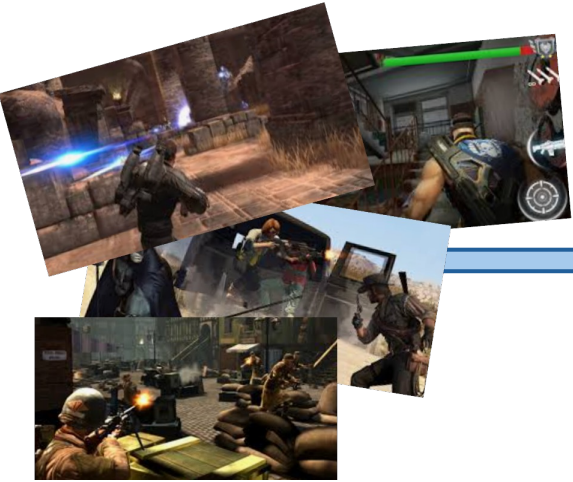


# Les jeux vidéo, amis ou ennemis des capacités d'apprentissage ?

Benoît Bediou et Sylvie Denkinger

Mars 2024

Etat des lieux



Effets négatifs ?

Gestion de  
l'utilisation

Effet des AVG  
Où en est la  
recherche ?

Impact des  
différents  
supports

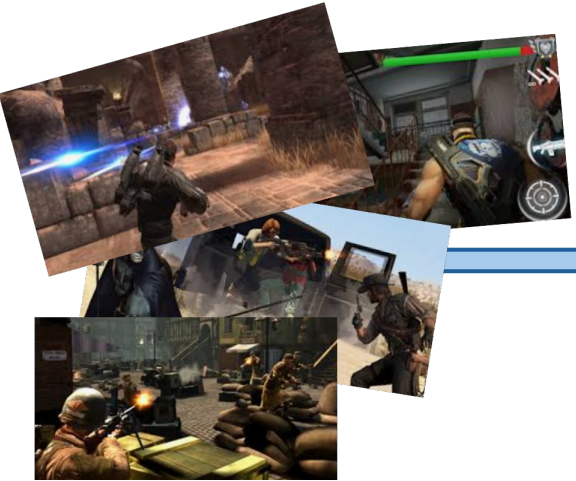
E-sport

# Etat des lieux

Qui

Quoi

Quand



Effets négatifs ?

