

Codebook for esports

Autogenerated data summary from dataMaid

2021-07-01 10:14:43

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	801
Number of variables	109

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Duration in seconds of the whole test battery	duration	numeric	566	0.00 %	
Fraud score assigned by Qualtrics. A score of Less than 0.5 means the respondent is likely a bot.	Q_RecaptchaScore	numeric	8	0.25 %	
Fraud score assigned by Qualtrics. A score greater than or equal to 30 means the response is likely fraudulent and a bot.	Q_RelevantIDFraudScore	numeric	6	3.12 %	
	gender	numeric	4	0.00 %	
	nationality	character	118	0.00 %	
	ethnicity	character	136	0.12 %	
	age	numeric	36	0.00 %	
How many hours a day (on average) do you spend on gaming?	gaming_time	numeric	22	0.12 %	

Label	Variable	Class	# unique values	Missing	Description
How many hours a day (on average) do you spend on gaming related activities other than gaming (e.g., watching other people play games, consuming other gaming-related media (e.g. videos))?	gaming_related_activities_time	numeric	19	0.00 %	
Please divide your whole gaming time between playing online and offline games. Your choices must total 100%. - I play online games x percent (of the time)	online_gaming_time	numeric	72	0.00 %	
Please divide your whole gaming time between playing online and offline games. Your choices must total 100%. - I play offline games x percent (of the time)	offline_gaming_time	numeric	72	0.00 %	
Are you an esports player? (i.e., playing esports games on ranked levels)	playing_esports	numeric	2	0.00 %	
What is the name of a game or genre you play mostly?	preferred_game_name	character	224	41.95 %	
What is the name of an esports game or genre you play mostly?	preffered_esports_game_name	character	137	58.05 %	
What is your rank? (e.g., Gold; Crusader; Distinguished Master Guardian. . .)	rank	character	161	58.18 %	
Are you a member of a gaming team or club?	team_membership	numeric	2	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Do you play with friends whom you have met outside the game?	playing_with_offline_friends	numeric	5	0.00 %	
Motives for online gaming questionnaire; subscale Social; item: because I can get to know new people.	MOGQ_social1	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Social; item: because I can meet many different people.	MOGQ_social2	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Social; item: because it is a good social experience.	MOGQ_social3	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Social; item: because gaming gives me company.	MOGQ_social4	numeric	5	0.00 %	
Motives for online gaming questionnaire; subscale Escape; item: because gaming helps me to forget about daily hassles.	MOGQ_escape1	numeric	5	0.00 %	
Motives for online gaming questionnaire; subscale Escape; item: because it makes me forget real life.	MOGQ_escape2	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Escape; item: because gaming helps me escape reality.	MOGQ_escape3	numeric	6	66.79 %	

Label	Variable	Class	# unique values	Missing	Description
Motives for online gaming questionnaire; subscale Escape; item: to forget about unpleasant things or offences.	MOGQ_escape4	numeric	6	66.54 %	
Motives for online gaming questionnaire; subscale Competition; item: because I enjoy competing with others.	MOGQ_competition1	numeric	5	0.00 %	
Motives for online gaming questionnaire; subscale Competition; item: because I like to win.	MOGQ_competition2	numeric	6	66.79 %	
Motives for online gaming questionnaire; subscale Competition; item: because it is good to feel that I am better than others.	MOGQ_competition3	numeric	6	66.54 %	
Motives for online gaming questionnaire; subscale Competition; item: for the pleasure of defeating others.	MOGQ_competition4	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Coping; item: because gaming helps me get into a better mood.	MOGQ_coping1	numeric	6	66.54 %	
Motives for online gaming questionnaire; subscale Coping; item: because it helps me get rid of stress.	MOGQ_coping2	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Motives for online gaming questionnaire; subscale Coping; item: because it helps me channel my aggression.	MOGQ_coping3	numeric	6	66.79 %	
Motives for online gaming questionnaire; subscale Coping; item: because it reduces tension.	MOGQ_coping4	numeric	6	66.67 %	
Internet Gaming Cognition Scale; item: Game rewards are as meaningful to me as anything else in life.	IGCQ_1	numeric	3	0.00 %	
Internet Gaming Cognition Scale; item: It would be a waste to stop playing because I have invested so much time and energy.	IGCQ_2	numeric	3	0.00 %	
Internet Gaming Cognition Scale; item: I can achieve more in a game than I can anywhere else.	IGCQ_3	numeric	3	0.00 %	
Internet Gaming Cognition Scale; item: Non-gamers do not understand an important part of who I am.	IGCQ_4	numeric	3	0.00 %	
To answer this question, please choose "Often".	attention_check_1	numeric	2	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel preoccupied with your gaming behaviour? (Some examples: Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your daily life?)	IGDS9SF_1	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel more irritability, anxiety or even sadness when you try to either reduce or stop your gaming activity?	IGDS9SF_2	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel the need to spend increasing amount of time engaged gaming in order to achieve satisfaction or pleasure?	IGDS9SF_3	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you systematically fail when trying to control or cease your gaming activity?	IGDS9SF_4	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you lost interests in previous hobbies and other entertainment activities as a result of your engagement with the game?	IGDS9SF_5	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you continued your gaming activity despite knowing it was causing problems between you and other people?	IGDS9SF_6	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you deceived any of your family members, therapists or others because of the amount of your gaming activity?	IGDS9SF_7	numeric	5	0.00 %	
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you play in order to temporarily escape or relieve a negative mood (e.g., helplessness, guilt, anxiety)?	IGDS9SF_8	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you jeopardised or lost an important relationship, job or an educational or career opportunity because of your gaming activity?	IGDS9SF_9	numeric	5	0.00 %	
The Gaming Disorder Test; item: I have had difficulties controlling my gaming activity.	GDT_1	numeric	5	0.00 %	
The Gaming Disorder Test; item: I have given increasing priority to gaming over other life interests and daily activities.	GDT_2	numeric	5	0.00 %	
The Gaming Disorder Test; item: I have continued gaming despite the occurrence of negative consequences.	GDT_3	numeric	5	0.00 %	
The Gaming Disorder Test; item: I have experienced significant problems in life (e.g., personal, family, social, education, occupational) due to the severity of my gaming behavior.	GDT_4	numeric	5	0.00 %	
C-IGDS (Sigerson et al., 2017); item: Do you feel irritable, anxious, or sad when gaming is taken away?	IGD_alternative_criterion2	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
C-IGDS (Sigerson et al., 2017); item: Do you continue to use digital games excessively despite knowledge of psychosocial problems?	IGD_alternative_criterion5	numeric	5	0.00 %	
PIE-9 (Pearcy et al., 2016); item: Do you find an increasing need to spend increasing amounts of time engaged in digital games?	IGD_alternative_criterion6	numeric	5	0.00 %	
C-IGDS (Sigerson et al., 2017); item: Have you experienced loss of interests in previous hobbies and entertainment as a result of, and with the exceptions of, digital games?	IGD_alternative_criterion3	numeric	5	0.00 %	
CVAT 2.0 (van Rooij et al., 2017); item: How often have you had a strong urge (desire) to play digital games?	IGD_alternative_craving	numeric	5	0.00 %	
CVAT 2.0 (van Rooij et al., 2017); item: How often have you neglected your own health because of gaming? (examples: not getting enough sleep, showering less, failing to brush teeth, drinking insufficiently)	IGD_alternative_health	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we really help and support each other.	BFRS_1	numeric	3	0.00 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we spend a lot of time doing things together at home.	BFRS_2	numeric	4	50.06 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we work hard at what we do in our home.	BFRS_3	numeric	4	49.94 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family there is a feeling of togetherness.	BFRS_4	numeric	4	50.06 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: My family members really support each other.	BFRS_5	numeric	4	50.06 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: I am proud to be a part of our family.	BFRS_6	numeric	4	49.94 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we really get along well with each other.	BFRS_7	numeric	4	49.94 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am good at resisting temptation.	BSCS_1	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I have a hard time breaking bad habits.	BSCS_2	numeric	6	54.43 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am lazy.	BSCS_3	numeric	6	54.56 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I say inappropriate things.	BSCS_4	numeric	6	54.43 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I do certain things that are bad for me, if they are fun.	BSCS_5	numeric	6	54.68 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I refuse things that are bad for me.	BSCS_6	numeric	6	54.56 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I wish I had more self-discipline.	BSCS_7	numeric	6	54.68 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: People would say that I have iron self-discipline.	BSCS_8	numeric	5	0.00 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: Pleasure and fun sometimes keep me from getting work done.	BSCS_9	numeric	6	54.68 %	

Label	Variable	Class	# unique values	Missing	Description
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I have trouble concentrating.	BSCS_10	numeric	6	54.56 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am able to work effectively toward long-term goals.	BSCS_11	numeric	6	54.56 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: Sometimes I can't stop myself from doing something, even if I know it is wrong.	BSCS_12	numeric	6	54.43 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I often act without thinking through all the alternatives.	BSCS_13	numeric	6	54.43 %	
Please answer this question by choosing "Moderately Inaccurate".	attention_check_2	numeric	2	0.00 %	
IPIP (Goldberg, 1999); neuroticism; item: Often feel blue.	neuroticism_1	numeric	6	62.55 %	
IPIP (Goldberg, 1999); neuroticism; item: Dislike myself.	neuroticism_2	numeric	6	62.42 %	
IPIP (Goldberg, 1999); neuroticism; item: Am often down in the dumps.	neuroticism_3	numeric	6	62.67 %	
IPIP (Goldberg, 1999); neuroticism; item: Have frequent mood swings.	neuroticism_4	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
IPIP (Goldberg, 1999); neuroticism; item: Panic easily.	neuroticism_5	numeric	6	62.55 %	
IPIP (Goldberg, 1999); neuroticism; item: Rarely get irritated.	neuroticism_6	numeric	5	0.00 %	
IPIP (Goldberg, 1999); neuroticism; item: Seldom feel blue.	neuroticism_7	numeric	6	62.42 %	
IPIP (Goldberg, 1999); neuroticism; item: Feel comfortable with myself.	neuroticism_8	numeric	6	62.42 %	
IPIP (Goldberg, 1999); neuroticism; item: Am not easily bothered by things.	neuroticism_9	numeric	6	62.42 %	
IPIP (Goldberg, 1999); neuroticism; item: Am very pleased with myself.	neuroticism_10	numeric	6	62.55 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I experience a general sense of emptiness.	DJGLS_1	numeric	6	60.05 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are plenty of people I can rely on when I have problems.	DJGLS_2	numeric	6	59.93 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are many people I can trust completely.	DJGLS_3	numeric	6	59.93 %	

