

Codebook for gamers

Autogenerated data summary from dataMaid

2021-07-01 10:15:00

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	3015
Number of variables	108

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Duration in seconds of the whole test battery	duration	numeric	1135	0.00 %	
Fraud score assigned by Qualtrics. A score of Less than 0.5 means the respondent is likely a bot.	Q_RecaptchaScore	numeric	6	0.56 %	
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	10	1.69 %	
	gender	numeric	4	0.00 %	
	nationality	character	203	0.00 %	
	ethnicity	character	360	0.03 %	
	age	numeric	50	0.00 %	
What is the name of a game or genre you play mostly?	preferred_game_name	character	1153	0.00 %	
How many hours a day (on average) do you spend on gaming?	gaming_time	numeric	20	0.00 %	

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	20	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	97	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	97	0.00 %	
Are you an esports player? (i.e., playing esports games on ranked levels)	playing_esports	numeric	2	0.00 %	
What is your rank? (e.g., Gold; Crusader; Distinguished Master Guardian. . .)	rank	character	256	77.51 %	
Are you a member of a gaming team or club?	team_membership	numeric	2	0.00 %	
Do you play with friends whom you have met outside the game?	playing_with_offline_friends	numeric	5	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Motives for online gaming questionnaire; subscale Social; item: because I can get to know new people.	MOGQ_social1	numeric	6	66.60 %	
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	66.73 %	
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	66.73 %	
Motives for online gaming questionnaire; subscale Escape; item: because gaming helps me escape reality.	MOGQ_escape3	numeric	6	66.67 %	

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	66.60 %	
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	66.77 %	
Motives for online gaming questionnaire; subscale Competition; item: because it is good to feel that I am better than others.	MOGQ_competition3	numeric	6	66.67 %	
Motives for online gaming questionnaire; subscale Competition; item: for the pleasure of defeating others.	MOGQ_competition4	numeric	6	66.57 %	
Motives for online gaming questionnaire; subscale Coping; item: because gaming helps me get into a better mood.	MOGQ_coping1	numeric	6	66.67 %	
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	66.63 %	
Motives for online gaming questionnaire; subscale Coping; item: because it reduces tension.	MOGQ_coping4	numeric	6	66.70 %	
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	4	0.03 %	
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	3	0.10 %	

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	6	0.07 %	
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	49.98 %	
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	50.02 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: In our family there is a feeling of togetherness.	BFRS_4	numeric	4	50.02 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: My family members really support each other.	BFRS_5	numeric	4	49.95 %	
The Brief Family Relationship Scale (Fok et al., 2011); item: I am proud to be a part of our family.	BFRS_6	numeric	4	50.02 %	
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	50.02 %	
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	54.56 %	
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	54.53 %	
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	54.49 %	
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	54.53 %	
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	54.56 %	

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	54.53 %	
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	54.56 %	
The Brief Self-Control Scale (BSCS) (Tangney et al., 2004); item: I often act without thinking through all the alternatives.	BSCS_13	numeric	6	54.56 %	
Please answer this question by choosing "Moderately Inaccurate".	attention_check_2	numeric	3	0.03 %	
IPIP (Goldberg, 1999); neuroticism; item: Often feel blue.	neuroticism_1	numeric	6	62.49 %	
IPIP (Goldberg, 1999); neuroticism; item: Dislike myself.	neuroticism_2	numeric	6	62.52 %	
IPIP (Goldberg, 1999); neuroticism; item: Am often down in the dumps.	neuroticism_3	numeric	6	62.49 %	
IPIP (Goldberg, 1999); neuroticism; item: Have frequent mood swings.	neuroticism_4	numeric	6	0.03 %	

Label	Variable	Class	# unique values	Missing	Description
IPIP (Goldberg, 1999); neuroticism; item: Panic easily.	neuroticism_5	numeric	6	62.52 %	
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	62.49 %	
IPIP (Goldberg, 1999); neuroticism; item: Feel comfortable with myself.	neuroticism_8	numeric	6	62.52 %	
IPIP (Goldberg, 1999); neuroticism; item: Am not easily bothered by things.	neuroticism_9	numeric	6	62.49 %	
IPIP (Goldberg, 1999); neuroticism; item: Am very pleased with myself.	neuroticism_10	numeric	6	62.49 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I experience a general sense of emptiness.	DJGLS_1	numeric	6	60.00 %	
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	59.97 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: There are many people I can trust completely.	DJGLS_3	numeric	6	60.00 %	

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	60.00 %	
De Jong Gierveld Loneliness Scale (De Jong Gierveld, 2006), item: I often feel rejected.	DJGLS_6	numeric	6	60.03 %	
IPIP (Goldberg, 1999); harm avoidance; item: Would never go hang gliding or bungee jumping.	harm_avoidance_1	numeric	6	55.59 %	
IPIP (Goldberg, 1999); harm avoidance; item: Would never make a high risk investment.	harm_avoidance_2	numeric	6	55.52 %	
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	55.52 %	
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	55.52 %	
IPIP (Goldberg, 1999); harm avoidance; item: Do dangerous things.	harm_avoidance_7	numeric	6	55.59 %	

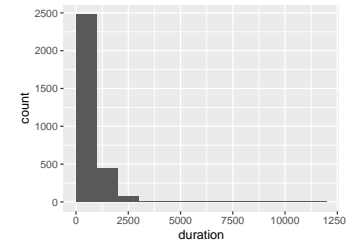
Label	Variable	Class	# unique values	Missing	Description
IPIP (Goldberg, 1999); harm avoidance; item: Know no limits.	harm_avoidance_8	numeric	6	55.56 %	
IPIP (Goldberg, 1999); harm avoidance; item: Let myself go.	harm_avoidance_9	numeric	6	55.59 %	
IPIP (Goldberg, 1999); harm avoidance; item: Enjoy being reckless.	harm_avoidance_10	numeric	6	55.56 %	
BAS scale (Carver & White, 1994); item: When I'm doing well at something I love to keep at it.	BAS_reward_1	numeric	5	49.98 %	
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	50.02 %	
BAS scale (Carver & White, 1994); item: When good things happen to me, it affects me strongly.	BAS_reward_4	numeric	5	50.02 %	
BAS scale (Carver & White, 1994); item: It would excite me to win a contest.	BAS_reward_5	numeric	5	49.98 %	

Variable list

duration

Duration in seconds of the whole test battery

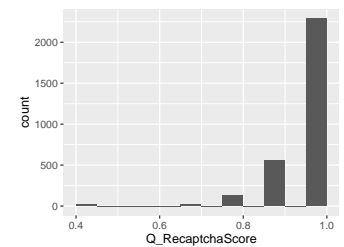
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	1135
Median	620
1st and 3rd quartiles	467.5; 871
Min. and max.	164; 11027



Q_RecaptchaScore

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

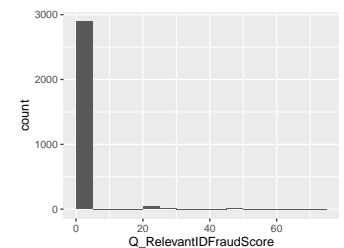
Feature	Result
Variable type	numeric
Number of missing obs.	17 (0.56 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0.4; 1



Q_RelevantIDFraudScore

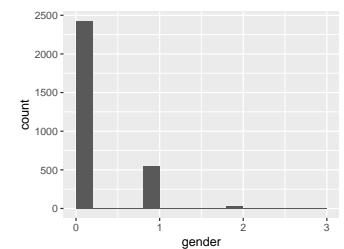
Fraud score assigned by Qualtrics. A score greater than or equal to 30 means the response is likely fraudulent and a bot.

Feature	Result
Variable type	numeric
Number of missing obs.	51 (1.69 %)
Number of unique values	9
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 75



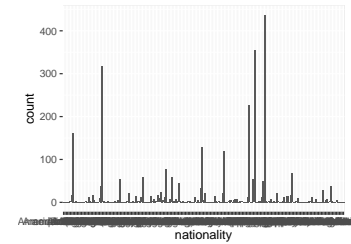
gender

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

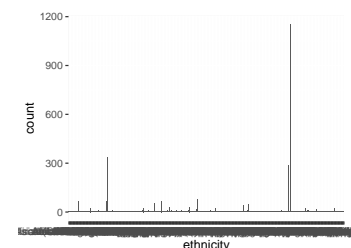
Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	203
Mode	"Portuguese"



- Observed factor levels: "|British", "19", "21", "22", "24", "32", "american", "American", "AMERICAN", "American (United States)", "American United States", "american/colombian", "amrican", "Amrican", "Angolan", "argentina", "Argentina", "asian", "Australian", "Austria", "Bangladeshi", "Belgian", "Belgium", "Biritish", "black", "brazil", "Brazilian", "british", "British", "BRITISH", "British (English)", "British Cypriot", "British English", "British Hungarian", "British/Irish", "Btitish", "Bulgaria", "Bulgarian", "Calabrese", "Canada", "canadian", "Canadian", "Canadian and Australian", "Canadian/American", "Creek", "Cuban", "czech", "Czech", "Czech republic", "danish", "Danish", "Dual US/Canadian", "Dutch", "Dutch (The Netherlands)", "Egyptian", "England", "english", "English", "ENGLISH", "España", "española", "Estonia", "estonian", "Estonian", "Filipino", "Finnish", "FRANCE", "french", "French", "german", "German", "greece", "Greece", "greek", "Greek", "GREEK", "Hong Konger", "hungarian", "Hungarian", "Hungary", "chile", "Chile", "chilean", "Chilean", "China", "chinese", "Chinese", "Icelandic", "India", "indian", "Indian", "Indonesian", "Iranian", "Ireland", "irish", "Irish", "israel", "Israel", "israeli", "italian", "Italian", "italy", "Italy", "Kazakh", "Kazakhstan", "Kenyan", "Kiwi", "Korean", "latvian", "Latvian", "Lithuanian", "Macedonian", "Malaysian", "Mediterranean", "Mexicain", "mexican", "Mexican", "MExican", "MEXICANA", "Mexicano", "Mexico", "Moroccan", "Nepali", "Netherlands", "New Zealand", "New Zealand", "Northern Irish", "Norway", "norwegian", "Norwegian", "NZ", "Pakistani", "Peruvian", "poland", "Poland", "POLand", "Poland (European Union)", "polish", "Polish", "POLISH", "Polish British", "Portguese", "portugal", "Portugal", "portuguese", "Portuguese", "PORTUGUESE", "Portuguaw", "PT", "romania", "Romanian", "russian", "Russian", "scottish", "Scottish", "singaporean", "slovene", "Slovene", "slovenian", "Slovenian", "south african", "South African", "Spain", "Spaninsh", "spanish", "Spanish", "Spanish/Brazilian", "sri lankan", "Sweden", "Swedish", "Swiss", "syrian", "Syrian", "Taiwanese", "The Netherlands", "Tunisian", "turkish", "Turkish", "uk", "UK", "Ukrainian", "United states", "United Kingdom", "United Kingdon", "United State of America", "united states", "United states", "United States", "United States American", "United States of America", "US", "US American", "usa", "USA", "Venezuelan", "Vietnam", "vietnamese", "Welsh", "Welsh/British", "white", "White", "ZA", "Zimbabwean".

