Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		.733
Test of sphericity Bartlett	Approx. Chi squared	456,829
	gl	36
	Next.	<.001

Communalities

	Initial	Extraction
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	.380
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	1,000	.872
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	.892
GROUP (1=A 2=B)	1,000	.602
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.901
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.769
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.844
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.786
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	1,000	,698

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	3,996	44,401	44,401	3,996	44,401
2	1,626	18,062	62,463	1,626	18,062
3	1,122	12,469	74,932	1,122	12,469
4	.960	10,668	85,600		
5	.444	4,938	90,538		
6	.376	4,182	94,720		
7	,198	2,200	96,920		
8	.177	1964	98,884		
9	,100	1,116	100,000		

Total variance explained

Component	Sums of ...	Sums of charges squared of rotation		
	% accumulated	Total	% variance	% cumulative
1	44,401	3,096	34,404	34,404
2	62,463	2,303	25,589	59,993
3	74,932	1,344	14,939	74,932
4				
5				
6				
7				
8				
9				

Extraction method: principal component analysis.

Component matrix

	Component		
	1	2	3
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	.916	-,181	-.018
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.855	-.095	.323
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.756	-.059	-,441
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.748	-,208	.427
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.675	-.482	.096
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.664	.658	-,161
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,616	.670	-.253
PROFILE (1=PLAYER 2=DEVELOPER)	-,137	.525	.293
GROUP (1=A 2=B)	-,013	.383	.675

Extraction method: principal component analysis.

to. 3 components extracted.

Rotated Component Arraya

	Component		
	1	2	3
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.873	,101	,120
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.869	.285	.085
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	.808	.396	-.248
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.782	-,003	-.294
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	.124	.932	.090
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,207	.914	,151
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.449	.565	-.498
GROUP (1=A 2=B)	.123	-,007	.766
PROFILE (1=PLAYER 2=DEVELOPER)	-,197	.180	.556

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 5 iterations.

Component transformation matrix

Component	1	2	3
1	.812	.566	-,142
2	-,400	.717	.571
3	.425	-,406	.809

Extraction method: principal component analysis.

Rotation method: Varimax with normalization Kaiser.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		,639
Test of sphericity Bartlett	Approx. Chi squared	203,771
	gl	[illegible]
	Next.	<.001

Communalities

	Initial	Extraction
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	.762
GROUP (1=A 2=B)	1,000	.876
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.688
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.663
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.838

Communalities

	Initial	Extraction
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,700
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	1,000	.653

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	2,876	41,091	41,091	2,876	41,091
2	1,290	18,430	59,521	1,290	18,430
3	1,014	14,491	74,012	1,014	14,491
4	.862	12,318	86,330		
5	.442	6,312	92,642		
6	.328	4,686	97,328		
7	.187	2,672	100,000		

Total variance explained

Component	Sums of ...	Sums of charges squared of rotation		
	% accumulated	Total	% variance	% cumulative
1	41,091	2,859	40,837	40,837
2	59,521	1,193	17,050	57,886
3	74,012	1,129	16,125	74,012
4				
5				
6				
7				

Extraction method: principal component analysis.

Component matrix

	Component		
	1	2	3
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.892	.168	,116
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,800	.122	,215
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.744	-,300	.098
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.729	-.236	-.276
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.574	.480	-.356
PROFILE (1=PLAYER 2=DEVELOPER)	-.159	.709	-.483
GROUP (1=A 2=B)	-.027	.606	.713

Extraction method: principal component analysis.

to. 3 components extracted.

Rotated Component Arraya

	Component		
	1	2	3
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,900	,112	.122
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.817	.011	.180
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.749	-.256	-.166
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,697	.021	-,420
PROFILE (1=PLAYER 2=DEVELOPER)	-,202	.847	.064
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,539	.629	-.035
GROUP (1=A 2=B)	.046	.047	.934

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 4 iterations.

Component transformation matrix

Component	1	2	3
1	.995	.055	-.081
2	.005	.793	.609
3	.098	-.607	.789

Extraction method: principal component analysis.