Label	Variable	Class	# unique values	Missing	Description
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are enough people I feel close to.	DJGLS_4	numeric	5	0.00 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I miss having people around.	DJGLS_5	numeric	6	59.93 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I often feel rejected.	DJGLS_6	numeric	6	60.17 %	
IPIP (Goldberg, 1999); harm avoidance; item: Would never go hang gliding or bungee jumping.	harm_avoidance_1	numeric	6	55.56 %	
IPIP (Goldberg, 1999); harm avoidance; item: Would never make a high risk investment.	harm_avoidance_2	numeric	6	55.43 %	
IPIP (Goldberg, 1999); harm avoidance; item: Avoid dangerous situations.	harm_avoidance_3	numeric	5	0.00 %	
IPIP (Goldberg, 1999); harm avoidance; item: Take risks.	harm_avoidance_4	numeric	6	55.68 %	
IPIP (Goldberg, 1999); harm avoidance; item: Seek danger.	harm_avoidance_5	numeric	6	55.56 %	
IPIP (Goldberg, 1999); harm avoidance; item: Willing to try anything once.	harm_avoidance_6	numeric	6	55.56 %	
IPIP (Goldberg, 1999); harm avoidance; item: Do dangerous things.	harm_avoidance_7	numeric	6	55.56 %	

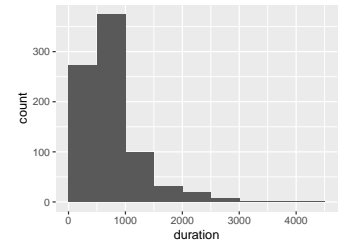
Label	Variable	Class	# unique values	Missing	Description
IPIP (Goldberg, 1999); harm avoidance; item: Know no limits.	harm_avoidance_8	numeric	6	55.56 %	
IPIP (Goldberg, 1999); harm avoidance; item: Let myself go.	harm_avoidance_9	numeric	6	55.43 %	
IPIP (Goldberg, 1999); harm avoidance; item: Enjoy being reckless.	harm_avoidance_10	numeric	6	55.68 %	
BAS scale (Carver & White, 1994); item: When I'm doing well at something I love to keep at it.	BAS_reward_1	numeric	5	49.94 %	
BAS scale (Carver & White, 1994); item: When I get something I want, I feel excited and energized.	BAS_reward_2	numeric	4	0.00 %	
BAS scale (Carver & White, 1994); item: When I see an opportunity for something I like I get excited right away.	BAS_reward_3	numeric	5	49.94 %	
BAS scale (Carver & White, 1994); item: When good things happen to me, it affects me strongly.	BAS_reward_4	numeric	5	50.06 %	
BAS scale (Carver & White, 1994); item: It would excite me to win a contest.	BAS_reward_5	numeric	5	50.06 %	

Variable list

duration

Duration in seconds of the whole test battery

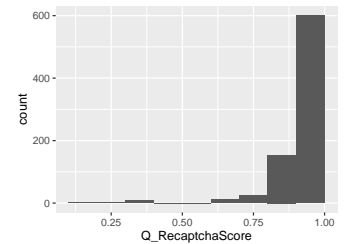
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	566
Median	589
1st and 3rd quartiles	445; 878
Min. and max.	137; 4267



Q_RecaptchaScore

Fraud score assigned by Qualtrics. A score of Less than 0.5 means the respondent is likely a bot.

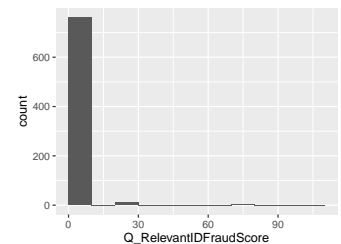
Feature	Result
Variable type	numeric
Number of missing obs.	2 (0.25 %)
Number of unique values	7
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0.1; 1



Q_RelevantIDFraudScore

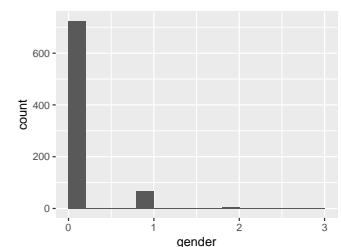
Fraud score assigned by Qualtrics. A score greater than or equal to 30 means the response is likely fraudulent and a bot.

Feature	Result
Variable type	numeric
Number of missing obs.	25 (3.12 %)
Number of unique values	5
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 105



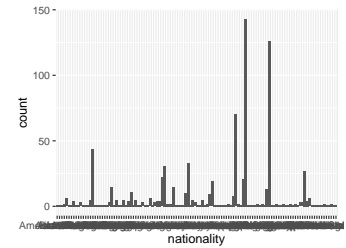
gender

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 3



nationality

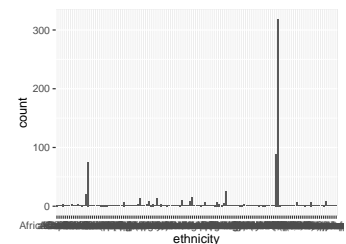
Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	118
Mode	"Polish"



- Observed factor levels: "19", "23", "34", "american", "American", "American/Portuguese", "Asian American", "Australian", "Australian/British", "Austrian", "Belgian", "brazil", "Brazilian", "Brazillian/Portuguese", "british", "British", "BRITISH", "British / English", "British English", "British/Scottish", "British/UK", "Britsh", "Canada", "Canadian", "czech", "Czech", "Danish", "Denmark", "Dutch", "England", "english", "English", "English/UK", "Estonian", "Filipino", "Finland", "Finnish", "France", "french", "French", "French and American", "german", "German", "greek", "Greek", "Hungarian", "Hungary", "Chile", "chilean", "Chilean", "China", "Indonesian", "irish", "Irish", "italian", "Italian", "ITalian", "italy", "Italy", "Jamaican", "Korean", "Latvian", "Lithuanian", "Malaysian", "mexican", "Mexican", "mexicana", "Mexico", "Moroccan", "Netherlands", "Norway", "norwegian", "Norwegian", "Pakistani", "poland", "Poland", "pole", "Pole", "polish", "Polish", "POLISH", "Polish and English", "Polish nationality", "polish/german", "Polska", "Portguese", "Portugal", "Portuguesa", "portuguese", "Portuguese", "Portugueses", "romania", "Romanian", "Russia", "scottish", "Scottish", "SCOTTISH", "Silesian", "Slovenian", "south african", "South African", "spain", "Spain", "spanish", "Spanish", "Sweden", "Swedish", "swiss", "Tunisian", "Turkish", "uk", "Ukrainian", "United Kingdom", "United States", "United States of America", "USA", "Welsh", "Zimbabwean".

ethnicity

Feature	Result
Variable type	character
Number of missing obs.	1 (0.12 %)
Number of unique values	135
Mode	"White"

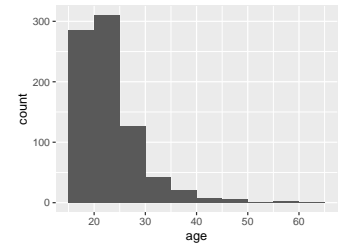


- Observed factor levels: "African", "African American", "asian", "Asian", "asian indian", "Asian Mixed", "black", "Black", "Black African", "Blank", "British", "Cape Coloured", "Catholic", "Catolic", "caucasian", "Caucasian", "Caucasian (White)", "Caucasian White", "Caucasian/European", "Caucasian/Slavic", "Caucasian/white", "Caucasian/White", "Caucasic", "Caucasian", "Caucasion", "Caucassian White", "Causacian", "Dutch", "east european", "East European", "Estonian (Caucasian)", "Europe", "European", "European / White", "European white", "European/Caucasian", "Filipino", "Gdańsk", "German", "greek", "Greek", "Half British half Caribbean", "hellenic", "hispanic", "Hispanic", "Hispanic/Latino", "Hungarian", "chinese", "Chinese", "christian", "Christian", "i dont know (sorry, never done test?)", "Indian", "Italian", "italians", "Kadazan", "katholic", "kaukasian", "Korean", "latin", "Latin", "Latin american", "Latin American", "Latinamerican", "latino", "Latino", "Latino/Hispanic", "Lattin", "Mediterranean", "Mexican", "Middle eastern", "Mixed", "none", "Norwegian", "Norwegian/Romanian", "Polak", "poland", "Poland", "Pole", "Poles", "polish", "Polish", "Polish / White Caucasian", "Polskie", "Portugues", "Portuguese", "roman", "Scandinavian", "slav", "Slav", "Slavic", "Somali", "south asian", "Spanish", "Swedish and Philipino", "Turk", "Vaguely mixed", "Vietnamese", "W", "West slavic", "West Slavic", "West slavic, polish", "West Slavs", "West-european", "West-Slavic", "white", "White", "WHITE", "White (British)", "White (caucasian)", "White (Caucasian)", "White (Slavic)", "White (west and north europe)", "White / Asian", "white british", "White British", "white caucacian", "white caucasian", "White caucasian", "White Caucasian".

