Video Game Playing Questionnaire – DURING THE PAST YEAR

Ss 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 **when you played the most.**

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)

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

<table>
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<tr>
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<tbody>
<tr>
<td><strong>FIRST/THIRD PERSON SHOOTERS</strong></td>
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<td>(Call Of Duty, Halo, Apex Legends, Half-Life, Overwatch, Counterstrike ...)</td>
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<td><strong>ACTION-RPG/ADVENTURE</strong></td>
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<td>(The Witcher, Mass Effect, Fallout 4, Skyrim, GTA, Assassin’s Creed, Tomb Raider, The Last of Us, ...)</td>
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<td><strong>SPORTS/DRIVING</strong></td>
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<td>(Fifa, NHL, Mario Kart, Need for Speed, Forza, Rocket League ...)</td>
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<td><strong>REAL-TIME STRATEGY/MOBA</strong></td>
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<td>(Starcraft, Warcraft I, II &amp; III, DotA, Command &amp; Conquer, League of Legends, Age of Empires, Pokemon Unite)</td>
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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 when you played the most.

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

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

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

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

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

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

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

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

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
   OR
   At least 3-5 hours for Action_RPG/Adv. during past year

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