Rotation method: Varimax with normalization Kaiser.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		,560
Sphericity test of Bartlett	Approx. Chi squared	242,367
	gl	28
	Next.	<.001

Communalities

	Initial	Extraction
AVERAGE GAME TIME	1,000	.275
WON RATE	1,000	.821
DIFFICULTY (Q2)	1,000	.681
FUN (Q5-Q6)	1,000	.886
IMMERSIBILITY (Q3-Q4)	1,000	,613
GRAPHICS&DESIGN (Q1-Q7-Q8)	1,000	.815
length comment	1,000	.707
KIND OF COMMENT	1,000	,800

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	2,527	31,593	31,593	2,527	31,593
2	1,818	22,721	54,314	1,818	22,721
3	1,254	15,671	69,985	1,254	15,671
4	.956	11,945	81,930		
5	.618	7,723	89,653		
6	.366	4,578	94,231		
7	.327	4,082	98,313		
8	.135	1,687	100,000		

Total variance explained

Component	Sums of ...	Sums of charges squared of rotation		
	% accumulated	Total	% variance	% cumulative
1	31,593	2,183	27,289	27,289
2	54,314	1,732	21,653	48,942
3	69,985	1,683	21,043	69,985
4				
5				
6				
7				
8				

Extraction method: principal component analysis.

Component matrix

	Component		
	1	2	3
FUN (Q5-Q6)	.842	-.081	-,412
GRAPHICS&DESIGN (Q1-Q7-Q8)	.823	-.294	-.226
IMMERSIBILITY (Q3-Q4)	.661	.286	-,307
DIFFICULTY (Q2)	.544	-.473	.402
WON RATE	-.083	.785	-.445
KIND OF COMMENT	.388	.689	.419
length comment	.376	,563	,499
AVERAGE GAME TIME	.330	-,106	,393

Extraction method: principal component analysis.

to. 3 components extracted.

Rotated Component Arraya

	Component		
	1	2	3
FUN (Q5-Q6)	.936	.014	.103
GRAPHICS&DESIGN (Q1-Q7-Q8)	.827	-.046	.359
IMMERSIBILITY (Q3-Q4)	.717	.279	-,144
KIND OF COMMENT	.097	.888	-.049
length comment	.048	.836	.082
WON RATE	.141	,301	-.843
DIFFICULTY (Q2)	.267	.074	.777
AVERAGE GAME TIME	.080	.264	.446

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 5 iterations.

Component transformation matrix

Component	1	2	3
1	.854	.364	.372
2	-.024	.741	-.671
3	-.520	.564	.642

Extraction method: principal component analysis.

Rotation method: Varimax with Kaiser normalization.

Factorial analysis

Correlation matrixa

to. This matrix does not
it's true ...

Communalities

	Initial	Extraction
AVERAGE GAME TIME	1,000	.822
WON RATE	1,000	.702
DIFFICULTY (Q2)	1,000	.947
FUN (Q5-Q6)	1,000	.928
IMMERSIBILITY (Q3-Q4)	1,000	.984
GRAPHICS&DESIGN (Q1-Q7-Q8)	1,000	.944
length comment	1,000	.795
KIND OF COMMENT	1,000	.789
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	1,000	.601
2. The difficulty of the boss I consider high / I think the boss difficulty is high.	1,000	.947
3. At no time did I want to give up while facing the boss / At no time did I want to give up while facing the boss.	1,000	.826
4. At some point I was so involved that I wanted to talk directly to the video game / At some point I was so involved that I wanted to talk directly to the video game	1,000	.763
5. I enjoyed playing against the boss / I enjoyed playing against the boss	1,000	.811

Communalities

	Initial	Extraction
6. When the time was up, I was disappointed that I could not continue playing against the boss.	1,000	.754
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	1,000	.803
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	1,000	.733

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	6,285	39,283	39,283	6,285	39,283
2	2,598	16,238	55,521	2,598	16,238
3	1,888	11,797	67,318	1,888	11,797
4	1,361	8,504	75,821	1,361	8,504
5	1,019	6,369	82,190	1,019	6,369
6	.729	4,556	86,747		
7	,529	3,307	90,054		
8	.425	2,657	92,711		
9	,398	2,490	95,201		
10	.305	1,905	97,105		
eleven	.255	1,594	98,700		
12	.178	1,115	99,815		
13	.030	.185	100,000		
14	3,300E-16	2.063E-15	100,000		
fifteen	-3.216E-17	-2,010E-16	100,000		
16	-1.174E-16	-7,340E-16	100,000		

Total variance explained

Component	Sums of ... Sums of charges squared of rotation			
	% accumulated	Total	% variance	% cumulative
1	39,283	5,116	31,974	31,974
2	55,521	2,599	16,247	48,220
3	67,318	2,538	15,863	64,083
4	75,821	1,738	10,861	74,943
5	82,190	1,160	7,247	82,190
6				
7				
8				
9				
10				
eleven				
12				
13				
14				
fifteen				
16				

Extraction method: principal component analysis.