"white european", "White european", "White European", "White-Caucasian", "white, Caucasian", "white, east european", "White? caucasian?", "white/caucasian", "White/caucasian", "White/Caucasian", "white/european", "White/hispanic", "White/Latino", "white4", "White".

age

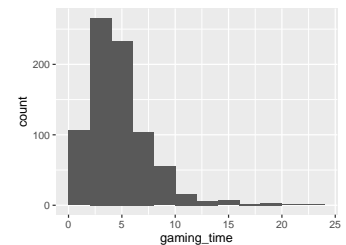
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	36
Median	22
1st and 3rd quartiles	20; 26
Min. and max.	16; 61



gaming_time

How many hours a day (on average) do you spend on gaming?

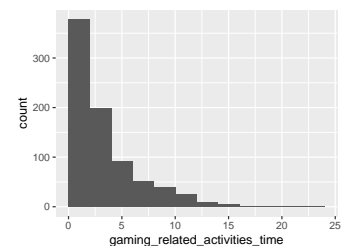
Feature	Result
Variable type	numeric
Number of missing obs.	1 (0.12 %)
Number of unique values	21
Median	5
1st and 3rd quartiles	3; 6
Min. and max.	1; 24



gaming_related_activities_time

How many hours a day (on average) do you spend on gaming related activities other than gaming (e.g., watching other people play games, consuming other gaming-related media (e.g. videos))?

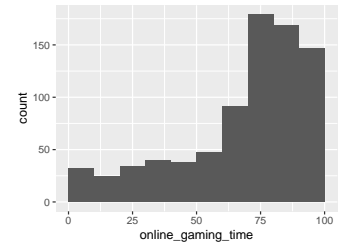
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	19
Median	3
1st and 3rd quartiles	2; 5
Min. and max.	0; 24



online_gaming_time

Please divide your whole gaming time between playing online and offline games. Your choices must total 100%. - I play online games x percent (of the time)

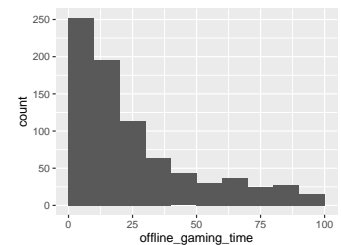
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	72
Median	80
1st and 3rd quartiles	60; 90
Min. and max.	0; 100



offline_gaming_time

Please divide your whole gaming time between playing online and offline games. Your choices must total 100%. - I play offline games x percent (of the time)

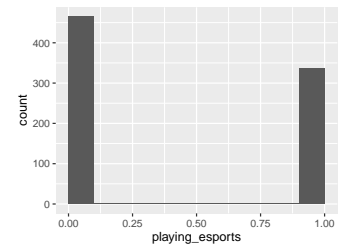
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	72
Median	20
1st and 3rd quartiles	10; 40
Min. and max.	0; 100



playing_esports

Are you an esports player? (i.e., playing esports games on ranked levels)

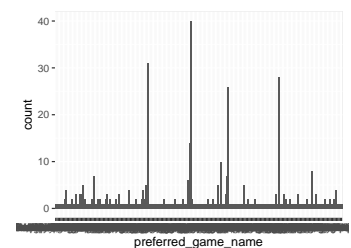
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



preferred_game_name

What is the name of a game or genre you play mostly?

Feature	Result
Variable type	character
Number of missing obs.	336 (41.95 %)
Number of unique values	223
Mode	"League of Legends"

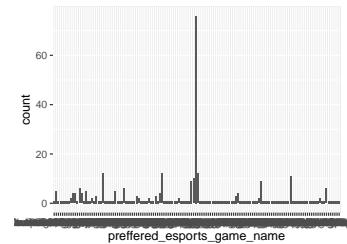


- Observed factor levels: "Accion-adventure", "Action games", "Action Genre", "Action RPG", "Action/Fighting", "Adventure", "Albion Online", "Apex legends", "Apex Legends", "Apex Legends, Overwatch, First Person Shooter, Adventure and puzzle games", "Arcade", "Assassin's Creed", "Asseto Corsa, Valorant, The Binding of Isaac", "Battlefield V", "Black Desert Online", "Bloodborne _ RPG", "Call of Duty", "Card Games", "Competitive like, 5v5", "counter strike", "Counter Strike", "Counter Strike Global Offensive", "Counter strike, World of Warcraft, League of Legends", "Counter Strike: Global Offensive", "Counter Strike:Global Offensive", "Counter-Strike Global Offensive", "Counter-Strike: Global Ofensive", "cs go", "Cs Go", "CS GO", "CS:GO", "CS:GO, CYBERPUNK 2077, WITCHER 3: THE WILD HUNT, EURO TRUCK SIMULATOR 2, CITIES:SKYLINES, CIVILIZATION 6", "CS:GO, Fifa 21", "csgo", "CSGO", "CSGO or FPS games", "csgo, lol", "CSGO, LOL", "Dead by Daylight", "Dead By Daylight", "Destiny 2", "Don't have a specific game, I play a great variety of games.", "Dota 2", "Escape From Tarkov", "Europa Universalis IV", "Eve Online", "Fabular", "Fifa", "fifa 21", "Fifa 21", "Fifa21", "Fighting games, Chess, played League of Legends for 5 years before quitting last year", "final fantasy", "Final Fantasy", "Final Fantasy XIV", "Final Fantasy, League of Legends", "First person shooter", "First Person Shooter", "First Person Shooter (but variety genres in general)", "First Person Shooter / MMO RPG", "First person shooters", "first-person shooters", "First-Person Shooters", "Fishdown", "Football manager", "Football Manager, Pokémon, . . .", "Forge of Empire", "fortnite", "Fortnite", "Forza Horizon 4", "fps", "Fps", "FPS", "FPS - first person shooter", "fps moba", "FPS, MOBA", "FPS, RPG", "FPS, Shooter", "FPS, Valorant", "FPS/Shooter", "Free Fire", "Game: Dead by Daylight", "Game: Sid Meier's Civilization V; Genre: RogueLike.", "Genre:RPG Game:Red Dead Redemption 2", "Genshin Impact", "Genshin Impact/WOT", "Grand Strategy", "Grand theft auto", "Hack and Slash", "Halo", "Halo The Master Chief collection (Dark Souls series pvp)", "Harvest Land (mobile app)", "hearthstone", "Hearthstone", "Heroes of Might and Magic V", "Hitman 3", "I normally play league of legends but now i have taken a break and play various single player games", "I play a lot of shooters but mostly from a franchise called Call of duty", "Indie games", "JRPG", "JRPG's", "Just cause", "Langrisser", "league of legends", "League of legends", "League of Legends", "League Of Legends", "League of Legends , Minecraft", "League of Legends :", "League of legends and Football manager", "League of Legends and RPGs.", "League of Legends, Minecraft, The Witcher III.", "League of Legends, Stardew valley, osu", "League of legends; Teamfight Tactics; Chess; Tibia", "League of Legends/COD: Warzone", "LeagueOfLegends", "Leauge Of Legends", "Leauge of Legends, Escape from Tarkov, Osu!", "LoL", "LoL, CSGO", "Looter shooters, MOBA, FPS, Rouge-Like", "Metin2", "Minecraft", "Minecraft Valheim Assascin LoL DOTA2 CSGO", "minecraft, league of legends, apex legends, valorant", "mmo", "MMO", "mmorpg", "MMORPG", "MMORPG / FPS", "MMORPGs", "MMOs", "moba", "Moba", "MOBA", "MOBA, 4X, grand stratedy, racing, shooters", "Moba, battle royale, fps competitive", "Moba, Pokémon, minecraft", "MOBA, RPG, simulators", "moba, sports", "MOBA's (Dota 2)", "MOBA/SHOOTER", "NBA2K21", "Open World", "osu!", "overwatch", "Overwatch", "Overwatch / First person shooter and I love RPG's", "Paladins", "Path of Exile", "Platform", "Platformer", "Pokemon", "Princess Connect Re:Dive", "PvP", "Racing", "racing games", "Rainbow Six", "rainbow six siege", "Rainbow Six Siegue", "rfortnite", "Rhythm games", "Rhythm Games and Moba", "Rocket league", "Rocket League", "Rogue like", "Rogue-like", "Rogue-likes", "roguelite", "Role Playing Games", "role-playing game", "rpg", "Rpg", "RPG", "RPG games", "RPG or FPS", "RPG, FPS, strategy, roguelike, MOBA", "RTS", "Rust", "Sandbox", "Sandbox I guess (Minecraft)", "save the world and fortnite", "Sea of Thieves", "Shellshock live", "shooter", "Shooter", "Shooter Games", "Shooter, MOBA", "Shooters", "shooters, moba", "Sims", "Sims 4", "Skyrim", "Smite", "Sports", "Sports games", "Sports Simulation", "Stealth", "strategy", "Strategy", "Strategy games", "Strategy, moba, rpg", "Survival", "Tarkov", "Terraria", "TFT (autochess), world of warcraft (mmorpg), chess", "The Division", "Tibia", "Valheim", "Valorant", "Valorant, Counter-strike, fps games in general", "Volltek", "Warframe", "Warzone", "Witcher", "Witcher 3, World of Tanks, Fortnite, CS:GO", "world of tanks", "World of warcraft", "World of Warcraft", "World of Warcraft, Apex legends, Dishonored, Dishonored 2, Dishonored Death of the Outsider, Styx: Master of Shadows, Styx: Shards of Darkness, Diablo III", "World of Warcraft, World of Tanks (MMO's)", "World of warships", "Wow".

preffered_esports_game_name

What is the name of an esports game or genre you play mostly?

