

**Participant Demographics in the Video Games and Learning (VGL) Massive Open Online Course (MOOC)**

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All participants in a Coursera MOOC are invited to respond to a demographic survey that gathers information about participant gender, age, race/ethnicity, level and area of education, employment status and industry/field, ability to communicate in English, languages spoken, and where they live. This is a summary of the responses from participants in the Video Games and Learning MOOC.

**Course Overview**

<b>MOOC Name</b>	Video Games and Learning
<b>Course Start Date</b>	October 3, 2013 (6 weeks)
<b>Instructors</b>	Constance Steinkuehler/Kurt Squire
<b>Number of Registered Participants</b>	42,482
<b>Number of Active Participants</b>	24,924
<b>Demographic Survey Respondents</b>	5,761

**Summary**

1. Overall, there are more male Coursera MOOC participants than female participants. Sixty-four (64%) of Video Games and Learning MOOC participants are male, slightly higher than the overall Coursera MOOC percentage of 60%.
2. The average age of Coursera MOOC participants is 36. The average age of Video Games and Learning MOOC participants is 32, slightly younger than the overall Coursera MOOC average. The most common age group of Video Games and Learning MOOC participants is 20-29 (45%) followed by 30-39 (27%), and 40-49 (12%).
3. Overall, 58% of Coursera MOOC participants describe themselves as native or equivalent readers of English. A similar percentage (57%) of Video Games and Learning MOOC participants describe themselves as native (or equivalent) readers of English. Forty percent (40%) describe their ability to read English as sufficient for most situations. Only 2% describe their ability to read English as sufficient for limited situations. Compared to reading English, a lower percentage of MOOC participants, both Video Games and Learning and overall Coursera MOOCs, describe their writing and speaking of English as native or equivalent.

4. Participants in the Video Games and Learning MOOC live in 146 different countries . Overall, 28% of Coursera MOOC participants live in the United States. A lower percentage of Video Games and Learning MOOC participants, 21%, live in the United States. Between 5-7% of participants live in Brazil, India, or Spain. Other countries in the top ten include Canada, Greece, Russian Federation, Mexico, United Kingdom, and Germany. These countries each contribute about 3% of participants.
5. Of the Video Games and Learning MOOC participants who live in the United States, 17% live in California. An additional 5-8% live in New York, Illinois, Pennsylvania, or Massachusetts. An additional 3-4% live in Washington, Florida, Texas, New Jersey, and Wisconsin. Compared to the overall Coursera MOOC percentage (1.4%) a slightly higher percentage of Video Games and Learning participants live in Wisconsin (3.4%).
6. Overall, 76% of Coursera MOOC participants have a bachelors degree or higher (34% bachelors degree, 31% masters degree, 6% doctoral degree, 5% professional degree). The percentage of Video Games and Learning MOOC participants with a bachelors degree or higher is slightly lower at 71%.
7. Most Coursera MOOC participants are not enrolled in school. Sixty-eight percent (68%) report that they are not enrolled either full or part-time. A slightly lower percentage of Video Games and Learning MOOC participants, 62%, are not enrolled in school.
8. The MOOC participants who indicated they had a college degree (including an associate's degree) were asked about the field of their degree. Overall, the Coursera MOOC participants most commonly indicated degrees in Computer/Information Science (15%), Engineering and Engineering Technologies (15%), and Business/Marketing (12%). These were also the three most common fields for the Video Games and Learning participants who had completed degrees.
9. Almost three quarters of Coursera MOOC participants are employed either full or part time. A slightly lower percentage of Video Games and Learning MOOC participants, 69%, are employed full or part time.
10. The MOOC participants who indicated that they were employed were asked about their industry/field. The most common responses overall were computers/mathematics, education/library related, and business/financial. Video Games and Learning MOOC participants were more likely than the overall Coursera MOOC participants to be employed in the arts/entertainment/sports industry and less likely to be in Business/Finance.

The following tables provide more information about all of the responses to the Coursera demographic survey. Comparisons are provided to the overall Coursera responses when that information is available from Coursera.