Component matrix

	Component				
	1	2	3	4	5
GRAPHICS&DESIGN (Q1-Q7-Q8)	.908	-,180	-.259	,139	-.033
FUN (Q5-Q6)	,900	.131	-,207	-.037	-.237
5. I enjoyed playing against the boss / I enjoyed playing against the boss	.870	.146	-.179	.029	.001
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	.801	-.257	-,290	,101	.019

Component matrix

	Component				
	1	2	3	4	5
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	.784	-,148	-,200	.074	.227
6. When the time was up, I was disappointed that I could not continue playing against the boss.	.740	.091	-,188	-.087	-.395
4. At some point I was so involved that I wanted to talk directly to him videogame / At some point I was so involved that I wanted to talk directly to the video games	.710	,321	.346	-,185	.048
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	.655	-,212	-.278	,221	-.005
IMMERSIBILITY (Q3-Q4)	,614	,614	.248	-,343	.224
WON RATE	-,130	.763	-.252	.147	-,133
3. At no time did I want to give up while facing the boss / At no time did I want to give up while facing the boss.	.325	.687	.077	-.378	,316
2. The difficulty of the boss considero alta / I think the boss difficulty is high.	,517	-.492	.638	-,169	-.055
DIFFICULTY (Q2)	,517	-.492	.638	-,169	-.055
KIND OF COMMENT	.158	.496	.442	.568	-.020
length comment	.178	.308	,497	,551	-,343
AVERAGE GAME TIME	.258	-,160	.055	,517	.678

Extraction method: principal component analysis.

to. 5 components extracted.

Rotated Component Arraya

	Component				
	1	2	3	4	5
GRAPHICS&DESIGN (Q1-Q7-Q8)	.944	.080	.178	.015	.123
FUN (Q5-Q6)	.884	.310	.067	,113	-,183
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	.860	.018	.178	-.088	.153
5. I enjoyed playing against the boss / I enjoyed playing against the boss	.814	.366	.048	.095	.050
6. When the time was up I felt disappointed for not being able to continue playing against the boss / When the time was up, I was disappointed that I could not continue playing against the boss.	.761	,197	.070	.105	-.348
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	.753	,192	.172	-.087	.304
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	.747	-.072	.087	.006	.173
IMMERSIBILITY (Q3-Q4)	.254	.946	.063	.145	-.015
3. At no time did I want to give up while facing the boss / At no time did I want to give up while facing the boss.	.051	.889	-,182	-.005	.012
4. At some point I was so involved that I wanted to talk directly to the video game / At some point I was so involved that I wanted to talk directly to the video game	.384	.675	.304	.256	-.039
2. The difficulty of the boss I consider high / I think the boss difficulty is high.	.206	.097	.940	.105	-.005
DIFFICULTY (Q2)	.206	.097	.940	.105	-.005

Rotated Component Arraya

	Component				
	1	2	3	4	5
WON RATE	-.046	.272	-.712	.298	-,173
length comment	.045	.011	.084	.885	-.054
KIND OF COMMENT	-.022	,217	-.084	.833	,202
AVERAGE GAME TIME	.185	-,009	.081	.122	.875

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 5 iterations.

Component transformation matrix

Component	1	2	3	4	5
1	.861	.379	.307	.127	.070
2	-,119	,659	-.610	.395	-,150
3	-.437	.255	.690	,517	.022
4	,160	-.485	-.238	.672	.480
5	-,169	.348	-.016	-.329	.861

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser normalization.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		.734
Test of sphericity Bartlett	Approx. Chi squared	436,581
	gl	66
	Next.	<.001

Communalities

	Initial	Extraction
AVERAGE GAME TIME	1,000	.706
WON RATE	1,000	.787
length comment	1,000	.686
KIND OF COMMENT	1,000	.791
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	1,000	.571
2. The difficulty of the boss I consider high / I think the boss difficulty is high.	1,000	.824
3. At no time did I want to give up while facing the boss / At no time did I want to give up while facing the boss.	1,000	.565
4. At some point I was so involved that I wanted to talk directly to the video game / At some point I was so involved that I wanted to talk directly to the video game	1,000	.707
5. I enjoyed playing against the boss / I enjoyed playing against the boss	1,000	.824
6. When the time was up I felt disappointed for not being able to continue playing against the boss / When the time was up, I was disappointed that I could not continue playing against the boss.	1,000	.583
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	1,000	.794
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	1,000	.737