Feature	Result
Variable type	character
Number of missing obs.	465 (58.05 %)
Number of unique values	136
Mode	"League of Legends"

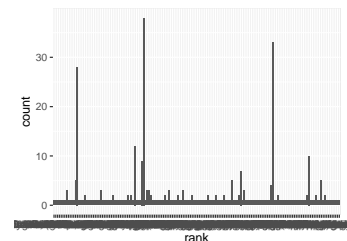


- Observed factor levels: "Action", "Apex Legends", "At the moment, Rocket League", "Battle Royale", "Brawlhalla", "call of duty", "Call of duty", "Call of Duty Mobile", "counter strike", "Counter Strike", "counter strike global offensive", "Counter strike global offensive", "Counter Strike Global Offensive", "Counter Strike: Global Offensive", "Counter-Strike Global Offensive", "Counter-Strike: Global Offensive", "counter-strike/overwatch/apex legends/starcraft/dota 2", "counterstrike", "cs go", "Cs Go", "CS GO", "cs:go", "CS;GO", "CS:GO", "CS:GO, FPS games", "cs:go, rocket league, wot", "CS:GO, Valorant", "CS:GO, Valorant, Fortnite", "Csgo", "CSGO", "CSGO, VALORANT (FPS)", "Dead by Daylight", "depends on your defenition of "esports game" cuz that can be anything. But right now I play WoW, world of warcraft. Before I played Dota 2.", "Dota 2", "DotA 2 & CS:GO", "Dota 2 and Counterstrike", "Dota2", "Dragon Ball Fighterz", "duel links", "Fifa", "FIFA", "Fifa 21", "FIFA and CSGO", "Fighting game", "Fighting games, and RPG strategy based games", "First Person Shooter", "First Person Shooters", "Formerly CS:GO; League of Legends", "Fortnite", "FPP / MOBA", "fps", "FPS", "FPS - CS:GO, Warzone", "FPS or MOBAs", "fps, apex legends, PUBG,", "FPS, moba.", "Fps, rpg", "FPS, Team Fortress 2", "FPS, Valorant, CSGO, sometimes LoL", "Hearthstone", "Hero fps", "hotReload", "iRacing, CS:GO, Rainbow Six Siege", "League", "league of leagends", "league of legends", "League of legends", "League of Legends", "League Of Legends", "League of legends , CS-GO", "League of Legends (MOBA)", "League of legends and Lineage 2", "League of Legends, Cs:GO", "League of legends, moba", "League of legends, Rainbow six siege, Overwatch", "League of Legends, Rocket League, Counter Strike Global Offensive", "league of legends, valorant, counter strike global offensive", "League of legends, Valorant, Overwatch", "League of legeneds", "League of Legendsd", "League of lewgeneds", "Legend of Runeterra", "LOL", "Magic The Gathering", "mmorpg", "moba", "Moba", "MOBA", "MOBA , MMO", "MOBA (Dota 2)", "MOBA (League of Legends", "Moba and Grand Strategy", "MOBA, League of Legends and Apex Legends", "MOBA, Shooters", "Mobas", "MOBAs, Hero arenas, RTS, FPS", "osu!", "overwatch", "Overwatch", "Overwatch, Dota 2", "Paladins", "PES", "playerunknown's battlegrounds", "PUBG", "Quake Champions", "r6 siege", "Rainbow", "Rainbow 6 siege", "Rainbow Six Siege, Counter-Strike: Global Offensive", "Rivals of Aether", "rocket league", "Rocket league", "Rocket League", "Shooter", "shooters", "Shooters", "Shooters, Sports etc", "Smash Bros. Ultimate.", "Splatoon, Hearthstone", "starcraft 2", "Super Smash Bros", "Super Smash Bros: Ultimate, Mortal Kombat 11, Tekken 7, fighting games in general", "Super smash bros. melee", "Super Smash Brothers Ultimate", "Survival Horror, fight platform", "Tactical Fps", "Teamfight Tactics", "Tekken", "valorant", "Valorant", "VALORANT", "Valorant , Counter strike global offensive", "Valorant, CS:GO", "world of warcraft", "World of Warcraft, League of legends, Counter Strike Global Offensive", "WoW, League".

rank

What is your rank? (e.g., Gold; Crusader; Distinguished Master Guardian...)

Feature	Result
Variable type	character
Number of missing obs.	466 (58.18 %)
Number of unique values	160
Mode	"Gold"



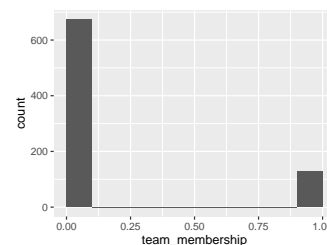
- Observed factor levels: "#3 in Kentucky", "#8000 worldwide", "1100 CR, Gold in League", "AK2", "Ancient", "ATH Diamond 2", "Between rank 3-5 on survivor", "Bronze", "Conquerer", "counter-strike:Global Elite. Overwatch: top 500 on different seasons. Apex Legends: Dont play ranked here. Starcraft: Master Solo,Plat Duo.

Dota 2. Havent played since they shifted the ranks but was 6200 MMR.", "CS:GO - Gold Nova 2 ; LoL - Gold III", "Currently unranked, last season platinum", "diamond", "Diamond", "Diamond 1", "Diamond 2", "diamond 4", "Diamond 4", "Diamond II", "Diamond III", "Diamond in Valorant", "Diamond on euw and lem on cs go", "Distinguished", "Distinguished Master Guardian", "Distinguished Master Guardian, Diamond 1.", "divine", "Divine", "Divine 5", "Division 1/Elite 2", "Division 4", "DMG", "DMG Distinguished Master Guardian", "Dota 2, Immortal. WoW. Elite.", "Elite", "Elite division", "Elite Smash(Smash), Demi God(MK11), Vanguard (T7)", "Faceit level 10 (CS:GO)", "faceit lvl 4 and legendary eagle master", "faceit lvl 8", "Fortnite has no ranks", "Generally platinum", "Global", "GLOBAL", "global elite", "Global elite", "Global Elite", "Global Elite / Faceit LVL 10", "Global Elite, Diamond 1", "God of Destruction", "gold", "Gold", "Gold (2200 aprox. points)", "Gold 1", "Gold 2", "Gold 3", "Gold 3 and Master Guardian Elite", "GOLD 4", "Gold and Supreme", "Gold III", "Gold in all of them", "gold master", "GOLD NOVA 3", "Gold Nova 4", "Gold Nova I", "Gold Nova Master", "Gold, platinum", "Gold; Distinguished Master Guardian", "Gold/Crusader", "Gold/Platinum", "Grand Champion", "Grand Champion 1", "Grand Champion 2 peak, right now Grand Champion 1", "Grandmaster", "Grandmaster/top 500", "Guardian", "High Diamond", "Challenger 800lp", "Challenger", "Champ", "Champion", "Champion 1", "champion 2", "Champion I", "Champions division", "Champions League", "I have no rank", "Immortal", "Immortal in valorant , global in counter strike.", "IMMORTAL, GLOBAL ELITE", "In game currently LEM (Legendary eagle master)", "Legend", "Legend (10k+)", "legend 3", "Legend 3 & Global Elite", "legendary eagle", "Legendary Eagle", "Legendary Eagle (CS:GO), Gold1 (Warzone)", "LEgendary Eagle / Gold 1", "Legendary Eagle in matchmaking/Faceit level 5", "Legendary Eagle Master", "lem", "LEM", "LOL- GOLD , CS-GO-GOLD", "master", "Master", "Master 150 lp", "Master Guardian Elite", "Master Guardian Elite (Dual AK)", "Master Guardian Eltie", "Master Guardian II (Used to be Legendary Eagle Master / Supreme but rarely play)", "Master Guardian2", "Master tier", "Masters/GM", "Nova 2", "Only renowned player in my region", "plat", "Plat", "Plat/Diamond", "platinum", "PLatinum", "Platinum 2", "platinum", "Platinum", "platinum 1", "Platinum 1", "Platinum 2", "Platinum 2, Legendary Eagle Master", "platinum 4", "Platinum 4", "Platinum and climbing", "Platinum II", "Platinum III", "platinum in lol, sheriff csgo", "Platinum IV", "Platinum LoL/Apex", "Pro 11", "Purple Ranks. Basically one tier below the best, but I haven't trained seriously.", "rank 1 (top 0,1% of the ladder)", "Ranked is not that important, but I'm 7th in Italy", "Rival in WoW, Low diamond in League, Global Elite in CS", "S+ on Splatoon, Platinum on Hearthstone", "silver", "Silver", "Silver 2", "Silver 4", "Silver II", "Silver IV", "SSBU doesn't have those.", "supreme", "Supreme", "supreme master", "Supreme Master First Class", "Supreme/Faceit 7", "The Global Elite", "The Global Elite / Ancient", "The Global Elite, Radiant, Champions Division", "top #30 on my region", "Valorant", "varies, but above average", "Was Supreme and 4kmmr".

team_membership

Are you a member of a gaming team or club?

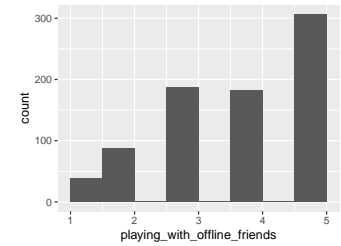
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



playing_with_offline_friends

Do you play with friends whom you have met outside the game?

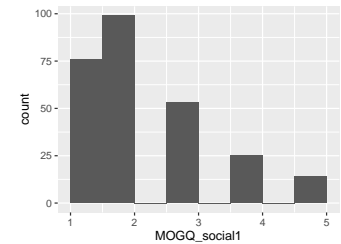
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



MOGQ_social1

Motives for online gaming questionnaire; subscale Social; item: because I can get to know new people.

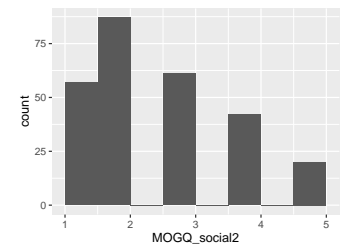
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_social2

Motives for online gaming questionnaire; subscale Social; item: because I can meet many different people.

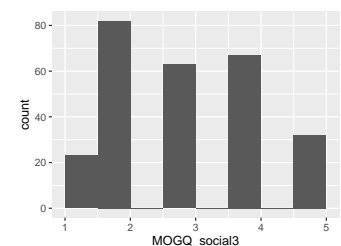
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



MOGQ_social3

Motives for online gaming questionnaire; subscale Social; item: because it is a good social experience.