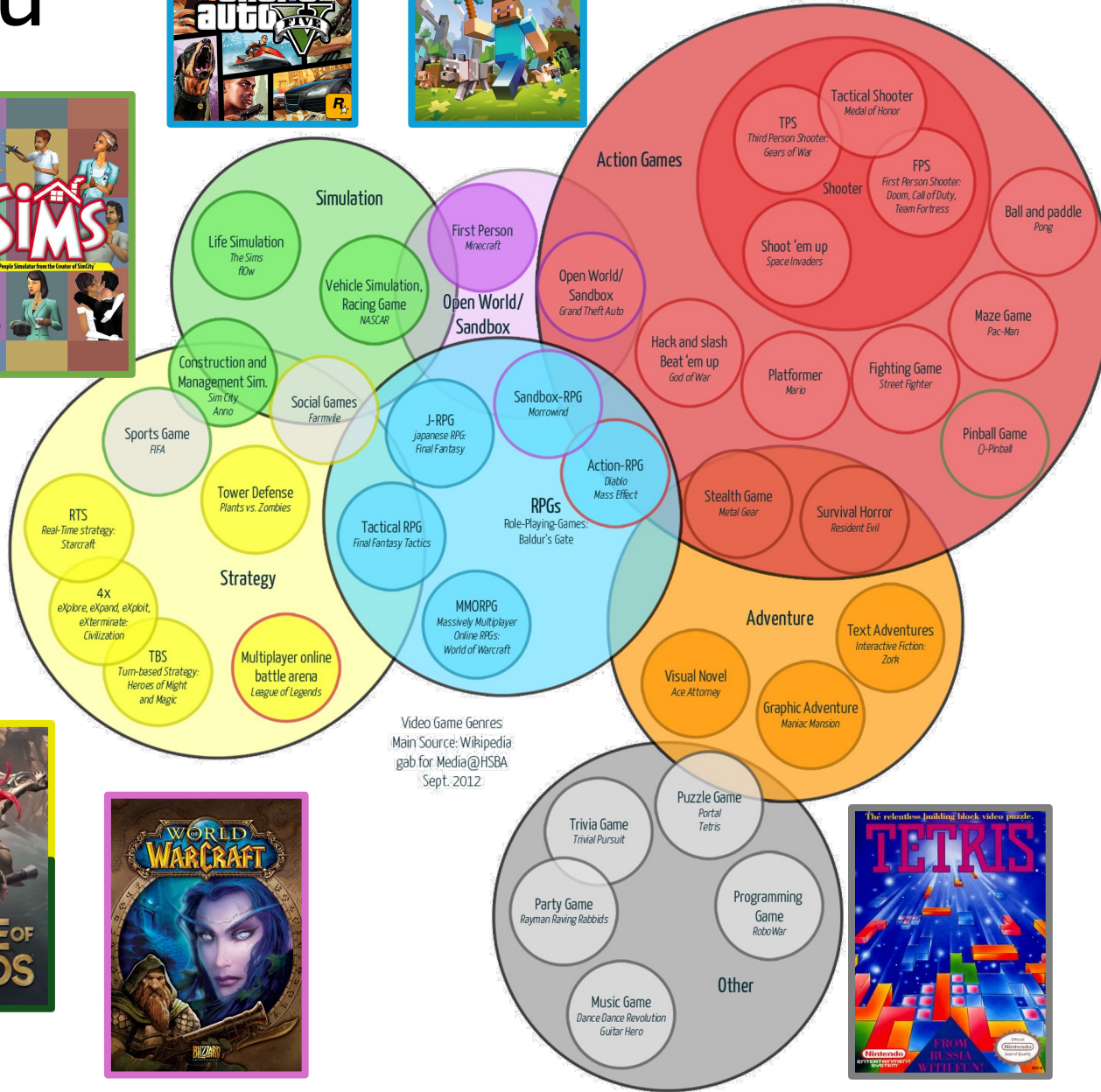
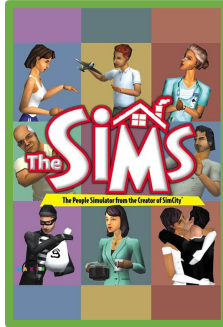
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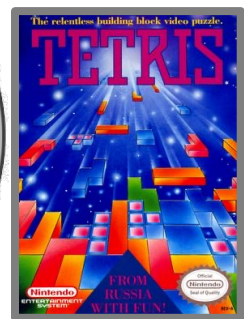
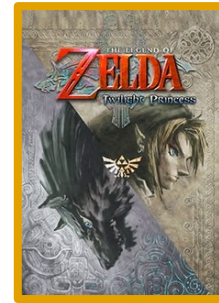
E-sport

# L'univers du jeu vidéo



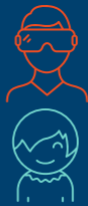
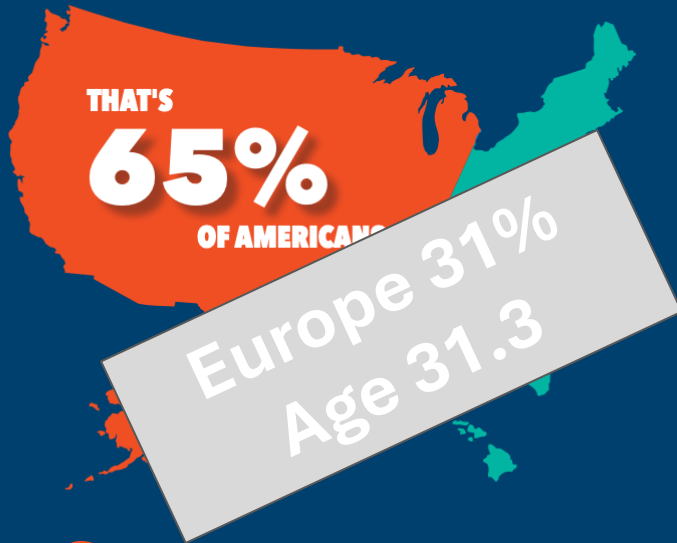
> 600 Millions d'heures de jeu (68,000 ans)

en 2 mois !



# EVERYONE PLAYS

**212.6 MILLION AMERICANS PLAY VIDEO GAMES AT LEAST ONE HOUR A WEEK.**



62% of adults (18+) play video games.



