

1 Summaries of Nonparametric Statistics Analysis for the Perceived Competence

Table 1: Summary of Kruskal-Wallis rank test results for the Perceived Competence

	chi.square	df	p.value	Sig
Age	4.081	2	0.130	
Sex	3.427	1	0.064	
LikeDomainContent	4.539	1	0.033	*
LikeActionGames	1.942	1	0.163	
LikeAdventureGames	3.174	1	0.075	
LikeFightingGames	3.116	1	0.078	
LikeFictionGames	0.079	1	0.779	
LikePlatformerGames	2.225	1	0.136	
LikePuzzleGames	0.910	1	0.340	
LikeRacingGames	0.863	1	0.353	
LikeMusicalGames	0.034	1	0.855	
LikeShooterGames	0.029	1	0.865	
LikeSportsGames	0.002	1	0.965	
LikeStrategyGames	2.056	1	0.152	
LikeNovelGames	0.000	1	1.000	

Signif. codes: 0 ‘***’ 0.01 ‘**’ 0.05

2 Wilcoxon Pairs Statistics Analysis for the Perceived Competence

Table 2: Descriptive statistic of the pair wilcoxon analysis for the Perceived Competence

	Group	N	Median	Mean.Ranks	Sum.Ranks	U	Z	p.value	r
Age.adolescence:emerging-adulthood.less.1	adolescence	3	2.83	3.67	11.0	5.0	-1.89	0.035	0.487
Age.adolescence:emerging-adulthood.less.2	emerging-adulthood	12	4.00	9.08	109.0	5.0	-1.89	0.035	0.487
Sex.Sex.female:male.less.1	female	3	2.67	4.50	13.5	7.5	-1.85	0.035	0.425
Sex.Sex.female:male.less.2	male	16	4.08	11.03	176.5	7.5	-1.85	0.035	0.425
LikeDomainContent.no:yes.less.1	no	9	3.17	7.11	64.0	19.0	-2.13	0.016	0.489
LikeDomainContent.no:yes.less.2	yes	10	4.50	12.60	126.0	19.0	-2.13	0.016	0.489
LikeDomainContent.no:yes.two.sided.1	no	9	3.17	7.11	64.0	19.0	-2.13	0.032	0.489
LikeDomainContent.no:yes.two.sided.2	yes	10	4.50	12.60	126.0	19.0	-2.13	0.032	0.489
LikeAdventureGames.no:yes.less.1	no	8	3.08	7.31	58.5	22.5	-1.78	0.039	0.409
LikeAdventureGames.no:yes.less.2	yes	11	4.33	11.95	131.5	22.5	-1.78	0.039	0.409
LikeFightingGames.no:yes.greater.1	no	14	4.08	11.36	159.0	54.0	1.77	0.040	0.405
LikeFightingGames.no:yes.greater.2	yes	5	3.17	6.20	31.0	54.0	1.77	0.040	0.405

Signif. codes: 0 ‘***’ 0.01 ‘*’ 0.05