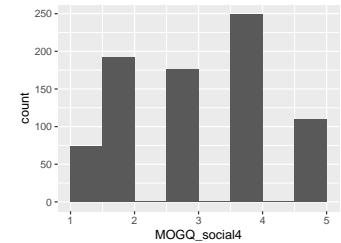
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_social4

Motives for online gaming questionnaire; subscale Social; item: because gaming gives me company.

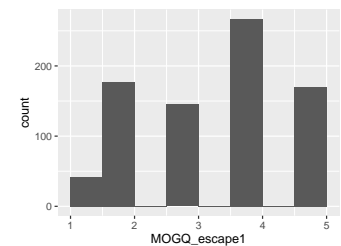
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape1

Motives for online gaming questionnaire; subscale Escape; item: because gaming helps me to forget about daily hassles.

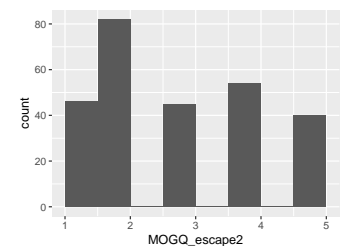
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape2

Motives for online gaming questionnaire; subscale Escape; item: because it makes me forget real life.

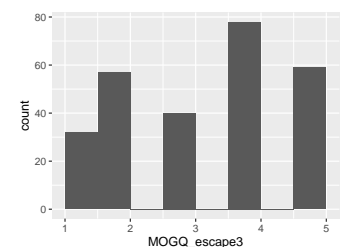
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape3

Motives for online gaming questionnaire; subscale Escape; item: because gaming helps me escape reality.

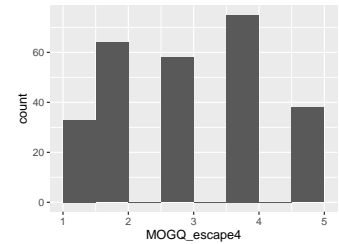
Feature	Result
Variable type	numeric
Number of missing obs.	535 (66.79 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape4

Motives for online gaming questionnaire; subscale Escape; item: to forget about unpleasant things or offences.

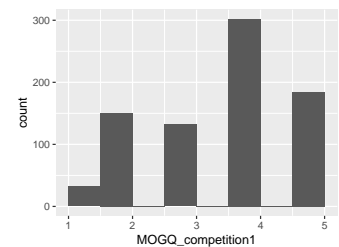
Feature	Result
Variable type	numeric
Number of missing obs.	533 (66.54 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_competition1

Motives for online gaming questionnaire; subscale Competition; item: because I enjoy competing with others.

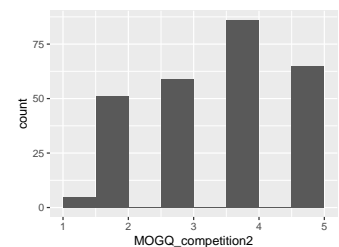
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



MOGQ_competition2

Motives for online gaming questionnaire; subscale Competition; item: because I like to win.

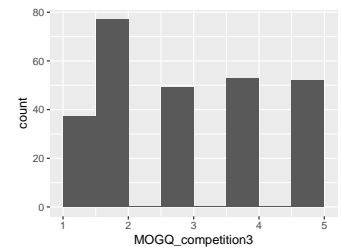
Feature	Result
Variable type	numeric
Number of missing obs.	535 (66.79 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



MOGQ_competition3

Motives for online gaming questionnaire; subscale Competition; item: because it is good to feel that I am better than others.

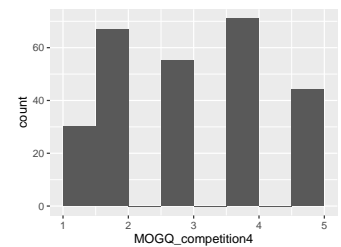
Feature	Result
Variable type	numeric
Number of missing obs.	533 (66.54 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_competition4

Motives for online gaming questionnaire; subscale Competition; item: for the pleasure of defeating others.

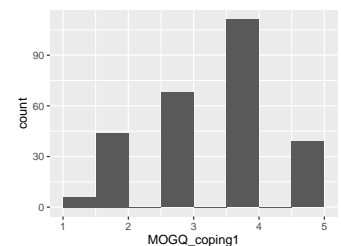
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_coping1

Motives for online gaming questionnaire; subscale Coping; item: because gaming helps me get into a better mood.

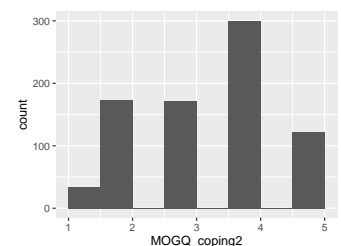
Feature	Result
Variable type	numeric
Number of missing obs.	533 (66.54 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



MOGQ_coping2

Motives for online gaming questionnaire; subscale Coping; item: because it helps me get rid of stress.

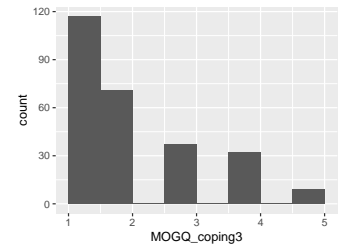
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_coping3

Motives for online gaming questionnaire; subscale Coping; item: because it helps me channel my aggression.

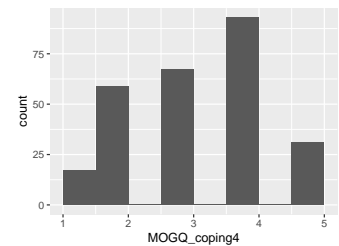
Feature	Result
Variable type	numeric
Number of missing obs.	535 (66.79 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_coping4

Motives for online gaming questionnaire; subscale Coping; item: because it reduces tension.

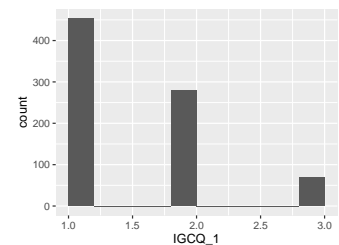
Feature	Result
Variable type	numeric
Number of missing obs.	534 (66.67 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



IGCQ_1

Internet Gaming Cognition Scale; item: Game rewards are as meaningful to me as anything else in life.

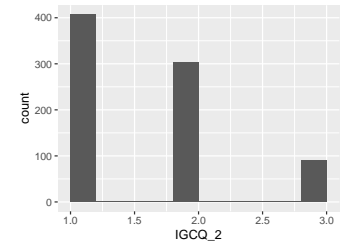
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_2

Internet Gaming Cognition Scale; item: It would be a waste to stop playing because I have invested so much time and energy.

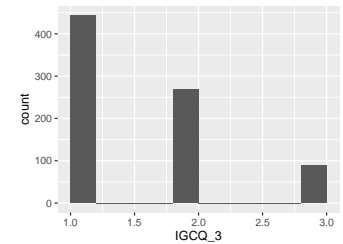
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_3

Internet Gaming Cognition Scale; item: *I can achieve more in a game than I can anywhere else.*

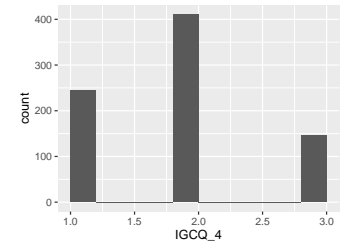
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_4

Internet Gaming Cognition Scale; item: *Non-gamers do not understand an important part of who I am.*

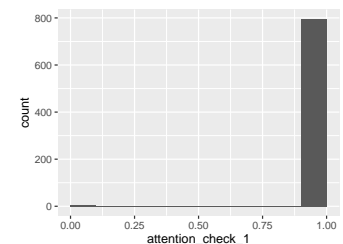
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



attention_check_1

To answer this question, please choose "Often".

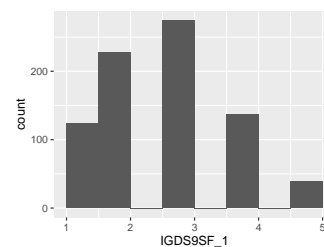
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



IGDS9SF_1

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel preoccupied with your gaming behaviour? (Some examples: Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your daily life?)

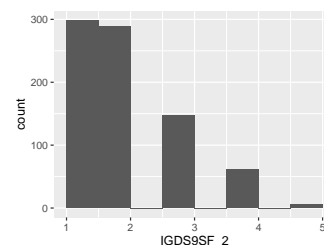
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



IGDS9SF_2

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel more irritability, anxiety or even sadness when you try to either reduce or stop your gaming activity?

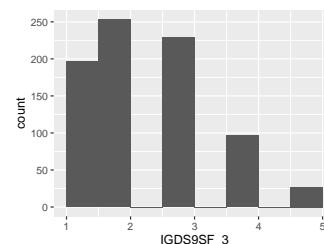
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGDS9SF_3

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you feel the need to spend increasing amount of time engaged gaming in order to achieve satisfaction or pleasure?

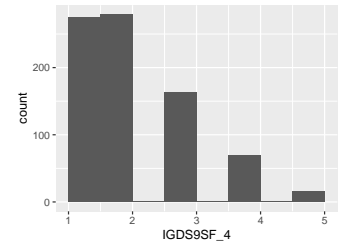
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



IGDS9SF_4

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you systematically fail when trying to control or cease your gaming activity?

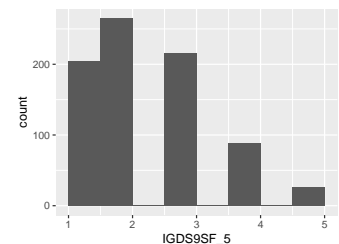
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGDS9SF_5

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you lost interests in previous hobbies and other entertainment activities as a result of your engagement with the game?

