Data Column Descriptions

Source: https://osf.io/vnbxk/?view_only=

Column Name	Description
	Row identifier or index (auto-generated and may not carry additional meaning).
Zeitstempel	Timestamp indicating when the survey was completed (in a serial date format).
GAD1 - GAD7	Responses to GAD (General Anxiety Disorder) assessment questions, with scores indicating levels of anxiety symptoms.
GADE	Perceived difficulty of the GAD test, with options like 'Not difficult at all' or 'Very difficult'.
SWL1 - SWL5	Responses to SWL (Satisfaction With Life) assessment questions, evaluating personal satisfaction levels.
Game	The name of the primary game the respondent plays.
Platform	The gaming platform primarily used by the respondent, e.g., 'PC,' 'Console,' etc.
Hours	Number of hours the respondent spends playing games weekly.
earnings	Whether the respondent earns money through gaming, often indicating if they're a professional player or streamer.
whyplay	The primary reason the respondent plays games, e.g., 'I play for fun.'
League	If applicable, which 'league' or skill tier they play in (if related to competitive gaming).
highestleague	The highest league or skill level the respondent has achieved in a particular game.
streams	Additionnal hours dealing with the Game except playing
SPIN1 - SPIN17	Responses to SPIN (Social Phobia Inventory) assessment questions, indicating levels of social anxiety or phobia symptoms.
Narcissism	Narcissism score or trait assessment (likely derived from a separate questionnaire or calculated score).
Gender	The respondent's gender (e.g., 'Male,' 'Female').
Age	The respondent's age in years.
Work	The respondent's employment status (e.g., 'Employed,' 'Unemployed').
Degree	The respondent's highest level of educational attainment (e.g., 'Bachelor's,' 'High School').

Birthplace   The country where the respondent was born.

Residence   The country where the respondent currently resides.

Reference   How the respondent found out about the survey (e.g., 'Reddit').

Playstyle   The respondent's preferred gaming style (e.g., 'Singleplayer,' 'Multiplayer').

accept   Indicates the respondent's acceptance of the survey's terms (e.g., 'Accept').

GAD_T   Total score for GAD questions, representing the respondent's overall anxiety score.

SWL_T   Total score for SWL questions, indicating the respondent's overall life satisfaction score.

SPIN_T   Total score for SPIN questions, indicating the respondent's overall social anxiety score.

Residence_ISO3   ISO3 country code for the respondent's residence.

Birthplace_ISO3   ISO3 country code for the respondent's birthplace.

Survey implementation of the questionnaires

Attitude, Personality & Gaming

This study takes ABOUT 10 MINUTES and is ought to serve as a pre-study to evaluate whether further scientific research along these lines is meaningful and likely to yield results.

PLEASE do not participate if you are younger than 18 years.
PLEASE only participate one time.
PLEASE only participate if you play video games regularly.

* Erforderlich

Consent

There are no risks for participating in this study beyond those associated with normal computer use.

Participation in this study is voluntary, and you can abort at any time without penalty. To abort the experiment, just close your browser window and no data will be transferred.

No personally identifying information will be asked and/or stored by the author of this study. However, we will ask for general demographic information.

You can ask questions about this research study at any time during the study by e-mailing Marian at marsaute@gmail.com

By clicking on the Accept button, you indicate that you agree to participate in the study and that you understand the information in this consent form. You agree that you are at least 18 years of age. You have not waived any legal rights you otherwise would have as a participant in a research study.

◯ Accept

1. Questionnaire A

Over the last 2 weeks, how often have you been bothered by the following problems? *

	Not at all	Several days	Over half the days	Nearly every day
1. Feeling nervous, anxious, or on edge	○	○	○	○
2. Not being able to stop or control worrying	○	○	○	○
3. Worrying too much about different things	○	○	○	○
4. Trouble relaxing	○	○	○	○
5. Being so restless that it's hard to sit still	○	○	○	○
6. Becoming easily annoyed or irritable	○	○	○	○
7. Feeling afraid as if something awful might happen	○	○	○	○

If you checked off any problems, how difficult have these made it for you to do your work, take care of things at home, or get along with other people?