ethnicity

Feature	Result
Variable type	character
Number of missing obs.	1 (0.03 %)
Number of unique values	359
Mode	"White"

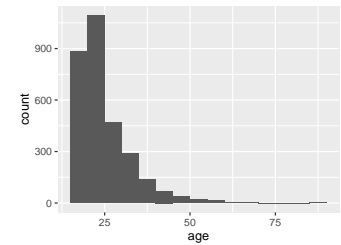


- Observed factor levels: "25", "Afircan-American(Balck)", "african", "African", "African American", "African-American", "american", "American", "arab", "Arab", "Arab Asian", "Asia", "asian", "Asian", "Asian - Bangladeshi", "Asian - Chinese/Indonesian", "Asian (Chinese, Vietnamese)", "Asian Indian", "Asian-British", "Asian/Caucasion", "Asian/Pacific Islander", "atheism", "Atheist", "Australian", "Baltic", "bangladeshi", "bengali", "black", "Black", "black african", "Black African", "Black American", "Black caribbean", "Black/African American", "BLANC", "blanca", "Blank", "Brazilian", "british", "British", "british asian", "British Asian", "British caucasian", "british

american", "British-Pakistani", "Calabrese", "Canada", "Canadian Multiracial", "Catholic", "caucasian", "Caucasian", "caucasian (White)", "Caucasian white", "Caucasian White", "Caucasian/ White", "Caucasian/European", "Caucasian/hispanic", "Caucasian/White", "caucasic", "Caucasic", "caucasican", "Caucasican", "Causacien", "caucasion", "Caucasion", "Caucassian", "Caucassian White", "Causacian", "causanian", "Causasian", "Celt", "Cocasion", "Colombian", "Coloured", "Congolese", "Cristianism", "Cypriot", "Czech", "Czech republic", "danish", "Danish", "Dutch", "East Asian", "East European", "East Slavic", "Eastern Europeans", "Eastern-european", "Egyptian", "english", "English", "Estonian", "Eu", "euro latin", "europian white", "europe", "Europe", "european", "European", "European American", "European white", "Europian", "Europian/White", "filipino", "Filipino", "Flemish", "francs", "german", "German", "Germanic", "Ghanaian", "Greece", "greek", "Greek", "GREEK", "greek Greece", "GreeK White", "Greeks", "half jamaican half mexican", "Hindu", "hispana", "hispanic", "Hispanic", "Hlspanic", "hispanic latino", "Hispanic or latino", "Hispanic/Latino", "Hispanic/white", "hungarian", "Hungarian", "Chilean", "chinese", "Chinese", "Chinese Cambodian", "christian", "Christian", "CHRISTIAN", "Christianity", "I don't identify with any.", "Iberian", "indian", "Indian", "Indian and Greek", "Irish", "Irish/Italian", "Israeli", "italian", "Italian", "Japanese American", "jew", "jewish", "Jewish", "Kadazan", "katolik", "kau- casian", "Kaukasian", "Korean", "latin", "Latin", "Latin american", "Latin hispanic", "Latin-american", "Latin-American", "Latin-hispanic", "latina", "Latina", "Latini", "latino", "Latino", "Latino / Hispanic", "Latino American", "Latino/Hispanic", "Latino/White", "Latinoamerican", "latinoamericano", "latinorpg", "Latinx", "Latinx/Hispanic", "Ltvian", "male", "Maltese", "Mapuche", "Mediterranean", "Mestizo", "Metis", "Mexican", "Middle eastern", "Middle Eastern", "Middle Europe", "Middle-eastern", "Mix", "mixed", "Mixed", "Mixed - White and Asian", "Mixed - white/Asian", "Mixed (Caribbean black & white Irish)", "Mixed (if this means race)", "Mixed (Italian, Maltese, and Puerto Rican)", "Mixed (Native American/White)", "Mixed British", "Mixed race", "Mixed white and asian", "Mixed White British and Afro-Caribbean", "Mixed White British and South Asian Indian", "Mixed-ethnicity (White, Latino, Ashkenazi Jewish)", "mulato", "Multiracial", "Native American", "New Zealand European", "New Zealand European (Pakeha)", "Nigerian", "NO NE", "none", "None", "north african", "North African", "Norway", "norwegian", "Norwegian", "Not sure", "NZ European", "NZ European/Māori", "NZ European/NZ Maori (mixed)", "Pakeha", "pakistani", "Pakistani", "Persian", "poland", "Poland", "Poland white? i guess?", "pole", "Pole", "Poles", "Poles (west slavic)", "polish", "Polish", "POLISH", "polish?/slavic?", "Pol- ish/white", "Portuguese", "Prefer dont say", "prefer not to say", "Prefer not to say", "Puerto rican", "romania", "Romanian", "Russian", "Russian european (white)", "Serbian", "sinhalese", "Slav", "Slavian", "slavic", "Slavic", "Slavs", "Slovene", "slovenian", "Slovenian", "Slovniak", "slovakian", "Slovakian", "south Asian", "South Asian", "South East Asian", "south korean", "South-Asian", "South-european", "spanish", "Spanish", "Swedish", "Swedish and Pinoy", "Taiwanese (Asian)", "Taiwanese American", "turkish", "Turkish", "Turkish/White(?)", "Ukraine", "Ukrainian", "Vietnamese", "Warsaw", "west slavic", "West Slavic", "Western Slavs", "western Slovak", "wgite english", "whie", "Whit", "white", "wHITE", "White", "WHITE", "White - British", "White - caucasian", "White - eastern europe", "White - European", "White (Caucasian)", "White (european)", "White (West Slavic)", "White / caucasian", "White / Caucasian", "White / Chinese", "White / Mediterranean", "White / Slavic", "White & Asian", "White and black caribbean", "White and Native American", "white brit", "white british", "White british", "White British", "white caucasian", "white Caucasian", "White caucasian", "White Caucasian", "white caucasian, european", "white caucasian/ west slavic", "white caucasian/hispanic latino", "White Caucasican", "White Causacion", "White europe", "white european", "white European", "White european", "White European", "white european slavic", "White Latin", "White man", "White or Caucasian", "White Scottish", "White Slav", "white xd", "White-British", "white-caucasian", "White-caucasian", "White-Caucasian", "White-Polish", "white, caucasian", "White, Caucasian", "White, Dutch", "White, European", "White, Hispanic", "white, latin", "White/Asian", "White/Black Caribbean", "White/caucasia", "white/caucasian", "White/caucasian", "White/Caucasian", "White/Causasian", "White/English", "white/european", "White/European", "White/Hispanic", "White/Latino", "Whitefeps", "WhiteGacha", "Whiteww", "whitr", "Whitw", "withe".

age

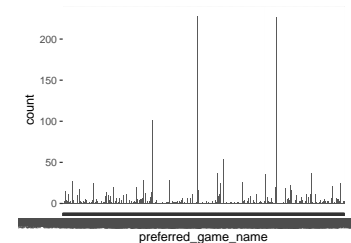
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	50
Median	23
1st and 3rd quartiles	20; 28
Min. and max.	16; 88



preferred_game_name

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

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	1153
Mode	"League of Legends"



- Observed factor levels: "!osu", "(League of Legends) MOBA", "(MMO)RPG, FPS, TPS", "3D platformer", "3rd person shooters", "3rd Person Shooters", "5", "8 BALL POOL", "action", "Action", "Action / RPG", "action adventure", "Action adventure", "Action Adventure", "Action Adventure games", "Action FPS games", "Action FPS/MOBA", "Action game", "action games", "Action games", "Action Gdr", "Action role playing game", "Action Rpg", "Action RpG", "Action RPG", "Action RPG and Online card games", "Action RPGs", "Action Shooter", "action-adventure", "Action-adventure", "Action-Adventure", "Action-Adventure, RPG", "Action-adventure; indie games", "action-RPG", "Action-RPG", "action, adventure, arcade games, rhythm games, fps, rts, horror. eg(Little Nightmares II, Overwatch, Company of Heroes II, Rainbow Six Siege, Osu!, Rhythm Doctor, etc...)", "action/adventure", "Action/Adventure", "action/adventure role playing", "Action/adventure/atmospheric", "adventure", "Adventure", "Adventure / simulation", "adventure games", "Adventure games", "Adventure-puzzle", "Adventure/Action Games", "Adventure/roleplay", "adventures, strategic", "Age of Empire / Strategy Game", "Age of Empires", "Age of Empires 2", "Albion Online", "Alice madness returns", "American truck simulator", "American Truck Simulator", "among us", "animal crossing", "Animal crossing", "Animal Crossing", "Animal Crossing / Simulation games", "Animal Crossing and Warzone", "Animal Crossing New Horizon", "Animal crossing New leaf", "Animal Crossing, Pokemon, Undertale, Deltarune, Hiveswap, Pesterquest, Friendsim", "Animal Crossing: New Horizons", "Anno 1800", "Apex", "apex legends", "Apex legends", "Apex Legends", "APEX LEGENDS", "Apex Legends; Grand theft auto; S4 League; Crash Bandicoot", "Arcade", "Arcade Adventure", "Arena Shooter", "ARK", "Arma 3", "ARPG", "aRPG, FPS", "Assasins cread", "Assasins Creed", "assassin's creed", "Assassin's creed", "Assassin's Creed", "Assassin's Creed: Valhalla", "Assassins creed", "Assassins Creed", "Assassins creed series", "Aworded", "Battle royal", "Battle Royal", "Battle royale", "Battle Royale", "Battle Royale/shooters", "Battlefield", "Battlefield", "Battlefield 1 (FPS = First Person Shooter)", "Battlefield 4", "battlefield 5", "Battlefield 5 / Forza Horizon 4", "Battlefield IV", "battlefield V", "Battlefield V", "Battlefield, FPS, Action-Adventure", "battlefront", "battleroyale", "beat saber", "Beat Saber", "bejeweled", "Binding of Isaac", "Bingo", "Bioshock", "black desert online", "Black Desert Online", "Black Ops Cold War", "Black Ops: Cold War", "Bloodborne", "Borderlands", "Borderlands 3", "Borderlands, LoL and tycoon", "br", "Brawl Stars", "Brawlhalla", "call of duty", "Call of duty", "Call of Duty", "Call Of Duty", "Call of Duty - Black Ops", "call of duty and among us", "Call of Duty Cold War", "Call of duty mobile", "Call of Duty Mobile", "Call of duty warzone", "Call of Duty Warzone", "Call of duty Warzone (shooter)", "Call of duty World at war", "call of duty- warzone", "Call of Duty: Modern Warfare", "Call of Duty: Warzone", "Call of Duty/First Person Shooter", "candy crush", "Candy crush", "Candy Crush", "Candy Crush (Logic)", "Candy crush saga", "candy crush soda saga", "car game", "Cards", "Casino", "Casual", "casual,

