

Supplementary Material 1 (SM1)

Study 2

Methods

Measures and Materials

Need satisfaction questions. In the main text we report the English translation of the items below. This is a short version of the Need Satisfaction Questionnaire (Williams, 2009).

1. Ik voelde dat ik controle had tijdens het spel (I felt that I had control during the game).
2. Ik voelde dat ik bij de groep hoorde tijdens het spel (I felt like I belonged to the group during the game).
3. Ik had het gevoel dat de andere spelers mij aardig vonden (I had the feeling that other players liked me). (R)
4. Ik voelde mij zichtbaar tijdens het spel (I felt visible during the game).

Sadness and anger.

5. Ik voelde mij verdrietig tijdens het spel (I felt sad during the game).
6. Ik voelde mij boos tijdens het spel (I felt angry during the game).

Questions on post-ostracism behaviors. Participants were also asked to indicate what they would do if they were ostracized in real life by answering to two, optional, open-ended questions. First, they were asked to indicate what they would do if they were ostracized in real life (*“During the game you were left out. What would you do if this would happen in a different situation?”*). Second, participants were asked to indicate whom they would talk about such a situation and what they would say (*“Imagine that the previous played game would happen in real life. With whom would you talk? And what would you say?”*).

Below are the original versions in Dutch.

7. In het spel werd je buitengesloten. Wat zou je doen als dit in een andere situatie zou gebeuren?
8. Stel je voor dat het voorgaande jou in het echt zou gebeuren. Met wie zou je dan praten en wat zou je dan zeggen?

References

- Williams, K. D. (2009). Ostracism: A temporal need-threat model. In M. P. Zanna (Ed.), *Advances in Experimental Social Psychology* (Vol. 41, Issue 08, pp. 275–314). Elsevier Inc. [https://doi.org/10.1016/S0065-2601\(08\)00406-1](https://doi.org/10.1016/S0065-2601(08)00406-1)
- Williams, K. D., & Jarvis, B. (2006). Cyberball: A program for use in research on interpersonal ostracism and acceptance. *Behavior Research Methods*, 38(1), 174–180. <https://doi.org/10.3758/BF03192765>