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	4,044	33,697	33,697	4,044	33,697
2	2,037	16,975	50,673	2,037	16,975
3	1,423	11,855	62,528	1,423	11,855
4	1,072	8,932	71,459	1,072	8,932
5	.855	7,124	78,583		
6	.661	5,512	84,095		
7	.515	4,292	88,388		
8	,391	3,256	91,643		
9	,329	2,742	94,385		
10	.296	2,467	96,852		
eleven	.206	1,716	98,568		
12	.172	1,432	100,000		

Total variance explained

Component	Sums of ... Sums of charges squared of rotation			
	% accumulated	Total	% variance	% cumulative
1	33,697	3,797	31,638	31,638
2	50,673	1,903	15,854	47,492
3	62,528	1,654	13,784	61,276
4	71,459	1,222	10,183	71,459
5				
6				
7				
8				
9				
10				
eleven				
12				

Extraction method: principal component analysis.

Component matrix

	Component			
	1	2	3	4
5. I enjoyed playing against the boss / I enjoyed playing against the boss	.875	.121	-,205	.042
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	.828	-.258	-,139	.149
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	.818	-,168	-.096	.173
6. When the time was up, I was disappointed that I could not continue playing against the boss.	.694	.075	-,216	-,221
4. At some point I was so involved that I wanted to talk directly to the video game / At some point I was so involved that I wanted to talk directly to the video game	.683	.333	.090	-.348
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	.679	-,188	-.094	.259
WON RATE	-,151	.723	-.436	.228
KIND OF COMMENT	.162	.722	.461	.176
length comment	,189	.574	.566	-.036
3. At no time did I want to give up while I I faced the boss / At no time did I want to give up while facing the boss.	.280	.553	-,380	-,191
2. The boss's difficulty is high / I think the boss difficulty is high.	,501	-.299	.520	-.461
AVERAGE GAME TIME	,316	-.090	.388	.669

Extraction method: principal component analysis.

to. 4 components extracted.

Rotated Component Arraya

	Component			
	1	2	3	4
5. I enjoyed playing against the boss / I enjoyed playing against the boss	.884	.164	.050	,119
7. I liked the design and behavior of the boss / I liked the design and behavior of the boss	.865	-.088	-.155	-,119
8. The boss I fought seemed to me to have a good balance between difficulty and playability.	.841	.003	-,115	-,128
1. The boss is perfectly integrated into Kromaia/ The boss is perfectly integrated in Kromaia	.721	-.043	-.060	-,216
6. When the time was up, I was disappointed that I could not continue playing against the boss.	.681	.082	-.061	,329
4. At some point I was so involved that I wanted to talk directly to the video game / At some point I was so involved that I wanted to talk directly to the video game	.554	.464	-.159	,400
KIND OF COMMENT	.004	.862	,191	-,102
length comment	-.016	.826	-.068	-,004
WON RATE	-.052	.227	.835	.188
2. The boss's difficulty is high / I think the boss difficulty is high.	,300	,223	-.817	.128
AVERAGE GAME TIME	,299	.247	-.037	-.745
3. At no time did I want to give up while I confronting the boss / At no time did I want to give up while facing the boss.	.298	.239	.416	.496

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 8 iterations.

Component transformation matrix

Component	1	2	3	4
1	.952	.231	-,194	.044
2	-.075	.744	.589	.308
3	-.261	.627	-.623	-.388
4	,139	-.005	.478	-.868

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser normalization.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		.678
Test of sphericity Bartlett	Approx. Chi squared	190,806
	gl	fifteen
	Next.	<.001

Communalities

	Initial	Extraction
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	.811
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.634
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,543
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.809

Communalities

	Initial	Extraction
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.643
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	1,000	.636

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	2,876	47,932	47,932	2,876	47,932
2	1,199	19,983	67,915	1,199	19,983
3	.882	14,706	82,621		
4	.508	8,462	91,084		
5	.334	5,573	96,657		
6	,201	3,343	100,000		

Total variance explained

Component	Sums of ...	Sums of charges squared of rotation		
	% accumulated	Total	% variance	% cumulative
1	47,932	2,873	47,888	47,888
2	67,915	1,202	20,028	67,915
3				
4				
5				
6				

Extraction method: principal component analysis.

Component matrix

	Component	
	1	2
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.894	.104
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.801	.042
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.743	-,290
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.727	-,120
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.576	,550
PROFILE (1=PLAYER 2=DEVELOPER)	-.158	.886

Extraction method: principal component analysis.

to. 2 components removed.

