moderate (4)	16%	(103)	23%	(151)	18%	(116)	20%	(133)	22%	(146)	649
Ideo: Conservative (5-7)	17%	(127)	23%	(171)	15%	(107)	22%	(159)	23%	(166)	730
Educ: < College	17%	(240)	22%	(309)	16%	(227)	20%	(286)	26%	(377)	1439
Educ: Bachelors degree	17%	(81)	24%	(118)	18%	(85)	21%	(103)	20%	(98)	485
Educ: Post-grad	28%	(77)	25%	(69)	13%	(37)	14%	(38)	21%	(57)	278
Income: Under 50k	14%	(156)	19%	(219)	17%	(194)	21%	(238)	28%	(319)	1126
Income: 50k-100k	22%	(155)	24%	(170)	15%	(103)	18%	(122)	21%	(147)	697
Income: 100k+	23%	(88)	28%	(107)	14%	(52)	17%	(66)	17%	(66)	379

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**Table MCTE6\_2:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies becoming too hard to compete within the video game market*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	18%	(399)	23%	(496)	16%	(349)	19%	(427)	24% (532)	2202
Ethnicity: White	18%	(304)	23%	(389)	15%	(256)	19%	(316)	26% (435)	1699
Ethnicity: Hispanic	21%	(81)	19%	(71)	17%	(66)	18%	(68)	24% (93)	379
Ethnicity: Black	22%	(62)	21%	(58)	21%	(58)	21%	(60)	15% (44)	283
Ethnicity: Other	15%	(32)	22%	(49)	16%	(35)	23%	(50)	24% (53)	220
All Christian	16%	(156)	22%	(210)	18%	(169)	21%	(202)	24% (226)	963
All Non-Christian	35%	(83)	23%	(55)	12%	(28)	11%	(26)	19% (44)	236
Atheist	20%	(17)	26%	(23)	15%	(13)	18%	(15)	20% (17)	86
Agnostic/Nothing in particular	13%	(70)	22%	(118)	15%	(83)	20%	(107)	30% (158)	536
Something Else	19%	(72)	24%	(91)	15%	(56)	20%	(77)	22% (86)	381
Religious Non-Protestant/Catholic	34%	(85)	22%	(56)	13%	(32)	11%	(28)	20% (49)	251
Evangelical	19%	(107)	23%	(129)	15%	(86)	24%	(136)	19% (110)	568
Non-Evangelical	15%	(111)	22%	(163)	18%	(130)	18%	(133)	27% (196)	732
Community: Urban	23%	(164)	25%	(178)	14%	(101)	17%	(126)	21% (152)	722
Community: Suburban	16%	(160)	23%	(221)	17%	(162)	20%	(196)	24% (238)	977
Community: Rural	15%	(75)	19%	(97)	17%	(86)	21%	(104)	28% (141)	504
Employ: Private Sector	22%	(143)	24%	(159)	17%	(110)	19%	(123)	19% (123)	660
Employ: Government	35%	(60)	22%	(39)	16%	(29)	13%	(23)	14% (24)	175
Employ: Self-Employed	19%	(34)	31%	(56)	17%	(31)	15%	(27)	18% (32)	181
Employ: Homemaker	12%	(16)	30%	(39)	17%	(22)	18%	(23)	23% (30)	131
Employ: Student	26%	(24)	29%	(26)	21%	(19)	14%	(12)	10% (9)	90
Employ: Retired	13%	(75)	19%	(109)	11%	(67)	23%	(138)	34% (198)	588
Employ: Unemployed	8%	(21)	20%	(48)	19%	(47)	22%	(52)	31% (75)	242
Employ: Other	19%	(25)	14%	(19)	18%	(25)	20%	(27)	29% (40)	136
Military HH: Yes	21%	(60)	24%	(67)	12%	(35)	17%	(50)	25% (71)	283
Military HH: No	18%	(338)	22%	(429)	16%	(314)	20%	(377)	24% (461)	1919

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**Table MCTE6\_2:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies becoming too hard to compete within the video game market*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	18%	(399)	23%	(496)	16%	(349)	19%	(427)	24%	(532)	2202
2022 House Vote: Democrat	24%	(216)	24%	(221)	14%	(131)	18%	(164)	20%	(185)	916
2022 House Vote: Republican	15%	(94)	23%	(150)	15%	(98)	22%	(139)	25%	(160)	641
2022 House Vote: Someone else	14%	(8)	18%	(11)	19%	(11)	4%	(2)	45%	(26)	58
2022 House Vote: Didnt Vote	14%	(81)	20%	(115)	19%	(109)	21%	(120)	27%	(161)	586
2020 Vote: Joe Biden	24%	(232)	24%	(235)	13%	(128)	17%	(165)	22%	(209)	969
2020 Vote: Donald Trump	14%	(90)	21%	(141)	16%	(108)	23%	(149)	26%	(175)	663
2020 Vote: Other	13%	(8)	24%	(15)	23%	(15)	13%	(8)	27%	(17)	63
2020 Vote: Didn't Vote	13%	(68)	21%	(106)	19%	(98)	20%	(104)	26%	(131)	507
2018 House Vote: Democrat	24%	(192)	24%	(191)	15%	(119)	17%	(134)	21%	(170)	805
2018 House Vote: Republican	15%	(83)	23%	(130)	16%	(90)	22%	(128)	24%	(138)	569
2018 House Vote: Someone else	16%	(9)	22%	(13)	19%	(11)	7%	(4)	36%	(22)	59
2018 House Vote: Didnt Vote	15%	(114)	21%	(162)	17%	(129)	21%	(161)	26%	(202)	768
4-Region: Northeast	21%	(82)	24%	(91)	15%	(57)	18%	(71)	22%	(86)	386
4-Region: Midwest	15%	(69)	23%	(104)	14%	(62)	22%	(101)	26%	(119)	455
4-Region: South	17%	(139)	20%	(166)	19%	(157)	18%	(155)	27%	(223)	840
4-Region: West	21%	(109)	26%	(135)	14%	(73)	19%	(100)	20%	(104)	521
Played Video Games in the Past Month	22%	(341)	27%	(425)	19%	(294)	16%	(249)	16%	(245)	1555
Interested in using Cloud Gaming	31%	(227)	34%	(250)	19%	(137)	10%	(71)	7%	(51)	737
Used Cloud Gaming in the Past Month	31%	(207)	30%	(198)	19%	(129)	11%	(73)	9%	(62)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE6\_3:** *As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?*

*Larger video game companies restricting my ability to access games due to exclusivity deals*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	19%	(425)	22%	(474)	13%	(293)	21%	(459)	25%	(552)	2202
Gender: Male	24%	(261)	22%	(240)	13%	(140)	21%	(226)	19%	(202)	1068
Gender: Female	15%	(164)	21%	(232)	14%	(153)	20%	(231)	31%	(349)	1129
Age: 18-34	29%	(180)	26%	(165)	15%	(95)	14%	(91)	16%	(100)	631
Age: 35-44	19%	(71)	29%	(107)	12%	(44)	19%	(72)	21%	(78)	372
Age: 45-64	16%	(113)	18%	(127)	17%	(120)	24%	(170)	25%	(181)	711
Age: 65+	12%	(60)	15%	(75)	7%	(34)	26%	(125)	40%	(193)	487
GenZers: 1997-2012	24%	(61)	31%	(79)	17%	(44)	13%	(34)	14%	(36)	254
Millennials: 1981-1996	26%	(183)	26%	(186)	12%	(89)	17%	(123)	19%	(134)	715
GenXers: 1965-1980	18%	(97)	18%	(95)	17%	(87)	23%	(121)	24%	(124)	524
Baby Boomers: 1946-1964	11%	(75)	16%	(104)	11%	(70)	26%	(171)	36%	(232)	653
PID: Dem (no lean)	23%	(210)	24%	(219)	13%	(120)	17%	(157)	23%	(211)	917
PID: Ind (no lean)	16%	(96)	19%	(116)	13%	(80)	21%	(124)	31%	(187)	603
PID: Rep (no lean)	17%	(119)	20%	(139)	14%	(93)	26%	(177)	22%	(153)	681
PID/Gender: Dem Men	32%	(145)	23%	(105)	12%	(54)	15%	(68)	18%	(80)	452
PID/Gender: Dem Women	14%	(65)	24%	(112)	14%	(67)	19%	(89)	28%	(131)	463
PID/Gender: Ind Men	16%	(47)	23%	(65)	13%	(38)	25%	(71)	22%	(64)	285
PID/Gender: Ind Women	16%	(49)	16%	(51)	13%	(41)	17%	(53)	39%	(123)	317
PID/Gender: Rep Men	21%	(69)	21%	(69)	15%	(48)	26%	(86)	17%	(58)	330
PID/Gender: Rep Women	14%	(50)	20%	(70)	13%	(45)	25%	(89)	27%	(95)	349
Ideo: Liberal (1-3)	23%	(151)	22%	(142)	12%	(81)	19%	(127)	23%	(150)	651
Ideo: Moderate (4)	18%	(118)	22%	(143)	15%	(98)	20%	(131)	25%	(161)	649
Ideo: Conservative (5-7)	20%	(147)	23%	(165)	12%	(91)	23%	(167)	22%	(161)	730
Educ: < College	18%	(259)	21%	(309)	13%	(191)	21%	(298)	27%	(383)	1439
Educ: Bachelors degree	17%	(82)	21%	(102)	16%	(76)	24%	(115)	22%	(109)	485
Educ: Post-grad	30%	(84)	23%	(63)	9%	(26)	16%	(46)	21%	(60)	278
Income: Under 50k	15%	(171)	19%	(215)	14%	(160)	22%	(252)	29%	(329)	1126
Income: 50k-100k	22%	(156)	25%	(174)	13%	(90)	18%	(126)	22%	(151)	697
Income: 100k+	26%	(98)	22%	(85)	11%	(43)	21%	(81)	19%	(72)	379

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**Table MCTE6\_3:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies restricting my ability to access games due to exclusivity deals*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	19%	(425)	22%	(474)	13%	(293)	21%	(459)	25%	(552)	2202
Ethnicity: White	20%	(338)	21%	(359)	13%	(215)	20%	(347)	26%	(440)	1699
Ethnicity: Hispanic	26%	(99)	22%	(82)	11%	(42)	22%	(85)	19%	(72)	379
Ethnicity: Black	20%	(57)	21%	(61)	16%	(46)	22%	(63)	20%	(56)	283
Ethnicity: Other	14%	(30)	25%	(54)	14%	(31)	22%	(49)	25%	(56)	220
All Christian	17%	(163)	22%	(207)	14%	(134)	24%	(230)	24%	(229)	963
All Non-Christian	40%	(95)	21%	(48)	7%	(16)	11%	(26)	21%	(50)	236
Atheist	24%	(21)	21%	(18)	12%	(10)	19%	(17)	24%	(20)	86
Agnostic/Nothing in particular	16%	(86)	21%	(112)	14%	(74)	19%	(103)	30%	(160)	536
Something Else	16%	(61)	23%	(88)	15%	(58)	22%	(83)	24%	(92)	381
Religious Non-Protestant/Catholic	39%	(97)	21%	(54)	7%	(18)	12%	(29)	21%	(53)	251
Evangelical	18%	(105)	24%	(135)	11%	(63)	26%	(148)	21%	(118)	568
Non-Evangelical	15%	(111)	20%	(148)	17%	(121)	21%	(154)	27%	(198)	732
Community: Urban	26%	(186)	24%	(176)	11%	(83)	17%	(124)	21%	(153)	722
Community: Suburban	18%	(174)	19%	(185)	14%	(137)	22%	(217)	27%	(264)	977
Community: Rural	13%	(65)	22%	(113)	14%	(73)	23%	(118)	27%	(135)	504
Employ: Private Sector	26%	(169)	21%	(139)	14%	(95)	19%	(125)	20%	(132)	660
Employ: Government	28%	(48)	26%	(45)	16%	(28)	15%	(26)	16%	(27)	175
Employ: Self-Employed	20%	(36)	36%	(64)	14%	(26)	15%	(27)	15%	(27)	181
Employ: Homemaker	12%	(15)	26%	(33)	15%	(19)	25%	(33)	23%	(30)	131
Employ: Student	34%	(30)	25%	(22)	11%	(10)	18%	(16)	13%	(12)	90
Employ: Retired	11%	(64)	19%	(109)	10%	(57)	25%	(145)	36%	(212)	588
Employ: Unemployed	16%	(38)	15%	(36)	15%	(36)	25%	(60)	30%	(72)	242
Employ: Other	18%	(24)	18%	(25)	16%	(22)	19%	(26)	29%	(40)	136
Military HH: Yes	22%	(61)	25%	(70)	12%	(34)	19%	(53)	23%	(65)	283
Military HH: No	19%	(364)	21%	(404)	13%	(258)	21%	(406)	25%	(487)	1919

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**Table MCTE6\_3:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

*Larger video game companies restricting my ability to access games due to exclusivity deals*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	19%	(425)	22%	(474)	13%	(293)	21%	(459)	25%	(552)	2202
2022 House Vote: Democrat	22%	(205)	24%	(222)	13%	(117)	18%	(169)	22%	(203)	916
2022 House Vote: Republican	18%	(113)	22%	(140)	12%	(80)	23%	(151)	25%	(158)	641
2022 House Vote: Someone else	17%	(10)	16%	(9)	9%	(5)	13%	(8)	45%	(26)	58
2022 House Vote: Didn't Vote	17%	(97)	18%	(103)	15%	(90)	22%	(131)	28%	(165)	586
2020 Vote: Joe Biden	24%	(229)	23%	(219)	12%	(116)	18%	(172)	24%	(232)	969
2020 Vote: Donald Trump	15%	(102)	21%	(140)	15%	(97)	24%	(159)	25%	(165)	663
2020 Vote: Other	22%	(14)	20%	(13)	10%	(6)	18%	(11)	30%	(19)	63
2020 Vote: Didn't Vote	16%	(80)	20%	(102)	14%	(73)	23%	(116)	27%	(135)	507
2018 House Vote: Democrat	23%	(186)	24%	(190)	13%	(104)	18%	(144)	22%	(181)	805
2018 House Vote: Republican	18%	(103)	20%	(111)	13%	(73)	24%	(135)	26%	(147)	569
2018 House Vote: Someone else	14%	(8)	21%	(12)	10%	(6)	15%	(9)	41%	(24)	59
2018 House Vote: Didn't Vote	17%	(128)	21%	(161)	14%	(109)	22%	(171)	26%	(200)	768
4-Region: Northeast	21%	(80)	23%	(89)	14%	(54)	19%	(73)	23%	(89)	386
4-Region: Midwest	17%	(78)	19%	(88)	12%	(57)	24%	(108)	27%	(124)	455
4-Region: South	17%	(140)	21%	(173)	16%	(131)	21%	(173)	27%	(223)	840
4-Region: West	24%	(127)	24%	(124)	10%	(51)	20%	(105)	22%	(116)	521
Played Video Games in the Past Month	25%	(383)	26%	(409)	16%	(252)	17%	(267)	16%	(243)	1555
Interested in using Cloud Gaming	35%	(258)	33%	(247)	15%	(114)	10%	(74)	6%	(44)	737
Used Cloud Gaming in the Past Month	34%	(229)	31%	(208)	15%	(104)	12%	(82)	7%	(47)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE6\_4:** *As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?*

*One video game company monopolizing the entire video game industry*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	22%	(477)	23%	(512)	14%	(315)	18%	(403)	22%	(495)	2202
Gender: Male	25%	(267)	25%	(272)	14%	(150)	19%	(203)	17%	(176)	1068
Gender: Female	18%	(209)	21%	(241)	15%	(165)	18%	(198)	28%	(317)	1129
Age: 18-34	28%	(174)	29%	(184)	17%	(108)	12%	(73)	15%	(92)	631
Age: 35-44	21%	(78)	27%	(100)	17%	(63)	16%	(58)	20%	(73)	372
Age: 45-64	19%	(133)	20%	(145)	16%	(116)	21%	(152)	23%	(166)	711
Age: 65+	19%	(92)	17%	(84)	6%	(28)	25%	(120)	34%	(163)	487
GenZers: 1997-2012	25%	(62)	32%	(82)	20%	(51)	9%	(23)	14%	(36)	254
Millennials: 1981-1996	25%	(181)	27%	(195)	16%	(115)	14%	(102)	17%	(122)	715
GenXers: 1965-1980	20%	(105)	21%	(109)	16%	(82)	21%	(112)	22%	(117)	524
Baby Boomers: 1946-1964	18%	(116)	19%	(122)	10%	(62)	24%	(156)	30%	(195)	653
PID: Dem (no lean)	25%	(234)	25%	(232)	14%	(131)	14%	(131)	21%	(189)	917
PID: Ind (no lean)	18%	(107)	22%	(133)	15%	(93)	17%	(100)	28%	(171)	603
PID: Rep (no lean)	20%	(136)	22%	(147)	13%	(90)	25%	(173)	20%	(135)	681
PID/Gender: Dem Men	31%	(141)	29%	(132)	13%	(60)	12%	(56)	14%	(63)	452
PID/Gender: Dem Women	20%	(93)	22%	(100)	15%	(71)	16%	(74)	27%	(125)	463
PID/Gender: Ind Men	16%	(47)	22%	(62)	20%	(56)	20%	(57)	22%	(64)	285
PID/Gender: Ind Women	18%	(59)	22%	(71)	12%	(38)	14%	(43)	34%	(107)	317
PID/Gender: Rep Men	24%	(79)	24%	(78)	10%	(34)	27%	(90)	15%	(50)	330
PID/Gender: Rep Women	16%	(57)	20%	(70)	16%	(56)	23%	(81)	24%	(85)	349
Ideo: Liberal (1-3)	27%	(177)	24%	(157)	13%	(84)	16%	(102)	20%	(130)	651
Ideo: Moderate (4)	20%	(127)	23%	(146)	18%	(120)	17%	(111)	22%	(145)	649
Ideo: Conservative (5-7)	22%	(163)	24%	(177)	12%	(88)	22%	(161)	19%	(142)	730
Educ: < College	21%	(298)	22%	(318)	15%	(212)	18%	(261)	24%	(350)	1439
Educ: Bachelors degree	21%	(103)	24%	(118)	14%	(66)	22%	(105)	19%	(93)	485
Educ: Post-grad	27%	(75)	28%	(77)	13%	(37)	13%	(37)	19%	(53)	278
Income: Under 50k	19%	(209)	20%	(223)	16%	(182)	20%	(222)	26%	(290)	1126
Income: 50k-100k	24%	(170)	26%	(179)	13%	(88)	17%	(118)	20%	(143)	697
Income: 100k+	26%	(98)	29%	(110)	12%	(45)	16%	(62)	17%	(63)	379

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**Table MCTE6\_4:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

One video game company monopolizing the entire video game industry

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	22%	(477)	23%	(512)	14%	(315)	18%	(403)	22%	(495)	2202
Ethnicity: White	22%	(382)	23%	(390)	14%	(230)	18%	(300)	23%	(397)	1699
Ethnicity: Hispanic	23%	(88)	24%	(92)	16%	(61)	15%	(55)	22%	(84)	379
Ethnicity: Black	18%	(52)	24%	(68)	22%	(62)	19%	(55)	16%	(46)	283
Ethnicity: Other	20%	(43)	25%	(54)	11%	(23)	22%	(48)	23%	(51)	220
All Christian	20%	(197)	23%	(222)	16%	(152)	20%	(192)	21%	(199)	963
All Non-Christian	36%	(84)	27%	(64)	8%	(18)	10%	(23)	19%	(46)	236
Atheist	26%	(22)	28%	(24)	8%	(7)	19%	(16)	19%	(17)	86
Agnostic/Nothing in particular	19%	(101)	21%	(115)	13%	(72)	18%	(97)	28%	(151)	536
Something Else	19%	(73)	23%	(88)	17%	(65)	19%	(74)	22%	(82)	381
Religious Non-Protestant/Catholic	34%	(86)	27%	(69)	8%	(21)	11%	(27)	19%	(48)	251
Evangelical	22%	(124)	23%	(129)	16%	(91)	21%	(120)	18%	(104)	568
Non-Evangelical	18%	(135)	23%	(171)	16%	(119)	18%	(134)	24%	(172)	732
Community: Urban	25%	(177)	26%	(189)	13%	(93)	15%	(106)	22%	(157)	722
Community: Suburban	22%	(211)	21%	(205)	15%	(146)	20%	(191)	23%	(223)	977
Community: Rural	18%	(89)	23%	(118)	15%	(76)	21%	(106)	23%	(115)	504
Employ: Private Sector	25%	(165)	25%	(162)	15%	(96)	17%	(115)	18%	(122)	660
Employ: Government	31%	(54)	30%	(52)	13%	(24)	12%	(22)	14%	(24)	175
Employ: Self-Employed	23%	(42)	34%	(62)	15%	(28)	14%	(25)	14%	(24)	181
Employ: Homemaker	20%	(26)	18%	(23)	22%	(29)	19%	(25)	21%	(27)	131
Employ: Student	28%	(25)	28%	(25)	15%	(13)	11%	(10)	18%	(16)	90
Employ: Retired	17%	(103)	19%	(110)	10%	(61)	23%	(133)	31%	(181)	588
Employ: Unemployed	16%	(38)	22%	(52)	17%	(42)	18%	(44)	27%	(66)	242
Employ: Other	18%	(24)	19%	(26)	16%	(22)	22%	(29)	26%	(35)	136
Military HH: Yes	27%	(77)	20%	(58)	12%	(35)	17%	(48)	23%	(65)	283
Military HH: No	21%	(400)	24%	(455)	15%	(280)	18%	(355)	22%	(430)	1919