rpg", "Catan, Monopoly, FIFA, COD, Warzone, etc..", "City Building/Strategy", "Civ 5", "Civilization 3", "Civilization VI", "Clash of Clans", "Clash Royal multiplayer game", "Clash Royale", "Classic rpg and platformer games", "Co-op", "Co-operative FPS (First Person Shooters)", "COD", "COD modern warfare", "Cod warzone", "COD Warzone", "Cold War", "Coldware", "company of heroes 2", "computer card games", "counter strike", "Counter strike", "Counter Strike", "Counter Strike : Global Offensive", "Counter Strike Global Ofensive", "counter strike global offensive", "Counter strike global offensive", "Counter Strike global offensive", "Counter Strike Global Offensive", "Counter Strike Global Offensive (CSGO)", "Counter Strike Global Offensive (First person shooter)", "Counter Strike Global Offensive and GTA V", "Counter Strike Global Offfensive", "Counter Strike Source", "Counter Strike, League of Legends", "Counter Strike, Warhammer", "Counter strike, World of Warcraft", "Counter Strike: Global Offensive", "Counter Strike: GO", "Counter Strike:Global Offensive", "counter-strike", "Counter-Strike", "Counter-Strike : Global Offensive", "counter-strike global offenisve", "Counter-Strike Global Offensive", "Counter-strike: global offensive", "Counter-Strike: Global Offensive", "Counter-Strike: Global Offensive (First Person Shooting (FPS))", "Counter-Strike:Global Offensive", "Counters Strike", "Couter Strike", "Criminal Minds", "crpg", "Crusader Kings", "CS", "Cs go", "CS GO", "cs:go", "CS:GO", "CS:GO , Dead by daylight , rocket league, fifa", "CS:GO / FPS", "CS:GO & various racing games", "CS:GO, Escape from Tarkov; mainly FPS", "CS:GO, FPS", "CS:GO, League of Legends, COD", "CS:GO, League of Legends, Valorant", "csgo", "Csgo", "CSGO", "Csgo, i mainly play FPS games", "Currently Alice: Madness Returns. Genre - Action adventure", "Currently I am playing 'Ni no Kuni: Wrath of the White Witch'", "currently Warzone", "Currently, FFXIV A realm reborn - MMORPG", "cyberpunk", "Cyberpunk 2077", "Cyberpunk, Witcher, Mafia, GTA", "cyberpunk2077", "Dark souls", "Dark Souls", "Dark Souls, League of Legends", "Darkorbit", "Days Gone, action/adventure", "DayZ", "deab by daylight", "dead by daylight", "Dead by daylight", "Dead by Daylight", "Dead By Daylight", "Dead by daylight - survivor games", "Dead by Daylight (survival horror) & osu! (rhythm game)", "Dead Cells", "Dead Space", "Deep Rock Galactic", "Destiny", "destiny 2", "Destiny 2", "Destiny 2/RPGs", "Deus Ex", "Diablo 3", "Diablo III", "different games, mostly strategy and mobas", "Digital Combat Simulator", "DimiG1", "Disney magic kingdoms", "Dokkan Battle", "Don't have something very specific, I enjoy many genres.", "Don't Starve", "Don't starve together", "Dota 2", "Dota 2 / csgo/ pubg", "Dota 2 / League of Legends", "Dota strategy, The Witcher 3, Fifa and Chees", "dota2 for game, action/rpg for genre", "dragon age", "Dragon Ball Legends but I play mostly FPS and RPGs", "Driving games", "Duel links", "Dungeon Crawlers & FPS", "earth defense force", "Elder Scrolls Online", "Elder Scrolls Online/MMO", "elite", "Elite Dangerous", "Elite Dangerous (MMO, space simulation)", "Enigma", "Entropia Universe", "equally FPS, RPG, Sandbox", "escape from tarkov", "Escape from Tarkov", "Escape From Tarkov (FPS)", "Escape-Room", "Euro truck simulator 2", "Euro Truck Simulator 2", "Euro Truck Simulator 2 (ETS2)", "Europa universalis 4", "Eve Online", "Exploring", "F1 2020", "facebook games", "fafa", "fallout", "Fallout", "Fallout 3/New Vegas/4", "Fallout 4", "Fallout 4 / RPG", "Fallout 76", "Fantasy", "Fantasy Games", "Far cry 5", "fifa", "Fifa", "FIFA", "fifa 21", "Fifa 21", "FIFA 21", "Fifa 21 and Counter-strike: global offensive", "Fifa football", "Fifa Mobile30", "fifa, league of leagends", "fifa/sports", "Fighting Games", "Fight", "fighting", "Fighting", "Fighting game", "Fighting games", "Fighting Games", "fighting genre", "final fantasy", "Final Fantasy", "Final Fantasy e Kingdom Hearts", "final fantasy RPGS", "Final Fantasy XIV", "Final Fantasy XIV - a MMORPG", "Fire Emblem Heroes", "Firs Person Shooter", "first person shooter", "First person shooter", "First Person Shooter", "first person shooter (FPS)", "First Person Shooter (FPS)", "First Person Shooter.", "first person shooter/ csgo", "first person shooter100", "first person shooters", "First person shooters", "First Person Shooters", "First person shooters - Overwatch", "first person shooters (fps)", "First person shooters (FPS) e.g. Call of Duty", "First Person Shooters (Like CS:GO or Rainbow Six Siege)", "First person shooters, MMORPG, indie", "First Person Shooting", "first-person shooter", "First-person shooter", "First-Person Shooter", "First-person shooters", "First-Person Shooters, MMORPG's.", "first/third person shooters", "Footbal (PES)", "football", "Football", "Football games like FIFA or Rocket League", "football manager", "Football manager", "Football Manager", "Football Manager 2021", "fornite", "Fornite", "fortnite", "Fortnite", "Fortnite, The last of us part 2, Red dead Redemption 2, Death Stranding", "Forza Horizon 4", "fps", "Fps", "FPS", "FPS", "FPS - COD Warzone", "FPS - CSGO, Valorant", "Fps , MOBA , RPG", "FPS (CSGO)", "FPS (csgo/rainbow siege 6/...)", "FPS (first person shooter)", "FPS (First Person Shooter)", "FPS / Battle Royale", "FPS and Black Desert Online", "FPS and GTA 5", "FPS and MMORPG", "FPS and MOBA", "fps and mobas", "FPS and RPG", "Fps and RTS", "FPS games", "FPS Games", "FPS Games (Call of Duty Modern Warfare, Call of Duty Cold War, Overwatch)", "FPS genre / Counter-Strike & VALORANT", "FPS mainly, Apex Legends, Wolfenstein: Enemy Territory, Valorant, CSGO etc", "fps moba", "FPS OR MMORPG", "FPS or MOBA", "FPS PUBG", "FPS shooter", "FPS Shooter", "FPS SHOOTER (APEX LEGENDS)", "FPS Shooters", "FPS-MOBA", "fps, Apex legends, counter strike", "fps, counter-strike", "FPS, Counter-Strike Global Offensive", "FPS, mainly FPS, more recently Rocket league", "FPS, metroidvania, platforms, rouge like, survival, car simulator", "FPS, MMORPG", "fps, moba", "FPS, MOBA, Strategy games", "FPS, races", "Fps, Racing",

"fps, rpg", "FPS, RPG", "fps, rpg, sandbox", "FPS, sandbox", "FPS, Shooter", "FPS, Shooters", "FPS, Simulator, Survival, Strategy", "FPS, Survival (Valheim)", "FPS,RPG", "FPS(First Person Shooter)", "FPS/Call of Duty: Warzone", "FPS/MOBA Battlefield 4/ League of Legends", "FPS/RPG", "frankRSC", "free fire", "Free to play", "gacha", "Gacha", "gacha games", "Gacha games", "Games gacha", "Games with engaging plot, preferably open world (Red Dead Redemption 2, Breath of the wild, Dark Souls, The Last of Us)", "games: csgo,league of legends, rocket league, world of warcraft. Genres: fps/moba/rpg/action", "garry's mod", "Garry's Mod", "GDR", "GDR singleplayer", "GDR, JRPG", "GDR/RPG", "Genshin", "Genshin Impact", "Genshin Impact (RPG open-world)", "Genshin Impact or Clash Royal, mostly action or adventure games", "genshin impact, fate grand order", "Genshin Impact, RPG", "Genshin Impact/RPG", "Geometry dash", "Girls' Frontline", "God of War", "good sudoku", "gPe", "Gran Turismo Sport", "grand strategy", "Grand strategy", "Grand Strategy", "Grand Strategy (vic2,eu4,hoi4)", "Grand Strategy/ Crusader Kings or Emperor Rome", "Grand theft", "Grand theft auto", "Grand theft Auto", "Grand Theft Auto", "Grand Theft Auto 5", "Grand theft auto V", "Grand Theft Auto V", "Grand Threft Auto V", "gta", "GTA", "GTA 5", "Gta Online", "GTA SA", "GTA San Andreas", "gta v", "Gta V", "GTA V", "GTA V Online", "GTA V, CS-GO , LoL , F1 2020", "gta v, minecraft, the sims 3, life is strange, beyond: two souls, the last of us", "GTA V, RPG", "GTA5", "Guild Wars", "Guild wars 2", "Guild Wars 2", "Guns of Glory", "Gwent", "Gwent, card games.", "hades", "halo", "Halo", "Halo The Master Chief Collection (Halo3, Halo2, Halo4)", "Harvest moon", "Haxball", "Hay Day", "hearthstone", "Hearthstone", "Hearthstone (Card games)", "Hearthstone, Dragon Age, League of Legends, Witcher, other role playing games", "Hearts of Iron IV", "Heroes of Might and Magic V", "Heroes of the Storm", "Hip Hop", "Historical Strategy", "Hitman", "hitman 2", "Hollow Knight / metroidvania", "hooligans game", "Horde Shooter", "horror", "Horror Genre", "Horror Survival", "HorrorD", "Hunt: Showdown", "chess", "Chess", "Chess, RPG", "Chess, Teamfight Tactics", "Chess, Zelda, Pokemon, RPG", "I like Strategies, MOBAs and RPGs", "i play League of Legends a lot, but i prefere FPS type of games like CS:GO", "I play most World of Tanks, CS:GO, Fortnite, Witcher 3", "I used to play League of Legends", "I usually play RPGs the most, but I do enjoy all genres really.", "Idolmaster", "Immortals Fenyx Rising", "indie", "Indie", "Indie game", "indie games", "Indie games", "Indie RPG", "Interactive Story Games", "IronOfDoom", "Japanese Role-Playing Game (JRPG)", "jrpg", "Jrpg", "JRPG", "JRPGs", "junes journey", "Just Cause 2 action", "Kerbal Space Program", "Kingdom hearts", "Kingdom Hearts", "Kisia", "Klondike", "Krunker", "Last Day On Earth", "Last of us", "League od legends", "League od legends, FPS", "League of Leagends", "League of Legend", "league of legend counter strike globale offensive call of duty cold war/ warzone", "League of legend CS:go", "league of legends", "League of legends", "League of Legends", "League of LEgends", "League Of Legends", "League of Legends - MOBA", "League of Legends (And last time Valorant)", "League of Legends (MMORPG)", "League of Legends (MOBA)", "League of Legends / Also play a lot of RPGs and FPS", "League of Legends / First Person Shooters", "League of Legends / Gwent", "League of Legends / Chess", "League of legends and Valorant", "League of Legends and Warzone", "League of Legends or Fall Guys", "League of Legends or Strategy games, either Real-time strategy or turn-based strategy", "League of Legends or Survival Games", "League of legends, CS:GO/ MOBA, shooters,MMORPG", "League of legends, fortnite,, zelda", "League of Legends, fps shooters", "league of legends, genshin impact", "League of legends, Genshin Impact", "League of Legends, Minecraft", "League Of Legends, Moba", "league of legends, rfactor, forza motorsport and horizon, cs go, mafia 2, minecraft", "league of legends, Stardew Valley, osu", "League of Legends, Valorant, Call of Duty", "League of Legends, Witcher, CSGO", "League of legends/Counter-Strike", "League of Legends/MOBA", "League of legends/pokemon", "League of Legends""""""", "league of legends90", "League of legendss", "League of Lengend", "leauge of legends", "Leauge of legends", "Leauge of Legends", "Leauge Of Legends", "Leauge of Legends, BTd6", "Legends of Runeterra", "Legends Of Runeterra", "Life simulation", "life simulation and mmorpg", "lol", "LoL", "LoL", "LOL", "LoL wild rift", "LOL WILD RIFT", "LOL, Rocket League and managment/simulation games", "lol(moba)", "Looter Shooter", "Lord of the rings online", "Lords mobile", "Love Nikki", "Madden 21", "mafia", "mafia 3", "Magic Arena, Starcraft II, Rocket League, Counter Strike Global Offensive", "Magic the Gathering", "Magic: Arena", "Mahjong", "male", "Male", "Management", "Management/strategy", "Maplestory", "Mario", "Mario kart", "Mario Kart", "mario maker 2", "Mass Effect", "Mastertro", "Metal Gear Solid", "Metal Gear Solid V", "metin2", "metroidvania", "Metroidvania", "Metroidvania, Rogue-lites", "minecraft", "Minecraft", "Minecraft and often plays MOBA games", "Minecraft and The Sims 4", "Minecraft, league of legends", "Minecraft, Stardew and Sims", "mmo", "MMO", "MMO and RPG", "MMO or MOBA(Smite)", "MMO-RPG", "MMO, RPG", "mmorpg", "Mmorpg", "MMORPG", "MMORPG - Fi-nal Fantasy XIV", "MMORPG , RPG, FPS", "MMORPG (World of Warcraft, World of Tanks)", "MMORPG, MOBA", "MMORPG, MOBA, online games mostly", "MMORPG, Shooters, Horror", "MMORPG, virtual reality rhythm game", "MMORPG's", "MMORPG(Final Fantasy XIV)", "Mmorpgs", "MMORPGs", "moba", "Moba", "MOBA", "moba - example - league of legends, heroes of the storm", "MOBA (League of Legends)", "MOBA (League of Legends) and RPG (Genshin Impact, Cyberpunk2077)", "Moba (Mostly League of Legends)", "MOBA

