

1 Summaries of Nonparametric Statistics Analysis for the Value/Usefulness

Table 1: Summary of Kruskal-Wallis rank test results for the Value/Usefulness

	chi.square	df	p.value	Sig
Age	2.587	2	0.274	
Sex	0.456	1	0.499	
LikeDomainContent	1.056	1	0.304	
LikeActionGames	1.052	1	0.305	
LikeAdventureGames	0.500	1	0.480	
LikeFightingGames	0.785	1	0.376	
LikeFictionGames	0.621	1	0.431	
LikePlatformerGames	0.500	1	0.480	
LikePuzzleGames	2.311	1	0.128	
LikeRacingGames	1.052	1	0.305	
LikeMusicalGames	2.164	1	0.141	
LikeShooterGames	2.615	1	0.106	
LikeSportsGames	0.018	1	0.895	
LikeStrategyGames	11.366	1	0.001	**
LikeNovelGames	0.195	1	0.659	

Signif. codes: 0 “***” 0.01 “**” 0.05

2 Wilcoxon Pairs Statistics Analysis for the Value/Usefulness

Table 2: Descriptive statistic of the pair wilcoxon analysis for the Value/Usefulness

	Group	N	Median	Mean.Ranks	Sum.Ranks	U	Z	p.value	r	magnitude
LikeStrategyGames.LikeStrategyGames.no:yes.less.1	no	9	3.86	5.44	49	4	-3.37	0	0.773	large
LikeStrategyGames.LikeStrategyGames.no:yes.less.2	yes	10	5.14	14.10	141	4	-3.37	0	0.773	large
LikeStrategyGames.LikeStrategyGames.no:yes.two.sided.1	no	9	3.86	5.44	49	4	-3.37	0	0.773	large
LikeStrategyGames.LikeStrategyGames.no:yes.two.sided.2	yes	10	5.14	14.10	141	4	-3.37	0	0.773	large

Signif. codes: 0 ‘***’ 0.01 ‘*’ 0.05