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**Table MCTE6\_4:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?  
One video game company monopolizing the entire video game industry

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	22%	(477)	23%	(512)	14%	(315)	18%	(403)	22%	(495)	2202
2022 House Vote: Democrat	26%	(241)	25%	(225)	13%	(119)	16%	(150)	20%	(181)	916
2022 House Vote: Republican	21%	(135)	23%	(149)	12%	(79)	22%	(143)	21%	(137)	641
2022 House Vote: Someone else	13%	(8)	27%	(16)	7%	(4)	9%	(5)	44%	(26)	58
2022 House Vote: Didn't Vote	16%	(93)	21%	(123)	19%	(113)	18%	(105)	26%	(152)	586
2020 Vote: Joe Biden	27%	(258)	24%	(235)	11%	(108)	16%	(158)	22%	(210)	969
2020 Vote: Donald Trump	18%	(119)	22%	(144)	16%	(104)	23%	(153)	22%	(144)	663
2020 Vote: Other	14%	(9)	32%	(20)	11%	(7)	16%	(10)	27%	(17)	63
2020 Vote: Didn't Vote	18%	(91)	23%	(114)	19%	(96)	16%	(82)	24%	(124)	507
2018 House Vote: Democrat	27%	(220)	24%	(191)	13%	(107)	16%	(126)	20%	(161)	805
2018 House Vote: Republican	20%	(115)	23%	(130)	13%	(71)	22%	(127)	22%	(125)	569
2018 House Vote: Someone else	21%	(12)	25%	(15)	9%	(5)	10%	(6)	36%	(21)	59
2018 House Vote: Didn't Vote	17%	(130)	23%	(176)	17%	(131)	19%	(144)	24%	(187)	768
4-Region: Northeast	25%	(98)	23%	(90)	12%	(48)	17%	(65)	22%	(85)	386
4-Region: Midwest	19%	(85)	25%	(116)	12%	(55)	21%	(94)	23%	(104)	455
4-Region: South	20%	(171)	21%	(174)	17%	(140)	18%	(150)	24%	(205)	840
4-Region: West	24%	(123)	25%	(133)	14%	(72)	18%	(94)	19%	(100)	521
Played Video Games in the Past Month	26%	(400)	28%	(437)	17%	(262)	15%	(234)	14%	(221)	1555
Interested in using Cloud Gaming	35%	(256)	35%	(259)	17%	(122)	8%	(61)	5%	(38)	737
Used Cloud Gaming in the Past Month	31%	(208)	33%	(218)	18%	(123)	10%	(65)	8%	(56)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE6\_5:** *As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?*

*Larger video game companies no longer focusing on riskier innovations, such as cloud video gaming, in pursuit of safer and sometimes less creative investments*

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(323)	20%	(451)	19%	(423)	20%	(431)	26%	(575)	2202
Gender: Male	18%	(197)	24%	(253)	20%	(212)	19%	(203)	19%	(203)	1068
Gender: Female	11%	(126)	17%	(195)	19%	(210)	20%	(226)	33%	(372)	1129
Age: 18-34	21%	(134)	25%	(157)	24%	(153)	14%	(87)	16%	(100)	631
Age: 35-44	19%	(70)	21%	(78)	21%	(77)	18%	(68)	21%	(79)	372
Age: 45-64	9%	(67)	21%	(146)	21%	(152)	22%	(160)	26%	(186)	711
Age: 65+	11%	(52)	14%	(70)	8%	(41)	24%	(115)	43%	(210)	487
GenZers: 1997-2012	18%	(45)	28%	(71)	27%	(68)	14%	(35)	14%	(35)	254
Millennials: 1981-1996	22%	(154)	22%	(157)	21%	(153)	16%	(115)	19%	(135)	715
GenXers: 1965-1980	10%	(51)	23%	(119)	22%	(114)	22%	(114)	24%	(125)	524
Baby Boomers: 1946-1964	10%	(63)	15%	(98)	13%	(83)	24%	(157)	39%	(252)	653
PID: Dem (no lean)	18%	(169)	23%	(210)	19%	(176)	16%	(143)	24%	(220)	917
PID: Ind (no lean)	13%	(77)	17%	(105)	16%	(97)	21%	(129)	32%	(194)	603
PID: Rep (no lean)	11%	(77)	20%	(135)	22%	(149)	23%	(159)	24%	(161)	681
PID/Gender: Dem Men	25%	(114)	27%	(124)	18%	(83)	13%	(60)	16%	(73)	452
PID/Gender: Dem Women	12%	(55)	18%	(85)	20%	(93)	18%	(83)	32%	(147)	463
PID/Gender: Ind Men	12%	(34)	20%	(57)	18%	(52)	25%	(73)	24%	(69)	285
PID/Gender: Ind Women	13%	(43)	15%	(47)	14%	(46)	18%	(57)	39%	(125)	317
PID/Gender: Rep Men	15%	(49)	22%	(72)	24%	(78)	21%	(70)	18%	(61)	330
PID/Gender: Rep Women	8%	(28)	18%	(63)	20%	(71)	25%	(87)	29%	(100)	349
Ideo: Liberal (1-3)	19%	(122)	22%	(144)	18%	(117)	17%	(111)	24%	(156)	651
Ideo: Moderate (4)	11%	(71)	22%	(146)	22%	(140)	21%	(135)	24%	(158)	649
Ideo: Conservative (5-7)	17%	(123)	19%	(140)	19%	(136)	21%	(156)	24%	(174)	730
Educ: < College	13%	(189)	19%	(278)	19%	(277)	21%	(298)	28%	(396)	1439
Educ: Bachelors degree	14%	(66)	22%	(106)	20%	(99)	20%	(96)	24%	(118)	485
Educ: Post-grad	25%	(69)	24%	(66)	17%	(46)	13%	(36)	22%	(61)	278

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**Table MCTE6\_5:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

Larger video game companies no longer focusing on riskier innovations, such as cloud video gaming, in pursuit of safer and sometimes less creative investments

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion		Total N
Adults	15%	(323)	20%	(451)	19%	(423)	20%	(431)	26%	(575)	2202
Income: Under 50k	10%	(111)	18%	(202)	21%	(239)	22%	(244)	29%	(331)	1126
Income: 50k-100k	19%	(132)	22%	(154)	17%	(121)	19%	(130)	23%	(160)	697
Income: 100k+	21%	(80)	25%	(94)	17%	(63)	15%	(58)	22%	(84)	379
Ethnicity: White	15%	(250)	20%	(344)	18%	(311)	20%	(332)	27%	(463)	1699
Ethnicity: Hispanic	19%	(70)	23%	(86)	20%	(78)	19%	(71)	20%	(75)	379
Ethnicity: Black	16%	(45)	20%	(56)	27%	(77)	20%	(56)	17%	(48)	283
Ethnicity: Other	13%	(29)	23%	(51)	16%	(34)	19%	(42)	29%	(64)	220
All Christian	14%	(134)	20%	(190)	20%	(191)	21%	(200)	26%	(247)	963
All Non-Christian	35%	(82)	23%	(55)	13%	(31)	9%	(21)	20%	(47)	236
Atheist	14%	(12)	23%	(20)	14%	(12)	24%	(21)	24%	(20)	86
Agnostic/Nothing in particular	10%	(54)	22%	(117)	18%	(98)	19%	(100)	31%	(167)	536
Something Else	11%	(41)	18%	(69)	24%	(90)	23%	(88)	24%	(93)	381
Religious Non-Protestant/Catholic	34%	(85)	23%	(58)	14%	(34)	10%	(24)	20%	(50)	251
Evangelical	16%	(91)	18%	(103)	20%	(111)	24%	(138)	22%	(125)	568
Non-Evangelical	11%	(78)	19%	(141)	22%	(161)	19%	(141)	29%	(210)	732
Community: Urban	21%	(152)	24%	(172)	18%	(133)	16%	(115)	21%	(150)	722
Community: Suburban	12%	(121)	19%	(187)	19%	(184)	21%	(203)	29%	(282)	977
Community: Rural	10%	(49)	18%	(92)	21%	(106)	23%	(114)	28%	(143)	504
Employ: Private Sector	17%	(115)	25%	(162)	18%	(118)	20%	(133)	20%	(132)	660
Employ: Government	31%	(54)	18%	(31)	22%	(39)	13%	(23)	16%	(27)	175
Employ: Self-Employed	15%	(27)	31%	(56)	25%	(45)	15%	(27)	15%	(27)	181
Employ: Homemaker	11%	(14)	17%	(22)	28%	(37)	16%	(22)	27%	(36)	131
Employ: Student	22%	(20)	35%	(31)	21%	(19)	11%	(10)	10%	(9)	90
Employ: Retired	10%	(61)	15%	(88)	13%	(78)	23%	(132)	39%	(229)	588
Employ: Unemployed	7%	(18)	17%	(41)	23%	(56)	23%	(57)	29%	(71)	242
Employ: Other	10%	(14)	15%	(20)	23%	(31)	20%	(28)	32%	(44)	136

Continued on next page

**Table MCTE6\_5:** As you may know, there is currently a trend in the gaming industry where larger video game companies are buying smaller studios in order to consolidate the industry, add to their video game catalog, and potentially strike exclusivity deals with major video game console manufacturers. With this in mind, how concerned are you about the following regarding larger video game companies buying smaller studios?

Larger video game companies no longer focusing on riskier innovations, such as cloud video gaming, in pursuit of safer and sometimes less creative investments

Demographic	Very concerned		Somewhat concerned		Not too concerned		Not concerned at all		Don't know / No opinion	Total N
Adults	15%	(323)	20%	(451)	19%	(423)	20%	(431)	26% (575)	2202
Military HH: Yes	20%	(57)	20%	(55)	17%	(48)	17%	(48)	26% (75)	283
Military HH: No	14%	(266)	21%	(395)	20%	(375)	20%	(383)	26% (500)	1919
2022 House Vote: Democrat	19%	(174)	22%	(204)	18%	(162)	17%	(159)	24% (218)	916
2022 House Vote: Republican	13%	(84)	19%	(125)	19%	(124)	22%	(139)	26% (170)	641
2022 House Vote: Someone else	13%	(7)	16%	(9)	11%	(7)	8%	(5)	52% (30)	58
2022 House Vote: Didnt Vote	10%	(58)	19%	(113)	22%	(130)	22%	(128)	27% (157)	586
2020 Vote: Joe Biden	19%	(180)	21%	(203)	17%	(162)	18%	(175)	26% (250)	969
2020 Vote: Donald Trump	11%	(74)	19%	(127)	21%	(142)	21%	(141)	27% (179)	663
2020 Vote: Other	20%	(13)	20%	(13)	13%	(8)	16%	(10)	31% (19)	63
2020 Vote: Didn't Vote	11%	(57)	21%	(108)	22%	(110)	21%	(105)	25% (127)	507
2018 House Vote: Democrat	19%	(156)	22%	(180)	17%	(140)	17%	(136)	24% (192)	805
2018 House Vote: Republican	13%	(73)	20%	(116)	18%	(101)	21%	(121)	28% (158)	569
2018 House Vote: Someone else	15%	(9)	18%	(10)	15%	(9)	11%	(7)	42% (25)	59
2018 House Vote: Didnt Vote	11%	(86)	19%	(144)	23%	(173)	22%	(166)	26% (199)	768
4-Region: Northeast	19%	(73)	17%	(67)	20%	(77)	19%	(72)	25% (97)	386
4-Region: Midwest	12%	(54)	21%	(96)	18%	(84)	21%	(96)	27% (124)	455
4-Region: South	14%	(121)	19%	(158)	20%	(171)	18%	(153)	28% (237)	840
4-Region: West	14%	(75)	25%	(129)	17%	(90)	21%	(109)	22% (117)	521
Played Video Games in the Past Month	18%	(278)	25%	(391)	24%	(372)	17%	(257)	17% (257)	1555
Interested in using Cloud Gaming	27%	(196)	34%	(249)	24%	(180)	9%	(69)	6% (43)	737
Used Cloud Gaming in the Past Month	26%	(176)	31%	(208)	24%	(164)	12%	(78)	7% (45)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE7\_1: Do you support or oppose the following potential regulations of the video game industry?**  
*Forcing multi-studio video game companies to break into smaller, independent companies and studios in order to promote competition in the video game industry*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion		Total N
Adults	12%	(269)	24%	(520)	14%	(311)	9%	(200)	41%	(902)	2202
Gender: Male	18%	(187)	27%	(284)	15%	(158)	11%	(114)	30%	(324)	1068
Gender: Female	7%	(81)	21%	(235)	14%	(153)	7%	(83)	51%	(577)	1129
Age: 18-34	16%	(98)	31%	(195)	17%	(106)	7%	(44)	30%	(188)	631
Age: 35-44	17%	(65)	24%	(88)	15%	(55)	10%	(36)	34%	(128)	372
Age: 45-64	9%	(61)	22%	(156)	13%	(94)	12%	(89)	44%	(312)	711
Age: 65+	9%	(46)	17%	(81)	11%	(55)	6%	(31)	56%	(274)	487
GenZers: 1997-2012	14%	(36)	33%	(84)	19%	(48)	5%	(13)	29%	(73)	254
Millennials: 1981-1996	17%	(123)	27%	(195)	15%	(107)	9%	(61)	32%	(229)	715
GenXers: 1965-1980	10%	(52)	21%	(111)	13%	(67)	14%	(75)	42%	(218)	524
Baby Boomers: 1946-1964	8%	(51)	18%	(121)	13%	(85)	7%	(46)	54%	(351)	653
PID: Dem (no lean)	17%	(154)	24%	(219)	15%	(136)	9%	(84)	35%	(323)	917
PID: Ind (no lean)	7%	(44)	22%	(134)	14%	(87)	6%	(35)	50%	(303)	603
PID: Rep (no lean)	10%	(71)	24%	(167)	13%	(87)	12%	(81)	40%	(275)	681
PID/Gender: Dem Men	25%	(113)	26%	(116)	12%	(56)	11%	(49)	26%	(118)	452
PID/Gender: Dem Women	9%	(41)	22%	(103)	17%	(81)	7%	(34)	44%	(204)	463
PID/Gender: Ind Men	9%	(25)	28%	(80)	18%	(53)	8%	(23)	37%	(104)	285
PID/Gender: Ind Women	6%	(18)	17%	(53)	11%	(35)	4%	(12)	63%	(199)	317
PID/Gender: Rep Men	15%	(49)	27%	(88)	15%	(49)	13%	(43)	31%	(102)	330
PID/Gender: Rep Women	6%	(22)	23%	(79)	11%	(38)	10%	(36)	50%	(174)	349
Ideo: Liberal (1-3)	16%	(106)	23%	(151)	15%	(100)	9%	(61)	36%	(232)	651
Ideo: Moderate (4)	9%	(56)	26%	(171)	16%	(105)	8%	(50)	41%	(267)	649
Ideo: Conservative (5-7)	14%	(103)	24%	(175)	13%	(97)	10%	(76)	38%	(279)	730
Educ: < College	10%	(148)	22%	(316)	14%	(200)	9%	(135)	45%	(641)	1439
Educ: Bachelors degree	13%	(61)	27%	(133)	14%	(69)	8%	(38)	38%	(183)	485
Educ: Post-grad	22%	(60)	26%	(71)	15%	(42)	10%	(28)	28%	(78)	278
Income: Under 50k	8%	(87)	22%	(245)	14%	(160)	10%	(109)	47%	(526)	1126
Income: 50k-100k	14%	(99)	26%	(180)	13%	(94)	8%	(54)	39%	(270)	697
Income: 100k+	22%	(83)	25%	(95)	15%	(57)	10%	(37)	28%	(105)	379
Ethnicity: White	13%	(215)	23%	(384)	14%	(236)	8%	(143)	42%	(721)	1699

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**Table MCTE7\_1: Do you support or oppose the following potential regulations of the video game industry?**

*Forcing multi-studio video game companies to break into smaller, independent companies and studios in order to promote competition in the video game industry*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion	Total N
Adults	12%	(269)	24%	(520)	14%	(311)	9%	(200)	41% (902)	2202
Ethnicity: Hispanic	11%	(43)	27%	(102)	13%	(49)	11%	(42)	38% (144)	379
Ethnicity: Black	13%	(37)	28%	(79)	15%	(44)	12%	(34)	32% (89)	283
Ethnicity: Other	8%	(17)	26%	(57)	14%	(31)	10%	(23)	42% (92)	220
All Christian	12%	(113)	24%	(226)	16%	(154)	8%	(73)	41% (396)	963
All Non-Christian	29%	(69)	27%	(63)	10%	(23)	13%	(30)	21% (50)	236
Atheist	11%	(9)	20%	(17)	16%	(14)	12%	(10)	42% (36)	86
Agnostic/Nothing in particular	8%	(43)	22%	(116)	12%	(67)	8%	(41)	50% (269)	536
Something Else	9%	(34)	25%	(97)	14%	(53)	12%	(46)	40% (151)	381
Religious Non-Protestant/Catholic	28%	(70)	27%	(67)	10%	(26)	12%	(30)	23% (58)	251
Evangelical	13%	(75)	27%	(154)	12%	(69)	9%	(50)	39% (221)	568
Non-Evangelical	9%	(68)	21%	(153)	18%	(131)	9%	(66)	43% (314)	732
Community: Urban	17%	(124)	27%	(193)	14%	(102)	8%	(58)	34% (245)	722
Community: Suburban	10%	(93)	23%	(220)	14%	(136)	9%	(90)	45% (439)	977
Community: Rural	10%	(52)	21%	(108)	15%	(73)	11%	(53)	43% (218)	504
Employ: Private Sector	14%	(90)	28%	(183)	13%	(89)	9%	(61)	36% (238)	660
Employ: Government	25%	(43)	20%	(36)	18%	(32)	11%	(19)	26% (45)	175
Employ: Self-Employed	16%	(28)	30%	(54)	20%	(36)	11%	(21)	23% (41)	181
Employ: Homemaker	8%	(10)	20%	(26)	16%	(22)	12%	(16)	44% (57)	131
Employ: Student	18%	(16)	30%	(27)	24%	(22)	4%	(4)	23% (21)	90
Employ: Retired	9%	(51)	19%	(109)	12%	(68)	8%	(46)	53% (313)	588
Employ: Unemployed	8%	(21)	23%	(55)	9%	(22)	8%	(19)	51% (125)	242
Employ: Other	7%	(10)	21%	(29)	15%	(20)	11%	(15)	45% (61)	136
Military HH: Yes	18%	(51)	23%	(67)	15%	(41)	8%	(22)	36% (103)	283
Military HH: No	11%	(218)	24%	(453)	14%	(270)	9%	(179)	42% (799)	1919
2022 House Vote: Democrat	16%	(145)	25%	(230)	13%	(119)	9%	(84)	37% (338)	916
2022 House Vote: Republican	11%	(71)	24%	(154)	14%	(92)	10%	(67)	40% (258)	641
2022 House Vote: Someone else	16%	(9)	9%	(5)	10%	(6)	4%	(2)	61% (36)	58
2022 House Vote: Didnt Vote	7%	(44)	22%	(130)	16%	(95)	8%	(47)	46% (270)	586

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**Table MCTE7\_1:** Do you support or oppose the following potential regulations of the video game industry?