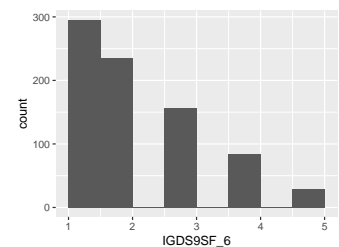
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGDS9SF_6

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you continued your gaming activity despite knowing it was causing problems between you and other people?

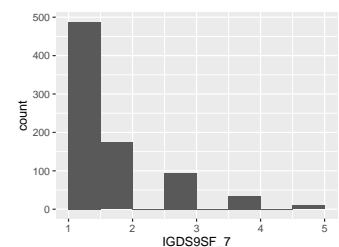
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGDS9SF_7

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you deceived any of your family members, therapists or others because of the amount of your gaming activity?

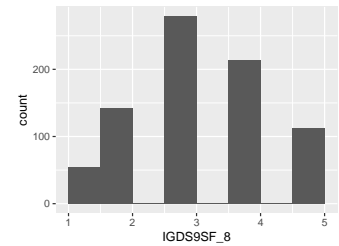
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



IGDS9SF_8

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Do you play in order to temporarily escape or relieve a negative mood (e.g., helplessness, guilt, anxiety)?

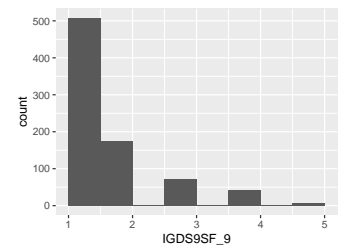
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



IGDS9SF_9

Internet Gaming Disorder Scale – Short-Form (IGDS9-SF); item: Have you jeopardised or lost an important relationship, job or an educational or career opportunity because of your gaming activity?

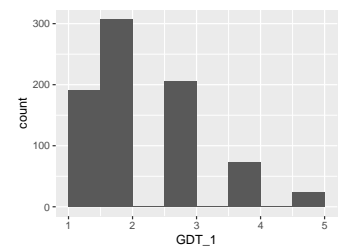
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



GDT_1

The Gaming Disorder Test; item: I have had difficulties controlling my gaming activity.

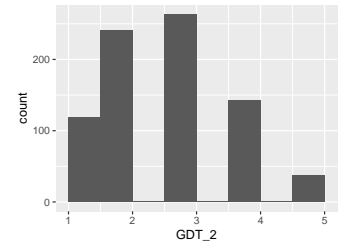
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



GDT_2

The Gaming Disorder Test; item: I have given increasing priority to gaming over other life interests and daily activities.

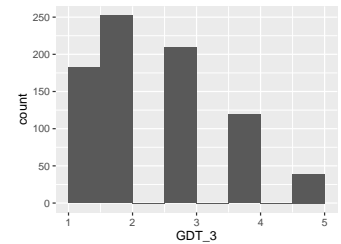
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



GDT_3

The Gaming Disorder Test; item: I have continued gaming despite the occurrence of negative consequences.

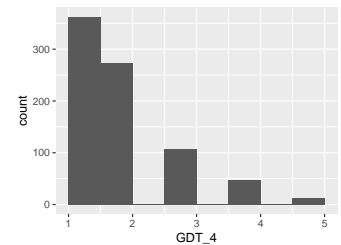
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



GDT_4

The Gaming Disorder Test; item: I have experienced significant problems in life (e.g., personal, family, social, education, occupational) due to the severity of my gaming behavior.

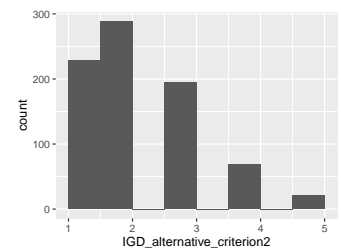
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



IGD_alternative_criterion2

C-IGDS (Sigerson et al., 2017); item: Do you feel irritable, anxious, or sad when gaming is taken away?

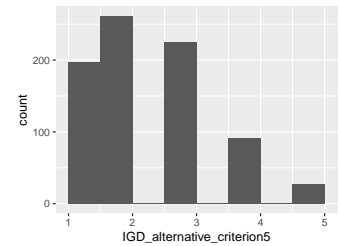
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGD_alternative_criterion5

C-IGDS (Sigerson et al., 2017); item: Do you continue to use digital games excessively despite knowledge of psychosocial problems?

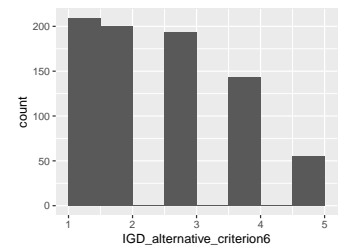
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



IGD_alternative_criterion6

PIE-9 (Pearcy et al., 2016); item: Do you find an increasing need to spend increasing amounts of time engaged in digital games?

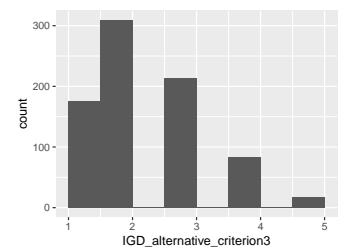
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGD_alternative_criterion3

C-IGDS (Sigerson et al., 2017); item: Have you experienced loss of interests in previous hobbies and entertainment as a result of, and with the exceptions of, digital games?

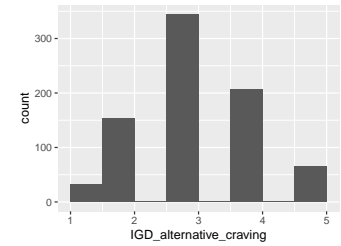
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



IGD_alternative_craving

CVAT 2.0 (van Rooij et al., 2017); item: How often have you had a strong urge (desire) to play digital games?

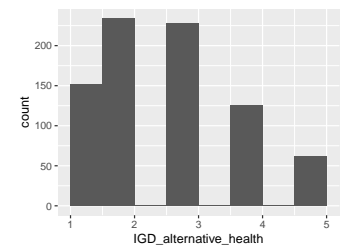
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



IGD_alternative_health

CVAT 2.0 (van Rooij et al., 2017); item: How often have you neglected your own health because of gaming? (examples: not getting enough sleep, showering less, failing to brush teeth, drinking insufficiently)

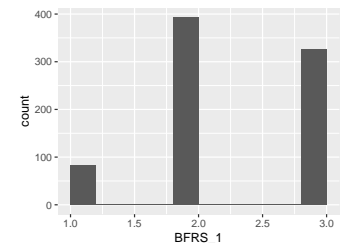
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



BFRS_1

The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we really help and support each other.

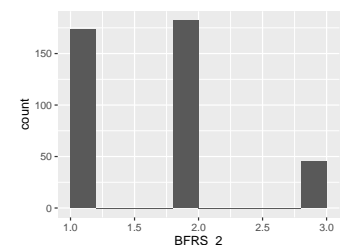
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_2

The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we spend a lot of time doing things together at home.

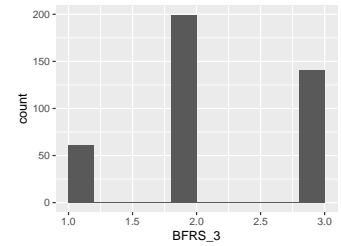
Feature	Result
Variable type	numeric
Number of missing obs.	401 (50.06 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



BFRS_3

The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we work hard at what we do in our home.

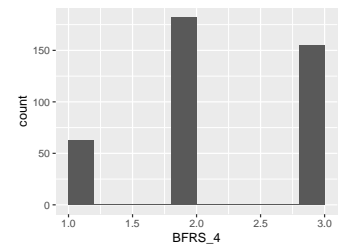
Feature	Result
Variable type	numeric
Number of missing obs.	400 (49.94 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_4

The Brief Family Relationship Scale (Fok et al., 2011); item: In our family there is a feeling of togetherness.

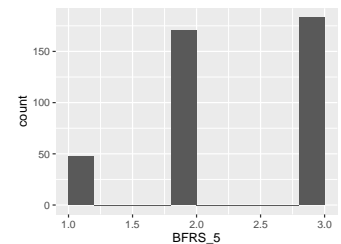
Feature	Result
Variable type	numeric
Number of missing obs.	401 (50.06 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_5

The Brief Family Relationship Scale (Fok et al., 2011); item: My family members really support each other.

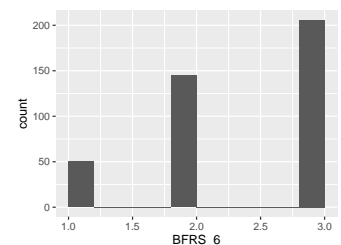
Feature	Result
Variable type	numeric
Number of missing obs.	401 (50.06 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_6

The Brief Family Relationship Scale (Fok et al., 2011); item: I am proud to be a part of our family.

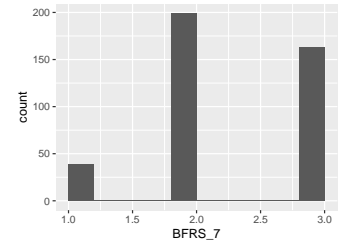
Feature	Result
Variable type	numeric
Number of missing obs.	400 (49.94 %)
Number of unique values	3
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_7

The Brief Family Relationship Scale (Fok et al., 2011); item: In our family we really get along well with each other.

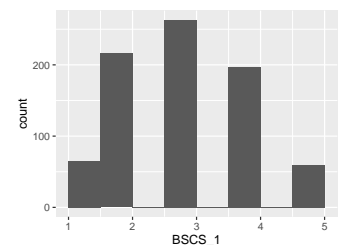
Feature	Result
Variable type	numeric
Number of missing obs.	400 (49.94 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BSCS_1

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am good at resisting temptation.

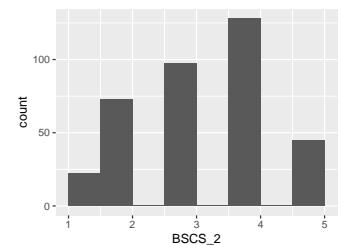
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_2

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I have a hard time breaking bad habits.

