

## **Appendix A: Interview and Survey Instruments**

### Study 1: Free-List Interview

\*Before starting interview, be sure to provide them with a description of the study, and provide them with a link to our FB page with our informed consent:

<https://www.facebook.com/anthvirtualworldz/>

Many gamers are aware of, or talk about, "video game" or "online" addiction.

1. What are some other names or terms people use for “addictive gaming”?
2. According to the gamer community, what are some symptoms of videogame addiction? List as many as you can.

(Clarifying probe: how have you heard other gamers talk about the symptoms or experiences of addiction?)

3. (According to gamers you know/the gaming community) what are the causes of online/videogame addiction? List as many as you can.

(Clarifying probe: What can make someone at risk for addiction? What can be co-occurring in their life?)

4. What groups of people are particularly at risk for online/videogame addiction? Are there any other groups of people that are vulnerable/at risk?

5. According to the gamer community, what are the possible treatments or solutions to online/videogame addiction? Again, list as many as you can.

(Clarifying probe: How have you heard of people overcoming their overuse of videogames?)

**\*\*Free List probes:** Try to list at least X (x= closest X0, X5 numeric value, e.g., if informant initially lists 6 items, encourage them to list at least 10. If list 10, encourage them to list 15.) After, encourage informant to try and list "just one or two more."\*\* (This is essential to gather salient and less salient parts of the model(s).)

After ALL lists are done, go back and ask the informant to expand upon some key terms (determined through literature, p/o, informant reaction, gut-feeling). Ask "what do you mean by this...." or "can you give me an example of this..." or "do you know someone who experienced this...." etc. (To avoid informant fatigue, don't feel like you need to expand every item.) (To ensure collection of primary data, ask expansion questions only after all FL are collected.)

### Study 1: Pile-Sort Interview

FIRST: Explain nature of study, provide copy of consent form. Ask permission to audio record.

Prompt: We are conducting a study as part of the Ethnographic Methods class, on online addiction—also known as problematic gameplay, among online gamers. From earlier interviews, we have collected 39 terms that gamers, like yourself, have used to describe “online addiction”. We are interested in how these terms relate to one another—so we are inviting you to take part in a “pile sort” interview. The method of this interview is fairly simple:

1. I will give you a set of 39 cards, each with a word that gamers used to describe “online addiction” in some way. I just want you to sort these terms by commonality. There is no right or wrong way to sort these terms---(the only stipulation is that you can’t make only 1 pile, and you can’t place each and every card into its own pile).

While you are sorting these cards, I encourage you to think out loud to help me understand your thought process.

(RESEARCHER: Get out of the way. Let them sort.)

*\*\*Now, please explain your reasoning behind your piles. What overall pattern or theme guided you?*

2. Now, I want you to take all the cards, and specifically identify which terms are associated with CAUSES or CONTRIBUTING FACTORS of online addiction. You can place as many or as few terms into this pile. (Set all non-chosen cards aside.)

Now, from this CAUSES pile, please identify which terms are the MOST important or indicative CAUSES of online addiction. Remember you can put as many or as few terms into this pile.

From the remaining cards, which are the LEAST important CAUSES of online addiction? (That is, they are still contributing factors of problematic gameplay, they are just least important.) Again, you can put as many or as few terms into this pile.

*\*\*Now, please explain to me why these (pointing to the MOST pile) are the most important?*

*\*\*Now, please explain to me why these (pointing to the LEAST pile) are the least important?*

3. REPEAT STEP 2 with SYMPTOMS.

4. REPEAT STEP 2 with TREATMENT.

## Study 2: Survey

For full survey, see: <https://goo.gl/forms/1dLtANSdr2j4ygcU1>

### **(Offline) Loneliness**

*The next questions are also about the social support in your life, or the lack of the such support. For each one, tell us how often you feel that way.*

*Marking a 1 means you hardly ever feel that way. 2 means you feel that way some of the time, and 3 often.*

1. How often do you feel that you lack \*offline\* companionship: Hardly ever, some of the time, or often?

2. How often do you feel left out of \*offline\* events and activities: Hardly ever, some of the time, or often?
3. How often do you feel isolated from \*offline\* others? (Is it hardly ever, some of the time, or often?)

### ***Online Social Support***

*The next questions are about social support in your life.*

*Use the following scale to indicate how much you agree that each of these items applies to your experiences over the past year (i.e., last 12 months).*

*1 ("Strongly Disagree"), 2 ("Disagree"), 3 ("Neutral"), 4 ("Agree), and 5 ("Strongly Agree").*

1. There are several people I know mainly \*online\* that I trust to help solve my problems.
2. There is at least one person I know mainly \*online" whose advice I really trust.
3. I often meet or talk \*online\* with family or friends.
4. There are several different people I enjoy spending time with in \*online\* situations.

### ***Videogame Involvement***

*Use the following scale to indicate how much you agree that each of these items applies to your play over the past year (i.e., last 12 months).*

*1 ("Strongly Disagree"), 2 ("Disagree"), 3 ("Neutral"), 4 ("Agree), and 5 ("Strongly Agree").*

1. Spend a great deal of time and energy playing and thinking about online games.
2. Feel that gaming is a way of life and not just recreation.
3. Game in ways that can feel like work.
4. Regularly continue playing even when tired.
5. Think about online gaming even when involved in offline activities.
6. Like online gaming as much as they do offline activities.
7. Get so immersed in the game that they don't notice things happening around them in the offline world.
8. Get so involved in their play that they lose track of time.
9. Find that gaming can help them to forget about offline concerns.
10. Feel committed to improving their play, striving to be the best player they can be.
11. Seek to improve their game even when not actually playing, for instance, by visiting online forums and learning from other players.
12. Care as much about success in online gaming as they do about succeeding in other areas of their life.
13. Feel like a member of a team or community through their online play.
14. Feel committed to helping online gaming friends have fun and meet their goals.
15. Find it easier to connect with gamers compared to non-gamers.

### ***Internet Gaming Disorder-9 Items (IGD-9)***

*These questions will ask you about your gaming activity during the past year (i.e., last 12 months).*

*Use the following scale to indicate how often (if ever) you have experienced each of the following:*

*1 ("Never"), 2 ("Rarely"), 3 ("Sometimes"), 4 ("Often"), and 5 ("Very Often").*

1. Do you feel preoccupied with your gaming behaviour? (Some examples: Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your daily life?)
2. Do you feel more irritability, anxiety or even sadness when you try to either reduce or stop your gaming activity?
3. Do you feel the need to spend increasing amount of time engaged gaming in order to achieve satisfaction or pleasure?
4. Do you systematically fail when trying to control or cease your gaming activity?
5. Have you lost interests in previous hobbies and other entertainment activities as a result of your engagement with the game?
6. Have you continued your gaming activity despite knowing it was causing problems between you and other people?
7. Have you deceived any of your family members, therapists or others about the amount of your gaming activity?
8. Do you play in order to temporarily escape or relieve a negative mood (e.g., helplessness, guilt, anxiety)?
9. Have you jeopardised or lost an important relationship, job or an educational or career opportunity because of your gaming activity?