

## **Mosberg – English abstract**

### *Danish newspaper discourses on older adults and digital games*

Older adults are increasingly playing digital games, although these are often still regarded as media mainly used by children and young people. The article, on the basis of discourse theory, examines the ways that the two notions 'older adults' and 'digital games' co- and re-constitute each other when they are coupled in Danish newspaper articles from 1990-2013. The analysis indicates that no clear discourse formations crystallize with regards to older adults and digital games before 2008. At this time, digital games are increasingly being presented as possible training devices that may be used in older adults' self care or by the welfare state. Thus, the general understanding of digital games as entertainment media changes when these are related to older adults. Instead, the body that requires training comes into focus.