**Video Game Playing Questionnaire – DURING THE PAST YEAR**

**ID: ______________________ Date: __________________**

**THIS QUESTION IS ABOUT YOUR GAMING ACTIVITIES DURING THE PAST 12 MONTHS.**

For each type of game, specify the number of hours played per week (including weekends) during school period (excluding vacations).

You will be given the choice between 6 different answers; Please choose one and only one: never; less than 1 hour; between 1 and 3 hours; between 3 and 5 hours; between 5 and 10 hours; more than 10 hours

If your answer is at the cut-off, please select the lower option (e.g. if 3 hours per week, select 1 to 3)

For each type of game, also specify whether you were playing more than half of the time, on a small screen, meaning 12-inches or smaller and/or using a touch-screen.

- If you are playing Fortnite and/or Minecraft, please classify as shown:
  - Fortnite: Save the World or Battle Royale = First/Third Person Shooters
  - Fortnite Creative = Puzzle
  - Minecraft = Puzzle

**FIRST/THIRD PERSON SHootERS**
(Call Of Duty, Halo, Apex Legends, Half-Life, Overwatch, Counterstrike …)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**ACTION-RPG/ADVENTURE**
(The Witcher, Mass Effect, Fallout 4, Skyrim, GTA, Assassin’s Creed, Tomb Raider, The Last of Us, …)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**SPORTS/DIvING**
(Fifa, NHL, Mario Kart, Need for Speed, Forza, Rocket League …)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**REAL-TIME STRATEGY/MOBA**
(Starcraft, Warcraft I, II & III, DotA, Command & Conquer, League of Legends, Age of Empires, Pokemon Unite)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**TURN-BASED/NON-ACTION ROLE-PLAYING/FANTASY**
(World of Warcraft, Final Fantasy, Pokemon, ORIGINAL SIN2, Chrono Trigger…)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**TURN-BASED STRATEGY/LIFE SIMULATION/PUZZLE**
(Civilization, Hearthstone, The Sims, Roblox, Among Us, Restaurant Empire, Puzzle Quest, Bejeweled, Solitaire, Candy Crush, …)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**MUSIC GAMES**
(Guitar Hero, DDR, Rock Band, Beat Saber …)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

**OTHER**
(games that don’t fit into any of the categories
- Phone games, Browser games, Fighting games, etc.)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?
Video Game Playing Questionnaire – BEFORE THE PAST YEAR

ID: ___________________________  Date: __________________

THIS QUESTION IS ABOUT YOUR GAMING ACTIVITIES ANYTIME BEFORE THE PAST 12 MONTHS (i.e. more than a year ago).
For each type of game, specify the number of hours played per week (including weekends) during school period (excluding vacations).

You will be given the choice between 6 different answers; Please choose one and only one:
never; less than 1 hour; between 1 and 3 hours; between 3 and 5 hours; between 5 and 10 hours; more than 10 hours
If your answer is at the cut-off, please select the lower option (e.g. if 3 hours per week, select 1 to 3)

For each type of game, also specify whether you were playing more than half of the time, on a small screen, meaning 12-inches or smaller and/or using a touch-screen.

If you are playing Fortnite and/or Minecraft, please classify as shown:
Fortnite: Save the World or Battle Royale = First/Third Person Shooters
Minecraft = Puzzle

### FIRST/THIRD PERSON SHOOTERS
(Call Of Duty, Halo, Apex Legends, Half-Life, Overwatch, Counterstrike ...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### ACTION-RPG/ADVENTURE
(The Witcher, Mass Effect, Fallout 4, Skyrim, GTA, Assassin’s Creed, Tomb Raider, The Last of Us, ...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### SPORTS/DRIVING
(Fifa, NHL, Mario Kart, Need for Speed, Forza, Rocket League ...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### REAL-TIME STRATEGY/MOBA
(Starcraft, Warcraft I, II & III, DotA, Command & Conquer, League of Legends, Age of Empires, Pokemon Unite)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### TURN-BASED/NON-ACTION ROLE-PLAYING/FANTASY
(World of Warcraft, Final Fantasy, Pokemon, ORIGINAL SIN2, Chrono Trigger...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### TURN-BASED STRATEGY/LIFE SIMULATION/PUZZLE
(Civilization, Hearthstone, The Sims, Roblox, Among Us, Restaurant Empire, Puzzle Quest, Bejeweled, Solitaire, Candy Crush, ...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### MUSIC GAMES
(Guitar Hero, DDR, Rock Band, Beat Saber ...)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?