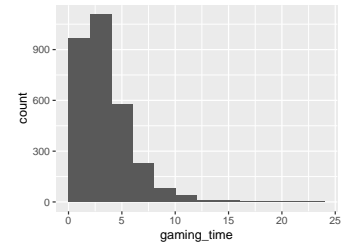
& FPS", "MOBA and auto-chess", "Moba and MMO", "MOBA and Platforming or Puzzle Games", "MOBA FPS RPG", "Moba,", "MOBA, Action", "MOBA, FPS", "moba, FPS , MMO", "Moba, GDR, First Person Shooter, Puzzle, Visual Novel, Action", "MOBA, I play a lot of League of Legends, I also play games that are fully offline and focus solely on the story like Kingdom Hearts.", "MOBA, MMORPG", "MOBA, MMORPG - LOL, WOW", "MOBA, Racing", "moba, rpg", "MOBA, RPG", "Moba, sandbox, shooter", "MOBA's", "MOBA/FPS - League of Legends/CSGO/Overwatch/Hunt Showdown", "Moba/RTS", "MOBAs", "mobile games", "Mobile games", "Monster busters", "Monster Hunter", "monster hunter world", "Monster Hunter World", "Mordhau", "mortal combat 11", "Mostly multiplayer games! Almost always League of Legends and Town of Salem", "Mostly RPGs, but occasionally competitive multiplayer games (League of Legends, Rocket League...)", "Multiplayer fighting", "multiplayer fps", "multiplayer online battle arena", "Multiplayer Online Battle Arena (MOBA)", "Multiplayer, however I enjoy singleplayer more", "Multiplayer, Survival", "NBA 2k20", "NBA 2k21", "NBA 2K21", "Need For Speed", "Neverwinter Nights 2", "Nintendo games", "No Man's Sky", "No Mans Sky", "noita", "Nostale", "Old school runescape", "Omsi 2", "online card and board games", "open world", "Open world", "Open World", "open world action", "Open world adventure", "Open World Games", "Open World Role Playing Games", "Open World RPG", "Open world RPGs", "Open World Survival", "Open world, role-playing games", "Open World/ Sandbox", "Open world/sandbox", "Open Worlds (Grand Theft Auto V and IV, MGS V, ...)", "Open-world action", "Open-World Game", "open-world RPG", "Open-world RPG", "Osu", "OSU", "osu!", "osu! - Rhythm Game", "overwatch", "Overwatch", "Overwatch mostly, fps, rpg, mmorpg, indie", "Overwatch, Battlefield 1, osu!, Minecraft, Stardew Valley, Cooking Simulator, Rocket League", "Paladins", "path of exile", "Path of Exile", "PathOfExile, that's why the following 2 questions don't apply to my case, because each league starts every 3 months and players play it more or less for 1 month.", "PC", "Persona 3", "persona 5", "persona 5 royal", "Persona 5 Strikers", "PES", "pes 2021", "Pinball FX3", "Planetside - FPS", "Plants vs Zombies", "platform", "Platform", "platform games and RPG / action", "platformer", "Platformer", "Platformer / Action Adventure", "platformers", "Platformers", "Platformers, Fighting games, FPS games", "Platforms", "Play station", "Play variety, but perhaps mostly enjoy open world and sandbox.", "Playerunknown's Battlegrounds", "Point and click adventure games", "Pokemon", "Pokémon", "Pokemon Go", "Pokémon go", "POKEMON GO (RPG)", "Pokemon Sword", "poker", "Post Scriptum", "Probably mobas or RTS, League of Legends would be my guess", "Professor Layton", "Psychological Horror", "pubg", "Pubg", "PUBG", "pubg mobile", "Pubg mobile, fortnite, minecraft, clash of clans, clash royale", "puzzle", "Puzzle", "Puzzle games", "Puzzle Games", "Puzzle match", "PvP", "racing", "Racing", "Racing game", "Racing games", "Racing Games", "Racing simulators - Assetto Corsa Competizione", "racing simulators, FPS", "Raft", "Rainbow Six Siege", "Rainbow Six", "rainbow six siege", "Rainbow Six Siege", "Rainbow Six Siege", "rainbow six siege/FPS", "Reacing, Shooting", "Real time strategies", "real time strategy", "Real time strategy", "Real Time Strategy", "Real-time strategy", "Real-time strategy.", "Recently Osu! and competitive games", "Red Dead Redemption", "red dead redemption 2", "Red Dead Redemption 2", "Red dead redemption 2 / Stardew valley", "Red dead redemption 2, Shooters", "Red Dead Redemption Online 2", "Reident evil", "Resident Evil", "resident evil saga", "Rhythm", "Rhythm games", "Rhythm Games", "Rhytm, Racing, Sport", "Rimworld", "RimWorld", "Rising Storm 2: Vietnam", "rocket league", "Rocket league", "Rocket League", "Rocket League / Survival Sandbox", "Rocket League or MMO's", "Rocket League", "Rockstar games", "rogue like", "Rogue-like", "roguelike", "Roguelike", "Roguelike or simulation/sandbox games", "Roguelikes", "Roguelikes/lites", "Roguelite", "roguelites", "Rol", "role play", "Role play", "role play game", "Role Play Game / Action Games / Fighting Games / Shooters", "Role playing", "Role Playing", "role playing game", "Role playing game", "Role Playing Game", "Role playing game skyrim", "Role playing games", "Role Playing Games", "Role Playing Games, Action, Adventure.", "Role-Playing", "role-playing game", "Role-playing game", "role-playing games", "Role-playing Games", "Role-Playing Games", "Role-Playing-Game (RPG)", "Roleplay and mmo", "roleplay games", "roleplaying game", "Roleplaying Games", "Roleplaying Games (Open World)", "rougelike rpg fps", "Rouguelike", "rpg", "Rpg", "RPG", "RPG (Fallout, Witcher), MOBA, FPS", "RPG (Role playing games)", "RPG (Role Playing Games)", "RPG adventure", "RPG and First Person Shooters", "RPG and MOBA", "RPG and Rougelikes", "RPG games", "RPG games, like the Elder Scrolls series, Mass Effect, The Witcher (etc.)", "RPG genre, Cyberpunk", "RPG i.e. Witcher, Cyberpunk 2077", "RPG ie. the Witcher, RDR2", "RPG Iruna Online", "RPG or FPS", "RPG or FPS, mainly Overwatch or Dead by Daylight", "RPG or MMORPG", "RPG or platform", "RPG or Strategy", "rpg the witcher 3, genshin impact, phone games", "RPG, action RPG, soulslike, e.g Fallout series, dark souls series, TES Skyrim", "RPG, FPS, Sandbox", "RPG, FPS, Strategy, Roguelike, MOBA,", "RPG, FPS, TPS, MMO, MOBA (League of Legends, CS:GO, Aion, Star Wars Battlefront 2)", "RPG, JRPG", "RPG, MOBA", "RPG, Open World, Adventure, Puzzle, Survival, Crafting, Tower Defense", "RPG, sandbox survival", "RPG, survival- The Witcher, Don't starve", "RPG,FPS,MMORPG", "RPG,Strategy,casual", "RPG's", "RPG/MMO", "RPG/Shooters", "rpgs", "Rpgs", "RPGs", "RPGs - Mostly", "RPGs and FPSs", "RPGs or roguelike", "RPGs, league of legends", "RPGs,