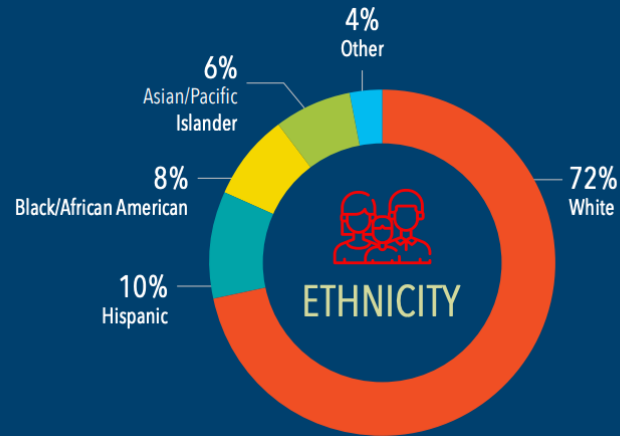
76% of kids under 18 play video games.

**VIDEO GAME PLAYERS ARE DIVERSE:**

**53%** Male

**46%** Female

1% selected "Other" or chose not to answer



The average video game player is

**32**

and has been playing for

**21 years.**

# FAVORITE GAMES

**TOP FIVE GENRES FOR ALL PLAYERS:**

**63%**

Puzzle



Arcade & Other

**52%**

**44%**

Skill & Chance



Shooter

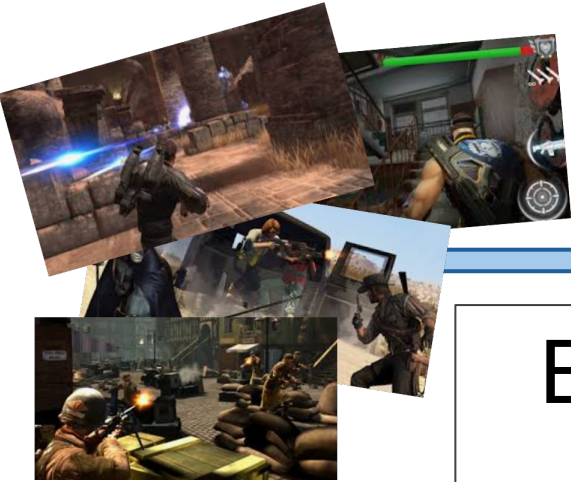
**42%**

**41%**

Action



Etat des lieux



Effets négatifs ?

