

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	YES / NO
- using a touch-screen ?	YES / NO

Hours/week								
more than 10 hours								
between 5 and 10 hours								
between 3 and 5 hours								
between 1 and 3 hours								
less than 1 hour								
never								
NA								

Video Game Questionnaire – October 2025 version
English – Adults

Video Game Playing Questionnaire – *BEFORE* THE PAST YEAR

ID: _____ Date: _____

THIS QUESTION IS ABOUT YOUR GAMING ACTIVITIES <u>ANYTIME BEFORE THE PAST 12 MONTHS</u> (i.e. more than a year ago). For each type of game, specify the number of hours played per week when you played the most. You will be given the choice between 6 different answers; Please choose one and only one: <u>never</u> ; <u>less than 1 hour</u> ; <u>between 1 and 3 hours</u> ; <u>between 3 and 5 hours</u> ; <u>between 5 and 10 hours</u> ; <u>more than 10 hours</u> <i>If your answer is at the cut-off, please select the lower option (e.g. if 3 hours per week, select 1 to 3)</i> 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. <i>If you are playing Fortnite and/or Minecraft, please classify as shown:</i> Fortnite: Save the World or Battle Royale = <u>First/Third Person Shooters</u> Fortnite Creative = <u>Puzzle</u> Minecraft = <u>Puzzle</u> Minecraft Dungeons = <u>Action-RPG/Adventure</u>	Hours/week					
	never	less than 1 hour	between 1 and 3 hours	between 3 and 5 hours	between 5 and 10 hours	more than 10 hours
FIRST/THIRD PERSON SHOOTERS <i>(Call Of Duty, Halo, Apex Legends, Half-Life, Overwatch, Counterstrike ...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
ACTION-RPG/ADVENTURE <i>(The Witcher, Mass Effect, Fallout 4, Skyrim, GTA, Assassin's Creed, Tomb Raider, The Last of Us, ...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
SPORTS/DRIVING <i>(Fifa, NHL, Mario Kart, Need for Speed, Forza, Rocket League ...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
REAL-TIME STRATEGY/MOBA <i>(Starcraft, Warcraft I, II & III, DotA, Command & Conquer, League of Legends, Age of Empires, Pokemon Unite)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
TURN-BASED/NON-ACTION ROLE-PLAYING/FANTASY <i>(World of Warcraft, Final Fantasy, Pokemon, ORIGINAL SIN2, Chrono Trigger...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
TURN-BASED STRATEGY/LIFE SIMULATION/PUZZLE <i>(Civilization, Hearthstone, The Sims, Roblox, Among Us, Restaurant Empire, Puzzle Quest, Bejeweled, Solitaire, Candy Crush, ...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
MUSIC GAMES <i>(Guitar Hero, DDR, Rock Band, Beat Saber ...)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						
OTHER : games that don't fit into any of the categories <i>(Phone games, Browser games, Fighting games, etc.)</i> For this game type, were you playing more than half of the time : - on a small screen, meaning 12-inches or smaller YES / NO - using a touch-screen ? YES / NO						

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 affairs 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 :
 - Fornite *Battle Royale* and *Save the World* game modes fall under Action_First/Third.
 - Fortnite Creative (“building”) game mode falls under Turn Based Strategy/LifeSim/Puzzle.
 - d. Similarly, two Minecraft games can be distinguished :
 - Minecraft : falls under the Strategy/LifeSim/Puzzle category.
 - Minecraft Dungeons : falls under the Action-RPG/Adventure category.
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 :

Green, C. S., Kattner, F., Eichenbaum, A., Bediou, B., Adams, D. M., Mayer, R. E., & Bavelier, D. (2017). Playing Some Video Games but Not Others Is Related to Cognitives Abilities. *Psychological Science*, 28(5), 679-682.

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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

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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

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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.

Select for low action

- (1) At most 0-1 hour of Action_First/Third **during** past year
AND
- (2) At most 0-1 hour of Action_RPG/Adv. **during** past year
AND
- (3) (At most 1-3 hours in Sport/Driving **during** past year AND at most 0-1 hour of RTS/MOBA **during** past year
OR
At most 0-1 hour of Sport/Driving **during** past year AND at most 1-3 hours in RTS/MOBA **during** past year)
AND
- (4) At most 1-3 hours of Action_First/Third **before** past year
AND
- (5) At most 1-3 hours of Action_RPG/Adv. **before** past year
AND
- (6) At most 3-5 hours of Sports/Driving **before** past year
AND
- (7) At most 3-5 hours of RTS/MOBA **before** past year

AND

Select for Moderate experience in game play

- (8) Do not qualify as a NVGP
AND
- (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.*
Sum of ALL GAME GENRES **during** past year is greater than 1 hour and less than or equal to 10 hours
OR
(Sum of ALL GAME GENRES **during** past year is less than or equal to 1 hour
AND
Sum of ALL GAME GENRES **before** past year is greater than or equal to 5 hours ;
OR 2 hours if not enough participants)

AND

Select for Non-expert experience in any game genre

- (10) At most 3-5 hours for each of the game genres listed in the VG questionnaire **during** past year