MOBA", "RPGs, Puzzle games", "RPGs, Roguelikes, Deckbuilders, Grand Strategy", "RTS", "RTS; MOBA", "RTS/Grand Strategy", "runescape", "Runescape", "Rust", "Rythm games, and RPG's", "sandbox", "Sandbox", "sandbox games", "Science Fiction", "Sea of Thieves", "Sea Of Thieves", "shooter", "Shooter", "Shooter games", "Shooter/Action adventure", "shooters", "Shooters", "Shooters (But also everything else)", "Shooters and Racing", "shooters moba", "Shooters, MOBA. Mainly League of Legends.", "shooters, racing, sports", "Shooters, slashers", "shooters, strategy games", "Shooting", "Shooting Games", "shoters", "Sim games, rpg", "Sim Racing / Richard Burns Rally", "SIMS", "Sims 2", "Sims 3", "Sims 4", "sims4", "Sims4", "simulation", "Simulation", "Simulation (FIFA)", "Simulation (Kerbal Space Program)", "simulation (stardew valley)", "Simulation / RPG", "Simulation games", "Simulation Games", "Simulation games and action/adventure games", "simulation role-playing", "simulations", "simulations, farm game, logic games", "Simulator", "Simulator games genre", "simulator or adventure", "Simulators", "Simulators, Assetto Corsa, Arma 3", "Single player action-adventure", "Singleplayer", "Skyforge", "Skyrim", "Slay the Spire", "smash", "Smash", "Smash Bros", "Smash Bros.", "Smash Ultimate", "Smite", "Smite or Call Of Duty (FPS or MOBA)", "Snowrunner", "Social deduction/simulation", "sonic", "Souls games !! Demons souls / dark souls / bloodbourne", "Souls-like", "Souls-like games", "Soulsborne", "soulslike genre", "Sparta War of empires", "Spelunky 2", "Spider-Man Miles Morales", "Sport", "sports", "Sports", "Sports games", "Sports Games", "Spyro or platform games", "Spyro the dragon", "star wars battlefront 2 (ps4)", "Starcraft II", "Stardew valley", "Stardew Valley", "State of Decay 2", "Stealth", "Storytelling", "strategic", "Strategic", "strategic and simulators but all with good story.", "strategic, fps, rpg, survival", "Strategic/RTS", "strategies", "strategy", "Strategy", "Strategy fantasy tactics", "strategy games", "Strategy games", "Strategy Games", "Strategy- Europa Universalis 4", "strategy, mmorpg", "Strategy, moba, simulator", "strategy, total war", "Street Fighter 5", "street fighter v", "Street Fighter V", "Super Mario", "Super mario odyssey", "Super Mario World 3D", "Super Smash Bros", "Super Smash Bros Ultimate", "Super Smash Bros. Ultimate", "survival", "Survival", "Survival Co-Op Games", "Survival Game", "Survival games", "survival horror", "Survival horror", "Survival Horror", "Survival Mode / MMO / Rust", "survival or mmorpg", "Survival sandbox", "Survival, sandbox, fps, simulation, indie, mmorpg. . .", "Survival/Automation/Crafting", "Survivals", "Survive", "Tabletop Games (Digital & Physical)", "Tactical FPS", "team fight tactics", "Team Fortress 2", "Terraria", "TES5 Skyrim", "The Binding of Isaac", "The Binding Of Isaac", "the binding of isaac rebirth", "The Binding of Isaac: Rebirth", "The Elder Scrolls V: Skyrim", "THE KING OF FIGTHERS 2002", "The Last of Us", "The Last Of Us", "the legend of zelda", "The Legend of Zelda", "The Legend of Zelda series", "The Legend of Zelda: Breath of the Wild", "the sims", "The Sims", "the sims 4", "The sims 4", "The Sims 4", "The Walking Dead", "The witcher", "The Witcher", "The Witcher 2 - Assassins of Kings Enhanced Edition", "The Witcher 3", "the witcher 3 wild hount", "The Witcher 3: The Wild Hunt", "The Witcher 3: Wild Hunt (Action-Adventure).", "third person adventure", "Third-Person Action/Adventure", "Tibia", "time management", "Tom Clancy's Rainbow Six", "tom clancy's rainbow six siege", "Tom Clancy's Rainbow Six Siege", "enter the gungeon", "anno(all parts) FPS ,RPG , City builders, co-op games.", "Tomb raider", "Tomb Raider", "Tomb Rider", "total war", "Total War Attila", "Total Warhammer 2 - Strategy", "trading card games", "Trading Card Games", "Transformers", "Traxer", "Triple A Single Players", "turn-based strategy", "Usually playing sim-racing games.", "valheim", "Valheim", "Valheim and league of legends", "valorant", "Valorant", "VALORANT", "Valorant, Leauge of Legends, Minecarft", "Valorant, shooters", "Valorant, Wow", "Valorante, FPS", "Venefic", "Victoria 2", "Video game", "videojuego", "visual novel", "visual novels", "Visual novels", "VRChat (game) - Virtual Reality (genre)", "VRChat, rocket league, darksouls, beatsaber", "wald of war craft", "Walking simulator", "War games, like Warzone (call of duty) / Escape Tarkov", "War Thunder", "WAR THUNDER", "Warcraft", "warframe", "Warframe", "Warhammer total war 2", "Warzone", "Wither 3, league of legends", "Witcher", "Witcher 3", "Witcher 3 and Battlefield 4 or War thunder", "Witcher, CS:GO", "Wizard101", "World of Tanks", "World Of Tanks", "world of warcraft", "World of Warcraft", "World Of Warcraft", "World OF Warcraft", "World of Warcraft - MMORPG", "World of Warcraft (MMORPG)", "World of Warcraft MMORPG", "World of Warcraft: Classic", "World of Warships", "WWE Supercard", "XseBOSZ", "Yakuza", "Yakuza and FPS", "Yugioh Duel Links", "Zelda", "Zelda breath of the wild".

gaming_time

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

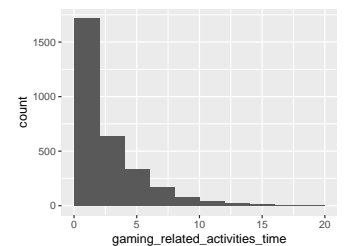
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	20
Median	3
1st and 3rd quartiles	2; 5
Min. and max.	0; 24



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))?

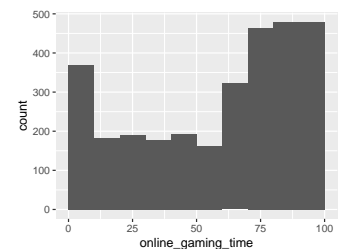
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	20
Median	2
1st and 3rd quartiles	1; 4
Min. and max.	0; 20



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)

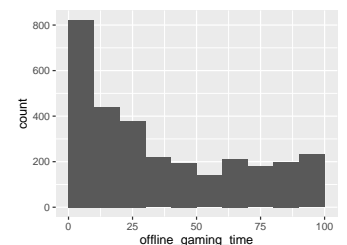
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	97
Median	70
1st and 3rd quartiles	31; 90
Min. and max.	0; 100



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)

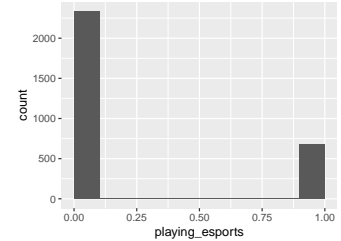
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	97
Median	30
1st and 3rd quartiles	10; 69
Min. and max.	0; 100



playing_esports

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

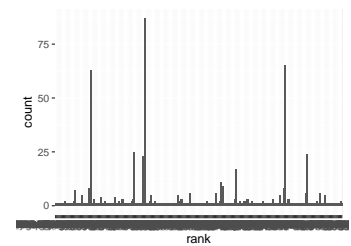
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



rank

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

Feature	Result
Variable type	character
Number of missing obs.	2337 (77.51 %)
Number of unique values	255
Mode	"Gold"



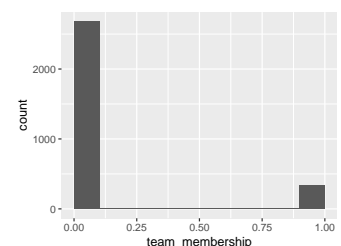
- Observed factor levels: "-", "10lvl faceit, global elite", "120", "16", "2000 arena rating", "2nd Division F1 Driver in a League", "3 division", "8000000 GSP", "Amateur", "ancient", "Ancient", "Ancient 2", "Apex Predator", "Archon", "Archon/Emerald/Diamond - depends on the game, but they are MOBAs", "beginner", "bronze", "Bronze", "Bronze 2", "Bronze/Silver", "Colonel I", "Combatant", "crusader", "Crusader", "cs legendary eagle master , apex legends platinum", "cs- mge lol gold 1", "cs:go- global elite league of legends- platinum 1", "Depends on the game, usually Platinum/Gold", "Diamand", "Diament", "diamond", "Diamond", "DIAMOND", "Diamond - low Master", "Diamond 1", "Diamond 1 in Valorant, Supreme in Counter Strike, ranked 5.5k globally once in Dragon Ball Legends", "Diamond 2", "diamond 2 in apex", "Diamond 2 on League of Legends", "diamond 3", "Diamond 3", "diamond 4", "Diamond 4", "Diamond I", "Diamond II", "Diamond II , Supreme on CS:GO that i did not included before", "Diamond in league of legends", "Diamond in Rocket League", "diamond in wotb", "Diamond on rocket league, Platinum on Brawlhalla, and Master Guardian I when I played csgo", "Diamond, Mythic, Legendary Eagle Master,", "distinguished master", "Distinguished Master", "Distinguished Master Guardian", "Distinguished Master Guardian currently on CSGO", "Distinguished Master Guardian, Diamond 1", "Divine", "Divine 5", "Division 1", "DMG", "Elite", "Elite Rank", "Elite Smash", "Elo XXXX / Legend", "Epic", "expert", "Faceit lvl 10 3000 elo", "Gladiator-Platinum", "Global", "global elite", "Global Elite", "Global Elite (Counter-Strike) / Diamond (VALORANT)", "Global Elite csgo, Rival in wow, Low diamond in league", "Global Elite, Faceit lvl 9", "Global Elite, Level 10 FACEIT", "Global Elite, Master", "Global Elite;10lvl faceit", "God of Destruction", "gold", "Gold", "GOLD", "Gold (League of Legends)", "Gold (valorant)", "Gold / platinum in League of Legends", "Gold 1", "Gold 2", "Gold 2 in LoL and Gold 3 in Cs:Go", "GOLD 3", "Gold 4", "Gold 4 and pro 2", "Gold crusader", "Gold I", "Gold III", "Gold III (League of Legends)", "Gold in League, Distinguished Master Guardian in CS:GO", "Gold in LoL; Gold in Apex", "GOLD IN VALORANT", "gold nova 2", "gold nova 4", "Gold Nova 4", "Gold Nova 4 (CS:GO)", "Gold Nova III", "Gold Nova Master", "Gold Nova Master 3", "Gold or diamond", "Gold; Distinguished Master Guardian", "Gold/Platinum", "Gold1", "Gold2", "Grand Champion", "grandmaster", "Grandmaster", "Guardian", "Hearthstone - Legend XD", "Hero III (Star Wars Squadrons), Platinum 3 (Rocket League)", "Heroic raider / Platinum", "High Diamond in LLeague of Legends", "Challenger", "Challenger (on League)", "Champion", "Champion 1 - Rocket League", "Champion 3", "Champion in Fortnite and Master in Call of duty", "Champion League", "Champions