Forcing multi-studio video game companies to break into smaller, independent companies and studios in order to promote competition in the video game industry

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion	Total N
Adults	12%	(269)	24%	(520)	14%	(311)	9%	(200)	41% (902)	2202
2020 Vote: Joe Biden	16%	(156)	23%	(227)	13%	(128)	10%	(95)	37% (362)	969
2020 Vote: Donald Trump	10%	(65)	25%	(165)	15%	(98)	9%	(61)	41% (275)	663
2020 Vote: Other	10%	(6)	19%	(12)	14%	(9)	3%	(2)	54% (34)	63
2020 Vote: Didn't Vote	8%	(42)	23%	(116)	15%	(76)	8%	(42)	46% (231)	507
2018 House Vote: Democrat	17%	(137)	24%	(195)	13%	(106)	10%	(81)	36% (287)	805
2018 House Vote: Republican	11%	(61)	23%	(131)	14%	(80)	11%	(62)	41% (235)	569
2018 House Vote: Someone else	14%	(9)	13%	(8)	8%	(5)	6%	(3)	59% (35)	59
2018 House Vote: Didnt Vote	8%	(62)	24%	(186)	16%	(121)	7%	(54)	45% (345)	768
4-Region: Northeast	14%	(55)	21%	(82)	13%	(49)	13%	(49)	39% (151)	386
4-Region: Midwest	12%	(54)	20%	(89)	17%	(76)	6%	(28)	46% (208)	455
4-Region: South	10%	(85)	25%	(213)	14%	(120)	8%	(66)	42% (356)	840
4-Region: West	15%	(76)	26%	(136)	13%	(66)	11%	(57)	36% (187)	521
Played Video Games in the Past Month	14%	(219)	28%	(440)	17%	(261)	9%	(146)	31% (489)	1555
Interested in using Cloud Gaming	22%	(165)	34%	(254)	17%	(128)	10%	(77)	15% (113)	737
Used Cloud Gaming in the Past Month	23%	(155)	32%	(216)	20%	(132)	10%	(64)	15% (102)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE7\_2: Do you support or oppose the following potential regulations of the video game industry?**

*Making it illegal for video game companies to sign exclusivity deals with one specific game platform or console and only provide their games on one platform*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion		Total N
Adults	15%	(335)	21%	(463)	15%	(321)	10%	(216)	39%	(868)	2202
Gender: Male	19%	(203)	24%	(251)	16%	(166)	11%	(117)	31%	(330)	1068
Gender: Female	12%	(130)	19%	(211)	14%	(155)	9%	(97)	47%	(536)	1129
Age: 18-34	19%	(121)	24%	(153)	18%	(111)	9%	(59)	30%	(187)	631
Age: 35-44	18%	(68)	25%	(95)	14%	(52)	9%	(33)	33%	(125)	372
Age: 45-64	12%	(84)	18%	(131)	15%	(105)	13%	(96)	42%	(297)	711
Age: 65+	13%	(62)	17%	(84)	11%	(53)	6%	(28)	53%	(260)	487
GenZers: 1997-2012	18%	(47)	23%	(59)	21%	(53)	7%	(18)	30%	(77)	254
Millennials: 1981-1996	19%	(136)	26%	(185)	14%	(101)	10%	(69)	31%	(223)	715
GenXers: 1965-1980	13%	(69)	18%	(96)	14%	(76)	15%	(78)	39%	(205)	524
Baby Boomers: 1946-1964	11%	(74)	17%	(112)	13%	(87)	7%	(46)	51%	(333)	653
PID: Dem (no lean)	20%	(183)	23%	(210)	15%	(133)	10%	(91)	33%	(300)	917
PID: Ind (no lean)	12%	(70)	17%	(105)	15%	(91)	7%	(41)	49%	(297)	603
PID: Rep (no lean)	12%	(81)	22%	(148)	14%	(97)	12%	(84)	40%	(271)	681
PID/Gender: Dem Men	26%	(118)	27%	(124)	13%	(58)	12%	(54)	22%	(99)	452
PID/Gender: Dem Women	14%	(66)	19%	(86)	16%	(75)	8%	(37)	43%	(200)	463
PID/Gender: Ind Men	12%	(33)	16%	(46)	21%	(61)	10%	(29)	41%	(116)	285
PID/Gender: Ind Women	11%	(36)	18%	(58)	9%	(30)	4%	(12)	57%	(181)	317
PID/Gender: Rep Men	16%	(53)	25%	(81)	14%	(47)	10%	(34)	35%	(115)	330
PID/Gender: Rep Women	8%	(29)	19%	(67)	14%	(50)	14%	(48)	45%	(155)	349
Ideo: Liberal (1-3)	21%	(135)	23%	(147)	13%	(84)	11%	(71)	33%	(213)	651
Ideo: Moderate (4)	12%	(80)	20%	(131)	21%	(134)	7%	(43)	40%	(260)	649
Ideo: Conservative (5-7)	15%	(109)	22%	(163)	13%	(96)	13%	(92)	37%	(270)	730
Educ: < College	12%	(177)	19%	(280)	16%	(224)	9%	(136)	43%	(622)	1439
Educ: Bachelors degree	16%	(79)	24%	(119)	14%	(70)	10%	(47)	35%	(171)	485
Educ: Post-grad	28%	(78)	23%	(64)	10%	(27)	12%	(33)	27%	(76)	278
Income: Under 50k	11%	(123)	18%	(201)	16%	(180)	10%	(118)	45%	(504)	1126
Income: 50k-100k	17%	(121)	23%	(163)	15%	(102)	9%	(61)	36%	(250)	697
Income: 100k+	24%	(91)	26%	(98)	10%	(38)	10%	(37)	30%	(115)	379
Ethnicity: White	16%	(265)	22%	(368)	14%	(231)	9%	(157)	40%	(679)	1699

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**Table MCTE7\_2:** Do you support or oppose the following potential regulations of the video game industry?

*Making it illegal for video game companies to sign exclusivity deals with one specific game platform or console and only provide their games on one platform*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion	Total N
Adults	15%	(335)	21%	(463)	15%	(321)	10%	(216)	39% (868)	2202
Ethnicity: Hispanic	12%	(44)	22%	(82)	20%	(75)	11%	(43)	36% (135)	379
Ethnicity: Black	16%	(46)	20%	(57)	22%	(61)	10%	(28)	32% (91)	283
Ethnicity: Other	11%	(23)	17%	(38)	13%	(28)	14%	(31)	45% (99)	220
All Christian	14%	(134)	24%	(231)	16%	(154)	7%	(67)	39% (376)	963
All Non-Christian	36%	(84)	24%	(56)	8%	(18)	13%	(30)	20% (47)	236
Atheist	19%	(16)	16%	(14)	12%	(10)	13%	(11)	40% (35)	86
Agnostic/Nothing in particular	10%	(53)	17%	(92)	15%	(83)	10%	(53)	47% (254)	536
Something Else	12%	(46)	18%	(70)	14%	(55)	14%	(54)	41% (156)	381
Religious Non-Protestant/Catholic	34%	(86)	23%	(59)	8%	(21)	12%	(30)	22% (54)	251
Evangelical	14%	(82)	23%	(133)	14%	(78)	10%	(57)	39% (219)	568
Non-Evangelical	13%	(91)	21%	(154)	17%	(124)	8%	(60)	41% (303)	732
Community: Urban	19%	(140)	22%	(158)	16%	(117)	9%	(65)	33% (241)	722
Community: Suburban	13%	(127)	21%	(206)	15%	(144)	11%	(103)	41% (397)	977
Community: Rural	13%	(67)	20%	(99)	12%	(59)	10%	(48)	46% (230)	504
Employ: Private Sector	17%	(114)	23%	(154)	14%	(94)	12%	(76)	34% (222)	660
Employ: Government	26%	(46)	28%	(49)	16%	(29)	8%	(15)	21% (36)	175
Employ: Self-Employed	17%	(31)	19%	(34)	21%	(37)	15%	(28)	28% (50)	181
Employ: Homemaker	12%	(16)	21%	(28)	15%	(19)	10%	(13)	42% (55)	131
Employ: Student	18%	(17)	32%	(29)	16%	(15)	3%	(3)	30% (27)	90
Employ: Retired	11%	(67)	18%	(105)	13%	(77)	8%	(48)	49% (290)	588
Employ: Unemployed	10%	(24)	21%	(51)	11%	(26)	7%	(17)	51% (124)	242
Employ: Other	14%	(19)	10%	(13)	18%	(24)	12%	(16)	47% (64)	136
Military HH: Yes	18%	(52)	23%	(65)	13%	(38)	9%	(24)	37% (104)	283
Military HH: No	15%	(282)	21%	(398)	15%	(283)	10%	(192)	40% (764)	1919
2022 House Vote: Democrat	20%	(184)	23%	(208)	15%	(135)	10%	(89)	33% (301)	916
2022 House Vote: Republican	12%	(80)	21%	(135)	13%	(83)	12%	(79)	41% (265)	641
2022 House Vote: Someone else	15%	(8)	17%	(10)	9%	(5)	6%	(4)	53% (31)	58
2022 House Vote: Didnt Vote	11%	(62)	19%	(110)	17%	(97)	8%	(44)	46% (272)	586

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**Table MCTE7\_2:** Do you support or oppose the following potential regulations of the video game industry?

*Making it illegal for video game companies to sign exclusivity deals with one specific game platform or console and only provide their games on one platform*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion		Total N
Adults	15%	(335)	21%	(463)	15%	(321)	10%	(216)	39%	(868)	2202
2020 Vote: Joe Biden	20%	(190)	23%	(222)	14%	(133)	9%	(92)	34%	(333)	969
2020 Vote: Donald Trump	12%	(80)	21%	(137)	13%	(85)	12%	(77)	43%	(283)	663
2020 Vote: Other	15%	(9)	27%	(17)	12%	(7)	1%	(1)	46%	(29)	63
2020 Vote: Didn't Vote	11%	(55)	17%	(87)	19%	(95)	9%	(46)	44%	(224)	507
2018 House Vote: Democrat	20%	(162)	23%	(185)	15%	(117)	10%	(81)	32%	(260)	805
2018 House Vote: Republican	12%	(70)	21%	(122)	14%	(79)	12%	(67)	41%	(231)	569
2018 House Vote: Someone else	15%	(9)	19%	(11)	7%	(4)	7%	(4)	51%	(31)	59
2018 House Vote: Didnt Vote	12%	(94)	19%	(144)	16%	(119)	8%	(64)	45%	(346)	768
4-Region: Northeast	17%	(66)	21%	(81)	15%	(56)	12%	(46)	35%	(136)	386
4-Region: Midwest	14%	(66)	21%	(96)	13%	(60)	7%	(30)	45%	(203)	455
4-Region: South	13%	(106)	19%	(163)	16%	(132)	10%	(84)	42%	(355)	840
4-Region: West	19%	(97)	24%	(123)	14%	(72)	11%	(56)	33%	(174)	521
Played Video Games in the Past Month	18%	(283)	24%	(376)	17%	(263)	11%	(167)	30%	(466)	1555
Interested in using Cloud Gaming	28%	(204)	30%	(221)	17%	(126)	12%	(85)	14%	(100)	737
Used Cloud Gaming in the Past Month	27%	(178)	28%	(185)	18%	(122)	11%	(75)	16%	(109)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE7\_3: Do you support or oppose the following potential regulations of the video game industry?**  
*Making it illegal for video game companies to own sole rights to any one technology that has potential to give it an unfair advantage in the video game industry*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion		Total N
Adults	18%	(393)	22%	(492)	13%	(281)	10%	(214)	37%	(821)	2202
Gender: Male	22%	(237)	24%	(256)	13%	(134)	12%	(124)	30%	(317)	1068
Gender: Female	14%	(155)	21%	(237)	13%	(147)	8%	(87)	45%	(503)	1129
Age: 18-34	25%	(161)	24%	(154)	16%	(99)	9%	(58)	25%	(161)	631
Age: 35-44	19%	(71)	29%	(106)	12%	(44)	9%	(33)	31%	(117)	372
Age: 45-64	13%	(90)	21%	(150)	13%	(94)	13%	(90)	40%	(287)	711
Age: 65+	15%	(71)	17%	(82)	9%	(44)	7%	(33)	53%	(257)	487
GenZers: 1997-2012	23%	(58)	24%	(62)	16%	(42)	8%	(20)	28%	(72)	254
Millennials: 1981-1996	24%	(170)	27%	(192)	13%	(93)	9%	(67)	27%	(193)	715
GenXers: 1965-1980	14%	(72)	20%	(104)	14%	(76)	15%	(76)	37%	(196)	524
Baby Boomers: 1946-1964	13%	(83)	19%	(126)	10%	(65)	7%	(46)	51%	(332)	653
PID: Dem (no lean)	21%	(193)	25%	(227)	13%	(118)	9%	(80)	33%	(299)	917
PID: Ind (no lean)	15%	(93)	20%	(120)	14%	(82)	7%	(42)	44%	(267)	603
PID: Rep (no lean)	16%	(107)	21%	(145)	12%	(81)	14%	(92)	38%	(256)	681
PID/Gender: Dem Men	27%	(123)	29%	(133)	11%	(49)	10%	(45)	23%	(102)	452
PID/Gender: Dem Women	15%	(70)	20%	(95)	15%	(69)	7%	(34)	42%	(196)	463
PID/Gender: Ind Men	16%	(46)	19%	(54)	17%	(49)	9%	(26)	39%	(110)	285
PID/Gender: Ind Women	14%	(46)	21%	(66)	10%	(33)	5%	(16)	49%	(157)	317
PID/Gender: Rep Men	20%	(68)	21%	(69)	11%	(37)	16%	(52)	32%	(105)	330
PID/Gender: Rep Women	11%	(40)	22%	(76)	13%	(45)	11%	(38)	43%	(151)	349
Ideo: Liberal (1-3)	23%	(153)	24%	(159)	11%	(72)	9%	(60)	32%	(207)	651
Ideo: Moderate (4)	16%	(101)	23%	(151)	16%	(104)	7%	(47)	38%	(246)	649
Ideo: Conservative (5-7)	18%	(132)	22%	(162)	12%	(87)	13%	(94)	35%	(256)	730
Educ: < College	16%	(229)	20%	(293)	13%	(188)	10%	(150)	40%	(579)	1439
Educ: Bachelors degree	18%	(86)	27%	(131)	12%	(60)	8%	(39)	35%	(169)	485
Educ: Post-grad	28%	(78)	25%	(69)	12%	(32)	9%	(25)	26%	(73)	278
Income: Under 50k	13%	(147)	20%	(225)	14%	(153)	11%	(125)	42%	(475)	1126
Income: 50k-100k	22%	(155)	23%	(157)	12%	(83)	9%	(60)	35%	(241)	697
Income: 100k+	24%	(91)	29%	(110)	12%	(44)	8%	(29)	28%	(105)	379
Ethnicity: White	18%	(312)	22%	(381)	11%	(195)	10%	(175)	37%	(636)	1699

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**Table MCTE7\_3: Do you support or oppose the following potential regulations of the video game industry?**

*Making it illegal for video game companies to own sole rights to any one technology that has potential to give it an unfair advantage in the video game industry*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion	Total N
Adults	18%	(393)	22%	(492)	13%	(281)	10%	(214)	37% (821)	2202
Ethnicity: Hispanic	22%	(82)	21%	(79)	14%	(53)	13%	(48)	31% (118)	379
Ethnicity: Black	18%	(51)	22%	(61)	19%	(55)	8%	(22)	33% (94)	283
Ethnicity: Other	14%	(30)	23%	(50)	14%	(31)	8%	(18)	41% (91)	220
All Christian	17%	(168)	25%	(237)	12%	(114)	8%	(79)	38% (366)	963
All Non-Christian	34%	(80)	27%	(64)	8%	(20)	10%	(24)	20% (47)	236
Atheist	21%	(18)	21%	(18)	10%	(9)	7%	(6)	41% (35)	86
Agnostic/Nothing in particular	13%	(68)	19%	(100)	13%	(70)	12%	(63)	44% (235)	536
Something Else	16%	(60)	19%	(73)	18%	(68)	11%	(42)	36% (139)	381
Religious Non-Protestant/Catholic	33%	(82)	27%	(68)	8%	(21)	10%	(25)	22% (55)	251
Evangelical	19%	(107)	22%	(126)	13%	(74)	9%	(49)	37% (213)	568
Non-Evangelical	15%	(108)	24%	(176)	14%	(103)	9%	(66)	38% (278)	732
Community: Urban	22%	(162)	24%	(172)	12%	(84)	9%	(64)	33% (240)	722
Community: Suburban	16%	(157)	22%	(218)	14%	(135)	9%	(90)	39% (376)	977
Community: Rural	15%	(74)	20%	(103)	12%	(62)	12%	(60)	41% (205)	504
Employ: Private Sector	22%	(144)	25%	(168)	10%	(69)	11%	(70)	32% (209)	660
Employ: Government	27%	(47)	32%	(55)	14%	(24)	6%	(11)	22% (38)	175
Employ: Self-Employed	21%	(38)	20%	(36)	24%	(43)	14%	(25)	21% (39)	181
Employ: Homemaker	13%	(17)	29%	(37)	11%	(14)	11%	(14)	37% (49)	131
Employ: Student	27%	(24)	27%	(24)	14%	(13)	4%	(4)	27% (25)	90
Employ: Retired	13%	(79)	17%	(102)	11%	(65)	8%	(49)	50% (293)	588
Employ: Unemployed	10%	(23)	21%	(52)	13%	(31)	11%	(27)	45% (109)	242
Employ: Other	16%	(21)	13%	(18)	16%	(22)	11%	(14)	44% (60)	136
Military HH: Yes	20%	(58)	25%	(71)	11%	(30)	8%	(24)	36% (101)	283
Military HH: No	17%	(335)	22%	(421)	13%	(251)	10%	(191)	38% (721)	1919
2022 House Vote: Democrat	23%	(209)	24%	(219)	12%	(107)	9%	(80)	33% (300)	916
2022 House Vote: Republican	16%	(103)	21%	(135)	13%	(84)	12%	(79)	38% (241)	641
2022 House Vote: Someone else	18%	(10)	30%	(17)	3%	(1)	5%	(3)	45% (26)	58
2022 House Vote: Didnt Vote	12%	(71)	21%	(121)	15%	(88)	9%	(53)	43% (254)	586

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**Table MCTE7\_3:** Do you support or oppose the following potential regulations of the video game industry?