○ Not difficult at all

○ Somewhat difficult

○ Very difficult

○ Extremely difficult

2. Questionnaire B

DIRECTIONS: Below are five statements with which you may agree or disagree. Using the 1 - 7 scale below, indicate your agreement with each item by crossing the appropriate item. Please be open and honest in your responding.

*

	Strongly Disagree	Disagree	Slightly Disagree	Neither Agree or Disagree	Slightly Agree	Agree	Strongly Agree
1. In most ways my life is close to my ideal.	○	○	○	○	○	○	○
2. The conditions of my life are excellent.	○	○	○	○	○	○	○
3. I am satisfied with life.	○	○	○	○	○	○	○
4. So far I have gotten the important things I want in life.	○	○	○	○	○	○	○
5. If I could live my life over, I would change almost nothing.	○	○	○	○	○	○	○

3. Your game

The next set of questions will focus on the game which you play the most currently. If you play more than one game equally often, please choose one of them.

Which game to you play the most regularly at the moment? *
e.g. "CS:GO", "League of Legends", "Starcraft 2", "FIFA"

Meine Antwort

Which platform do you use to play? *

○ PC

○ Console (PS, Xbox, ...)

○ Smartphone / Tablet

How many hours of the game do you play each week on average? *
e.g. "15"

Meine Antwort

How do you play the most? *

○ Singleplayer

○ Multiplayer - offline (people in the same room)

○ Multiplayer - online - with strangers

○ Multiplayer - online - with online acquaintances or teammates

○ Multiplayer - online - with real life friends

○ Sonstiges: _____

Is playing this game your hobby or do you make money from it? *

○ I earn a living by playing this game

○ I play mostly for fun but earn a little on the side (tournament winnings, streaming, etc)

○ I play for fun

○ Sonstiges: _____

What is most important to you when playing? *

○ winning

○ improving

○ relaxing

○ having fun

○ Sonstiges: _____

If applicable, which league are you currently in?

Meine Antwort

In addition to playing, how many hours a week do you spend on watching online player/tournament streams / replays / demos, giving or receiving coaching? *
e.g. "15", if you don't, then answer "0"

Meine Antwort

5. Quetionnaire C

Questionnaire C was the Social Phobia Inventory:

Connor, K. M., Davidson, J. R., Churchill, L. E., Sherwood, A., Weisler, R. H., & FOA, E. (2000). Psychometric properties of the social phobia inventory (SPIN). *The British Journal of Psychiatry*, *176*(4), 379-386.

6. Statistics

Please provide me with some general information about you.

To what extent do you agree with this statement: 'I am a narcissist.

Note: The word 'narcissist' means egotistical, self-focused and vain.

○ 1 - not very true of me

○ 2 - somewhat true of me

○ 3 - moderately true of me

○ 4 - mostly true of me

○ 5 - very true of me

Your gender *

○ Male

○ Female

○ Other

Your age *

Meine Antwort

Your work status

○ Student at school

○ Student at college / university

○ Employed

○ Unemployed / between jobs

Your highest degree *

○ None

○ High school diploma (or equivalent)

○ Bachelor (or equivalent)

○ Master (or equivalent)

○ Ph.D., Psy. D., MD (or equivalent)

Your country of birth *

Meine Antwort

Your country of residence *

Meine Antwort

How did you know of this study?

○ TeamLiquid.net

○ Reddit

○ CrowdFlower

○ Other

Gaming & Mental Health

Topic: Impact of Video Games on Social Connection During Social Isolation
Data Dimensions:

Gaming hours
Types of games played
Social interaction metrics
Reported loneliness levels
Online friendship formation
Mental health indicators
Age groups
Geographic distribution

Research Questions:

How did gaming communities support mental health during isolation?
Which types of games created the strongest social bonds?
What's the relationship between gaming time and reported loneliness?