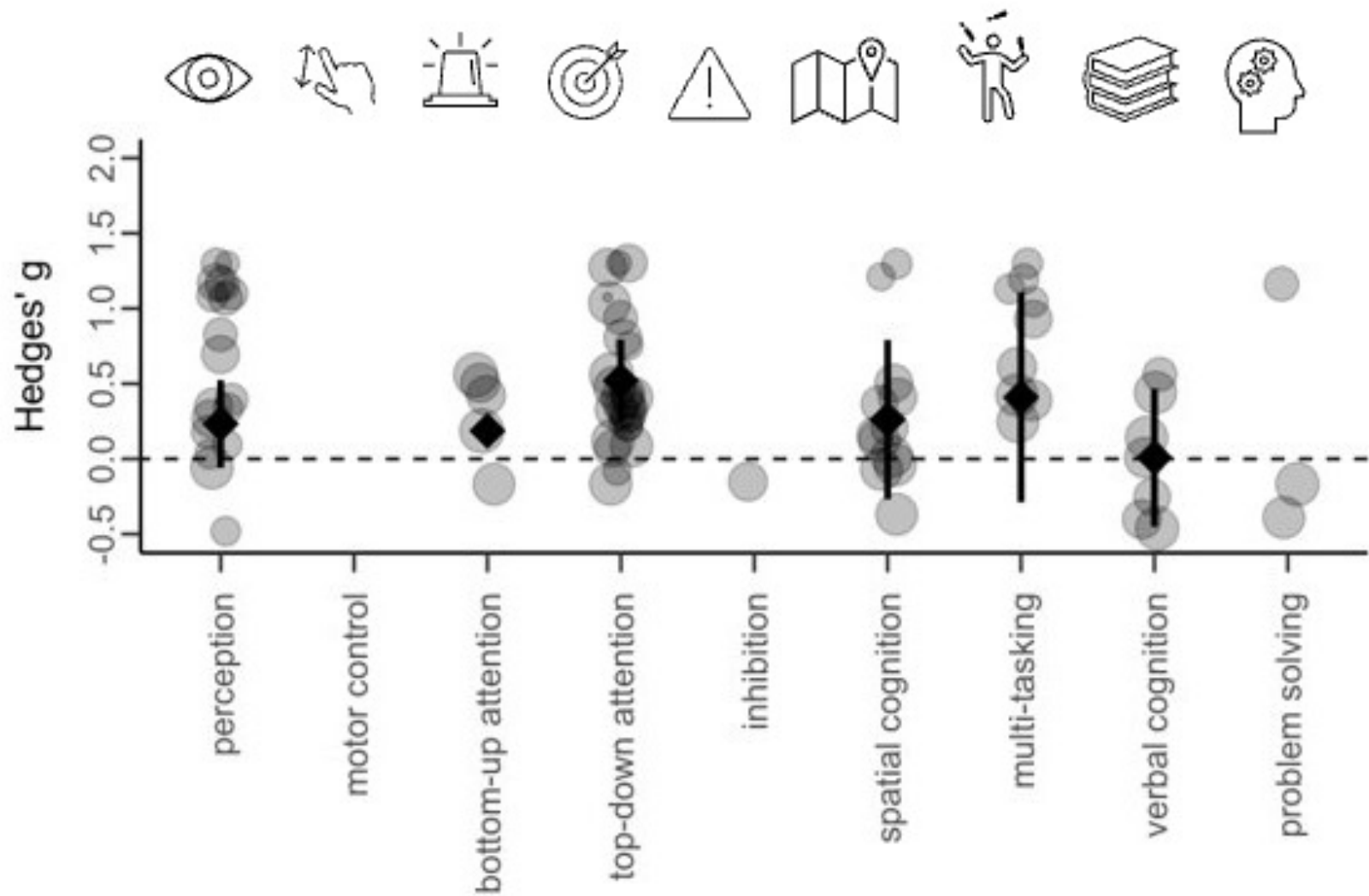
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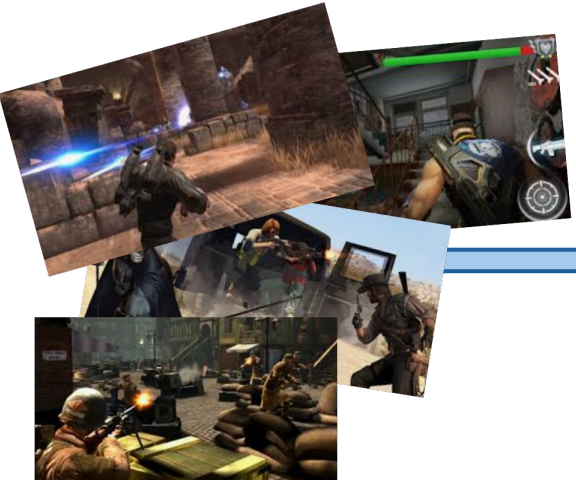
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# Causale