*Making it illegal for video game companies to own sole rights to any one technology that has potential to give it an unfair advantage in the video game industry*

Demographic	Strongly support		Somewhat support		Somewhat oppose		Strongly oppose		Don't know / No opinion	Total N
Adults	18%	(393)	22%	(492)	13%	(281)	10%	(214)	37% (821)	2202
2020 Vote: Joe Biden	23%	(227)	25%	(239)	12%	(115)	8%	(76)	32% (312)	969
2020 Vote: Donald Trump	14%	(94)	21%	(138)	11%	(75)	13%	(87)	40% (268)	663
2020 Vote: Other	16%	(10)	29%	(18)	6%	(4)	3%	(2)	46% (29)	63
2020 Vote: Didn't Vote	12%	(62)	19%	(97)	17%	(87)	10%	(49)	42% (212)	507
2018 House Vote: Democrat	22%	(179)	25%	(204)	12%	(101)	8%	(67)	32% (255)	805
2018 House Vote: Republican	15%	(85)	21%	(118)	13%	(76)	13%	(72)	38% (218)	569
2018 House Vote: Someone else	18%	(11)	27%	(16)	6%	(4)	5%	(3)	45% (27)	59
2018 House Vote: Didnt Vote	15%	(118)	20%	(155)	13%	(100)	9%	(73)	42% (323)	768
4-Region: Northeast	18%	(70)	23%	(88)	10%	(39)	13%	(50)	36% (139)	386
4-Region: Midwest	17%	(76)	21%	(97)	10%	(47)	8%	(37)	43% (197)	455
4-Region: South	16%	(135)	21%	(178)	14%	(120)	9%	(79)	39% (329)	840
4-Region: West	22%	(113)	25%	(130)	14%	(74)	9%	(48)	30% (157)	521
Played Video Games in the Past Month	21%	(334)	25%	(387)	15%	(233)	11%	(169)	28% (432)	1555
Interested in using Cloud Gaming	30%	(218)	33%	(244)	14%	(106)	11%	(82)	12% (86)	737
Used Cloud Gaming in the Past Month	30%	(201)	29%	(191)	15%	(103)	12%	(83)	14% (91)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE8\_1: How much have you seen, read, or heard about the following?**

Microsoft's \$68.7 billion bid to acquire the game development studio and publisher Activision Blizzard, whose gaming catalog includes Call of Duty, World of Warcraft, and Overwatch

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	10%	(214)	17%	(369)	16%	(348)	58%	(1271)	2202
Gender: Male	16%	(169)	23%	(246)	17%	(178)	44%	(474)	1068
Gender: Female	4%	(44)	11%	(121)	15%	(169)	70%	(794)	1129
Age: 18-34	18%	(114)	25%	(158)	16%	(104)	40%	(256)	631
Age: 35-44	16%	(59)	24%	(88)	17%	(63)	44%	(162)	372
Age: 45-64	5%	(39)	12%	(84)	18%	(127)	65%	(462)	711
Age: 65+	—	(2)	8%	(39)	11%	(55)	80%	(392)	487
GenZers: 1997-2012	16%	(40)	30%	(77)	17%	(42)	38%	(95)	254
Millennials: 1981-1996	19%	(133)	23%	(165)	16%	(113)	43%	(304)	715
GenXers: 1965-1980	6%	(34)	13%	(70)	19%	(100)	61%	(320)	524
Baby Boomers: 1946-1964	1%	(7)	8%	(54)	14%	(90)	77%	(501)	653
PID: Dem (no lean)	14%	(128)	19%	(175)	16%	(145)	51%	(469)	917
PID: Ind (no lean)	5%	(32)	16%	(94)	15%	(90)	64%	(387)	603
PID: Rep (no lean)	8%	(54)	15%	(100)	16%	(112)	61%	(415)	681
PID/Gender: Dem Men	23%	(102)	26%	(119)	15%	(70)	36%	(162)	452
PID/Gender: Dem Women	5%	(25)	12%	(55)	16%	(75)	66%	(307)	463
PID/Gender: Ind Men	9%	(25)	22%	(64)	19%	(54)	50%	(142)	285
PID/Gender: Ind Women	2%	(7)	10%	(30)	11%	(36)	77%	(244)	317
PID/Gender: Rep Men	13%	(42)	19%	(64)	16%	(54)	52%	(170)	330
PID/Gender: Rep Women	3%	(12)	10%	(36)	17%	(58)	70%	(243)	349
Ideo: Liberal (1-3)	15%	(99)	15%	(95)	17%	(113)	53%	(343)	651
Ideo: Moderate (4)	6%	(38)	22%	(140)	14%	(93)	58%	(378)	649
Ideo: Conservative (5-7)	9%	(68)	16%	(120)	15%	(112)	59%	(430)	730
Educ: < College	8%	(112)	15%	(210)	16%	(227)	62%	(890)	1439
Educ: Bachelors degree	10%	(49)	19%	(91)	16%	(78)	55%	(266)	485
Educ: Post-grad	19%	(53)	24%	(68)	15%	(43)	41%	(115)	278
Income: Under 50k	6%	(62)	12%	(138)	17%	(186)	66%	(740)	1126
Income: 50k-100k	12%	(81)	21%	(145)	15%	(106)	52%	(365)	697
Income: 100k+	19%	(71)	23%	(85)	15%	(56)	44%	(167)	379
Ethnicity: White	10%	(169)	16%	(267)	16%	(269)	59%	(995)	1699
Ethnicity: Hispanic	15%	(57)	18%	(67)	20%	(74)	48%	(181)	379

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**Table MCTE8\_1:** *How much have you seen, read, or heard about the following?*

*Microsoft's \$68.7 billion bid to acquire the game development studio and publisher Activision Blizzard, whose gaming catalog includes Call of Duty, World of Warcraft, and Overwatch*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	10%	(214)	17%	(369)	16%	(348)	58%	(1271)	2202
Ethnicity: Black	10%	(27)	24%	(67)	11%	(31)	56%	(157)	283
Ethnicity: Other	8%	(18)	16%	(34)	22%	(48)	54%	(119)	220
All Christian	8%	(73)	15%	(148)	18%	(175)	59%	(567)	963
All Non-Christian	31%	(72)	26%	(62)	9%	(21)	34%	(81)	236
Atheist	15%	(13)	14%	(12)	13%	(12)	58%	(50)	86
Agnostic/Nothing in particular	6%	(34)	14%	(72)	17%	(90)	63%	(340)	536
Something Else	6%	(23)	20%	(75)	13%	(50)	61%	(233)	381
Religious Non-Protestant/Catholic	29%	(73)	26%	(65)	9%	(24)	36%	(89)	251
Evangelical	8%	(43)	20%	(114)	13%	(76)	59%	(335)	568
Non-Evangelical	6%	(45)	14%	(99)	19%	(142)	61%	(446)	732
Community: Urban	18%	(128)	21%	(154)	12%	(89)	49%	(350)	722
Community: Suburban	6%	(61)	14%	(137)	18%	(177)	62%	(602)	977
Community: Rural	5%	(25)	15%	(77)	16%	(82)	63%	(319)	504
Employ: Private Sector	15%	(98)	23%	(152)	16%	(106)	46%	(304)	660
Employ: Government	29%	(50)	25%	(44)	12%	(22)	34%	(59)	175
Employ: Self-Employed	10%	(17)	22%	(39)	24%	(44)	44%	(80)	181
Employ: Homemaker	5%	(6)	17%	(22)	24%	(32)	54%	(71)	131
Employ: Student	12%	(11)	34%	(31)	12%	(11)	41%	(37)	90
Employ: Retired	2%	(10)	7%	(42)	14%	(82)	77%	(453)	588
Employ: Unemployed	3%	(7)	9%	(23)	13%	(32)	75%	(181)	242
Employ: Other	10%	(14)	12%	(16)	15%	(20)	63%	(85)	136
Military HH: Yes	9%	(25)	19%	(54)	18%	(51)	54%	(153)	283
Military HH: No	10%	(189)	16%	(315)	15%	(297)	58%	(1118)	1919
2022 House Vote: Democrat	13%	(116)	20%	(183)	15%	(136)	52%	(481)	916
2022 House Vote: Republican	7%	(48)	15%	(95)	15%	(99)	62%	(400)	641
2022 House Vote: Someone else	6%	(3)	16%	(9)	12%	(7)	67%	(39)	58
2022 House Vote: Didnt Vote	8%	(46)	14%	(82)	18%	(106)	60%	(352)	586

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**Table MCTE8\_1:** *How much have you seen, read, or heard about the following?*

*Microsoft's \$68.7 billion bid to acquire the game development studio and publisher Activision Blizzard, whose gaming catalog includes Call of Duty, World of Warcraft, and Overwatch*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	10%	(214)	17%	(369)	16%	(348)	58%	(1271)	2202
2020 Vote: Joe Biden	12%	(118)	20%	(193)	15%	(144)	53%	(513)	969
2020 Vote: Donald Trump	7%	(47)	13%	(88)	17%	(112)	63%	(416)	663
2020 Vote: Other	9%	(5)	22%	(14)	12%	(7)	57%	(36)	63
2020 Vote: Didn't Vote	9%	(43)	15%	(74)	17%	(84)	60%	(306)	507
2018 House Vote: Democrat	13%	(104)	20%	(162)	15%	(117)	52%	(422)	805
2018 House Vote: Republican	7%	(41)	15%	(84)	16%	(92)	62%	(352)	569
2018 House Vote: Someone else	9%	(5)	10%	(6)	14%	(8)	67%	(40)	59
2018 House Vote: Didn't Vote	8%	(63)	15%	(116)	17%	(131)	60%	(458)	768
4-Region: Northeast	14%	(54)	17%	(65)	13%	(49)	56%	(217)	386
4-Region: Midwest	7%	(31)	11%	(50)	16%	(71)	67%	(304)	455
4-Region: South	8%	(68)	17%	(142)	17%	(139)	58%	(490)	840
4-Region: West	12%	(61)	21%	(112)	17%	(89)	50%	(260)	521
Played Video Games in the Past Month	13%	(206)	21%	(328)	19%	(289)	47%	(732)	1555
Interested in using Cloud Gaming	24%	(179)	31%	(232)	17%	(127)	27%	(198)	737
Used Cloud Gaming in the Past Month	26%	(176)	32%	(215)	20%	(136)	21%	(143)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).



**Table MCTE8\_2: How much have you seen, read, or heard about the following?**

*The U.K.'s Competition and Markets Authority blocking Microsoft's acquisition of Activision Blizzard on April 26th, 2023, over concerns of monopolizing the cloud gaming market*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	9%	(190)	13%	(285)	16%	(346)	63%	(1381)	2202
Gender: Male	15%	(163)	18%	(188)	17%	(180)	50%	(537)	1068
Gender: Female	2%	(27)	9%	(97)	15%	(166)	74%	(840)	1129
Age: 18-34	15%	(94)	19%	(117)	19%	(119)	48%	(301)	631
Age: 35-44	16%	(61)	21%	(76)	13%	(48)	50%	(186)	372
Age: 45-64	5%	(33)	9%	(62)	17%	(118)	70%	(499)	711
Age: 65+	—	(2)	6%	(29)	12%	(60)	81%	(395)	487
GenZers: 1997-2012	11%	(28)	20%	(50)	20%	(51)	50%	(126)	254
Millennials: 1981-1996	18%	(127)	19%	(138)	15%	(107)	48%	(342)	715
GenXers: 1965-1980	6%	(29)	10%	(52)	18%	(94)	67%	(349)	524
Baby Boomers: 1946-1964	1%	(6)	7%	(43)	14%	(90)	79%	(514)	653
PID: Dem (no lean)	14%	(126)	14%	(133)	17%	(153)	55%	(506)	917
PID: Ind (no lean)	3%	(19)	10%	(61)	15%	(89)	72%	(435)	603
PID: Rep (no lean)	7%	(45)	13%	(91)	15%	(105)	65%	(441)	681
PID/Gender: Dem Men	24%	(107)	20%	(92)	15%	(68)	41%	(185)	452
PID/Gender: Dem Women	4%	(19)	9%	(41)	18%	(84)	69%	(319)	463
PID/Gender: Ind Men	6%	(18)	14%	(39)	20%	(56)	61%	(173)	285
PID/Gender: Ind Women	1%	(2)	7%	(22)	10%	(32)	82%	(261)	317
PID/Gender: Rep Men	12%	(39)	17%	(57)	17%	(56)	54%	(179)	330
PID/Gender: Rep Women	2%	(6)	10%	(34)	14%	(49)	74%	(260)	349
Ideo: Liberal (1-3)	13%	(87)	12%	(80)	15%	(99)	59%	(384)	651
Ideo: Moderate (4)	4%	(29)	13%	(86)	18%	(118)	64%	(416)	649
Ideo: Conservative (5-7)	10%	(70)	15%	(107)	14%	(100)	62%	(453)	730
Educ: < College	6%	(89)	11%	(160)	16%	(232)	67%	(958)	1439
Educ: Bachelors degree	9%	(41)	14%	(69)	16%	(77)	61%	(298)	485
Educ: Post-grad	21%	(59)	20%	(56)	14%	(38)	45%	(126)	278
Income: Under 50k	3%	(36)	11%	(123)	16%	(175)	70%	(793)	1126
Income: 50k-100k	12%	(83)	14%	(98)	17%	(117)	57%	(400)	697
Income: 100k+	19%	(71)	17%	(64)	14%	(55)	50%	(189)	379
Ethnicity: White	9%	(159)	13%	(216)	15%	(252)	63%	(1073)	1699
Ethnicity: Hispanic	14%	(52)	14%	(53)	20%	(75)	53%	(200)	379

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**Table MCTE8\_2: How much have you seen, read, or heard about the following?**

*The U.K.'s Competition and Markets Authority blocking Microsoft's acquisition of Activision Blizzard on April 26th, 2023, over concerns of monopolizing the cloud gaming market*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	9%	(190)	13%	(285)	16%	(346)	63%	(1381)	2202
Ethnicity: Black	7%	(19)	15%	(42)	19%	(54)	59%	(168)	283
Ethnicity: Other	5%	(12)	12%	(27)	18%	(40)	64%	(141)	220
All Christian	7%	(67)	12%	(120)	16%	(155)	64%	(620)	963
All Non-Christian	34%	(79)	22%	(52)	9%	(21)	35%	(83)	236
Atheist	8%	(7)	9%	(7)	11%	(9)	73%	(62)	86
Agnostic/Nothing in particular	3%	(18)	12%	(63)	19%	(102)	66%	(352)	536
Something Else	5%	(18)	11%	(42)	15%	(57)	69%	(264)	381
Religious Non-Protestant/Catholic	32%	(80)	21%	(54)	10%	(25)	37%	(92)	251
Evangelical	8%	(47)	11%	(64)	15%	(87)	65%	(370)	568
Non-Evangelical	4%	(29)	12%	(91)	16%	(118)	67%	(493)	732
Community: Urban	17%	(122)	16%	(118)	16%	(114)	51%	(367)	722
Community: Suburban	5%	(50)	11%	(103)	17%	(169)	67%	(655)	977
Community: Rural	4%	(18)	13%	(63)	13%	(63)	71%	(359)	504
Employ: Private Sector	15%	(97)	16%	(103)	16%	(106)	54%	(354)	660
Employ: Government	23%	(40)	23%	(40)	15%	(26)	39%	(68)	175
Employ: Self-Employed	13%	(23)	12%	(22)	21%	(39)	53%	(97)	181
Employ: Homemaker	5%	(6)	11%	(14)	21%	(27)	63%	(83)	131
Employ: Student	12%	(11)	24%	(21)	20%	(18)	44%	(40)	90
Employ: Retired	1%	(3)	7%	(41)	13%	(78)	79%	(465)	588
Employ: Unemployed	2%	(5)	12%	(30)	10%	(24)	76%	(183)	242
Employ: Other	4%	(5)	9%	(12)	21%	(28)	67%	(91)	136
Military HH: Yes	9%	(25)	14%	(40)	17%	(48)	60%	(171)	283
Military HH: No	9%	(165)	13%	(245)	16%	(298)	63%	(1211)	1919
2022 House Vote: Democrat	13%	(116)	13%	(121)	16%	(149)	58%	(531)	916
2022 House Vote: Republican	7%	(43)	13%	(85)	15%	(94)	65%	(419)	641
2022 House Vote: Someone else	6%	(3)	8%	(5)	10%	(6)	76%	(44)	58
2022 House Vote: Didnt Vote	5%	(27)	13%	(74)	17%	(97)	66%	(388)	586

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**Table MCTE8\_2:** How much have you seen, read, or heard about the following?

The U.K.'s Competition and Markets Authority blocking Microsoft's acquisition of Activision Blizzard on April 26th, 2023, over concerns of monopolizing the cloud gaming market

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	9%	(190)	13%	(285)	16%	(346)	63%	(1381)	2202
2020 Vote: Joe Biden	12%	(117)	14%	(135)	15%	(144)	59%	(574)	969
2020 Vote: Donald Trump	6%	(39)	12%	(79)	17%	(111)	65%	(434)	663
2020 Vote: Other	7%	(5)	10%	(7)	16%	(10)	66%	(41)	63
2020 Vote: Didn't Vote	6%	(29)	13%	(65)	16%	(81)	66%	(332)	507
2018 House Vote: Democrat	13%	(106)	14%	(110)	16%	(126)	58%	(463)	805
2018 House Vote: Republican	7%	(38)	13%	(71)	15%	(86)	66%	(373)	569
2018 House Vote: Someone else	5%	(3)	7%	(4)	13%	(8)	76%	(45)	59
2018 House Vote: Didnt Vote	6%	(43)	13%	(99)	16%	(126)	65%	(500)	768
4-Region: Northeast	12%	(46)	14%	(54)	17%	(66)	57%	(220)	386
4-Region: Midwest	5%	(21)	8%	(37)	16%	(71)	72%	(326)	455
4-Region: South	7%	(60)	13%	(113)	16%	(132)	64%	(535)	840
4-Region: West	12%	(63)	15%	(81)	15%	(76)	58%	(302)	521
Played Video Games in the Past Month	12%	(184)	17%	(259)	18%	(283)	53%	(828)	1555
Interested in using Cloud Gaming	23%	(167)	25%	(181)	21%	(154)	32%	(235)	737
Used Cloud Gaming in the Past Month	25%	(165)	27%	(180)	20%	(135)	28%	(190)	670

Note: Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE8\_3: How much have you seen, read, or heard about the following?**

*Sony Interactive Entertainment acquiring Bungie for \$3.6 billion on July 15, 2022, a game studio known for games such as Halo and Destiny*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	8%	(170)	16%	(345)	16%	(353)	61%	(1335)	2202
Gender: Male	13%	(136)	22%	(234)	15%	(165)	50%	(533)	1068
Gender: Female	3%	(33)	10%	(111)	17%	(188)	71%	(798)	1129
Age: 18-34	15%	(98)	25%	(157)	19%	(123)	40%	(254)	631
Age: 35-44	12%	(46)	24%	(89)	16%	(58)	48%	(180)	372
Age: 45-64	4%	(27)	11%	(76)	17%	(121)	69%	(488)	711
Age: 65+	—	(0)	5%	(23)	10%	(51)	85%	(413)	487
GenZers: 1997-2012	17%	(43)	20%	(51)	24%	(62)	39%	(98)	254
Millennials: 1981-1996	14%	(100)	26%	(189)	16%	(112)	44%	(313)	715
GenXers: 1965-1980	4%	(23)	12%	(64)	17%	(91)	66%	(346)	524
Baby Boomers: 1946-1964	1%	(3)	6%	(36)	14%	(88)	80%	(525)	653
PID: Dem (no lean)	12%	(114)	19%	(174)	15%	(137)	54%	(493)	917
PID: Ind (no lean)	3%	(18)	12%	(71)	16%	(98)	69%	(416)	603
PID: Rep (no lean)	5%	(37)	15%	(100)	17%	(118)	63%	(426)	681
PID/Gender: Dem Men	21%	(94)	26%	(120)	13%	(60)	39%	(179)	452
PID/Gender: Dem Women	4%	(19)	12%	(54)	17%	(77)	68%	(314)	463
PID/Gender: Ind Men	5%	(13)	17%	(50)	20%	(56)	58%	(166)	285
PID/Gender: Ind Women	2%	(5)	7%	(21)	13%	(42)	78%	(248)	317
PID/Gender: Rep Men	9%	(28)	20%	(65)	15%	(49)	57%	(188)	330
PID/Gender: Rep Women	3%	(9)	10%	(36)	20%	(68)	68%	(236)	349
Ideo: Liberal (1-3)	13%	(86)	14%	(94)	16%	(107)	56%	(364)	651
Ideo: Moderate (4)	4%	(28)	17%	(109)	18%	(118)	61%	(394)	649
Ideo: Conservative (5-7)	6%	(47)	18%	(129)	14%	(100)	62%	(454)	730
Educ: < College	7%	(99)	13%	(188)	17%	(248)	63%	(905)	1439
Educ: Bachelors degree	5%	(23)	19%	(92)	14%	(70)	62%	(301)	485
Educ: Post-grad	17%	(48)	24%	(65)	13%	(35)	47%	(130)	278
Income: Under 50k	3%	(33)	13%	(149)	16%	(182)	68%	(763)	1126
Income: 50k-100k	11%	(76)	17%	(116)	18%	(122)	55%	(383)	697
Income: 100k+	16%	(61)	21%	(80)	13%	(48)	50%	(189)	379
Ethnicity: White	8%	(134)	15%	(254)	15%	(261)	62%	(1051)	1699
Ethnicity: Hispanic	12%	(46)	18%	(70)	27%	(102)	43%	(162)	379
Ethnicity: Black	9%	(24)	18%	(51)	19%	(53)	55%	(155)	283

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**Table MCTE8\_3: How much have you seen, read, or heard about the following?**

*Sony Interactive Entertainment acquiring Bungie for \$3.6 billion on July 15, 2022, a game studio known for games such as Halo and Destiny*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	8%	(170)	16%	(345)	16%	(353)	61%	(1335)	2202
Ethnicity: Other	5%	(11)	18%	(40)	18%	(39)	59%	(129)	220
All Christian	5%	(48)	16%	(152)	17%	(161)	62%	(601)	963
All Non-Christian	31%	(73)	24%	(56)	13%	(30)	32%	(76)	236
Atheist	6%	(6)	14%	(12)	13%	(11)	67%	(57)	86
Agnostic/Nothing in particular	4%	(24)	13%	(71)	16%	(86)	66%	(356)	536
Something Else	5%	(19)	14%	(54)	17%	(65)	64%	(243)	381
Religious Non-Protestant/Catholic	29%	(73)	23%	(59)	14%	(35)	33%	(84)	251
Evangelical	7%	(41)	15%	(84)	15%	(87)	63%	(357)	568
Non-Evangelical	3%	(23)	15%	(107)	18%	(132)	64%	(470)	732
Community: Urban	15%	(110)	22%	(156)	15%	(111)	48%	(345)	722
Community: Suburban	4%	(41)	13%	(122)	16%	(157)	67%	(656)	977
Community: Rural	4%	(18)	13%	(66)	17%	(85)	66%	(334)	504
Employ: Private Sector	10%	(65)	24%	(156)	16%	(105)	51%	(333)	660
Employ: Government	24%	(41)	21%	(37)	18%	(31)	37%	(65)	175
Employ: Self-Employed	11%	(20)	19%	(34)	26%	(46)	44%	(80)	181
Employ: Homemaker	3%	(4)	15%	(20)	23%	(30)	59%	(77)	131
Employ: Student	19%	(18)	20%	(18)	20%	(18)	40%	(36)	90
Employ: Retired	1%	(7)	6%	(35)	11%	(67)	81%	(479)	588
Employ: Unemployed	4%	(9)	10%	(25)	15%	(37)	71%	(171)	242
Employ: Other	4%	(5)	15%	(20)	14%	(18)	68%	(93)	136
Military HH: Yes	9%	(26)	16%	(44)	15%	(42)	60%	(171)	283
Military HH: No	8%	(144)	16%	(300)	16%	(310)	61%	(1164)	1919
2022 House Vote: Democrat	10%	(96)	18%	(162)	16%	(144)	56%	(514)	916
2022 House Vote: Republican	5%	(31)	15%	(99)	14%	(92)	65%	(420)	641
2022 House Vote: Someone else	3%	(2)	11%	(6)	14%	(8)	72%	(42)	58
2022 House Vote: Didn't Vote	7%	(41)	13%	(78)	18%	(108)	61%	(359)	586
2020 Vote: Joe Biden	10%	(95)	17%	(163)	16%	(155)	57%	(557)	969
2020 Vote: Donald Trump	4%	(29)	15%	(101)	15%	(97)	66%	(436)	663
2020 Vote: Other	2%	(1)	19%	(12)	19%	(12)	60%	(38)	63
2020 Vote: Didn't Vote	9%	(45)	14%	(68)	18%	(89)	60%	(304)	507