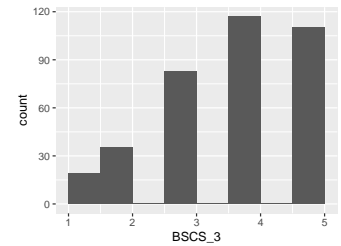
Feature	Result
Variable type	numeric
Number of missing obs.	436 (54.43 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_3

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am lazy.

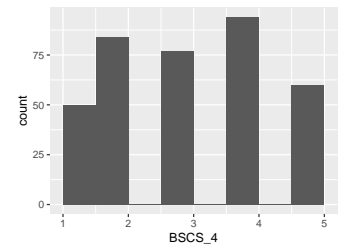
Feature	Result
Variable type	numeric
Number of missing obs.	437 (54.56 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



BSCS_4

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I say inappropriate things.

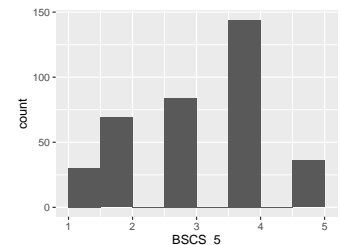
Feature	Result
Variable type	numeric
Number of missing obs.	436 (54.43 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_5

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I do certain things that are bad for me, if they are fun.

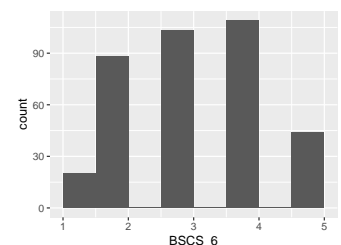
Feature	Result
Variable type	numeric
Number of missing obs.	438 (54.68 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_6

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I refuse things that are bad for me.

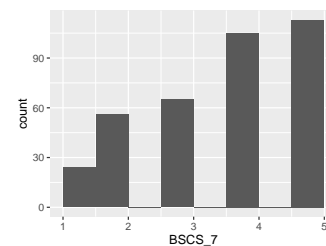
Feature	Result
Variable type	numeric
Number of missing obs.	437 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_7

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I wish I had more self-discipline.

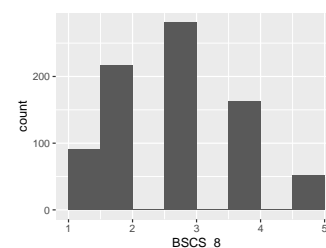
Feature	Result
Variable type	numeric
Number of missing obs.	438 (54.68 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



BSCS_8

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: People would say that I have iron self- discipline.

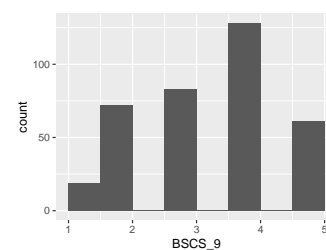
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_9

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: Pleasure and fun sometimes keep me from getting work done.

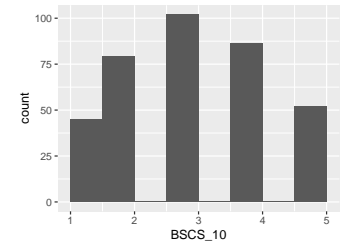
Feature	Result
Variable type	numeric
Number of missing obs.	438 (54.68 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2.5; 4
Min. and max.	1; 5



BSCS_10

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I have trouble concentrating.

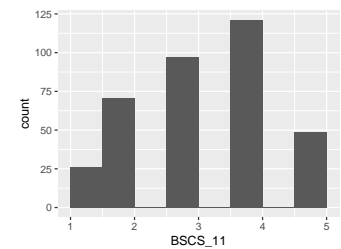
Feature	Result
Variable type	numeric
Number of missing obs.	437 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_11

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I am able to work effectively toward long-term goals.

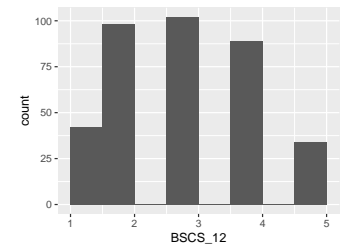
Feature	Result
Variable type	numeric
Number of missing obs.	437 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_12

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: Sometimes I can't stop myself from doing something, even if I know it is wrong.

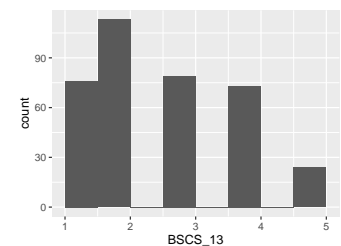
Feature	Result
Variable type	numeric
Number of missing obs.	436 (54.43 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_13

The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I often act without thinking through all the alternatives.

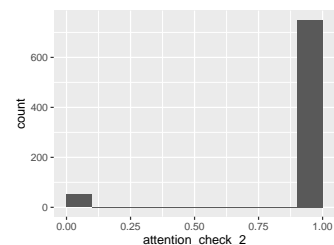
Feature	Result
Variable type	numeric
Number of missing obs.	436 (54.43 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



attention_check_2

Please answer this question by choosing "Moderately Inaccurate".

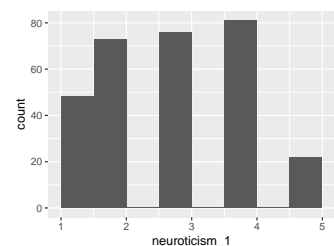
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



neuroticism_1

IPIP (Goldberg, 1999); neuroticism; item: Often feel blue.

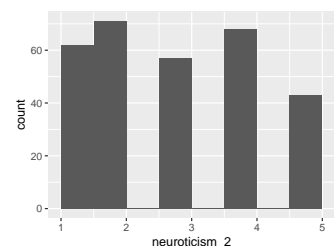
Feature	Result
Variable type	numeric
Number of missing obs.	501 (62.55 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_2

IPIP (Goldberg, 1999); neuroticism; item: Dislike myself.

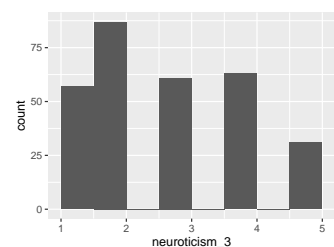
Feature	Result
Variable type	numeric
Number of missing obs.	500 (62.42 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_3

IPIP (Goldberg, 1999); neuroticism; item: Am often down in the dumps.

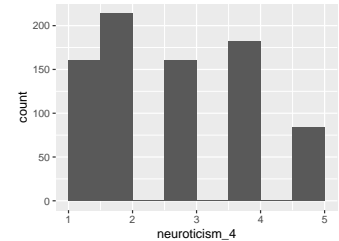
Feature	Result
Variable type	numeric
Number of missing obs.	502 (62.67 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_4

IPIP (Goldberg, 1999); neuroticism; item: Have frequent mood swings.

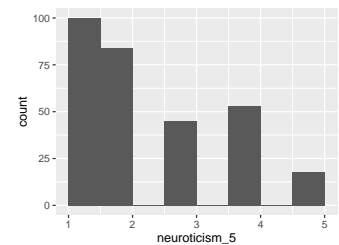
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_5

IPIP (Goldberg, 1999); neuroticism; item: Panic easily.

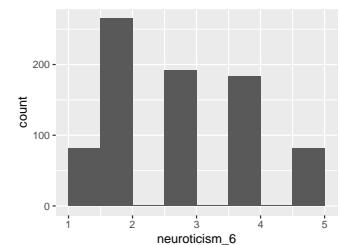
Feature	Result
Variable type	numeric
Number of missing obs.	501 (62.55 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



neuroticism_6

IPIP (Goldberg, 1999); neuroticism; item: Rarely get irritated.

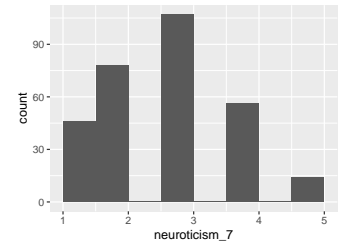
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_7

IPIP (Goldberg, 1999); neuroticism; item: Seldom feel blue.

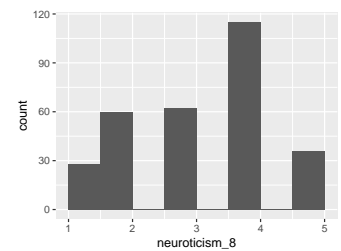
Feature	Result
Variable type	numeric
Number of missing obs.	500 (62.42 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



neuroticism_8

IPIP (Goldberg, 1999); neuroticism; item: Feel comfortable with myself.

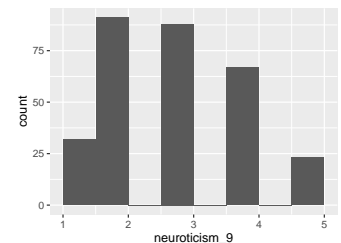
Feature	Result
Variable type	numeric
Number of missing obs.	500 (62.42 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_9

IPIP (Goldberg, 1999); neuroticism; item: Am not easily bothered by things.

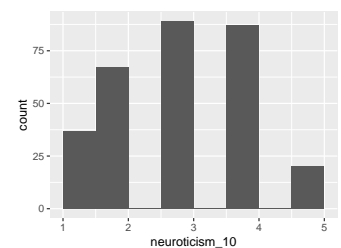
Feature	Result
Variable type	numeric
Number of missing obs.	500 (62.42 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_10

IPIP (Goldberg, 1999); neuroticism; item: Am very pleased with myself.

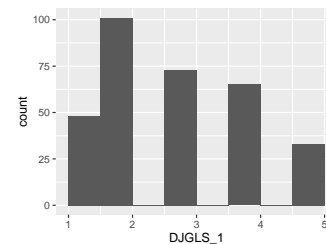
Feature	Result
Variable type	numeric
Number of missing obs.	501 (62.55 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_1

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I experience a general sense of emptiness.