Etat des lieux



## Effets négatifs ?

Gestion de  
l'utilisation

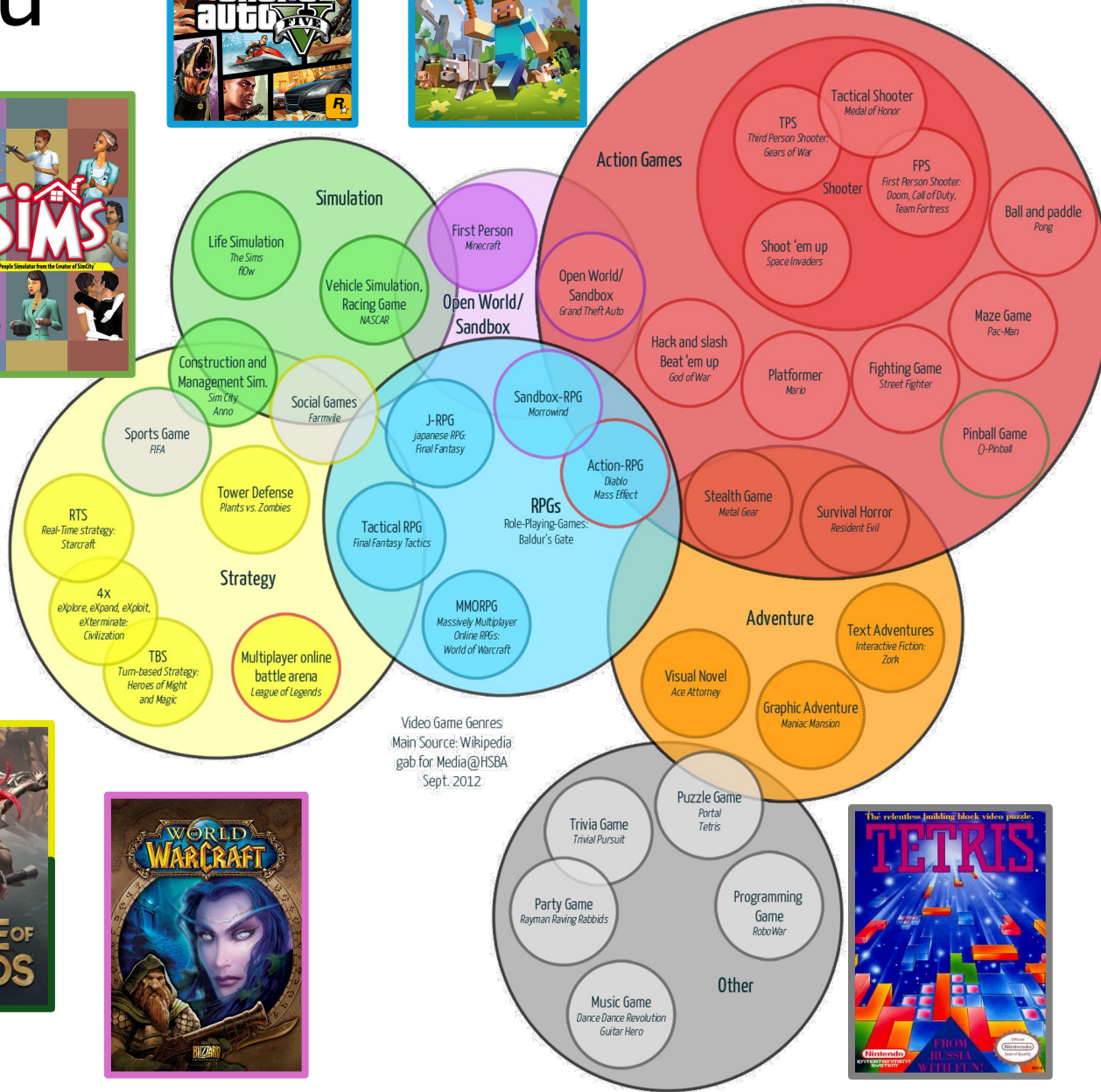
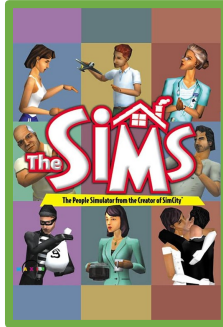
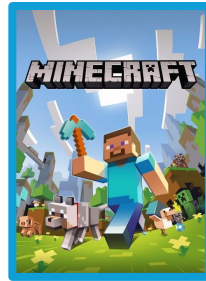
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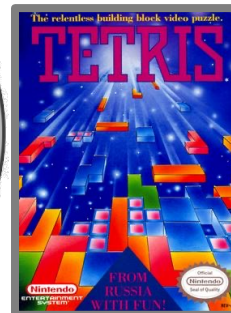
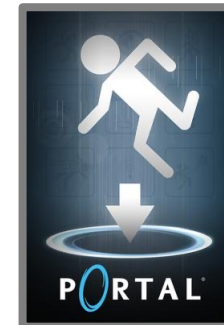
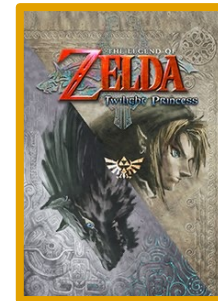


# L'univers du jeu vidéo

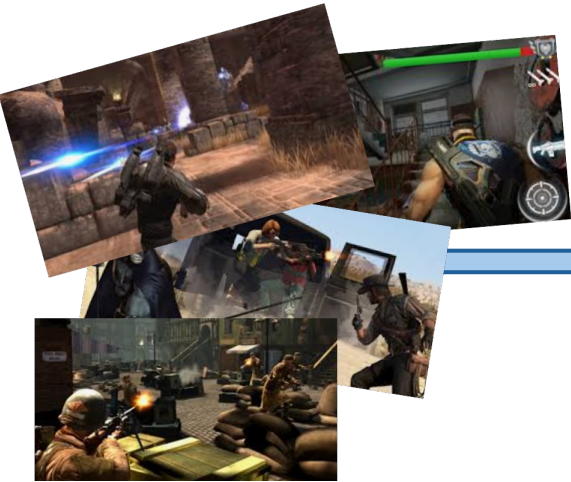


> 600 Millions d'heures de jeu (68,000 ans)