Rotated Component Arraya

	Component	
	1	2
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.889	,139
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.798	.074
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.754	-,260
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.731	-.091
PROFILE (1=PLAYER 2=DEVELOPER)	-,193	.879
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.554	.572

Extraction method: principal component analysis.

Rotation method: Varimax with normalization Kaiser.a

to. The rotation converged in 3 iterations.

Component transformation matrix

Component	1	2
1	.999	.040
2	-.040	.999

Extraction method: analysis of main components.
Rotation method: Varimax with Kaiser normalization.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		.742
Sphericity test of Bartlett	Approx. Chi squared	442,964
	gl	28
	Next.	<.001

Communalities

	Initial	Extraction
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	.872
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.902
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	.735
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.836
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	.784
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	1,000	,697
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	1,000	.869
by DEVELOPING PRACTICE: 1(1= Less than 5 h/ week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	.905

Extraction method: principal component analysis.

Total variance explained

Component	Initial eigenvalues			Sums of charges squared...	
	Total	% variance	% cumulative	Total	% variance
1	3,996	49,949	49,949	3,996	49,949
2	1,570	19,621	69,570	1,570	19,621
3	1,036	12,951	82,521	1,036	12,951
4	.525	6,564	89,085		
5	.383	4,786	93,871		
6	,211	2,632	96,503		
7	.179	2,234	98,737		
8	,101	1,263	100,000		

Total variance explained

Component	Sums of ...	Sums of charges squared of rotation		
	% accumulated	Total	% variance	% cumulative
1	49,949	3,040	38,004	38,004
2	69,570	2,319	28,981	66,985
3	82,521	1,243	15,536	82,521
4				
5				
6				
7				
8				

Extraction method: principal component analysis.

Component matrix

	Component		
	1	2	3
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% < 65%, 3>=66%)	.916	-,173	-.021
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.855	-,147	.288
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.755	.011	-,407
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.749	-.267	,391
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.674	-,480	,112
by DEVELOPING PRACTICE: 1(1= Less than 5 h/ week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,616	.686	-.232
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.665	.675	-.064
PROFILE (1=PLAYER 2=DEVELOPER)	-,137	,538	.751

Extraction method: principal component analysis.

to. 3 components extracted.

Rotated Component Arraya

	Component		
	1	2	3
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.875	.109	.084
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	.866	.292	.032
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	.802	,399	-,260
DIFFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 -Extreme	.798	-,014	-.244
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	.095	.946	.010
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,207	.916	.142
PLAYING TIME: 1=Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40	.437	,561	-,480
PROFILE (1=PLAYER 2=DEVELOPER)	-.048	,112	.926

Extraction method: principal component analysis.
Rotation method: Varimax with Kaiser.a normalization

to. The rotation has converged in 4 iterations.

Component transformation matrix

Component	1	2	3
1	.801	.573	-.175
2	-.445	.765	.466
3	.401	-.295	.867

Extraction method: principal component analysis.

Rotation method: Varimax with normalization Kaiser.

Factorial analysis

KMO and Bartlett test

Kaiser-Meyer-Olkin measure of sampling adequacy		.434
Test of sphericity Bartlett	Approx. Chi squared	25,294
	gl	3
	Next.	<.001

Communalities

	Initial	Extraction
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	.943
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	1,000	.773
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	.802

Extraction method: principal component analysis.

Total variance explained

	Initial eigenvalues			Sums of charges squared...	
Component	Total	% variance	% cumulative	Total	% variance
1	1,469	48,952	48,952	1,469	48,952
2	1,049	34,973	83,925	1,049	34,973
3	.482	16,075	100,000		

Total variance explained

Component	Sums of ... Sums of charges squared of rotation % accumulated	Total	% variance % cumulative	
1	48,952	1,445	48,165	48,165
2	83,925	1,073	35,760	83,925
3				

Extraction method: principal component analysis.

Component matrix

	Component 1	2
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	.874	-.097
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	.801	,400
PROFILE (1=PLAYER 2=DEVELOPER)	-.252	.938

Extraction method: principal component analysis.

to. 2 components removed.

Rotated Component Arraya

	Component 1 2	
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20.4=Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	.873	,199
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% &lt 65%, 3>=66%)	.826	-,302
PROFILE (1=PLAYER 2=DEVELOPER)	-.022	.971

Extraction method: principal component analysis.

Rotation method: Varimax with Kaiser.a normalization

to. The rotation converged in 3 iterations.

Component transformation matrix

Component	1	2
1	.971	-.237
2	.237	.971

Extraction method: analysis of main components.
Rotation method: Varimax with Kaiser normalization.