### OTHER: games that don’t fit into any of the categories
(Phone games, Browser games, Fighting games, etc.)

For this game type, were you playing more than half of the time:
- on a small screen, meaning 12-inches or smaller
- using a touch-screen?
Information to Researchers

1. The administered questionnaire is only valid to define extremes of game play by category or video game genre; For example, contrasting action video game players (AVGPs) with non-video game players (NVGPs). It is NOT appropriate for continuous measure of weekly hours of video game play. Hourly reports are not reliable as sampled - see Green et al. (2017) for a discussion of this point

2. Video game genres as classified in the questionnaire keep evolving by integrating different game design mechanics. In the cognitive neuroscience literature, the term “action video game players” is used to refer to only first and third person shooters. Yet, it tends to now be more encompassing of other genres that also integrate some of the identified action mechanics into their game play. The AVGP criteria below reflect that shift. This state of affair has several consequences.
   a. From that point of view, be aware that it would not make sense to contrast AVGP as defined below to Action_RPG, or Sport/Driving or RTS/MOBA.
   b. Some game titles have changed categories between their different releases (e.g. Warcraft). The experimenter should thus verify the exact classification of a specific video game title AND version on this wiki on game genres if unsure (e.g., Warcraft I, II and III in RTS, whereas World of Warcraft (IV) is an MMPORG. Link to the wiki : https://en.wikipedia.org/wiki/List_of_video_game_genres)
   c. Fortnite can have different play modes :
      - Fortnite Battle Royale and Save the World game modes fall under Action_First/Third
      - Fortnite Creation (“building”) game mode, ( as well as Minecraft) fall under Turn Based Strategy/LifeSim/Puzzle

3. Because VG questionnaires are not systematically administered at the time of data collection and video game play may have changed, it is critical to keep the delay between administration of the VG questionnaire and participation in other tasks as short as possible. To be included in a study as an AVGP or NVGP, a VG questionnaire leading to the respective qualification needs to have been collected less than 3 months before the data collection.

References :
NVGP criteria
All criteria MUST apply.

• During the Past Year
  (1) At most 0-1 hour per week for Action_First/Third
  AND
  (2) At most 0-1 hour per week for Action_RPG/Adv.
  AND
  (3) At most 0-1 hour per week for Sport/Driving
  AND
  (4) At most 0-1 hour per week for RTS/MOBA
  AND
  (5) At most 1-3 hours per week for each of the remaining game categories
      (Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other)
  AND
  (6) Using the following score (i.e. never=0, 0-1 hour=1, 1-3 hours=2, 3-5 hours=3, …)
      Strictly less than 5 when ALL GAME GENRES are summed.
  AND

• Before the Past Year
  (1) At most 0-1 hour per week for Action_First/Third
  AND
  (2) At most 0-1 hour per week for Action_RPG/Adv.
  AND
  (3) At most 0-1 hour per week for Sport/Driving
  AND
  (4) At most 0-1 hour per week for RTS/MOBA
  AND
  (5) At most 1-3 hours per week for any of the remaining game categories
      (Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other)
  AND
  (6) Using the following score (i.e. never=0, 0-1 hour=1, 1-3 hours=2, 3-5 hours=3, …)
      Strictly less than 5 when ALL GAME GENRES are summed.
AVGP criteria

Four options possible - All criteria MUST apply within each option.
The option "NOSMALLSCREEN" below is repeated along all action and action-game genre. It is a prerequisite allowing the selection of individuals playing action and action-like game on wide screens. This is to avoid having individuals playing games on smartphones and tablets (not considered as action or action-like games).

NOSMALLSCREEN : Select for wide screen support related to a game genre at a given moment
(1) "NO" to playing more than half of the time on a 12-inch, or smaller
AND
(2) "NO" to playing more than half of the time using a touch-screen

OPTION 1. Individuals who are heavy current action game players (First-person shooter, Third-person shooter, and/or action-RPG/adventure). They should also be low players of all other genres.

Select for Heavy Current experience in Action games while selecting for wide screen support
(1) ( At least 5+ hours for Action_First/Third during past year
AND
NOSMALLSCREEN for Action_First/Third during past year)
OR
( At least 5+ hours for Action_RPG/Adv. during past year
AND
NOSMALLSCREEN for Action_RPG/Adv. during past year ) )

AND

Select for Low Current experience in all other games
(2) At most 1-3 hours during past year on each game category listed:
Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other (that is all other game categories but RTS/MOBA and Sport/Driving)

OR

OPTION 2. Individuals who are currently medium action game players (First-person shooter, Third-person shooter, and/or action-RPG/adventure), but in years prior to this year were heavy action game players. They should also be low players of all other genres.

Select for Medium Current experience in Action games while selecting for wide screen support
(1) ( At least 3-5 hours for Action_First/Third during past year
AND
NOSMALLSCREEN for Action_First/Third during past year )
OR
( At least 3-5 hours for Action_RPG/Adv. during past year
AND
NOSMALLSCREEN for Action_RPG/Adv. during past year )

AND
Select for Heavy Past experience in Action games while selecting for wide screen support
(2) ( ( At least 5+ hours for Action_First/Third before past year
AND
NOSMALLSCREEN for Action_First/Third before past year )
OR
( At least 5+ hours for Action_RPG/Adv. before past year
AND
NOSMALLSCREEN for Action_RPG/Adv. before past year ) )

AND

Select for Low Current experience in all other games
(3) At most 1-3 hours during past year on each game category listed:
Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other (that is all other game categories but RTS/MOBA and Sport/Driving)

OR

OPTION 3. Individuals who are currently medium Action game players (First-person shooter, Third-person shooter, and or action-RPG/adventure) and currently heavy Sports/Driving games players. They should also be low players of all other genres.