League", "Champions League (Arena)", "I already reached Global Elite on CS:GO so I'm joining tournaments and events.", "I am Legendary Eagle Master in CS:GO and Ancient in Dota 2.", "I don't have a rank", "i dont have a rank", "I play FIFA 21 pro clubs leagues", "i was top 191", "I'm just sponsored by a known league in Mexico representing girls", "IDK", "Immortal", "immortal, master", "In BlazBlue(fighting game) there is a ranking based on color. I'm at the highest Red-Purple", "In CS:GO global elite but I dont play it as many hours as osrs", "in csgo i have global elite, lvl8 faceit", "Intermediate (RGL NA Sixes)", "Iron", "LE on CSGO", "Legend", "Legend; The Global Elite", "Legendary", "Legendary 3", "legendary eagle", "Legendary Eagle", "legendary eagle master", "Legendary Eagle Master", "Legendary Eagle MAster", "Legendary Eagle Master in CS:GO and Diamond in Val-
 orant", "Legendary Eagle Master; Gold", "LEM", "Lengedary Eagle", "Lengedary Eagle Master", "Level 10 on
 faceit", "Leyend", "LoL: Gold VI / CS:GO: Global Elite", "master", "Master", "MASTER", "Master 160lp league of
 legends, LEM CS:GO", "master guardian", "Master Guardian", "Master guardian 1", "Master Guardian 1", "Mas-
 ter Guardian 2", "master guardian elite", "Master guardian elite", "Master Guardian Elite", "Master Guardian II",
 "Master in Apex Legends", "Master in Legends of Runeterra", "Master Tier", "Master Tier and csgo rank legendary
 eagle master", "Master, LEM", "Masters Division on Ranked Play in Call of Duty: Black Ops Cold War", "Mas-
 ters/Grandmaster", "mg2", "mg2/mge in csgo, diamond4+ in league of legends, gold2-3 in 3v3 in rocket league",
 "mythic", "Mythic", "Mythic (the highest rank)", "n/a", "N/A", "NA", "none", "Not Applicable", "Nova 2", "oro",
 "peaked challenger in league of legends and was fairly good at cs 1.6", "Planitum", "Plat", "Plat 1 on Rainbow Six
 Siege and Level 8(Faceit) on CS:GO", "Plat 2 / Legendary Eagle Master", "Plat on overwatch, Supreme in csgo",
 "platin", "Platin", "Platinum", "Platinum at the moment", "Platinum in League of Legends", "Platinum-Lol
 Gold 3-CS", "platinum", "Platinum", "Platinum (Rocket league)", "Platinum 1", "Platinum 2", "Platinum 2 on
 valorant and Supreme on Counter-Strike: Global Offensive.", "Platinum 2, Legendary Eagle Master", "Platinum 3",
 "Platinum II, Legendary Eagle", "Platinum III", "Platinum in League of Legends", "Platinum in Overwatch, Silver
 in League of Legends", "Platinum on Apex Legends", "Platinum-Diamond", "Platuinum", "Power Ranked 3rd in
 Statewide Super Smash Bros Ultimate Ranking", "pro-rank", "Rival", "Senior", "silver", "Silver", "Silver 3", "Silver
 4", "Silver Elite Master", "Silver IV", "Silver-Gold. It depends on game, mostly I'm something like Silver III (ascend-
 ing)", "Silver/Gold", "still Silver 1, but i'm training and i'm better", "Strange question, I play different games, don't
 have only 1 rank", "SuperSonic Legend", "suprem", "supreme", "Supreme", "Supreme Elite", "Supreme Faceit LVL
 8", "supreme master first", "Supreme Master First Class", "Supreme master first class (csgo)", "The game I play
 (Smash Ultimate) doesn't have those online but I am ranked in my region for offline tournaments.", "The Global
 Elite", "There are different games offering different ranks. Let's say my rank is 155.", "Tom Clancy's Rainbow Six
 Siege highest rank that i get is Plat, long time ago i cs:go i got Distinguished Master Guardian CS:GO (DMG);",
 "Top 0.06% global", "Top 10", "Top Italian league", "Ultra Gold", "unranked", "Unranked", "Usually around high
 gold", "Usually Platinum", "Veteran", "Veteran 5".

team_membership

Are you a member of a gaming team or club?

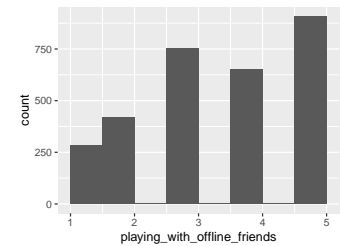
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



playing_with_offline_friends

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

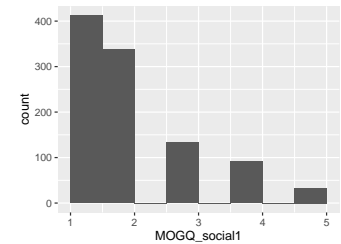
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



MOGQ_social1

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

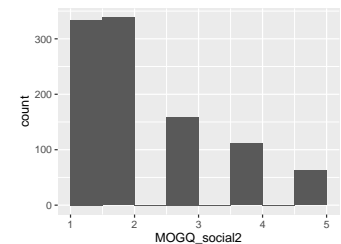
Feature	Result
Variable type	numeric
Number of missing obs.	2008 (66.6 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_social2

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

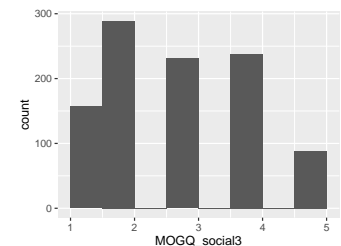
Feature	Result
Variable type	numeric
Number of missing obs.	2010 (66.67 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_social3

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

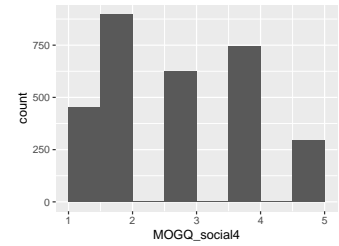
Feature	Result
Variable type	numeric
Number of missing obs.	2012 (66.73 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_social4

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

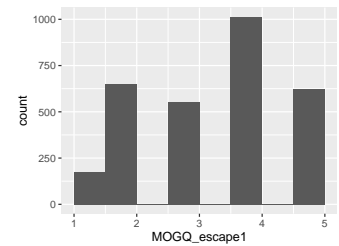
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape1

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

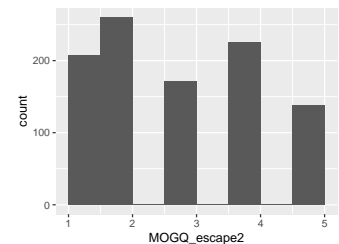
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape2

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

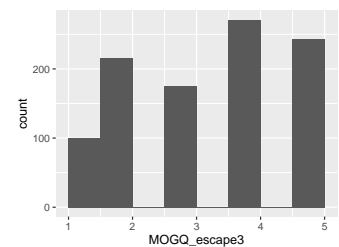
Feature	Result
Variable type	numeric
Number of missing obs.	2012 (66.73 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape3

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

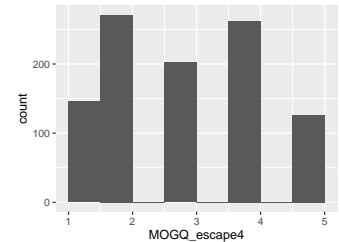
Feature	Result
Variable type	numeric
Number of missing obs.	2010 (66.67 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_escape4

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

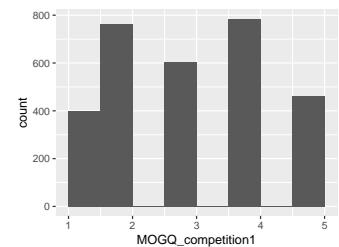
Feature	Result
Variable type	numeric
Number of missing obs.	2008 (66.6 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_competition1

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

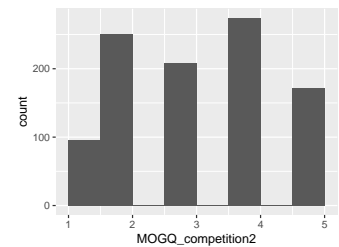
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_competition2

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

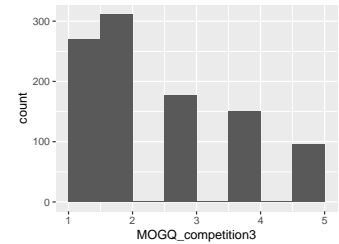
Feature	Result
Variable type	numeric
Number of missing obs.	2013 (66.77 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_competition3

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

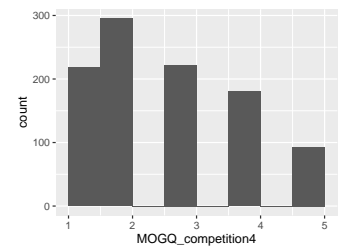
Feature	Result
Variable type	numeric
Number of missing obs.	2010 (66.67 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_competition4

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

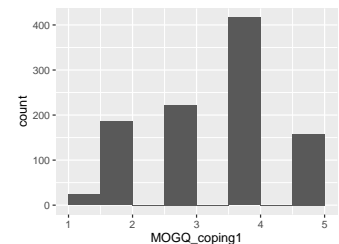
Feature	Result
Variable type	numeric
Number of missing obs.	2007 (66.57 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_coping1

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

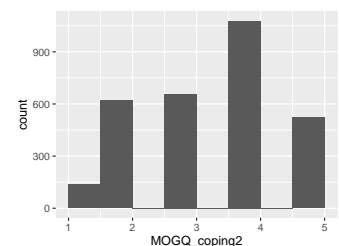
Feature	Result
Variable type	numeric
Number of missing obs.	2010 (66.67 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



MOGQ_coping2

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

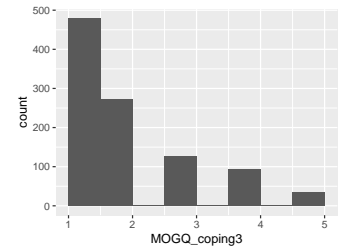
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



MOGQ_coping3

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

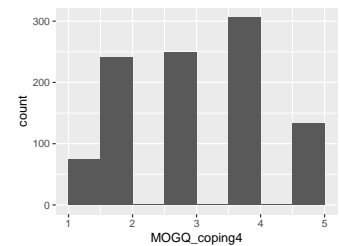
Feature	Result
Variable type	numeric
Number of missing obs.	2009 (66.63 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



MOGQ_coping4

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

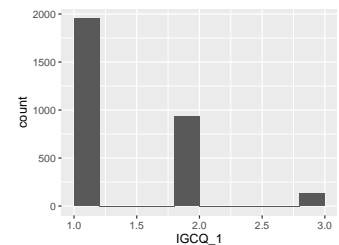
Feature	Result
Variable type	numeric
Number of missing obs.	2011 (66.7 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



IGCQ_1

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

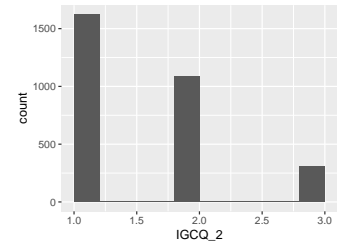
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_2

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

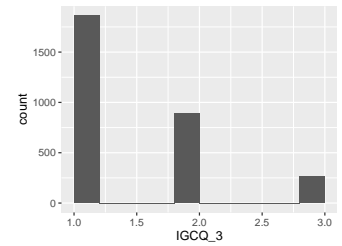
Feature	Result
Variable type	numeric
Number of missing obs.	1 (0.03 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_3

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

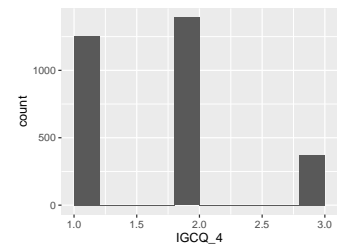
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



IGCQ_4

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

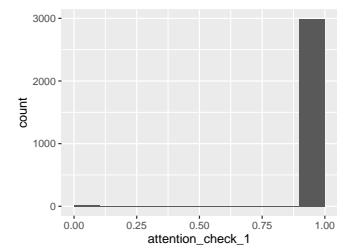
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



attention_check_1

To answer this question, please choose "Often".

