



The Gamer Generation
Generation “Y” and “X”
A Comparison

Generation “X”	Generation “Y” (aka Echo Boomers, Millennials)
Born 1965-76 51 Million	Born 1977-98 75 Million
Accept Diversity Pragmatic/Practical Self-Reliant/Individualistic Rejects Rules Killer Life Mistrusts Institutions PC Driven Uses Technology Multitasks Latch-Key Kids Friend-Not Family	Celebrate Diversity Optimistic/Realistic Self Inventive/Individualistic Rewrites The Rules Killer Lifestyle Irrelevance of Institutions Internet Driven Assume Technology Multitasks Fast Nurtured Friends=Family
<p><u>Mentoring Do’s</u></p> <ul style="list-style-type: none"> • Casual Friendly Work Environment <ul style="list-style-type: none"> • Involvement • Flexibility and Freedom <ul style="list-style-type: none"> • A Place to Learn 	<p><u>Mentoring Do’s</u></p> <ul style="list-style-type: none"> • Structured, Supportive Work Environment <ul style="list-style-type: none"> • Personalized Work • Interactive Relationships • Be Prepared for Demands, High Expectations