Select for Medium Current experience in Action games while selecting for wide screen support
(1) ( ( At least 3-5 hours for Action_First/Third during past year
AND
NOSMALLSCREEN for Action_First/Third during past year )
OR
( At least 3-5 hours for Action_RPG/Adv. during past year
AND
NOSMALLSCREEN for Action_RPG/Adv. during past year ) )

AND

Select for Heavy Current experience in Sport/Driving games while selecting for wide screen support
(2) At least 5+ hours for Sport/Driving during past year
AND
NOSMALLSCREEN for Sport/Driving during past year

AND

Select for Low Current experience in all other games
(3) At most 1-3 hours on each remaining game category during past year:
Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other (that is all other game categories but RTS/MOBA)

OR
**OPTION 4.** Individuals who are currently medium Action game players (First-person shooter, Third-person shooter, and or action-RPG/adventure) and currently heavy RTS/MOBA games players. They should also be low players of all other genres.

Select for Medium Current experience in Action games while selecting for wide screen support
(1) ( At least 3-5 hours for Action_First/Third during past year
   AND
   NOSMALLSCREEN for Action_First/Third during past year )
   OR
   At least 3-5 hours for Action_RPG/Adv. during past year
   AND
   NOSMALLSCREEN for Action_RPG/Adv. during past year )

AND

Select for Heavy Current experience in RTS/MOBA games while selecting for wide screen support
(2) At least 5+ hours for RTS/MOBA during past year
   AND
   NOSMALLSCREEN for RTS/MOBA during past year

AND

Select for Low Current experience in all other games
(3) At most 1-3 hours on each remaining game category during past year:
   Non-Action_RPG/FANTASY, Turn Based Strategy/LifeSim/Puzzle, Music games and Other (that is all other game categories but Sport/Driving)
### LOW Tweener criteria

While most studies in the literature have used NVGPs for training studies, these are nowadays so rare that “low tweeners” are also being considered as training participants. “Low tweeners” are selected for low action game experience AND for moderate experience in game play AND for non-expert experience in any game genre.

<table>
<thead>
<tr>
<th>Select for low action</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) At most 0-1 hour of Action_First/Third <strong>during</strong> past year</td>
<td></td>
</tr>
<tr>
<td>AND</td>
<td></td>
</tr>
<tr>
<td>(2) At most 0-1 hour of Action_RPG/Adv. <strong>during</strong> past year</td>
<td></td>
</tr>
<tr>
<td>AND</td>
<td></td>
</tr>
<tr>
<td>(3) At most 1-3 hours in Sport/Driving <strong>during</strong> past year <strong>AND</strong> at most 0-1 hour of RTS/MOBA <strong>during</strong> past year</td>
<td></td>
</tr>
<tr>
<td>OR</td>
<td>At most 0-1 hour of Sport/Driving <strong>during</strong> past year <strong>AND</strong> at most 1-3 hours in RTS/MOBA <strong>during</strong> past year</td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
<tr>
<td>(4) At most 1-3 hours of Action_First/Third <strong>before</strong> past year</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
<tr>
<td>(5) At most 1-3 hours of Action_RPG/Adv. <strong>before</strong> past year</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
<tr>
<td>(6) At most 3-5 hours of Sports/Driving <strong>before</strong> past year</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
<tr>
<td>(7) At most 3-5 hours of RTS/MOBA <strong>before</strong> past year</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Select for Moderate experience in game play</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(8) Do not qualify as a NVGP</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
<tr>
<td>(9) Using the mean of all hourly categories (i.e. never= 0, 0-1 hour= 0.5, 1-3 hours= 2, 3-5 hours= 4, 5-10 hours= 7.5, +10 hours= 15.</td>
<td></td>
</tr>
<tr>
<td>Sum of ALL GAME GENRES <strong>during</strong> past year is greater than 1 hour and less than or equal to 10 hours</td>
<td></td>
</tr>
<tr>
<td><strong>OR</strong></td>
<td>Sum of ALL GAME GENRES <strong>during</strong> past year is less than or equal to 1 hour</td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td>Sum of ALL GAME GENRES <strong>before</strong> past year is greater than or equal to 5 hours;</td>
</tr>
<tr>
<td><strong>OR</strong> 2 hours if not enough participants</td>
<td></td>
</tr>
<tr>
<td><strong>AND</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Select for Non-expert experience in any game genre</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(10) At most 3-5 hours for each of the game genres listed in the VG questionnaire <strong>during</strong> past year</td>
<td></td>
</tr>
</tbody>
</table>