

# The Gamer Difference

Those in the Game Generation view the workplace much differently than those who came before them. According to our study of video game playing habits, those who “grew up gamer” exhibit some very different opinions about how to successfully manage people in the workplace than non-gamers.

These graphs show just how different the Game Generation will be when dealing with co-workers, supervisors and top management. Organizations will need to adapt accordingly in order to take full advantage of the attitudes these new workers bring to the workplace.

For more information on how to manage the Game Generation, read *Got Game* by John C. Beck and Mitchell Wade, coming soon from Harvard Business School press.

## Gamers have a lot of confidence...

Gamers agreed with these statements more often than Non-Gamers by the following amounts:



## ...but also like working with others.



## Gamers want input from others...

Gamers agreed with these statements more often than Non-Gamers by the following amounts:



## ...but they're realistic about people.



## Gamers think life is a game...

Gamers agreed with these statements more often than Non-Gamers by the following amounts:

