

Supplementary material

Sexual content in video games: an analysis of the Entertainment Software Rating Board classification from 1994 to 2013

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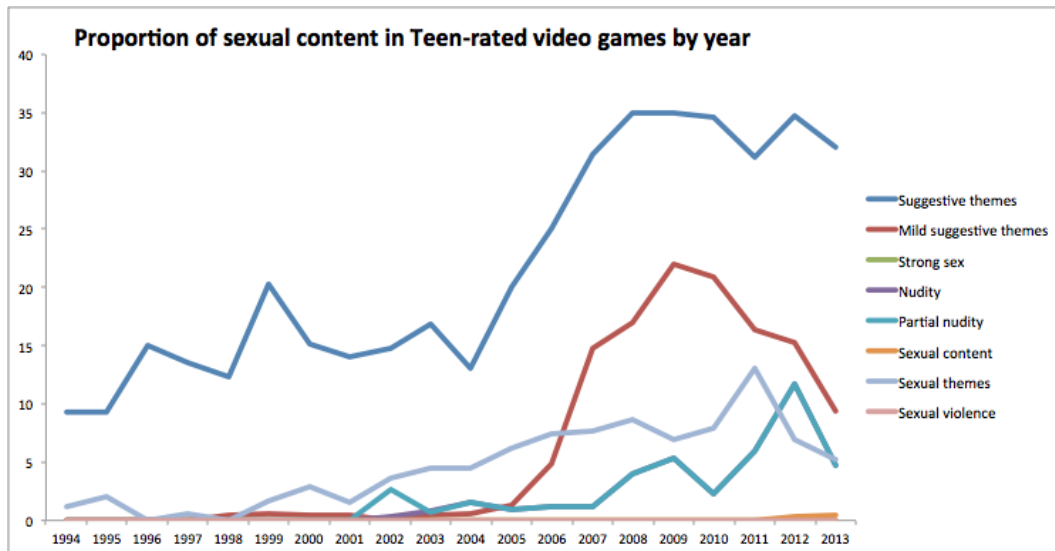


Figure S1. Proportion of sexual content in Teen-rated video games by year and descriptor. (Note: We ran a secondary analysis to observe the proportion of sexual content across descriptors by year. Not all the descriptors increased at similar rates: “suggestive themes” and “mild suggestive themes” had the highest increments. Nudity, partial nudity, sexual content and sexual themes had small but stable increases across the period. “Sexual violence” and “Strong sexual content” were absent in this category.)

Table S1. Proportion of Sexual content descriptors by year in the top-selling video games.

Descriptors	Average	2005	2006	2007	2008	2009	2010	2011	2012	2013
Any sexual content										
Top	24.9	16.8	17.4	23.2	20.9	36.6	25.5	41.6	30.7	28.4
Non-top	17.1	12.9	14.5	15.2	17.5	17.6	18.5	19.8	22.8	19.8
Suggestive themes										
Top	12.8	10.3	9.7	19.2	10.5	22	11.2	13.5	17.1	10.5
Non-top	12.5	8.2	9.9	11	14.2	14.4	14.7	13.3	14.8	12.4
Mild suggestive themes										
Top	5.8	0.0	2.1	10.1	5.8	12.2	5.1	7.9	9.1	7.5
Non-top	6.3	1.3	2.5	5.6	8.7	9.1	9.2	7.6	6.1	2.9
Strong sexual content										
Top	2.6	1.9	2.8	1.0	3.5	0.0	5.1	0.0	2.3	7.5
Non-top	0.2	0.3	0.2	0.3	0.2	0.2	0.1	0.3	0.4	0.0
Partial nudity										
Top	3.1	0.9	1.4	1.0	5.8	4.9	0.0	7.9	8.0	1.5
Non-top	1.9	0.8	1.2	1.1	1.5	1.5	1.2	2.7	5.1	4.7
Nudity										
Top	4.7	0.9	1.4	1.0	5.8	4.9	5.1	10.1	9.1	9.0
Non-top	2.2	1.2	1.4	1.3	1.7	1.8	1.6	3.2	5.4	6.1
Sexual content										
Top	4.7	1.9	3.5	1.0	3.5	7.3	10.2	5.6	3.4	10.5
Non-top	0.5	0.4	0.3	0.3	0.2	0.6	0.3	0.6	0.8	2.0
Sexual themes										
Top	6.5	4.7	3.5	3.0	7.0	4.9	4.1	18.0	8.0	7.5
Non-top	3.4	3.7	3.6	3.3	2.4	2.3	3.2	4.6	5.3	3.8

To see the change in the sexual contents sub-domains we did a comparison across all years of the top 100 video games. Year 2005 was the one with less sexual content in general and across descriptors, while 2011 shows the highest prevalence of sexual content. Nudity has shown an increasing prevalence across the period. Suggestive themes and sexual themes were the two descriptors that showed the highest prevalence across the period. None of the games on top the 100 contained sexual violence.

Figure S2. Proportion of sexual content in “Mature” rated video games, with all the descriptors and without “Nudity”, “Partial nudity” and “Sexual violence”. (Note: We ran a sensitivity analysis eliminating nudity, partial nudity and sexual violence to simulate what would have happened if those descriptors had never been included in the ESRB rating system.)