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Etat des lieux



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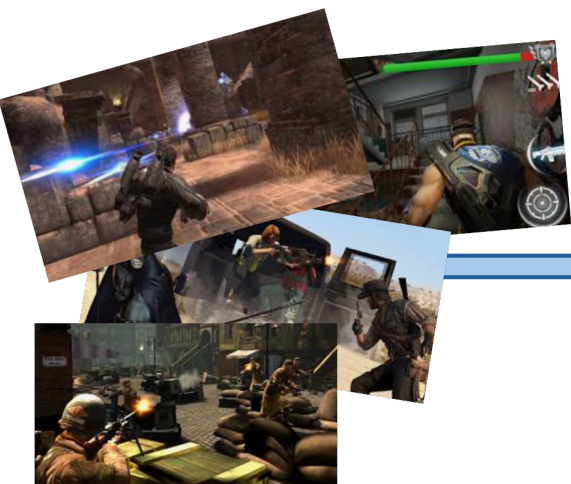
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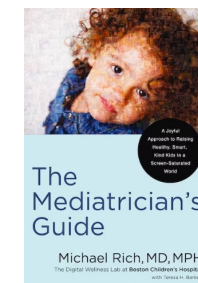
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# *Faire avec plutôt que lutter contre*

- **Dédiaboliser** les écrans: donner du sens, comprendre, accompagner
- **Promouvoir** une utilisation saine et modérée (intentionnalité)
- **Différences** de perception et représentation (parent / enfant)

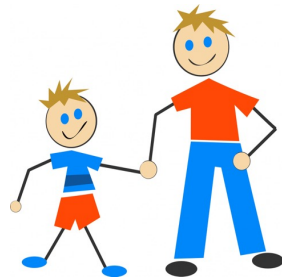




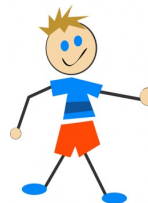
**< 3 ans**



**6 ans**



**9 ans**

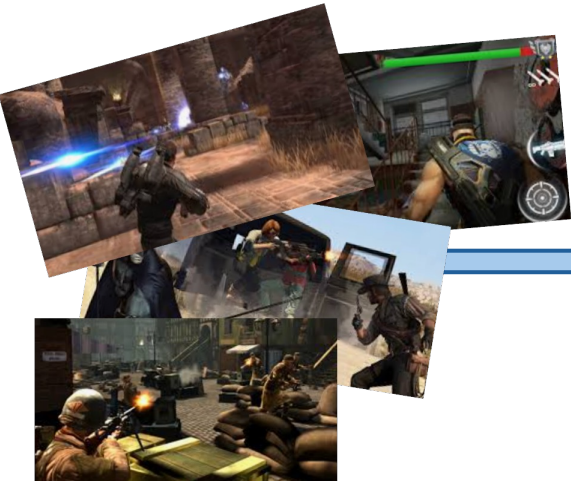


**12 ans**



Country/institution	Infants/toddlers	Early childhood	School-age - adolescence	Other recommendations
AAP (United States) (AAP, 2016 <sup>[8]</sup> )	None, except video chatting (under 18 months); Only high quality programming (18-24 months)	1 hour of high quality programming, co-view	Consistent limits on time and type	Turn off screens when not in use; ensure screen time doesn't displace other behaviours essential for health
Canada Canadian Society for Exercise Physiology (CSEP, 2017 <sup>[9]</sup> ) Canadian Paediatric Society (Canadian Paediatric Society, 2017 <sup>[10]</sup> )	None	<1 hour	<2 hours (CSEP only)	Limited sitting for extended periods (CSEP); Adults model healthy screen use (CPS)
Australian Government Department of Health (Australian Government Department of Health, 2017 <sup>[11]</sup> )	None (under 12 months); <1 hour (12-24 months)	<1 hour	<2 hours (entertainment)	
New Zealand Ministry of Health (Ministry of Health, 2017 <sup>[12]</sup> )	None	<1 hour	<2 hours (recreational)	Adapted from CSEP guidelines
German Federal Ministry of Health (Rütten and Pfeifer, 2016 <sup>[13]</sup> )	None	30 minutes	1 hour (primary school) – 2 hours (adolescents)	Avoid as much as possible; avoid screen time completely for children under 2 including background television

Etat des lieux



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