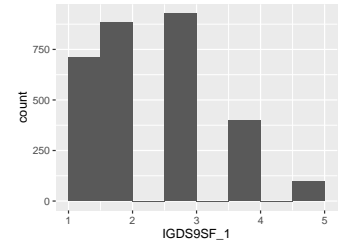
Feature	Result
Variable type	numeric
Number of missing obs.	3 (0.1 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



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?)

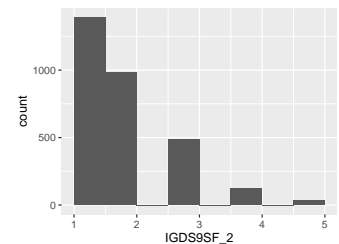
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



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?

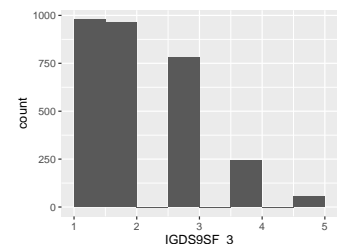
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



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?

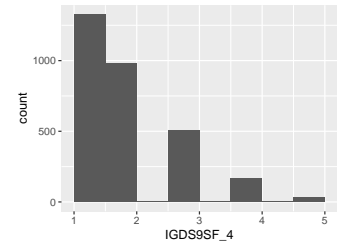
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGDS9SF_4

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

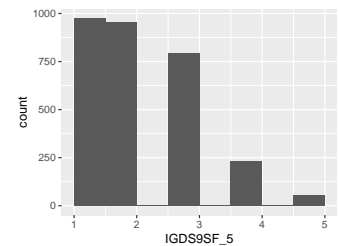
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



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?

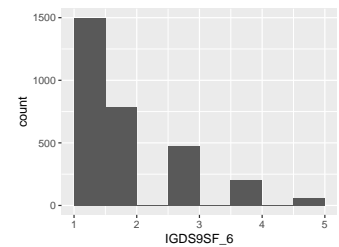
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



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?

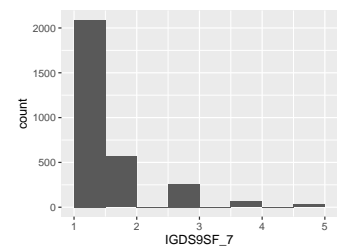
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



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?

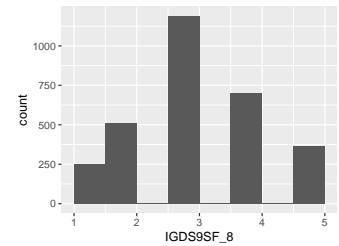
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



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)?

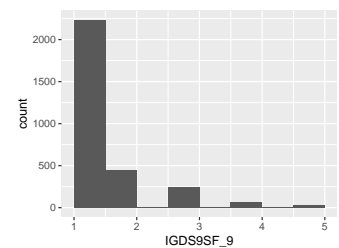
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



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?

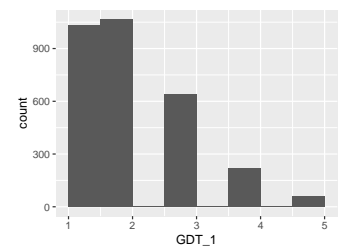
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



GDT_1

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

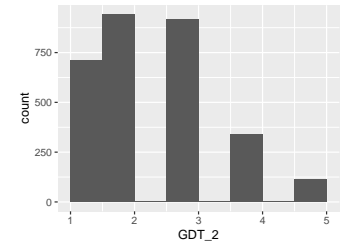
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



GDT_2

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

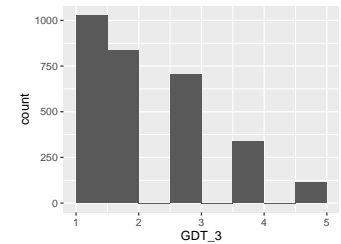
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



GDT_3

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

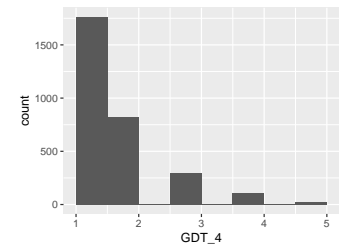
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



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.

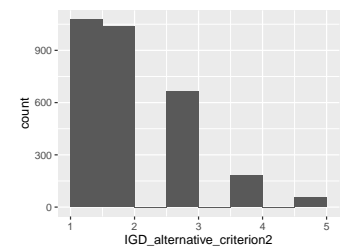
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



IGD_alternative_criterion2

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

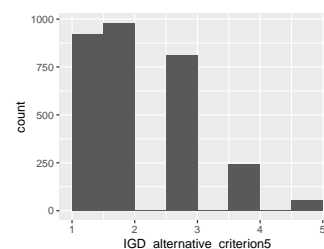
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



IGD_alternative_criterion5

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

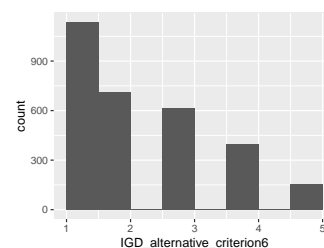
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



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?

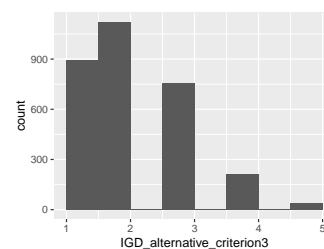
Feature	Result
Variable type	numeric
Number of missing obs.	2 (0.07 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



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?

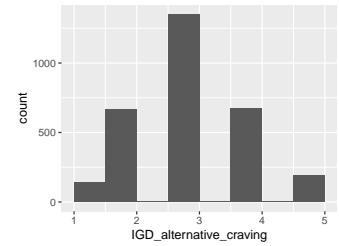
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



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?

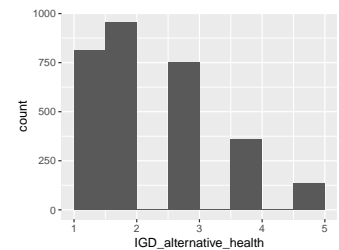
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



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)

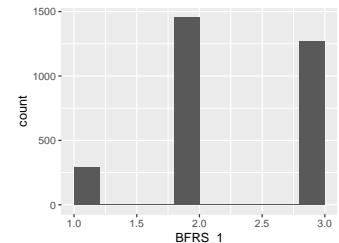
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



BFRS_1

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

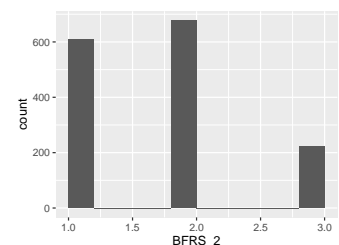
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



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.

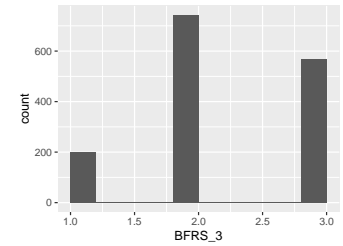
Feature	Result
Variable type	numeric
Number of missing obs.	1507 (49.98 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 3



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.

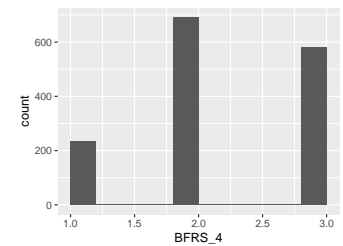
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_4

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

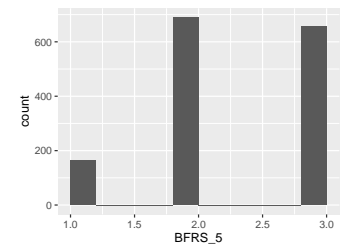
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_5

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

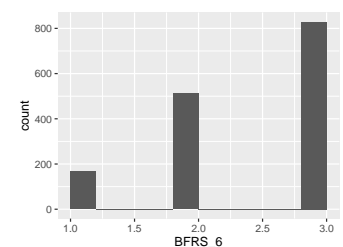
Feature	Result
Variable type	numeric
Number of missing obs.	1506 (49.95 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_6

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

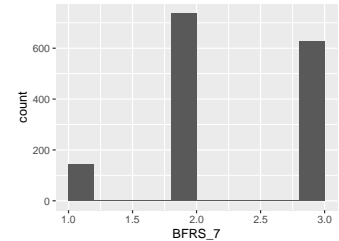
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	3
Median	3
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BFRS_7

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

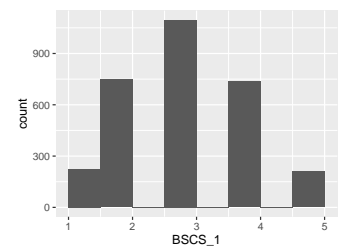
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	3
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 3



BSCS_1

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

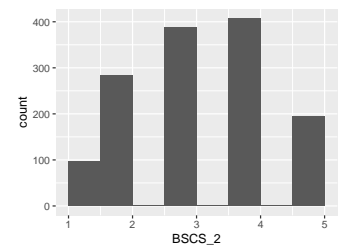
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_2

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

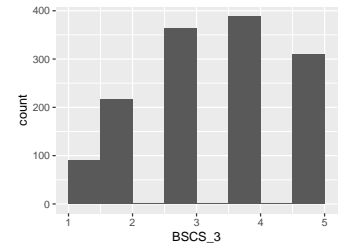
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_3

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

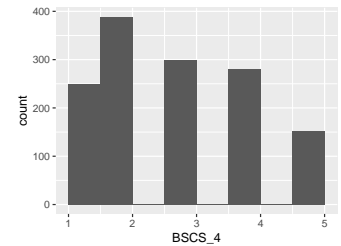
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



BSCS_4

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

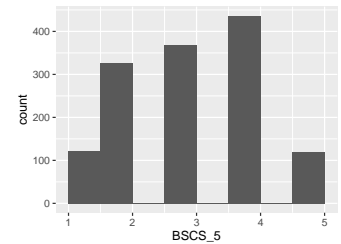
Feature	Result
Variable type	numeric
Number of missing obs.	1644 (54.53 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



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.