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**Table MCTE8\_3:** *How much have you seen, read, or heard about the following?*

*Sony Interactive Entertainment acquiring Bungie for \$3.6 billion on July 15, 2022, a game studio known for games such as Halo and Destiny*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	8%	(170)	16%	(345)	16%	(353)	61%	(1335)	2202
2018 House Vote: Democrat	11%	(85)	18%	(148)	14%	(116)	57%	(456)	805
2018 House Vote: Republican	5%	(27)	14%	(82)	16%	(93)	65%	(367)	569
2018 House Vote: Someone else	2%	(1)	12%	(7)	13%	(8)	73%	(43)	59
2018 House Vote: Didnt Vote	7%	(57)	14%	(107)	18%	(136)	61%	(468)	768
4-Region: Northeast	12%	(45)	14%	(55)	16%	(63)	58%	(222)	386
4-Region: Midwest	5%	(22)	12%	(57)	11%	(49)	72%	(327)	455
4-Region: South	6%	(55)	16%	(136)	15%	(130)	62%	(520)	840
4-Region: West	9%	(48)	19%	(97)	21%	(110)	51%	(265)	521
Played Video Games in the Past Month	11%	(166)	20%	(318)	19%	(295)	50%	(775)	1555
Interested in using Cloud Gaming	20%	(148)	33%	(240)	20%	(149)	27%	(199)	737
Used Cloud Gaming in the Past Month	22%	(148)	34%	(230)	21%	(140)	23%	(152)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTE8\_4: How much have you seen, read, or heard about the following?**

*Take Two Interactive buying Zynga for \$12.7 billion on May 23, 2022, a game developer known for games such as Farmville and Words with Friends*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	7%	(154)	14%	(304)	15%	(325)	64%	(1418)	2202
Gender: Male	12%	(128)	18%	(194)	15%	(157)	55%	(589)	1068
Gender: Female	2%	(27)	10%	(111)	15%	(167)	73%	(824)	1129
Age: 18-34	13%	(80)	23%	(143)	18%	(115)	47%	(294)	631
Age: 35-44	14%	(51)	20%	(76)	16%	(58)	50%	(188)	372
Age: 45-64	3%	(23)	10%	(69)	16%	(111)	71%	(508)	711
Age: 65+	—	(0)	3%	(17)	9%	(42)	88%	(428)	487
GenZers: 1997-2012	9%	(23)	27%	(69)	19%	(49)	45%	(114)	254
Millennials: 1981-1996	15%	(108)	20%	(146)	16%	(115)	48%	(346)	715
GenXers: 1965-1980	4%	(20)	11%	(55)	18%	(93)	68%	(355)	524
Baby Boomers: 1946-1964	1%	(3)	5%	(34)	10%	(65)	84%	(551)	653
PID: Dem (no lean)	12%	(108)	15%	(141)	15%	(136)	58%	(531)	917
PID: Ind (no lean)	2%	(14)	11%	(67)	14%	(83)	73%	(439)	603
PID: Rep (no lean)	5%	(33)	14%	(96)	15%	(106)	66%	(448)	681
PID/Gender: Dem Men	20%	(91)	21%	(94)	14%	(62)	46%	(206)	452
PID/Gender: Dem Women	4%	(17)	10%	(48)	16%	(75)	70%	(324)	463
PID/Gender: Ind Men	4%	(10)	16%	(44)	16%	(46)	65%	(185)	285
PID/Gender: Ind Women	1%	(3)	7%	(23)	12%	(37)	80%	(253)	317
PID/Gender: Rep Men	8%	(26)	17%	(56)	15%	(50)	60%	(199)	330
PID/Gender: Rep Women	2%	(6)	11%	(40)	16%	(56)	71%	(247)	349
Ideo: Liberal (1-3)	11%	(70)	11%	(75)	15%	(101)	62%	(405)	651
Ideo: Moderate (4)	5%	(31)	17%	(110)	16%	(103)	62%	(405)	649
Ideo: Conservative (5-7)	7%	(52)	14%	(104)	13%	(93)	66%	(482)	730
Educ: < College	6%	(82)	12%	(169)	16%	(230)	67%	(958)	1439
Educ: Bachelors degree	5%	(23)	16%	(77)	12%	(60)	67%	(326)	485
Educ: Post-grad	18%	(50)	21%	(59)	13%	(35)	48%	(134)	278
Income: Under 50k	4%	(40)	10%	(117)	15%	(164)	71%	(805)	1126
Income: 50k-100k	8%	(57)	17%	(116)	18%	(122)	58%	(403)	697
Income: 100k+	15%	(58)	19%	(71)	10%	(39)	56%	(211)	379
Ethnicity: White	8%	(135)	12%	(205)	14%	(246)	66%	(1113)	1699
Ethnicity: Hispanic	12%	(44)	16%	(62)	20%	(78)	51%	(195)	379
Ethnicity: Black	5%	(15)	20%	(56)	18%	(50)	57%	(162)	283

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**Table MCTE8\_4: How much have you seen, read, or heard about the following?**

*Take Two Interactive buying Zynga for \$12.7 billion on May 23, 2022, a game developer known for games such as Farmville and Words with Friends*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	7%	(154)	14%	(304)	15%	(325)	64%	(1418)	2202
Ethnicity: Other	2%	(4)	20%	(44)	13%	(29)	65%	(143)	220
All Christian	6%	(56)	13%	(126)	16%	(152)	65%	(629)	963
All Non-Christian	30%	(71)	26%	(62)	8%	(19)	36%	(84)	236
Atheist	1%	(1)	5%	(4)	15%	(13)	79%	(68)	86
Agnostic/Nothing in particular	2%	(13)	12%	(64)	15%	(79)	71%	(380)	536
Something Else	3%	(13)	13%	(49)	16%	(62)	68%	(258)	381
Religious Non-Protestant/Catholic	29%	(73)	25%	(64)	9%	(22)	37%	(92)	251
Evangelical	7%	(38)	14%	(79)	13%	(76)	66%	(375)	568
Non-Evangelical	3%	(22)	12%	(86)	18%	(131)	67%	(492)	732
Community: Urban	15%	(105)	21%	(150)	15%	(106)	50%	(361)	722
Community: Suburban	4%	(40)	10%	(98)	15%	(146)	71%	(693)	977
Community: Rural	2%	(10)	11%	(56)	15%	(73)	72%	(364)	504
Employ: Private Sector	10%	(68)	20%	(130)	14%	(93)	56%	(368)	660
Employ: Government	22%	(38)	24%	(42)	15%	(26)	40%	(69)	175
Employ: Self-Employed	12%	(22)	16%	(29)	25%	(45)	47%	(86)	181
Employ: Homemaker	3%	(4)	15%	(20)	20%	(26)	62%	(81)	131
Employ: Student	14%	(12)	24%	(22)	15%	(14)	47%	(43)	90
Employ: Retired	1%	(5)	5%	(30)	10%	(57)	84%	(495)	588
Employ: Unemployed	1%	(3)	8%	(20)	15%	(36)	76%	(184)	242
Employ: Other	2%	(3)	9%	(13)	20%	(27)	69%	(93)	136
Military HH: Yes	8%	(23)	14%	(40)	12%	(33)	66%	(188)	283
Military HH: No	7%	(131)	14%	(265)	15%	(292)	64%	(1230)	1919
2022 House Vote: Democrat	11%	(98)	14%	(131)	14%	(128)	61%	(559)	916
2022 House Vote: Republican	4%	(26)	14%	(88)	13%	(86)	69%	(442)	641
2022 House Vote: Someone else	2%	(1)	12%	(7)	5%	(3)	80%	(47)	58
2022 House Vote: Didn't Vote	5%	(29)	13%	(78)	18%	(108)	63%	(371)	586
2020 Vote: Joe Biden	10%	(96)	13%	(130)	15%	(142)	62%	(601)	969
2020 Vote: Donald Trump	4%	(27)	12%	(82)	14%	(93)	70%	(461)	663
2020 Vote: Other	2%	(1)	19%	(12)	7%	(4)	72%	(45)	63
2020 Vote: Didn't Vote	6%	(30)	16%	(81)	17%	(85)	61%	(311)	507

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**Table MCTE8\_4:** *How much have you seen, read, or heard about the following?*

*Take Two Interactive buying Zynga for \$12.7 billion on May 23, 2022, a game developer known for games such as Farmville and Words with Friends*

Demographic	A lot		Some		Not much		Nothing at all		Total N
Adults	7%	(154)	14%	(304)	15%	(325)	64%	(1418)	2202
2018 House Vote: Democrat	11%	(86)	14%	(116)	13%	(106)	62%	(498)	805
2018 House Vote: Republican	4%	(22)	14%	(79)	15%	(84)	67%	(384)	569
2018 House Vote: Someone else	2%	(1)	11%	(6)	8%	(5)	79%	(47)	59
2018 House Vote: Didnt Vote	6%	(46)	13%	(102)	17%	(130)	64%	(490)	768
4-Region: Northeast	10%	(40)	14%	(53)	17%	(67)	59%	(226)	386
4-Region: Midwest	3%	(13)	8%	(35)	14%	(63)	76%	(344)	455
4-Region: South	6%	(50)	14%	(116)	15%	(126)	65%	(549)	840
4-Region: West	10%	(51)	19%	(101)	13%	(69)	58%	(300)	521
Played Video Games in the Past Month	10%	(149)	17%	(271)	18%	(278)	55%	(857)	1555
Interested in using Cloud Gaming	19%	(143)	28%	(206)	19%	(138)	34%	(250)	737
Used Cloud Gaming in the Past Month	21%	(140)	30%	(201)	20%	(131)	30%	(198)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem1:** *In the past month, how many hours did you spend playing video games in an average week? This includes app-based games on mobile devices, as well as online or offline games played on a computer or gaming console.*

Demographic	Less than 1 hour	1-2 hours	3-6 hours	7-12 hours	13-24 hours	More than 24 hours	I do not play video games	Total N
Adults	9% (202)	11% (252)	18% (403)	14% (303)	10% (217)	8% (177)	29% (647)	2202
Gender: Male	8% (86)	11% (113)	21% (229)	16% (167)	13% (135)	8% (84)	24% (253)	1068
Gender: Female	10% (114)	12% (139)	15% (172)	12% (136)	7% (82)	8% (92)	35% (394)	1129
Age: 18-34	7% (45)	13% (84)	25% (158)	20% (126)	13% (79)	9% (54)	13% (85)	631
Age: 35-44	6% (24)	13% (47)	21% (78)	18% (68)	10% (38)	11% (40)	21% (78)	372
Age: 45-64	10% (72)	10% (72)	17% (123)	10% (72)	11% (76)	8% (54)	34% (244)	711
Age: 65+	13% (62)	10% (49)	9% (44)	8% (38)	5% (24)	6% (30)	49% (241)	487
GenZers: 1997-2012	8% (21)	14% (36)	30% (77)	20% (52)	10% (25)	7% (18)	10% (26)	254
Millennials: 1981-1996	6% (45)	13% (91)	21% (151)	19% (137)	13% (90)	10% (71)	18% (129)	715
GenXers: 1965-1980	10% (52)	11% (59)	17% (89)	11% (57)	12% (63)	9% (47)	30% (157)	524
Baby Boomers: 1946-1964	12% (76)	9% (59)	13% (82)	8% (54)	6% (37)	6% (40)	47% (304)	653
PID: Dem (no lean)	7% (68)	12% (108)	21% (193)	14% (131)	12% (106)	8% (76)	26% (236)	917
PID: Ind (no lean)	9% (54)	13% (76)	15% (90)	13% (80)	9% (51)	10% (63)	31% (189)	603
PID: Rep (no lean)	12% (81)	10% (68)	18% (120)	13% (91)	9% (60)	6% (38)	33% (223)	681
PID/Gender: Dem Men	6% (27)	10% (45)	28% (125)	16% (74)	15% (66)	7% (34)	18% (82)	452
PID/Gender: Dem Women	9% (41)	14% (63)	14% (67)	12% (57)	9% (39)	9% (42)	33% (154)	463
PID/Gender: Ind Men	7% (20)	14% (39)	16% (44)	14% (41)	12% (33)	11% (31)	27% (77)	285
PID/Gender: Ind Women	11% (33)	12% (37)	14% (46)	13% (40)	6% (18)	10% (32)	35% (111)	317
PID/Gender: Rep Men	12% (39)	9% (29)	18% (60)	16% (52)	11% (36)	6% (20)	29% (94)	330
PID/Gender: Rep Women	11% (40)	11% (39)	17% (60)	11% (39)	7% (24)	5% (18)	37% (129)	349
Ideo: Liberal (1-3)	7% (43)	12% (80)	19% (123)	15% (96)	12% (80)	9% (59)	26% (170)	651
Ideo: Moderate (4)	9% (56)	12% (81)	16% (102)	13% (85)	11% (74)	7% (48)	31% (203)	649
Ideo: Conservative (5-7)	10% (76)	10% (71)	20% (149)	14% (104)	7% (53)	7% (53)	31% (226)	730
Educ: < College	9% (131)	12% (169)	19% (271)	13% (181)	10% (142)	9% (126)	29% (420)	1439
Educ: Bachelors degree	9% (45)	10% (50)	17% (83)	14% (68)	11% (53)	6% (30)	32% (156)	485
Educ: Post-grad	9% (25)	12% (33)	18% (50)	19% (54)	8% (23)	8% (21)	26% (72)	278
Income: Under 50k	10% (114)	11% (123)	17% (186)	12% (137)	10% (111)	9% (98)	32% (358)	1126
Income: 50k-100k	8% (57)	11% (76)	21% (143)	15% (102)	9% (65)	8% (53)	29% (201)	697
Income: 100k+	8% (32)	14% (53)	20% (74)	17% (64)	11% (41)	7% (26)	23% (88)	379
Ethnicity: White	9% (153)	11% (183)	20% (333)	14% (238)	9% (156)	7% (126)	30% (510)	1699
Ethnicity: Hispanic	6% (25)	17% (64)	23% (87)	15% (57)	11% (43)	5% (18)	23% (86)	379

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**Table MCTEdem1:** *In the past month, how many hours did you spend playing video games in an average week? This includes app-based games on mobile devices, as well as online or offline games played on a computer or gaming console.*

Demographic	Less than 1 hour	1-2 hours	3-6 hours	7-12 hours	13-24 hours	More than 24 hours	I do not play video games	Total N
Adults	9% (202)	11% (252)	18% (403)	14% (303)	10% (217)	8% (177)	29% (647)	2202
Ethnicity: Black	10% (29)	14% (39)	15% (42)	16% (45)	11% (31)	10% (29)	25% (70)	283
Ethnicity: Other	10% (21)	14% (30)	13% (28)	9% (20)	14% (30)	10% (22)	31% (68)	220
All Christian	10% (95)	10% (101)	18% (173)	13% (129)	9% (89)	7% (65)	32% (312)	963
All Non-Christian	6% (14)	13% (30)	29% (68)	16% (37)	7% (18)	10% (25)	19% (45)	236
Atheist	4% (4)	14% (12)	22% (19)	7% (6)	13% (11)	12% (10)	27% (23)	86
Agnostic/Nothing in particular	8% (40)	11% (58)	15% (82)	14% (75)	13% (71)	8% (44)	31% (165)	536
Something Else	13% (49)	13% (51)	16% (62)	15% (56)	8% (29)	9% (33)	27% (102)	381
Religious Non-Protestant/Catholic	6% (14)	12% (30)	29% (72)	16% (39)	8% (19)	10% (25)	20% (51)	251
Evangelical	12% (67)	11% (64)	16% (93)	16% (91)	8% (44)	6% (36)	31% (173)	568
Non-Evangelical	10% (76)	12% (87)	18% (135)	11% (82)	9% (64)	8% (59)	31% (228)	732
Community: Urban	9% (62)	11% (78)	21% (150)	15% (106)	13% (95)	7% (48)	25% (182)	722
Community: Suburban	8% (83)	12% (119)	18% (172)	13% (127)	8% (82)	9% (92)	31% (302)	977
Community: Rural	11% (57)	11% (55)	16% (81)	14% (69)	8% (40)	7% (37)	33% (164)	504
Employ: Private Sector	8% (52)	10% (67)	19% (127)	19% (127)	13% (87)	8% (50)	23% (151)	660
Employ: Government	8% (14)	21% (36)	17% (30)	21% (37)	10% (18)	8% (14)	15% (27)	175
Employ: Self-Employed	7% (13)	14% (25)	24% (43)	15% (27)	13% (24)	10% (18)	18% (32)	181
Employ: Homemaker	6% (8)	16% (21)	28% (37)	12% (16)	4% (5)	7% (9)	27% (36)	131
Employ: Student	8% (7)	14% (12)	41% (37)	13% (12)	7% (6)	7% (6)	11% (10)	90
Employ: Retired	12% (69)	10% (58)	13% (76)	9% (51)	5% (31)	6% (32)	46% (269)	588
Employ: Unemployed	9% (23)	9% (22)	12% (29)	8% (20)	11% (26)	13% (32)	37% (89)	242
Employ: Other	11% (16)	8% (11)	18% (25)	10% (13)	16% (21)	12% (16)	25% (34)	136
Military HH: Yes	8% (24)	11% (31)	18% (51)	11% (30)	9% (24)	12% (34)	32% (90)	283
Military HH: No	9% (179)	12% (221)	18% (353)	14% (272)	10% (193)	7% (143)	29% (558)	1919
2022 House Vote: Democrat	7% (66)	11% (101)	18% (167)	15% (139)	12% (108)	8% (75)	28% (260)	916
2022 House Vote: Republican	12% (78)	9% (56)	18% (113)	12% (80)	8% (50)	7% (46)	34% (217)	641
2022 House Vote: Someone else	15% (9)	9% (5)	16% (9)	14% (8)	3% (1)	13% (7)	31% (18)	58
2022 House Vote: Didnt Vote	8% (49)	15% (89)	20% (114)	13% (76)	10% (58)	8% (48)	26% (151)	586

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**Table MCTEdem1:** *In the past month, how many hours did you spend playing video games in an average week? This includes app-based games on mobile devices, as well as online or offline games played on a computer or gaming console.*

Demographic	Less than 1 hour	1-2 hours	3-6 hours	7-12 hours	13-24 hours	More than 24 hours	I do not play video games	Total N
Adults	9% (202)	11% (252)	18% (403)	14% (303)	10% (217)	8% (177)	29% (647)	2202
2020 Vote: Joe Biden	6% (61)	11% (110)	19% (180)	15% (146)	11% (109)	8% (75)	30% (289)	969
2020 Vote: Donald Trump	11% (75)	10% (64)	18% (117)	12% (83)	8% (50)	8% (55)	33% (220)	663
2020 Vote: Other	17% (10)	16% (10)	14% (9)	8% (5)	7% (4)	10% (6)	30% (19)	63
2020 Vote: Didn't Vote	11% (56)	14% (69)	19% (98)	14% (69)	11% (54)	8% (41)	24% (120)	507
2018 House Vote: Democrat	7% (56)	12% (94)	18% (149)	14% (116)	11% (89)	9% (70)	29% (231)	805
2018 House Vote: Republican	12% (70)	8% (47)	17% (94)	12% (70)	10% (55)	7% (41)	34% (192)	569
2018 House Vote: Someone else	20% (12)	7% (4)	12% (7)	14% (9)	3% (2)	8% (5)	35% (21)	59
2018 House Vote: Didnt Vote	8% (65)	14% (106)	20% (153)	14% (108)	9% (71)	8% (61)	26% (203)	768
4-Region: Northeast	8% (30)	14% (53)	19% (72)	13% (52)	6% (23)	11% (41)	30% (117)	386
4-Region: Midwest	11% (52)	10% (47)	19% (85)	14% (62)	9% (39)	8% (38)	29% (132)	455
4-Region: South	10% (84)	10% (87)	19% (160)	15% (122)	10% (85)	7% (55)	29% (247)	840
4-Region: West	7% (37)	12% (65)	17% (87)	13% (67)	13% (70)	8% (43)	29% (152)	521
Played Video Games in the Past Month	13% (202)	16% (252)	26% (403)	19% (303)	14% (217)	11% (177)	— (0)	1555
Interested in using Cloud Gaming	5% (37)	11% (83)	28% (210)	26% (195)	16% (117)	13% (95)	— (0)	737
Used Cloud Gaming in the Past Month	6% (42)	13% (84)	28% (185)	24% (158)	18% (118)	12% (82)	— (0)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_1NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Playstation 5*