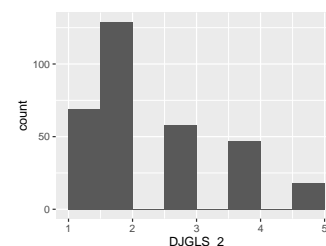
Feature	Result
Variable type	numeric
Number of missing obs.	481 (60.05 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_2

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are plenty of people I can rely on when I have problems.

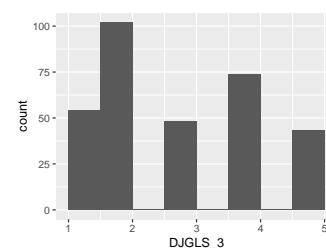
Feature	Result
Variable type	numeric
Number of missing obs.	480 (59.93 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



DJGLS_3

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are many people I can trust completely.

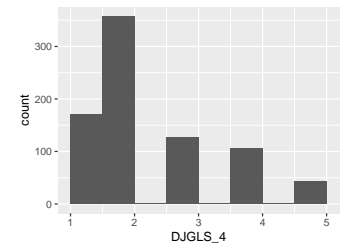
Feature	Result
Variable type	numeric
Number of missing obs.	480 (59.93 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_4

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are enough people I feel close to.

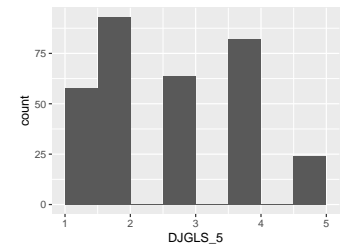
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



DJGLS_5

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I miss having people around.

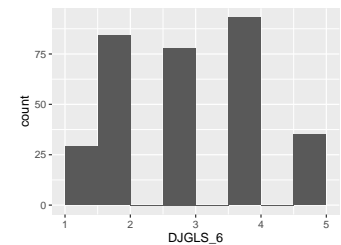
Feature	Result
Variable type	numeric
Number of missing obs.	480 (59.93 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_6

De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I often feel rejected.

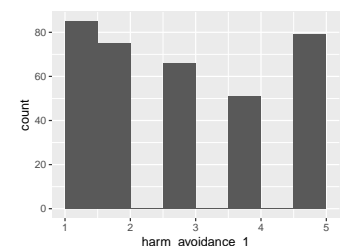
Feature	Result
Variable type	numeric
Number of missing obs.	482 (60.17 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_1

IPIP (Goldberg, 1999); harm avoidance; item: Would never go hang gliding or bungee jumping.

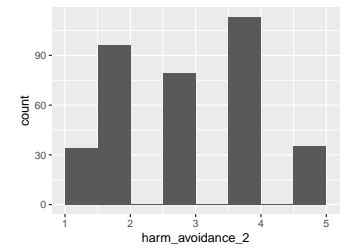
Feature	Result
Variable type	numeric
Number of missing obs.	445 (55.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_2

IPIP (Goldberg, 1999); harm avoidance; item: Would never make a high risk investment.

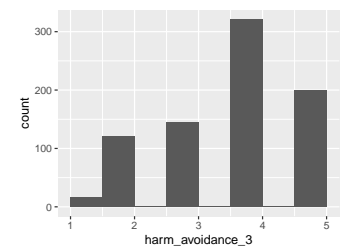
Feature	Result
Variable type	numeric
Number of missing obs.	444 (55.43 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_3

IPIP (Goldberg, 1999); harm avoidance; item: Avoid dangerous situations.

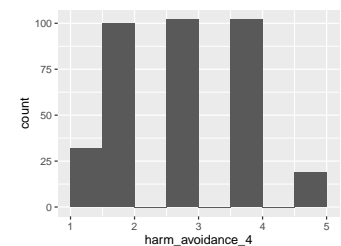
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



harm_avoidance_4

IPIP (Goldberg, 1999); harm avoidance; item: Take risks.

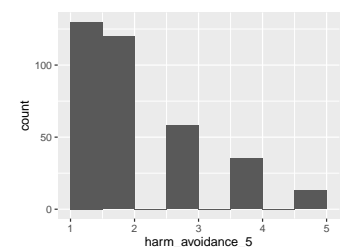
Feature	Result
Variable type	numeric
Number of missing obs.	446 (55.68 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_5

IPIP (Goldberg, 1999); harm avoidance; item: Seek danger.

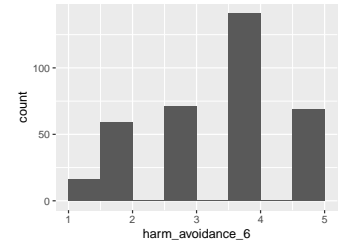
Feature	Result
Variable type	numeric
Number of missing obs.	445 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



harm_avoidance_6

IPIP (Goldberg, 1999); harm avoidance; item: Willing to try anything once.

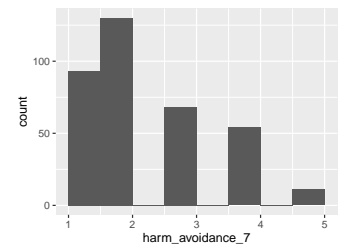
Feature	Result
Variable type	numeric
Number of missing obs.	445 (55.56 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



harm_avoidance_7

IPIP (Goldberg, 1999); harm avoidance; item: Do dangerous things.

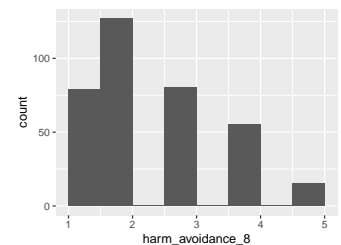
Feature	Result
Variable type	numeric
Number of missing obs.	445 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



harm_avoidance_8

IPIP (Goldberg, 1999); harm avoidance; item: Know no limits.

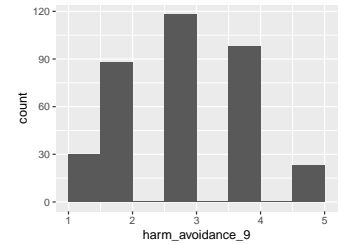
Feature	Result
Variable type	numeric
Number of missing obs.	445 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



harm_avoidance_9

IPIP (Goldberg, 1999); harm avoidance; item: Let myself go.

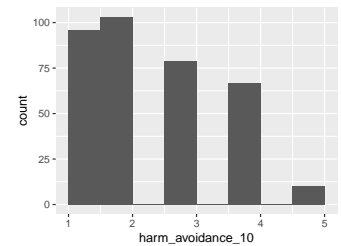
Feature	Result
Variable type	numeric
Number of missing obs.	444 (55.43 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_10

IPIP (Goldberg, 1999); harm avoidance; item: Enjoy being reckless.

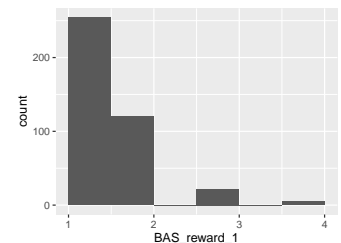
Feature	Result
Variable type	numeric
Number of missing obs.	446 (55.68 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



BAS_reward_1

BAS scale (Carver & White, 1994); item: When I'm doing well at something I love to keep at it.

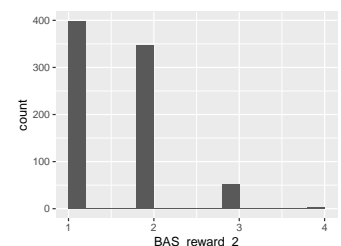
Feature	Result
Variable type	numeric
Number of missing obs.	400 (49.94 %)
Number of unique values	4
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_2

BAS scale (Carver & White, 1994); item: When I get something I want, I feel excited and energized.

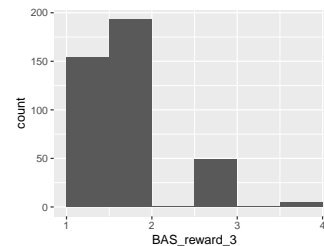
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_3

BAS scale (Carver & White, 1994); item: When I see an opportunity for something I like I get excited right away.

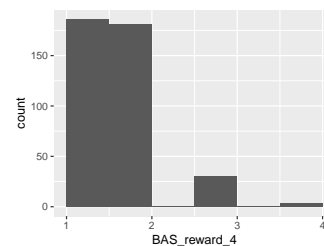
Feature	Result
Variable type	numeric
Number of missing obs.	400 (49.94 %)
Number of unique values	4
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_4

BAS scale (Carver & White, 1994); item: When good things happen to me, it affects me strongly.

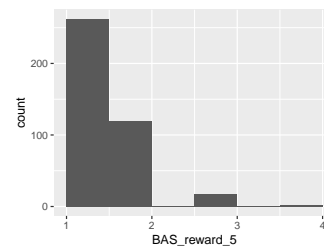
Feature	Result
Variable type	numeric
Number of missing obs.	401 (50.06 %)
Number of unique values	4
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_5

BAS scale (Carver & White, 1994); item: It would excite me to win a contest.

Feature	Result
Variable type	numeric
Number of missing obs.	401 (50.06 %)
Number of unique values	4
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



Report generation information:

- Created by: Ivan Ropovik (username: ivanropovik).
- Report creation time: št júl 01 2021 10:14:44
- Report was run from directory: /Users/ivanropovik/Library/Mobile Documents/com~apple~CloudDocs/MANUSCRIPTS/online-sports gamers network paper/IGD-network-analysis_esports
- dataMaid v1.4.0 [Pkg: 2019-12-10 from CRAN (R 4.0.2)]
- R version 4.0.3 (2020-10-10).
- Platform: x86_64-apple-darwin17.0 (64-bit)(macOS Big Sur 10.16).

- Function call: `dataMaid::makeDataReport(data = esports, mode = c("summarize", "visualize", "check"), smartNum = FALSE, file = "codebook_esports.Rmd", checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels", labelled = "showAllFactorLevels", haven_labelled = "showAllFactorLevels", numeric = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals = Inf, codebook = TRUE, reportTitle = "Codebook for esports")`