### Gender

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Male	63.7	59.6	-4.1
Female	35.9	39.9	4.0
No Response	0.4	0.5	0.1

### Age

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Average	31.5	36.2	4.7
20-29	45.1	---	---
30-39	26.7	---	---
40-49	12.1	---	---
Under 20	7.8	---	---
50-59	5.2	---	---
60-69	1.5	---	---
70 and Over	0.3	---	---
No Response	1.3	---	---

### English Ability: Reading

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Native or equivalent	57.0	57.6	0.6
Sufficient for most situations	40.4	37.7	-2.7
Sufficient for limited situations	2.3	4.1	1.8
No Response	0.3	0.6	0.3

### English Ability: Writing

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Native or equivalent	48.0	52.1	4.1
Sufficient for most situations	40.8	35.7	-5.1
Sufficient for limited situations	10.0	10.3	0.3
No Response	1.2	1.9	0.7

### English Ability: Speaking

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Native or equivalent	46.8	51.6	4.8
Sufficient for most situations	38.5	34.3	-4.2
Sufficient for limited situations	12.8	11.6	-1.2
No Response	1.9	2.5	0.6

### Country of Residence (Top Ten Responses)

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
United States	20.7	27.7	7.0
Brazil	6.7	4.7	-2.0
India	5.0	5.6	0.6
Spain	4.5	4.1	-0.4
Canada	3.4	3.7	0.3
Greece	3.3	1.8	-1.5
Russian Federation	3.0	2.4	-0.6
Mexico	2.8	2.6	-0.2
United Kingdom	2.7	3.6	0.9
Germany	2.7	2.0	-0.7
Other/No Response	54.8	41.8	-13.0

### State of Residence (Top Ten Responses of Participants who Live in the U.S.)

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
California	17.3	16.4	-0.9
New York	7.7	7.9	0.2
Illinois	5.3	4.2	-1.1
Pennsylvania	4.8	4.9	0.1
Massachusetts	4.6	3.9	-0.7
Washington	4.4	4.3	-0.1
Florida	4.3	4.6	0.3
Texas	4.0	5.3	1.3
New Jersey	3.4	3.5	0.1
Wisconsin	3.4	1.4	-2.0
Other/No Response	40.8	43.6	2.8

### Highest Degree/Level of School Completed

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Bachelors	35.1	34.0	-1.1
Masters	28.3	30.7	2.4
Some College	11.6	9.1	-2.5
High School	8.9	7.1	-1.8
Associate Degree	5.1	5.1	0.0
Doctorate	4.8	6.4	1.6
Less than High School	2.8	2.3	-0.5
Professional	2.6	4.7	2.1
No Response	0.8	0.6	-0.2

### Degree-Related Subject Areas (for MOOC Participants with College Degrees)

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Computer/Information Science	17.9	14.9	-3.0
Engineering/Engineering Tech.	12.9	14.8	1.9
Business/Management/Marketing	8.9	11.7	2.8
Education	8.5	4.9	-3.6
Other	5.1	6.4	1.3
Foreign Language/Literature	4.5	2.6	-1.9
Mathematics/Statistics	4.0	4.6	0.6
Psychology/Social Services	4.0	2.9	-1.1
English Language/Literature	3.4	2.6	-0.8
Biological/Biomedical Sciences	3.3	4.8	1.5
Social Sciences/History	3.3	3.8	0.5
Visual/Performing Arts	3.2	1.7	-1.5
Communication/Journalism	2.9	2.3	-0.6
Humanities/Liberal Arts	2.8	2.6	-0.2
Communication Technologies	2.7	2.0	-0.7
Physical Sciences	2.7	3.1	0.4
No Response	9.9	14.3	4.4

### Current Enrollment Status

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Not currently a student	61.7	68.4	6.7
Enrolled full-time	25.1	20.6	-4.5
Enrolled part-time	13.1	11.0	-2.1
No Response	0.1	0.0	-0.1

### Current Employment Status

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Employed Full-Time (>=35 hrs/wk)	52.3	59.0	6.7
Employed Part-Time (< 35 hrs/wk)	17.0	14.3	-2.7
Unemployed, Looking for Work	16.6	11.2	-5.4
Unemployed, Not Looking	8.8	6.8	-2.0
On Leave from Work	2.3	2.2	-0.1
No Response	3.0	6.5	3.5

### Industry, if Employed or Seeking Employment

	Video Games and Learning MOOC	All Coursera MOOCs	Difference (Coursera-UW)
Computers/Mathematics	29.6	25.2	-4.4
Education/Library	26.4	16.6	-9.8
Arts/Entertainment/Sports	12.3	7.0	-5.3
Business/Financial	6.1	9.8	3.7
Architecture/Engineering	4.5	6.2	1.7
Management	3.3	5.1	1.8
Biological/Physical/Social Science	2.8	4.1	1.3
Office/Administrative	2.6	3.2	0.6
Healthcare/Technical	2.2	4.9	2.7
No Response	10.2	17.9	7.7