Demographic	Selected		Not Selected		Total N
Adults	11%	(249)	89%	(1953)	2202
Gender: Male	18%	(189)	82%	(879)	1068
Gender: Female	5%	(59)	95%	(1070)	1129
Age: 18-34	19%	(122)	81%	(510)	631
Age: 35-44	16%	(60)	84%	(312)	372
Age: 45-64	8%	(59)	92%	(653)	711
Age: 65+	2%	(8)	98%	(479)	487
GenZers: 1997-2012	21%	(53)	79%	(201)	254
Millennials: 1981-1996	18%	(128)	82%	(587)	715
GenXers: 1965-1980	10%	(52)	90%	(472)	524
Baby Boomers: 1946-1964	2%	(16)	98%	(636)	653
PID: Dem (no lean)	14%	(128)	86%	(789)	917
PID: Ind (no lean)	9%	(55)	91%	(548)	603
PID: Rep (no lean)	10%	(66)	90%	(616)	681
PID/Gender: Dem Men	21%	(97)	79%	(355)	452
PID/Gender: Dem Women	7%	(30)	93%	(433)	463
PID/Gender: Ind Men	14%	(41)	86%	(244)	285
PID/Gender: Ind Women	4%	(14)	96%	(303)	317
PID/Gender: Rep Men	15%	(51)	85%	(280)	330
PID/Gender: Rep Women	4%	(15)	96%	(334)	349
Ideo: Liberal (1-3)	15%	(94)	85%	(556)	651
Ideo: Moderate (4)	12%	(79)	88%	(570)	649
Ideo: Conservative (5-7)	9%	(68)	91%	(662)	730
Educ: < College	9%	(135)	91%	(1304)	1439
Educ: Bachelors degree	14%	(67)	86%	(418)	485
Educ: Post-grad	17%	(47)	83%	(231)	278
Income: Under 50k	8%	(92)	92%	(1034)	1126
Income: 50k-100k	14%	(99)	86%	(599)	697
Income: 100k+	15%	(58)	85%	(320)	379
Ethnicity: White	10%	(177)	90%	(1522)	1699
Ethnicity: Hispanic	21%	(78)	79%	(301)	379
Ethnicity: Black	17%	(47)	83%	(236)	283

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**Table MCTEdem2\_1NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Playstation 5*

Demographic	Selected		Not Selected		Total N
Adults	11%	(249)	89%	(1953)	2202
Ethnicity: Other	11%	(24)	89%	(195)	220
All Christian	12%	(114)	88%	(849)	963
All Non-Christian	13%	(31)	87%	(205)	236
Atheist	9%	(8)	91%	(78)	86
Agnostic/Nothing in particular	11%	(61)	89%	(475)	536
Something Else	9%	(36)	91%	(346)	381
Religious Non-Protestant/Catholic	12%	(31)	88%	(220)	251
Evangelical	12%	(68)	88%	(501)	568
Non-Evangelical	10%	(74)	90%	(658)	732
Community: Urban	15%	(107)	85%	(614)	722
Community: Suburban	12%	(116)	88%	(861)	977
Community: Rural	5%	(25)	95%	(478)	504
Employ: Private Sector	20%	(135)	80%	(525)	660
Employ: Government	16%	(28)	84%	(147)	175
Employ: Self-Employed	13%	(23)	87%	(157)	181
Employ: Homemaker	3%	(4)	97%	(127)	131
Employ: Student	20%	(18)	80%	(72)	90
Employ: Retired	3%	(17)	97%	(570)	588
Employ: Unemployed	3%	(7)	97%	(235)	242
Employ: Other	13%	(17)	87%	(119)	136
Military HH: Yes	10%	(29)	90%	(254)	283
Military HH: No	11%	(220)	89%	(1699)	1919
2022 House Vote: Democrat	14%	(131)	86%	(785)	916
2022 House Vote: Republican	11%	(70)	89%	(572)	641
2022 House Vote: Someone else	8%	(5)	92%	(54)	58
2022 House Vote: Didn't Vote	7%	(44)	93%	(542)	586
2020 Vote: Joe Biden	13%	(127)	87%	(842)	969
2020 Vote: Donald Trump	10%	(68)	90%	(596)	663
2020 Vote: Other	14%	(9)	86%	(54)	63
2020 Vote: Didn't Vote	9%	(46)	91%	(461)	507

Continued on next page

**Table MCTEdem2\_1NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
Playstation 5

Demographic	Selected		Not Selected		Total N
Adults	11%	(249)	89%	(1953)	2202
2018 House Vote: Democrat	14%	(112)	86%	(693)	805
2018 House Vote: Republican	11%	(63)	89%	(506)	569
2018 House Vote: Someone else	11%	(6)	89%	(53)	59
2018 House Vote: Didnt Vote	9%	(67)	91%	(701)	768
4-Region: Northeast	10%	(39)	90%	(347)	386
4-Region: Midwest	8%	(37)	92%	(418)	455
4-Region: South	12%	(104)	88%	(736)	840
4-Region: West	13%	(69)	87%	(453)	521
Played Video Games in the Past Month	16%	(248)	84%	(1306)	1555
Interested in using Cloud Gaming	26%	(190)	74%	(546)	737
Used Cloud Gaming in the Past Month	32%	(215)	68%	(455)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).

**Table MCTEdem2\_2NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Playstation 4*

Demographic	Selected		Not Selected		Total N
Adults	13%	(290)	87%	(1912)	2202
Gender: Male	18%	(188)	82%	(880)	1068
Gender: Female	9%	(101)	91%	(1028)	1129
Age: 18-34	25%	(155)	75%	(477)	631
Age: 35-44	18%	(67)	82%	(305)	372
Age: 45-64	9%	(67)	91%	(645)	711
Age: 65+	—	(1)	100%	(486)	487
GenZers: 1997-2012	25%	(65)	75%	(190)	254
Millennials: 1981-1996	21%	(150)	79%	(564)	715
GenXers: 1965-1980	12%	(61)	88%	(462)	524
Baby Boomers: 1946-1964	2%	(14)	98%	(639)	653
PID: Dem (no lean)	15%	(140)	85%	(778)	917
PID: Ind (no lean)	14%	(83)	86%	(521)	603
PID: Rep (no lean)	10%	(68)	90%	(614)	681
PID/Gender: Dem Men	19%	(87)	81%	(365)	452
PID/Gender: Dem Women	11%	(51)	89%	(412)	463
PID/Gender: Ind Men	17%	(48)	83%	(237)	285
PID/Gender: Ind Women	11%	(35)	89%	(282)	317
PID/Gender: Rep Men	16%	(53)	84%	(278)	330
PID/Gender: Rep Women	4%	(15)	96%	(334)	349
Ideo: Liberal (1-3)	14%	(88)	86%	(562)	651
Ideo: Moderate (4)	17%	(113)	83%	(536)	649
Ideo: Conservative (5-7)	10%	(74)	90%	(657)	730
Educ: < College	14%	(195)	86%	(1244)	1439
Educ: Bachelors degree	12%	(56)	88%	(429)	485
Educ: Post-grad	14%	(39)	86%	(240)	278
Income: Under 50k	12%	(132)	88%	(994)	1126
Income: 50k-100k	15%	(107)	85%	(590)	697
Income: 100k+	13%	(50)	87%	(328)	379
Ethnicity: White	12%	(205)	88%	(1494)	1699
Ethnicity: Hispanic	21%	(82)	79%	(298)	379
Ethnicity: Black	20%	(58)	80%	(225)	283

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**Table MCTEdem2\_2NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Playstation 4*

Demographic	Selected		Not Selected		Total N
Adults	13%	(290)	87%	(1912)	2202
Ethnicity: Other	12%	(27)	88%	(192)	220
All Christian	12%	(113)	88%	(850)	963
All Non-Christian	14%	(33)	86%	(202)	236
Atheist	11%	(10)	89%	(76)	86
Agnostic/Nothing in particular	15%	(79)	85%	(457)	536
Something Else	14%	(55)	86%	(327)	381
Religious Non-Protestant/Catholic	14%	(35)	86%	(216)	251
Evangelical	13%	(76)	87%	(492)	568
Non-Evangelical	11%	(83)	89%	(648)	732
Community: Urban	18%	(128)	82%	(594)	722
Community: Suburban	11%	(110)	89%	(867)	977
Community: Rural	10%	(52)	90%	(452)	504
Employ: Private Sector	19%	(128)	81%	(531)	660
Employ: Government	20%	(36)	80%	(139)	175
Employ: Self-Employed	14%	(25)	86%	(155)	181
Employ: Homemaker	11%	(15)	89%	(116)	131
Employ: Student	20%	(18)	80%	(72)	90
Employ: Retired	3%	(16)	97%	(571)	588
Employ: Unemployed	13%	(32)	87%	(210)	242
Employ: Other	14%	(19)	86%	(117)	136
Military HH: Yes	11%	(32)	89%	(251)	283
Military HH: No	13%	(258)	87%	(1661)	1919
2022 House Vote: Democrat	15%	(138)	85%	(778)	916
2022 House Vote: Republican	12%	(75)	88%	(567)	641
2022 House Vote: Someone else	11%	(6)	89%	(52)	58
2022 House Vote: Didn't Vote	12%	(71)	88%	(515)	586
2020 Vote: Joe Biden	15%	(143)	85%	(826)	969
2020 Vote: Donald Trump	11%	(73)	89%	(590)	663
2020 Vote: Other	11%	(7)	89%	(56)	63
2020 Vote: Didn't Vote	13%	(67)	87%	(440)	507

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**Table MCTEdem2\_2NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Playstation 4*

Demographic	Selected		Not Selected		Total N
Adults	13%	(290)	87%	(1912)	2202
2018 House Vote: Democrat	14%	(116)	86%	(689)	805
2018 House Vote: Republican	10%	(58)	90%	(511)	569
2018 House Vote: Someone else	10%	(6)	90%	(54)	59
2018 House Vote: Didnt Vote	14%	(110)	86%	(659)	768
4-Region: Northeast	13%	(52)	87%	(334)	386
4-Region: Midwest	9%	(41)	91%	(414)	455
4-Region: South	15%	(127)	85%	(712)	840
4-Region: West	13%	(70)	87%	(452)	521
Played Video Games in the Past Month	19%	(289)	81%	(1265)	1555
Interested in using Cloud Gaming	27%	(203)	73%	(534)	737
Used Cloud Gaming in the Past Month	32%	(211)	68%	(459)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).

**Table MCTEdem2\_3NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Xbox One*

Demographic	Selected		Not Selected		Total N
Adults	9%	(198)	91%	(2004)	2202
Gender: Male	11%	(122)	89%	(946)	1068
Gender: Female	7%	(75)	93%	(1054)	1129
Age: 18-34	15%	(94)	85%	(538)	631
Age: 35-44	13%	(50)	87%	(322)	372
Age: 45-64	6%	(45)	94%	(667)	711
Age: 65+	2%	(10)	98%	(478)	487
GenZers: 1997-2012	14%	(35)	86%	(220)	254
Millennials: 1981-1996	15%	(106)	85%	(608)	715
GenXers: 1965-1980	7%	(39)	93%	(484)	524
Baby Boomers: 1946-1964	2%	(16)	98%	(636)	653
PID: Dem (no lean)	10%	(88)	90%	(829)	917
PID: Ind (no lean)	9%	(56)	91%	(547)	603
PID: Rep (no lean)	8%	(54)	92%	(628)	681
PID/Gender: Dem Men	14%	(61)	86%	(391)	452
PID/Gender: Dem Women	6%	(27)	94%	(436)	463
PID/Gender: Ind Men	11%	(31)	89%	(255)	285
PID/Gender: Ind Women	8%	(25)	92%	(292)	317
PID/Gender: Rep Men	9%	(31)	91%	(300)	330
PID/Gender: Rep Women	7%	(23)	93%	(326)	349
Ideo: Liberal (1-3)	10%	(65)	90%	(586)	651
Ideo: Moderate (4)	9%	(60)	91%	(590)	649
Ideo: Conservative (5-7)	8%	(60)	92%	(670)	730
Educ: < College	8%	(121)	92%	(1318)	1439
Educ: Bachelors degree	10%	(49)	90%	(436)	485
Educ: Post-grad	10%	(28)	90%	(250)	278
Income: Under 50k	7%	(83)	93%	(1043)	1126
Income: 50k-100k	11%	(76)	89%	(621)	697
Income: 100k+	10%	(39)	90%	(340)	379
Ethnicity: White	8%	(143)	92%	(1557)	1699
Ethnicity: Hispanic	13%	(50)	87%	(330)	379
Ethnicity: Black	14%	(40)	86%	(243)	283

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**Table MCTEdem2\_3NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*

*Xbox One*

Demographic	Selected		Not Selected		Total N
Adults	9%	(198)	91%	(2004)	2202
Ethnicity: Other	7%	(16)	93%	(204)	220
All Christian	9%	(89)	91%	(874)	963
All Non-Christian	10%	(23)	90%	(213)	236
Atheist	3%	(2)	97%	(83)	86
Agnostic/Nothing in particular	7%	(38)	93%	(498)	536
Something Else	12%	(46)	88%	(335)	381
Religious Non-Protestant/Catholic	10%	(24)	90%	(227)	251
Evangelical	10%	(58)	90%	(510)	568
Non-Evangelical	10%	(70)	90%	(662)	732
Community: Urban	13%	(95)	87%	(627)	722
Community: Suburban	8%	(75)	92%	(901)	977
Community: Rural	6%	(28)	94%	(476)	504
Employ: Private Sector	13%	(89)	87%	(571)	660
Employ: Government	11%	(19)	89%	(156)	175
Employ: Self-Employed	13%	(24)	87%	(156)	181
Employ: Homemaker	5%	(7)	95%	(124)	131
Employ: Student	9%	(8)	91%	(82)	90
Employ: Retired	3%	(19)	97%	(568)	588
Employ: Unemployed	6%	(14)	94%	(228)	242
Employ: Other	13%	(18)	87%	(119)	136
Military HH: Yes	7%	(21)	93%	(262)	283
Military HH: No	9%	(177)	91%	(1742)	1919
2022 House Vote: Democrat	10%	(93)	90%	(823)	916
2022 House Vote: Republican	9%	(60)	91%	(581)	641
2022 House Vote: Someone else	13%	(7)	87%	(51)	58
2022 House Vote: Didn't Vote	6%	(38)	94%	(548)	586
2020 Vote: Joe Biden	9%	(90)	91%	(879)	969
2020 Vote: Donald Trump	9%	(61)	91%	(602)	663
2020 Vote: Other	14%	(9)	86%	(54)	63
2020 Vote: Didn't Vote	8%	(38)	92%	(469)	507

Continued on next page

**Table MCTEdem2\_3NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Xbox One*

Demographic	Selected		Not Selected		Total N
Adults	9%	(198)	91%	(2004)	2202
2018 House Vote: Democrat	11%	(90)	89%	(716)	805
2018 House Vote: Republican	8%	(48)	92%	(521)	569
2018 House Vote: Someone else	15%	(9)	85%	(51)	59
2018 House Vote: Didnt Vote	7%	(52)	93%	(717)	768
4-Region: Northeast	11%	(42)	89%	(344)	386
4-Region: Midwest	10%	(44)	90%	(411)	455
4-Region: South	9%	(72)	91%	(768)	840
4-Region: West	8%	(40)	92%	(481)	521
Played Video Games in the Past Month	13%	(198)	87%	(1357)	1555
Interested in using Cloud Gaming	18%	(133)	82%	(604)	737
Used Cloud Gaming in the Past Month	19%	(129)	81%	(540)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_4NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
Xbox series S/X

Demographic	Selected		Not Selected		Total N
Adults	8%	(166)	92%	(2036)	2202
Gender: Male	11%	(113)	89%	(955)	1068
Gender: Female	5%	(53)	95%	(1076)	1129
Age: 18-34	14%	(87)	86%	(544)	631
Age: 35-44	15%	(54)	85%	(317)	372
Age: 45-64	3%	(22)	97%	(690)	711
Age: 65+	—	(2)	100%	(485)	487
GenZers: 1997-2012	10%	(25)	90%	(230)	254
Millennials: 1981-1996	16%	(113)	84%	(602)	715
GenXers: 1965-1980	5%	(24)	95%	(500)	524
Baby Boomers: 1946-1964	1%	(5)	99%	(648)	653
PID: Dem (no lean)	8%	(78)	92%	(839)	917
PID: Ind (no lean)	7%	(45)	93%	(559)	603
PID: Rep (no lean)	6%	(43)	94%	(638)	681
PID/Gender: Dem Men	12%	(53)	88%	(399)	452
PID/Gender: Dem Women	5%	(24)	95%	(439)	463
PID/Gender: Ind Men	10%	(28)	90%	(257)	285
PID/Gender: Ind Women	5%	(17)	95%	(300)	317
PID/Gender: Rep Men	9%	(31)	91%	(299)	330
PID/Gender: Rep Women	3%	(12)	97%	(337)	349
Ideo: Liberal (1-3)	10%	(63)	90%	(588)	651
Ideo: Moderate (4)	7%	(45)	93%	(604)	649
Ideo: Conservative (5-7)	6%	(47)	94%	(683)	730
Educ: < College	7%	(103)	93%	(1336)	1439
Educ: Bachelors degree	8%	(40)	92%	(445)	485
Educ: Post-grad	8%	(23)	92%	(256)	278
Income: Under 50k	7%	(74)	93%	(1052)	1126
Income: 50k-100k	9%	(60)	91%	(637)	697
Income: 100k+	8%	(32)	92%	(346)	379
Ethnicity: White	7%	(122)	93%	(1577)	1699
Ethnicity: Hispanic	11%	(42)	89%	(337)	379
Ethnicity: Black	11%	(31)	89%	(252)	283

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**Table MCTEdem2\_4NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Xbox series S/X*

Demographic	Selected		Not Selected		Total N
Adults	8%	(166)	92%	(2036)	2202
Ethnicity: Other	6%	(13)	94%	(207)	220
All Christian	8%	(74)	92%	(889)	963
All Non-Christian	10%	(23)	90%	(212)	236
Atheist	3%	(2)	97%	(84)	86
Agnostic/Nothing in particular	8%	(40)	92%	(496)	536
Something Else	7%	(25)	93%	(356)	381
Religious Non-Protestant/Catholic	10%	(24)	90%	(227)	251
Evangelical	7%	(40)	93%	(529)	568
Non-Evangelical	8%	(55)	92%	(676)	732
Community: Urban	12%	(84)	88%	(637)	722
Community: Suburban	5%	(50)	95%	(927)	977
Community: Rural	6%	(32)	94%	(472)	504
Employ: Private Sector	11%	(70)	89%	(589)	660
Employ: Government	12%	(21)	88%	(154)	175
Employ: Self-Employed	14%	(25)	86%	(156)	181
Employ: Homemaker	5%	(7)	95%	(124)	131
Employ: Student	7%	(6)	93%	(84)	90
Employ: Retired	1%	(5)	99%	(583)	588
Employ: Unemployed	7%	(17)	93%	(225)	242
Employ: Other	11%	(15)	89%	(121)	136
Military HH: Yes	5%	(14)	95%	(269)	283
Military HH: No	8%	(152)	92%	(1767)	1919
2022 House Vote: Democrat	9%	(81)	91%	(836)	916
2022 House Vote: Republican	7%	(48)	93%	(594)	641
2022 House Vote: Someone else	16%	(9)	84%	(49)	58
2022 House Vote: Didn't Vote	5%	(28)	95%	(558)	586
2020 Vote: Joe Biden	8%	(76)	92%	(892)	969
2020 Vote: Donald Trump	7%	(45)	93%	(618)	663
2020 Vote: Other	15%	(10)	85%	(53)	63
2020 Vote: Didn't Vote	7%	(35)	93%	(472)	507

Continued on next page

**Table MCTEdem2\_4NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
Xbox series S/X

Demographic	Selected		Not Selected		Total N
Adults	8%	(166)	92%	(2036)	2202
2018 House Vote: Democrat	8%	(62)	92%	(743)	805
2018 House Vote: Republican	6%	(35)	94%	(534)	569
2018 House Vote: Someone else	17%	(10)	83%	(49)	59
2018 House Vote: Didnt Vote	8%	(59)	92%	(709)	768
4-Region: Northeast	9%	(34)	91%	(352)	386
4-Region: Midwest	7%	(30)	93%	(425)	455
4-Region: South	8%	(70)	92%	(770)	840
4-Region: West	6%	(31)	94%	(490)	521
Played Video Games in the Past Month	11%	(166)	89%	(1389)	1555
Interested in using Cloud Gaming	17%	(126)	83%	(611)	737
Used Cloud Gaming in the Past Month	21%	(141)	79%	(528)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).



**Table MCTEdem2\_5NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Nintendo Switch*

Demographic	Selected		Not Selected		Total N
Adults	12%	(262)	88%	(1940)	2202
Gender: Male	14%	(148)	86%	(920)	1068
Gender: Female	10%	(112)	90%	(1017)	1129
Age: 18-34	24%	(151)	76%	(481)	631
Age: 35-44	15%	(55)	85%	(316)	372
Age: 45-64	6%	(44)	94%	(667)	711
Age: 65+	2%	(11)	98%	(476)	487
GenZers: 1997-2012	22%	(57)	78%	(197)	254
Millennials: 1981-1996	21%	(147)	79%	(567)	715
GenXers: 1965-1980	8%	(41)	92%	(483)	524
Baby Boomers: 1946-1964	3%	(17)	97%	(636)	653
PID: Dem (no lean)	13%	(121)	87%	(797)	917
PID: Ind (no lean)	13%	(81)	87%	(523)	603
PID: Rep (no lean)	9%	(61)	91%	(620)	681
PID/Gender: Dem Men	15%	(68)	85%	(385)	452
PID/Gender: Dem Women	11%	(52)	89%	(411)	463
PID/Gender: Ind Men	16%	(45)	84%	(240)	285
PID/Gender: Ind Women	11%	(35)	89%	(282)	317
PID/Gender: Rep Men	11%	(36)	89%	(294)	330
PID/Gender: Rep Women	7%	(25)	93%	(324)	349
Ideo: Liberal (1-3)	15%	(100)	85%	(551)	651
Ideo: Moderate (4)	11%	(70)	89%	(580)	649
Ideo: Conservative (5-7)	10%	(70)	90%	(660)	730
Educ: < College	12%	(176)	88%	(1263)	1439
Educ: Bachelors degree	11%	(54)	89%	(431)	485
Educ: Post-grad	11%	(32)	89%	(246)	278
Income: Under 50k	10%	(112)	90%	(1014)	1126
Income: 50k-100k	14%	(97)	86%	(600)	697
Income: 100k+	14%	(53)	86%	(325)	379
Ethnicity: White	12%	(198)	88%	(1501)	1699
Ethnicity: Hispanic	22%	(82)	78%	(297)	379
Ethnicity: Black	12%	(34)	88%	(250)	283

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**Table MCTEdem2\_5NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
Nintendo Switch

Demographic	Selected		Not Selected		Total N
Adults	12%	(262)	88%	(1940)	2202
Ethnicity: Other	14%	(30)	86%	(190)	220
All Christian	10%	(99)	90%	(864)	963
All Non-Christian	8%	(19)	92%	(217)	236
Atheist	14%	(12)	86%	(74)	86
Agnostic/Nothing in particular	15%	(78)	85%	(458)	536
Something Else	14%	(54)	86%	(327)	381
Religious Non-Protestant/Catholic	8%	(20)	92%	(231)	251
Evangelical	11%	(65)	89%	(503)	568
Non-Evangelical	11%	(80)	89%	(652)	732
Community: Urban	12%	(89)	88%	(633)	722
Community: Suburban	14%	(134)	86%	(842)	977
Community: Rural	8%	(39)	92%	(465)	504
Employ: Private Sector	17%	(115)	83%	(545)	660
Employ: Government	13%	(23)	87%	(152)	175
Employ: Self-Employed	12%	(21)	88%	(160)	181
Employ: Homemaker	9%	(11)	91%	(120)	131
Employ: Student	26%	(24)	74%	(66)	90
Employ: Retired	4%	(23)	96%	(564)	588
Employ: Unemployed	13%	(32)	87%	(210)	242
Employ: Other	9%	(13)	91%	(123)	136
Military HH: Yes	9%	(26)	91%	(257)	283
Military HH: No	12%	(236)	88%	(1683)	1919
2022 House Vote: Democrat	13%	(122)	87%	(794)	916
2022 House Vote: Republican	10%	(67)	90%	(575)	641
2022 House Vote: Someone else	9%	(6)	91%	(53)	58
2022 House Vote: Didn't Vote	12%	(68)	88%	(518)	586
2020 Vote: Joe Biden	12%	(121)	88%	(848)	969
2020 Vote: Donald Trump	10%	(65)	90%	(598)	663
2020 Vote: Other	11%	(7)	89%	(56)	63
2020 Vote: Didn't Vote	14%	(69)	86%	(438)	507

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**Table MCTEdem2\_5NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Nintendo Switch*

Demographic	Selected		Not Selected		Total N
Adults	12%	(262)	88%	(1940)	2202
2018 House Vote: Democrat	13%	(103)	87%	(703)	805
2018 House Vote: Republican	9%	(52)	91%	(516)	569
2018 House Vote: Someone else	11%	(7)	89%	(53)	59
2018 House Vote: Didnt Vote	13%	(100)	87%	(668)	768
4-Region: Northeast	11%	(43)	89%	(343)	386
4-Region: Midwest	12%	(53)	88%	(402)	455
4-Region: South	12%	(105)	88%	(735)	840
4-Region: West	12%	(62)	88%	(460)	521
Played Video Games in the Past Month	17%	(262)	83%	(1293)	1555
Interested in using Cloud Gaming	23%	(173)	77%	(564)	737
Used Cloud Gaming in the Past Month	24%	(161)	76%	(509)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_6NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Steam Deck*

Demographic	Selected		Not Selected		Total N
Adults	2%	(33)	98%	(2169)	2202
Gender: Male	2%	(23)	98%	(1045)	1068
Gender: Female	1%	(11)	99%	(1118)	1129
Age: 18-34	3%	(18)	97%	(613)	631
Age: 35-44	3%	(13)	97%	(359)	372
Age: 45-64	—	(2)	100%	(709)	711
Age: 65+	—	(0)	100%	(487)	487
GenZers: 1997-2012	3%	(7)	97%	(247)	254
Millennials: 1981-1996	3%	(24)	97%	(690)	715
GenXers: 1965-1980	—	(2)	100%	(522)	524
Baby Boomers: 1946-1964	—	(0)	100%	(653)	653
PID: Dem (no lean)	2%	(18)	98%	(899)	917
PID: Ind (no lean)	2%	(11)	98%	(593)	603
PID: Rep (no lean)	1%	(5)	99%	(677)	681
PID/Gender: Dem Men	3%	(14)	97%	(438)	452
PID/Gender: Dem Women	1%	(4)	99%	(459)	463
PID/Gender: Ind Men	2%	(5)	98%	(280)	285
PID/Gender: Ind Women	2%	(6)	98%	(311)	317
PID/Gender: Rep Men	1%	(4)	99%	(327)	330
PID/Gender: Rep Women	—	(1)	100%	(348)	349
Ideo: Liberal (1-3)	2%	(15)	98%	(636)	651
Ideo: Moderate (4)	2%	(10)	98%	(639)	649
Ideo: Conservative (5-7)	1%	(7)	99%	(724)	730
Educ: < College	1%	(16)	99%	(1423)	1439
Educ: Bachelors degree	2%	(9)	98%	(476)	485
Educ: Post-grad	3%	(9)	97%	(270)	278
Income: Under 50k	1%	(7)	99%	(1120)	1126
Income: 50k-100k	3%	(18)	97%	(679)	697
Income: 100k+	2%	(9)	98%	(370)	379
Ethnicity: White	2%	(26)	98%	(1674)	1699
Ethnicity: Hispanic	1%	(2)	99%	(377)	379
Ethnicity: Black	1%	(2)	99%	(281)	283

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**Table MCTEdem2\_6NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Steam Deck*

Demographic	Selected		Not Selected		Total N
Adults	2%	(33)	98%	(2169)	2202
Ethnicity: Other	2%	(5)	98%	(214)	220
All Christian	1%	(11)	99%	(952)	963
All Non-Christian	5%	(13)	95%	(223)	236
Atheist	1%	(1)	99%	(85)	86
Agnostic/Nothing in particular	1%	(7)	99%	(530)	536
Something Else	—	(1)	100%	(380)	381
Religious Non-Protestant/Catholic	5%	(13)	95%	(238)	251
Evangelical	2%	(9)	98%	(560)	568
Non-Evangelical	—	(2)	100%	(729)	732
Community: Urban	3%	(24)	97%	(698)	722
Community: Suburban	1%	(8)	99%	(969)	977
Community: Rural	—	(2)	100%	(502)	504
Employ: Private Sector	3%	(17)	97%	(643)	660
Employ: Government	3%	(5)	97%	(169)	175
Employ: Self-Employed	2%	(4)	98%	(176)	181
Employ: Homemaker	—	(0)	100%	(131)	131
Employ: Student	4%	(4)	96%	(86)	90
Employ: Retired	—	(1)	100%	(586)	588
Employ: Unemployed	—	(0)	100%	(242)	242
Employ: Other	1%	(2)	99%	(134)	136
Military HH: Yes	2%	(7)	98%	(277)	283
Military HH: No	1%	(27)	99%	(1892)	1919
2022 House Vote: Democrat	2%	(15)	98%	(901)	916
2022 House Vote: Republican	1%	(5)	99%	(636)	641
2022 House Vote: Someone else	—	(0)	100%	(58)	58
2022 House Vote: Didn't Vote	2%	(13)	98%	(573)	586
2020 Vote: Joe Biden	2%	(16)	98%	(952)	969
2020 Vote: Donald Trump	1%	(4)	99%	(659)	663
2020 Vote: Other	—	(0)	100%	(63)	63
2020 Vote: Didn't Vote	3%	(13)	97%	(495)	507

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**Table MCTEdem2\_6NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Steam Deck*

Demographic	Selected		Not Selected		Total N
Adults	2%	(33)	98%	(2169)	2202
2018 House Vote: Democrat	2%	(14)	98%	(792)	805
2018 House Vote: Republican	1%	(6)	99%	(563)	569
2018 House Vote: Someone else	3%	(2)	97%	(58)	59
2018 House Vote: Didnt Vote	2%	(12)	98%	(756)	768
4-Region: Northeast	2%	(10)	98%	(376)	386
4-Region: Midwest	1%	(5)	99%	(450)	455
4-Region: South	1%	(11)	99%	(829)	840
4-Region: West	2%	(9)	98%	(513)	521
Played Video Games in the Past Month	2%	(33)	98%	(1521)	1555
Interested in using Cloud Gaming	4%	(27)	96%	(710)	737
Used Cloud Gaming in the Past Month	5%	(31)	95%	(639)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_7NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
PC

Demographic	Selected		Not Selected		Total N
Adults	18%	(389)	82%	(1813)	2202
Gender: Male	25%	(264)	75%	(804)	1068
Gender: Female	11%	(123)	89%	(1006)	1129
Age: 18-34	24%	(149)	76%	(482)	631
Age: 35-44	18%	(68)	82%	(303)	372
Age: 45-64	13%	(93)	87%	(618)	711
Age: 65+	16%	(78)	84%	(410)	487
GenZers: 1997-2012	30%	(77)	70%	(177)	254
Millennials: 1981-1996	19%	(134)	81%	(581)	715
GenXers: 1965-1980	14%	(74)	86%	(449)	524
Baby Boomers: 1946-1964	14%	(88)	86%	(564)	653
PID: Dem (no lean)	19%	(175)	81%	(743)	917
PID: Ind (no lean)	19%	(112)	81%	(491)	603
PID: Rep (no lean)	15%	(102)	85%	(579)	681
PID/Gender: Dem Men	27%	(120)	73%	(332)	452
PID/Gender: Dem Women	12%	(54)	88%	(409)	463
PID/Gender: Ind Men	28%	(80)	72%	(205)	285
PID/Gender: Ind Women	10%	(32)	90%	(285)	317
PID/Gender: Rep Men	19%	(64)	81%	(267)	330
PID/Gender: Rep Women	11%	(37)	89%	(312)	349
Ideo: Liberal (1-3)	24%	(157)	76%	(493)	651
Ideo: Moderate (4)	16%	(102)	84%	(548)	649
Ideo: Conservative (5-7)	16%	(114)	84%	(616)	730
Educ: < College	16%	(227)	84%	(1212)	1439
Educ: Bachelors degree	19%	(90)	81%	(394)	485
Educ: Post-grad	26%	(72)	74%	(206)	278
Income: Under 50k	14%	(156)	86%	(970)	1126
Income: 50k-100k	19%	(131)	81%	(566)	697
Income: 100k+	27%	(101)	73%	(277)	379
Ethnicity: White	17%	(293)	83%	(1407)	1699
Ethnicity: Hispanic	18%	(67)	82%	(312)	379
Ethnicity: Black	12%	(35)	88%	(248)	283

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**Table MCTEdem2\_7NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
PC

Demographic	Selected		Not Selected		Total N
Adults	18%	(389)	82%	(1813)	2202
Ethnicity: Other	28%	(61)	72%	(159)	220
All Christian	18%	(173)	82%	(790)	963
All Non-Christian	23%	(55)	77%	(181)	236
Atheist	33%	(29)	67%	(57)	86
Agnostic/Nothing in particular	19%	(99)	81%	(437)	536
Something Else	9%	(34)	91%	(348)	381
Religious Non-Protestant/Catholic	23%	(56)	77%	(194)	251
Evangelical	18%	(102)	82%	(467)	568
Non-Evangelical	13%	(92)	87%	(640)	732
Community: Urban	20%	(142)	80%	(579)	722
Community: Suburban	18%	(180)	82%	(797)	977
Community: Rural	13%	(66)	87%	(437)	504
Employ: Private Sector	22%	(146)	78%	(514)	660
Employ: Government	19%	(34)	81%	(141)	175
Employ: Self-Employed	22%	(41)	78%	(140)	181
Employ: Homemaker	11%	(15)	89%	(116)	131
Employ: Student	36%	(32)	64%	(58)	90
Employ: Retired	14%	(81)	86%	(507)	588
Employ: Unemployed	12%	(29)	88%	(213)	242
Employ: Other	8%	(12)	92%	(125)	136
Military HH: Yes	19%	(54)	81%	(229)	283
Military HH: No	17%	(335)	83%	(1584)	1919
2022 House Vote: Democrat	22%	(201)	78%	(715)	916
2022 House Vote: Republican	16%	(101)	84%	(541)	641
2022 House Vote: Someone else	14%	(8)	86%	(50)	58
2022 House Vote: Didn't Vote	13%	(79)	87%	(507)	586
2020 Vote: Joe Biden	21%	(201)	79%	(768)	969
2020 Vote: Donald Trump	16%	(107)	84%	(557)	663
2020 Vote: Other	14%	(9)	86%	(54)	63
2020 Vote: Didn't Vote	14%	(73)	86%	(435)	507

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**Table MCTEdem2\_7NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
PC

Demographic	Selected		Not Selected		Total N
Adults	18%	(389)	82%	(1813)	2202
2018 House Vote: Democrat	21%	(166)	79%	(640)	805
2018 House Vote: Republican	17%	(95)	83%	(474)	569
2018 House Vote: Someone else	9%	(5)	91%	(54)	59
2018 House Vote: Didnt Vote	16%	(123)	84%	(645)	768
4-Region: Northeast	16%	(61)	84%	(325)	386
4-Region: Midwest	17%	(78)	83%	(377)	455
4-Region: South	16%	(136)	84%	(704)	840
4-Region: West	22%	(114)	78%	(407)	521
Played Video Games in the Past Month	25%	(388)	75%	(1166)	1555
Interested in using Cloud Gaming	29%	(215)	71%	(521)	737
Used Cloud Gaming in the Past Month	29%	(195)	71%	(475)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_8NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*

Mac

Demographic	Selected		Not Selected		Total N
Adults	4%	(80)	96%	(2122)	2202
Gender: Male	4%	(43)	96%	(1025)	1068
Gender: Female	3%	(37)	97%	(1093)	1129
Age: 18-34	7%	(42)	93%	(590)	631
Age: 35-44	5%	(19)	95%	(353)	372
Age: 45-64	1%	(10)	99%	(702)	711
Age: 65+	2%	(9)	98%	(478)	487
GenZers: 1997-2012	7%	(19)	93%	(236)	254
Millennials: 1981-1996	6%	(42)	94%	(673)	715
GenXers: 1965-1980	2%	(10)	98%	(513)	524
Baby Boomers: 1946-1964	1%	(9)	99%	(643)	653
PID: Dem (no lean)	6%	(51)	94%	(866)	917
PID: Ind (no lean)	2%	(13)	98%	(590)	603
PID: Rep (no lean)	2%	(16)	98%	(666)	681
PID/Gender: Dem Men	7%	(31)	93%	(421)	452
PID/Gender: Dem Women	4%	(20)	96%	(443)	463
PID/Gender: Ind Men	2%	(5)	98%	(281)	285
PID/Gender: Ind Women	3%	(8)	97%	(309)	317
PID/Gender: Rep Men	2%	(7)	98%	(323)	330
PID/Gender: Rep Women	2%	(8)	98%	(341)	349
Ideo: Liberal (1-3)	6%	(36)	94%	(614)	651
Ideo: Moderate (4)	4%	(25)	96%	(624)	649
Ideo: Conservative (5-7)	2%	(16)	98%	(715)	730
Educ: < College	2%	(33)	98%	(1406)	1439
Educ: Bachelors degree	5%	(27)	95%	(458)	485
Educ: Post-grad	7%	(20)	93%	(258)	278
Income: Under 50k	2%	(18)	98%	(1108)	1126
Income: 50k-100k	6%	(43)	94%	(655)	697
Income: 100k+	5%	(19)	95%	(359)	379
Ethnicity: White	4%	(67)	96%	(1632)	1699
Ethnicity: Hispanic	6%	(23)	94%	(356)	379
Ethnicity: Black	3%	(8)	97%	(275)	283

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**Table MCTEdem2\_8NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Mac*

Demographic	Selected		Not Selected		Total N
Adults	4%	(80)	96%	(2122)	2202
Ethnicity: Other	2%	(4)	98%	(216)	220
All Christian	3%	(29)	97%	(934)	963
All Non-Christian	9%	(21)	91%	(214)	236
Atheist	4%	(3)	96%	(83)	86
Agnostic/Nothing in particular	3%	(18)	97%	(518)	536
Something Else	2%	(9)	98%	(373)	381
Religious Non-Protestant/Catholic	8%	(21)	92%	(229)	251
Evangelical	3%	(17)	97%	(551)	568
Non-Evangelical	2%	(15)	98%	(717)	732
Community: Urban	6%	(42)	94%	(680)	722
Community: Suburban	3%	(25)	97%	(952)	977
Community: Rural	3%	(13)	97%	(491)	504
Employ: Private Sector	6%	(39)	94%	(621)	660
Employ: Government	7%	(12)	93%	(163)	175
Employ: Self-Employed	3%	(6)	97%	(174)	181
Employ: Homemaker	—	(0)	100%	(131)	131
Employ: Student	10%	(9)	90%	(81)	90
Employ: Retired	2%	(10)	98%	(578)	588
Employ: Unemployed	—	(1)	100%	(241)	242
Employ: Other	2%	(3)	98%	(133)	136
Military HH: Yes	4%	(12)	96%	(271)	283
Military HH: No	4%	(68)	96%	(1851)	1919
2022 House Vote: Democrat	5%	(48)	95%	(868)	916
2022 House Vote: Republican	3%	(18)	97%	(624)	641
2022 House Vote: Someone else	—	(0)	100%	(58)	58
2022 House Vote: Didn't Vote	2%	(14)	98%	(572)	586
2020 Vote: Joe Biden	5%	(45)	95%	(924)	969
2020 Vote: Donald Trump	3%	(17)	97%	(646)	663
2020 Vote: Other	2%	(1)	98%	(61)	63
2020 Vote: Didn't Vote	3%	(17)	97%	(490)	507

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**Table MCTEdem2\_8NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*

