Non-Gamer

1. Do you know someone close to you who plays online games regularly?

   ☐ Yes
   ☐ No

2. What positive effects do you think players can experience from 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

3. 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

4. Have you come across any stories or news reports related to these issues in online 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): _____