Gamer

1. Do you play Roblox?

   ☐ Yes
   ☐ No

2. What are your favorite online games?

   ☐ Short answer:

3. What benefits have you gained from participating in online gaming?

   ☐ Making new friends
   ☐ Learning teamwork or collaboration
   ☐ Improving problem-solving or strategy skills
   ☐ Enhancing creativity
   ☐ Reducing stress or anxiety
   ☐ Gaining confidence or leadership skills
   ☐ Other

4. To what extent do you agree with this statement: "Online gaming can have positive educational or social benefits on people's lives."
   Scale 1-5, where 1- Strongly disagree and 5 – Strongly agree

   ☐ 1
   ☐ 2
   ☐ 3
   ☐ 4
   ☐ 5

5. On average, how much time do you spend playing online games per day?

   ☐ Less than 1 hour
   ☐ 1–2 hours
   ☐ 3–4 hours
   ☐ More than 5 hours

6. Have you noticed any difficulty stopping gameplay even when you wanted to?
   Scale 1 to 5, where 1 means "Never" and 5 means "Always"

   ☐ 1
   ☐ 2
   ☐ 3
   ☐ 4
   ☐ 5

7. Have you ever made purchases using real money in online games?

- ☐ Yes
- ☐ No

8. How much pressure did you feel to spend money or unlock premium content while playing?
Scale 1 to 5, where 1 means Not at all pressured and 5 means Extremely pressured

- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5

9. Have you ever come across bots or automated players (like spammers or fake accounts) in online games?

- ☐ Yes, frequently
- ☐ Yes, occasionally
- ☐ No
- ☐ Yes
- ☐ Not Sure

10. Have you encountered any of the following while playing games?

- ☐ A stranger trying to contact or chat with you
- ☐ Inappropriate or disturbing content (e.g., violence, nudity, strong language)
- ☐ Bots, spam accounts, or fake profiles
- ☐ Pressure to make purchases or spend money to continue playing
- ☐ Difficulty stopping gameplay or playing for long hours, unintentionally
- ☐ Exposure to hate speech or bullying
- ☐ None of the above
- ☐ Other (please specify): _____

11. Have you or someone you know ever been approached by a stranger in a game who made you uncomfortable?

   ☐ Yes
   ☐ No

12. Have you experienced or observed any inappropriate behavior targeting young players?

   ☐ Yes
   ☐ No

13. Have you encountered violent, sexual, or disturbing content in online games?

   ☐ Yes
   ☐ No

14. Do game platforms adequately filter inappropriate content for younger users?
   Scale 1-5, where 1- Strongly disagree and 5 – Strongly agree

   ☐ 1
   ☐ 2
   ☐ 3
   ☐ 4
   ☐ 5