Mac

Demographic	Selected		Not Selected		Total N
Adults	4%	(80)	96%	(2122)	2202
2018 House Vote: Democrat	5%	(42)	95%	(763)	805
2018 House Vote: Republican	3%	(16)	97%	(553)	569
2018 House Vote: Someone else	—	(0)	100%	(59)	59
2018 House Vote: Didnt Vote	3%	(22)	97%	(746)	768
4-Region: Northeast	8%	(29)	92%	(356)	386
4-Region: Midwest	3%	(13)	97%	(442)	455
4-Region: South	2%	(16)	98%	(824)	840
4-Region: West	4%	(21)	96%	(500)	521
Played Video Games in the Past Month	5%	(80)	95%	(1475)	1555
Interested in using Cloud Gaming	8%	(57)	92%	(680)	737
Used Cloud Gaming in the Past Month	8%	(54)	92%	(616)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_9NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Mobile*

Demographic	Selected		Not Selected		Total N
Adults	35%	(781)	65%	(1421)	2202
Gender: Male	33%	(353)	67%	(715)	1068
Gender: Female	38%	(425)	62%	(704)	1129
Age: 18-34	42%	(268)	58%	(364)	631
Age: 35-44	43%	(161)	57%	(211)	372
Age: 45-64	34%	(243)	66%	(469)	711
Age: 65+	23%	(110)	77%	(377)	487
GenZers: 1997-2012	50%	(127)	50%	(128)	254
Millennials: 1981-1996	41%	(291)	59%	(424)	715
GenXers: 1965-1980	37%	(192)	63%	(332)	524
Baby Boomers: 1946-1964	25%	(164)	75%	(489)	653
PID: Dem (no lean)	38%	(352)	62%	(565)	917
PID: Ind (no lean)	36%	(219)	64%	(385)	603
PID: Rep (no lean)	31%	(210)	69%	(471)	681
PID/Gender: Dem Men	39%	(175)	61%	(278)	452
PID/Gender: Dem Women	38%	(176)	62%	(287)	463
PID/Gender: Ind Men	30%	(85)	70%	(200)	285
PID/Gender: Ind Women	42%	(133)	58%	(184)	317
PID/Gender: Rep Men	28%	(94)	72%	(237)	330
PID/Gender: Rep Women	33%	(116)	67%	(233)	349
Ideo: Liberal (1-3)	38%	(250)	62%	(401)	651
Ideo: Moderate (4)	33%	(217)	67%	(432)	649
Ideo: Conservative (5-7)	34%	(250)	66%	(480)	730
Educ: < College	36%	(519)	64%	(920)	1439
Educ: Bachelors degree	33%	(159)	67%	(326)	485
Educ: Post-grad	37%	(103)	63%	(175)	278
Income: Under 50k	31%	(353)	69%	(773)	1126
Income: 50k-100k	40%	(276)	60%	(421)	697
Income: 100k+	40%	(152)	60%	(227)	379
Ethnicity: White	35%	(603)	65%	(1097)	1699
Ethnicity: Hispanic	42%	(158)	58%	(222)	379
Ethnicity: Black	34%	(96)	66%	(187)	283

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**Table MCTEdem2\_9NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Mobile*

Demographic	Selected		Not Selected		Total N
Adults	35%	(781)	65%	(1421)	2202
Ethnicity: Other	38%	(83)	62%	(137)	220
All Christian	34%	(331)	66%	(632)	963
All Non-Christian	44%	(103)	56%	(133)	236
Atheist	38%	(33)	62%	(53)	86
Agnostic/Nothing in particular	34%	(185)	66%	(351)	536
Something Else	34%	(130)	66%	(252)	381
Religious Non-Protestant/Catholic	43%	(107)	57%	(143)	251
Evangelical	33%	(189)	67%	(379)	568
Non-Evangelical	35%	(256)	65%	(476)	732
Community: Urban	38%	(275)	62%	(447)	722
Community: Suburban	34%	(331)	66%	(645)	977
Community: Rural	35%	(175)	65%	(329)	504
Employ: Private Sector	36%	(239)	64%	(421)	660
Employ: Government	43%	(75)	57%	(100)	175
Employ: Self-Employed	44%	(80)	56%	(100)	181
Employ: Homemaker	42%	(55)	58%	(76)	131
Employ: Student	65%	(58)	35%	(32)	90
Employ: Retired	25%	(145)	75%	(442)	588
Employ: Unemployed	38%	(93)	62%	(149)	242
Employ: Other	26%	(35)	74%	(101)	136
Military HH: Yes	34%	(97)	66%	(186)	283
Military HH: No	36%	(684)	64%	(1235)	1919
2022 House Vote: Democrat	36%	(329)	64%	(588)	916
2022 House Vote: Republican	31%	(196)	69%	(446)	641
2022 House Vote: Someone else	37%	(22)	63%	(36)	58
2022 House Vote: Didn't Vote	40%	(235)	60%	(351)	586
2020 Vote: Joe Biden	36%	(346)	64%	(623)	969
2020 Vote: Donald Trump	31%	(206)	69%	(457)	663
2020 Vote: Other	30%	(19)	70%	(44)	63
2020 Vote: Didn't Vote	42%	(211)	58%	(297)	507

Continued on next page

**Table MCTEdem2\_9NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Mobile*

Demographic	Selected		Not Selected		Total N
Adults	35%	(781)	65%	(1421)	2202
2018 House Vote: Democrat	37%	(299)	63%	(507)	805
2018 House Vote: Republican	31%	(178)	69%	(391)	569
2018 House Vote: Someone else	36%	(21)	64%	(38)	59
2018 House Vote: Didnt Vote	37%	(283)	63%	(485)	768
4-Region: Northeast	32%	(123)	68%	(263)	386
4-Region: Midwest	30%	(137)	70%	(318)	455
4-Region: South	36%	(304)	64%	(536)	840
4-Region: West	42%	(217)	58%	(304)	521
Played Video Games in the Past Month	49%	(768)	51%	(786)	1555
Interested in using Cloud Gaming	52%	(387)	48%	(350)	737
Used Cloud Gaming in the Past Month	47%	(315)	53%	(355)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

**Table MCTEdem2\_10NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*

Other

Demographic	Selected		Not Selected		Total N
Adults	6%	(140)	94%	(2062)	2202
Gender: Male	6%	(61)	94%	(1007)	1068
Gender: Female	7%	(79)	93%	(1050)	1129
Age: 18-34	4%	(24)	96%	(607)	631
Age: 35-44	4%	(15)	96%	(357)	372
Age: 45-64	9%	(64)	91%	(648)	711
Age: 65+	8%	(37)	92%	(451)	487
GenZers: 1997-2012	3%	(9)	97%	(245)	254
Millennials: 1981-1996	4%	(29)	96%	(686)	715
GenXers: 1965-1980	7%	(36)	93%	(488)	524
Baby Boomers: 1946-1964	10%	(65)	90%	(587)	653
PID: Dem (no lean)	6%	(52)	94%	(865)	917
PID: Ind (no lean)	8%	(47)	92%	(557)	603
PID: Rep (no lean)	6%	(41)	94%	(640)	681
PID/Gender: Dem Men	4%	(16)	96%	(436)	452
PID/Gender: Dem Women	8%	(36)	92%	(427)	463
PID/Gender: Ind Men	9%	(26)	91%	(259)	285
PID/Gender: Ind Women	7%	(21)	93%	(296)	317
PID/Gender: Rep Men	6%	(19)	94%	(312)	330
PID/Gender: Rep Women	6%	(22)	94%	(327)	349
Ideo: Liberal (1-3)	5%	(31)	95%	(619)	651
Ideo: Moderate (4)	8%	(49)	92%	(600)	649
Ideo: Conservative (5-7)	7%	(49)	93%	(681)	730
Educ: < College	7%	(97)	93%	(1342)	1439
Educ: Bachelors degree	6%	(28)	94%	(456)	485
Educ: Post-grad	5%	(15)	95%	(264)	278
Income: Under 50k	7%	(80)	93%	(1046)	1126
Income: 50k-100k	5%	(34)	95%	(663)	697
Income: 100k+	7%	(26)	93%	(353)	379
Ethnicity: White	6%	(103)	94%	(1596)	1699
Ethnicity: Hispanic	3%	(12)	97%	(367)	379
Ethnicity: Black	8%	(22)	92%	(261)	283

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**Table MCTEdem2\_10NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*Other*

Demographic	Selected		Not Selected		Total N
Adults	6%	(140)	94%	(2062)	2202
Ethnicity: Other	7%	(15)	93%	(205)	220
All Christian	7%	(72)	93%	(891)	963
All Non-Christian	3%	(8)	97%	(228)	236
Atheist	6%	(5)	94%	(80)	86
Agnostic/Nothing in particular	5%	(25)	95%	(512)	536
Something Else	8%	(30)	92%	(351)	381
Religious Non-Protestant/Catholic	4%	(10)	96%	(240)	251
Evangelical	7%	(41)	93%	(527)	568
Non-Evangelical	8%	(59)	92%	(673)	732
Community: Urban	4%	(32)	96%	(690)	722
Community: Suburban	7%	(69)	93%	(908)	977
Community: Rural	8%	(39)	92%	(464)	504
Employ: Private Sector	6%	(37)	94%	(623)	660
Employ: Government	5%	(9)	95%	(166)	175
Employ: Self-Employed	8%	(14)	92%	(166)	181
Employ: Homemaker	6%	(8)	94%	(123)	131
Employ: Student	3%	(3)	97%	(87)	90
Employ: Retired	9%	(50)	91%	(537)	588
Employ: Unemployed	3%	(7)	97%	(235)	242
Employ: Other	9%	(13)	91%	(124)	136
Military HH: Yes	7%	(20)	93%	(263)	283
Military HH: No	6%	(120)	94%	(1799)	1919
2022 House Vote: Democrat	5%	(48)	95%	(868)	916
2022 House Vote: Republican	7%	(45)	93%	(596)	641
2022 House Vote: Someone else	12%	(7)	88%	(51)	58
2022 House Vote: Didn't Vote	7%	(40)	93%	(546)	586
2020 Vote: Joe Biden	5%	(52)	95%	(917)	969
2020 Vote: Donald Trump	8%	(50)	92%	(613)	663
2020 Vote: Other	7%	(4)	93%	(58)	63
2020 Vote: Didn't Vote	7%	(34)	93%	(473)	507

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**Table MCTEdem2\_10NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*

*Other*

Demographic	Selected		Not Selected		Total N
Adults	6%	(140)	94%	(2062)	2202
2018 House Vote: Democrat	6%	(46)	94%	(760)	805
2018 House Vote: Republican	8%	(44)	92%	(525)	569
2018 House Vote: Someone else	10%	(6)	90%	(54)	59
2018 House Vote: Didnt Vote	6%	(45)	94%	(724)	768
4-Region: Northeast	6%	(22)	94%	(364)	386
4-Region: Midwest	10%	(45)	90%	(410)	455
4-Region: South	6%	(48)	94%	(792)	840
4-Region: West	5%	(25)	95%	(496)	521
Played Video Games in the Past Month	9%	(139)	91%	(1416)	1555
Interested in using Cloud Gaming	4%	(30)	96%	(706)	737
Used Cloud Gaming in the Past Month	4%	(29)	96%	(641)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](http://MorningConsultIntelligence.com).

**Table MCTEdem2\_11NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*I did not play video games in the past month*

Demographic	Selected		Not Selected		Total N
Adults	34%	(741)	66%	(1461)	2202
Gender: Male	27%	(291)	73%	(777)	1068
Gender: Female	40%	(450)	60%	(679)	1129
Age: 18-34	15%	(97)	85%	(534)	631
Age: 35-44	23%	(86)	77%	(286)	372
Age: 45-64	39%	(281)	61%	(430)	711
Age: 65+	57%	(277)	43%	(210)	487
GenZers: 1997-2012	12%	(31)	88%	(223)	254
Millennials: 1981-1996	20%	(142)	80%	(573)	715
GenXers: 1965-1980	35%	(186)	65%	(338)	524
Baby Boomers: 1946-1964	53%	(347)	47%	(305)	653
PID: Dem (no lean)	30%	(271)	70%	(646)	917
PID: Ind (no lean)	34%	(207)	66%	(397)	603
PID: Rep (no lean)	39%	(264)	61%	(418)	681
PID/Gender: Dem Men	22%	(97)	78%	(355)	452
PID/Gender: Dem Women	37%	(174)	63%	(290)	463
PID/Gender: Ind Men	29%	(83)	71%	(202)	285
PID/Gender: Ind Women	39%	(124)	61%	(193)	317
PID/Gender: Rep Men	34%	(111)	66%	(219)	330
PID/Gender: Rep Women	44%	(152)	56%	(197)	349
Ideo: Liberal (1-3)	30%	(196)	70%	(455)	651
Ideo: Moderate (4)	35%	(226)	65%	(424)	649
Ideo: Conservative (5-7)	36%	(259)	64%	(471)	730
Educ: < College	33%	(475)	67%	(964)	1439
Educ: Bachelors degree	38%	(184)	62%	(301)	485
Educ: Post-grad	30%	(83)	70%	(196)	278
Income: Under 50k	36%	(404)	64%	(722)	1126
Income: 50k-100k	33%	(231)	67%	(467)	697
Income: 100k+	28%	(107)	72%	(272)	379
Ethnicity: White	35%	(593)	65%	(1106)	1699
Ethnicity: Hispanic	24%	(93)	76%	(287)	379
Ethnicity: Black	26%	(75)	74%	(208)	283

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**Table MCTEdem2\_11NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*I did not play video games in the past month*

Demographic	Selected		Not Selected		Total N
Adults	34%	(741)	66%	(1461)	2202
Ethnicity: Other	33%	(73)	67%	(146)	220
All Christian	37%	(357)	63%	(606)	963
All Non-Christian	20%	(48)	80%	(188)	236
Atheist	32%	(27)	68%	(59)	86
Agnostic/Nothing in particular	35%	(185)	65%	(351)	536
Something Else	33%	(125)	67%	(257)	381
Religious Non-Protestant/Catholic	22%	(54)	78%	(197)	251
Evangelical	37%	(208)	63%	(360)	568
Non-Evangelical	35%	(259)	65%	(473)	732
Community: Urban	27%	(197)	73%	(524)	722
Community: Suburban	37%	(358)	63%	(619)	977
Community: Rural	37%	(186)	63%	(318)	504
Employ: Private Sector	27%	(175)	73%	(484)	660
Employ: Government	21%	(36)	79%	(139)	175
Employ: Self-Employed	21%	(38)	79%	(142)	181
Employ: Homemaker	33%	(43)	67%	(88)	131
Employ: Student	12%	(11)	88%	(79)	90
Employ: Retired	52%	(305)	48%	(283)	588
Employ: Unemployed	38%	(93)	62%	(149)	242
Employ: Other	30%	(40)	70%	(96)	136
Military HH: Yes	36%	(103)	64%	(180)	283
Military HH: No	33%	(638)	67%	(1281)	1919
2022 House Vote: Democrat	32%	(296)	68%	(620)	916
2022 House Vote: Republican	40%	(254)	60%	(387)	641
2022 House Vote: Someone else	35%	(20)	65%	(38)	58
2022 House Vote: Didn't Vote	29%	(171)	71%	(415)	586
2020 Vote: Joe Biden	34%	(328)	66%	(641)	969
2020 Vote: Donald Trump	38%	(253)	62%	(410)	663
2020 Vote: Other	36%	(23)	64%	(40)	63
2020 Vote: Didn't Vote	27%	(138)	73%	(369)	507

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**Table MCTEdem2\_11NET:** *In the past month, did you play a video game on any of the following platforms? Please select all that apply.*  
*I did not play video games in the past month*

Demographic	Selected		Not Selected		Total N
Adults	34%	(741)	66%	(1461)	2202
2018 House Vote: Democrat	32%	(260)	68%	(545)	805
2018 House Vote: Republican	40%	(228)	60%	(341)	569
2018 House Vote: Someone else	38%	(23)	62%	(37)	59
2018 House Vote: Didnt Vote	30%	(230)	70%	(538)	768
4-Region: Northeast	35%	(133)	65%	(253)	386
4-Region: Midwest	35%	(157)	65%	(298)	455
4-Region: South	34%	(284)	66%	(556)	840
4-Region: West	32%	(167)	68%	(355)	521
Played Video Games in the Past Month	7%	(108)	93%	(1446)	1555
Interested in using Cloud Gaming	2%	(15)	98%	(722)	737
Used Cloud Gaming in the Past Month	2%	(14)	98%	(656)	670

*Note:* Row proportions may total to larger than one-hundred percent due to rounding. For more information visit [MorningConsultIntelligence.com](https://MorningConsultIntelligence.com).

## Respondent Demographics Summary

### Summary Statistics of Survey Respondent Demographics

Demographic	Group	Frequency	Percentage
xdemAll	Adults	2202	100%
xdemGender	Gender: Male	1068	49%
	Gender: Female	1129	51%
	N	2197	
age	Age: 18-34	631	29%
	Age: 35-44	372	17%
	Age: 45-64	711	32%
	Age: 65+	487	22%
	N	2202	
demAgeGeneration	GenZers: 1997-2012	254	12%
	Millennials: 1981-1996	715	32%
	GenXers: 1965-1980	524	24%
	Baby Boomers: 1946-1964	653	30%
	N	2145	
xpid3	PID: Dem (no lean)	917	42%
	PID: Ind (no lean)	603	27%
	PID: Rep (no lean)	681	31%
	N	2202	
xpidGender	PID/Gender: Dem Men	452	21%
	PID/Gender: Dem Women	463	21%
	PID/Gender: Ind Men	285	13%
	PID/Gender: Ind Women	317	14%
	PID/Gender: Rep Men	330	15%
	PID/Gender: Rep Women	349	16%
	N	2197	
xdemIdeo3	Ideo: Liberal (1-3)	651	30%
	Ideo: Moderate (4)	649	29%
	Ideo: Conservative (5-7)	730	33%
	N	2030	
xeduc3	Educ: < College	1439	65%
	Educ: Bachelors degree	485	22%
	Educ: Post-grad	278	13%
	N	2202	

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### Summary Statistics of Survey Respondent Demographics

Demographic	Group	Frequency	Percentage
xdemInc3	Income: Under 50k	1126	51%
	Income: 50k-100k	697	32%
	Income: 100k+	379	17%
	N	2202	
xdemWhite	Ethnicity: White	1699	77%
xdemHispBin	Ethnicity: Hispanic	379	17%
demBlackBin	Ethnicity: Black	283	13%
demRaceOther	Ethnicity: Other	220	10%
xdemReligion	All Christian	963	44%
	All Non-Christian	236	11%
	Atheist	86	4%
	Agnostic/Nothing in particular	536	24%
	Something Else	381	17%
	N	2202	
xdemReligOther	Religious Non-Protestant/Catholic	251	11%
xdemEvang	Evangelical	568	26%
	Non-Evangelical	732	33%
	N	1300	
xdemUsr	Community: Urban	722	33%
	Community: Suburban	977	44%
	Community: Rural	504	23%
	N	2202	
xdemEmploy	Employ: Private Sector	660	30%
	Employ: Government	175	8%
	Employ: Self-Employed	181	8%
	Employ: Homemaker	131	6%
	Employ: Student	90	4%
	Employ: Retired	588	27%
	Employ: Unemployed	242	11%
	Employ: Other	136	6%
	N	2202	
xdemMilHH1	Military HH: Yes	283	13%
	Military HH: No	1919	87%
	N	2202	

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### Summary Statistics of Survey Respondent Demographics

Demographic	Group	Frequency	Percentage
xsubVote22O	2022 House Vote: Democrat	916	42%
	2022 House Vote: Republican	641	29%
	2022 House Vote: Someone else	58	3%
	2022 House Vote: Didnt Vote	586	27%
	N	2202	
xsubVote20O	2020 Vote: Joe Biden	969	44%
	2020 Vote: Donald Trump	663	30%
	2020 Vote: Other	63	3%
	2020 Vote: Didn't Vote	507	23%
	N	2202	
xsubVote18O	2018 House Vote: Democrat	805	37%
	2018 House Vote: Republican	569	26%
	2018 House Vote: Someone else	59	3%
	2018 House Vote: Didnt Vote	768	35%
	N	2202	
xreg4	4-Region: Northeast	386	18%
	4-Region: Midwest	455	21%
	4-Region: South	840	38%
	4-Region: West	521	24%
	N	2202	
MCTExdem1	Played Video Games in the Past Month	1555	71%
MCTExdem2	Interested in using Cloud Gaming	737	33%
MCTExdem3	Used Cloud Gaming in the Past Month	670	30%

*Note:* Group proportions may total to larger than one-hundred percent due to rounding. All statistics are calculated with demographic post-stratification weights applied.



