**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:
      - 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

References:

Video Game Questionnaire – Version November 2019

**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.

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
   (1) At least 5+ hours for Action_First/Third during past year
       OR
       At least 5+ hours 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
   (1) At least 3-5 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)

AND

Select for Heavy Past experience in Action games
   (2) At least 5+ hours on Action_First/Third before past year
       OR
       At least 5+ hours 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
(1) (At least 3-5 hours for Action_First/Third during past year
OR
At least 3-5 hours for Action_RPG/Adv. during past year)

AND

Select for Heavy Current experience in Sport/Driving games
(2) At least 5+ hours in 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
(1) (At least 3-5 hours for Action_First/Third during past year
OR
At least 3-5 hours for Action_RPG/Adv. during past year)

AND

Select for Heavy Current experience in RTS/MOBA games
(2) At least 5+ hours in 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