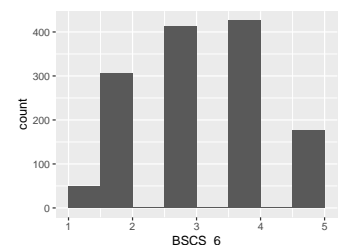
Feature	Result
Variable type	numeric
Number of missing obs.	1643 (54.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_6

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

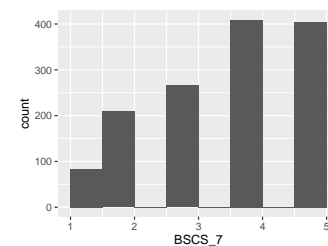
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_7

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

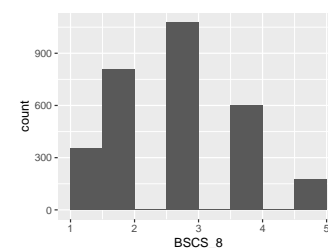
Feature	Result
Variable type	numeric
Number of missing obs.	1644 (54.53 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



BSCS_8

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

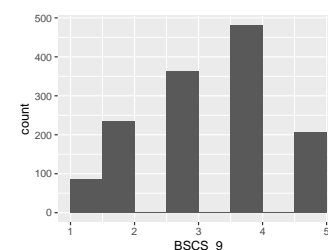
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_9

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

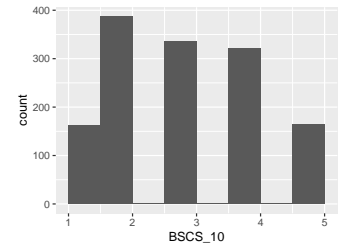
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



BSCS_10

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

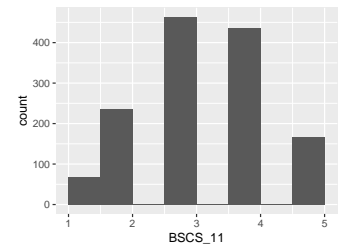
Feature	Result
Variable type	numeric
Number of missing obs.	1644 (54.53 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_11

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

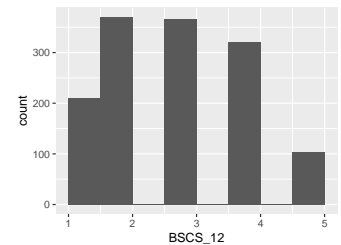
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



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.

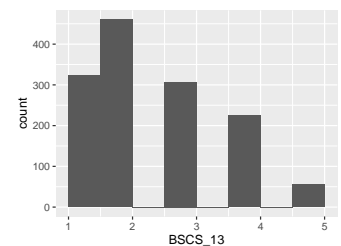
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



BSCS_13

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

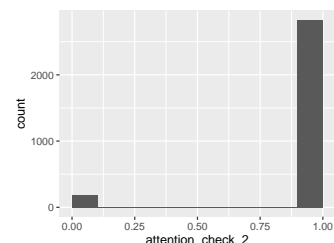
Feature	Result
Variable type	numeric
Number of missing obs.	1645 (54.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



attention_check_2

Please answer this question by choosing "Moderately Inaccurate".

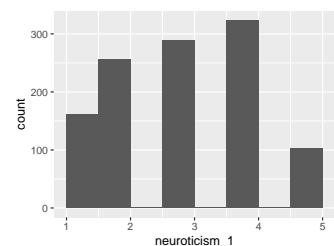
Feature	Result
Variable type	numeric
Number of missing obs.	1 (0.03 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



neuroticism_1

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

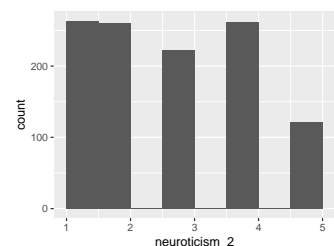
Feature	Result
Variable type	numeric
Number of missing obs.	1884 (62.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_2

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

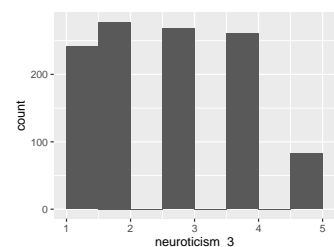
Feature	Result
Variable type	numeric
Number of missing obs.	1885 (62.52 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_3

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

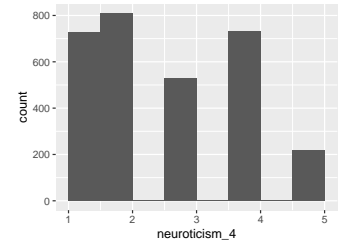
Feature	Result
Variable type	numeric
Number of missing obs.	1884 (62.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_4

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

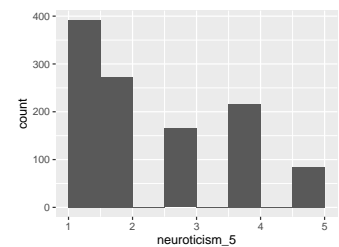
Feature	Result
Variable type	numeric
Number of missing obs.	1 (0.03 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_5

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

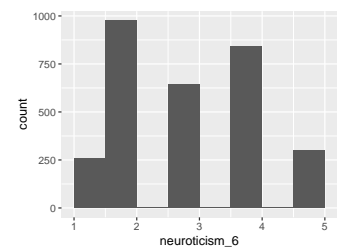
Feature	Result
Variable type	numeric
Number of missing obs.	1885 (62.52 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 4
Min. and max.	1; 5



neuroticism_6

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

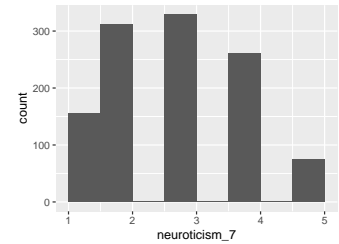
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_7

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

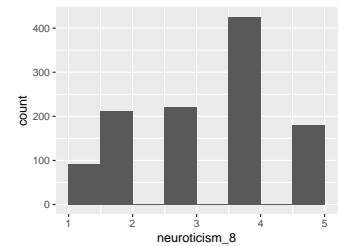
Feature	Result
Variable type	numeric
Number of missing obs.	1884 (62.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_8

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

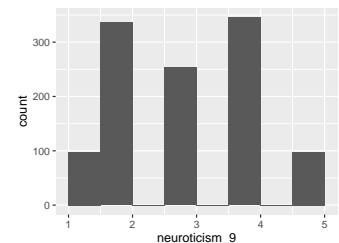
Feature	Result
Variable type	numeric
Number of missing obs.	1885 (62.52 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_9

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

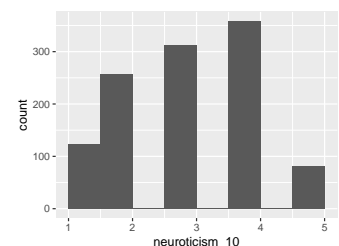
Feature	Result
Variable type	numeric
Number of missing obs.	1884 (62.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



neuroticism_10

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

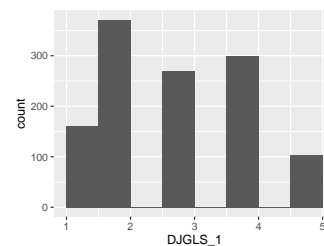
Feature	Result
Variable type	numeric
Number of missing obs.	1884 (62.49 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_1

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

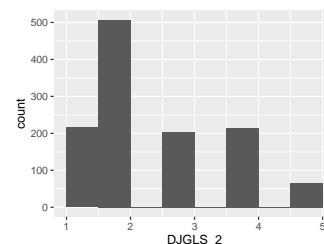
Feature	Result
Variable type	numeric
Number of missing obs.	1809 (60 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



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.

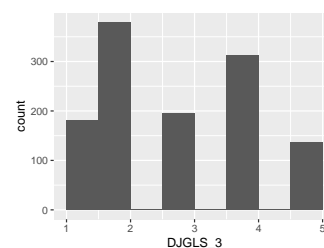
Feature	Result
Variable type	numeric
Number of missing obs.	1808 (59.97 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



DJGLS_3

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

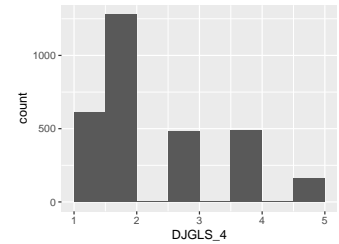
Feature	Result
Variable type	numeric
Number of missing obs.	1809 (60 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_4

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

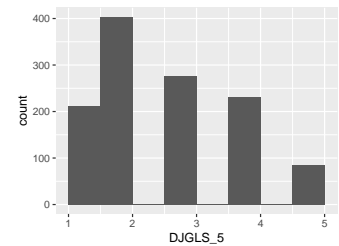
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 3
Min. and max.	1; 5



DJGLS_5

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

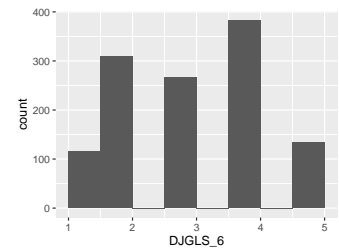
Feature	Result
Variable type	numeric
Number of missing obs.	1809 (60 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



DJGLS_6

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

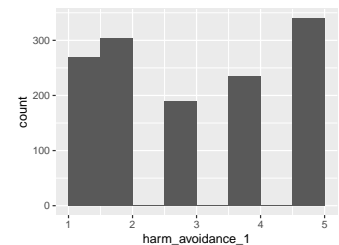
Feature	Result
Variable type	numeric
Number of missing obs.	1810 (60.03 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_1

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

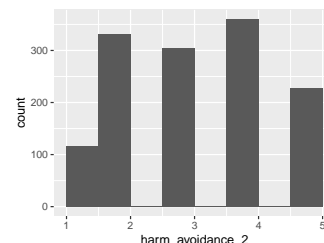
Feature	Result
Variable type	numeric
Number of missing obs.	1676 (55.59 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 5
Min. and max.	1; 5



harm_avoidance_2

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

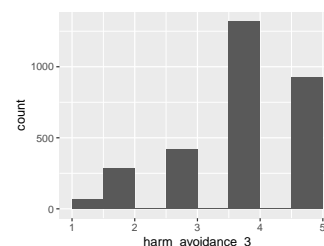
Feature	Result
Variable type	numeric
Number of missing obs.	1674 (55.52 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_3

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

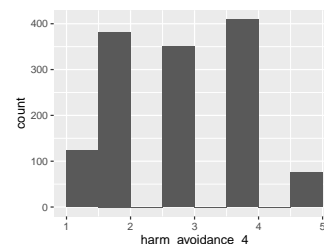
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



harm_avoidance_4

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

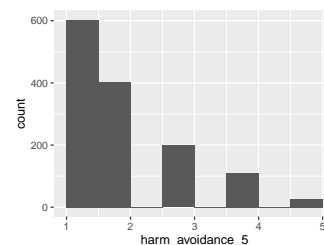
Feature	Result
Variable type	numeric
Number of missing obs.	1674 (55.52 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_5

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

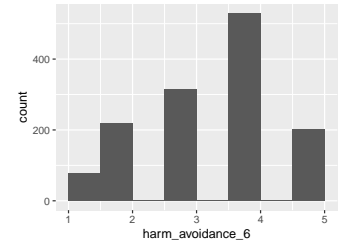
Feature	Result
Variable type	numeric
Number of missing obs.	1675 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 5



harm_avoidance_6

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

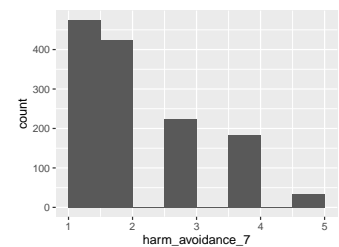
Feature	Result
Variable type	numeric
Number of missing obs.	1674 (55.52 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	1; 5



harm_avoidance_7

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

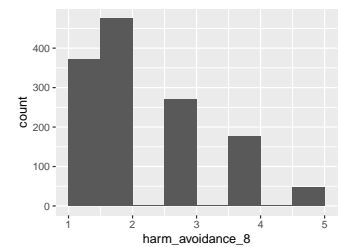
Feature	Result
Variable type	numeric
Number of missing obs.	1676 (55.59 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



harm_avoidance_8

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

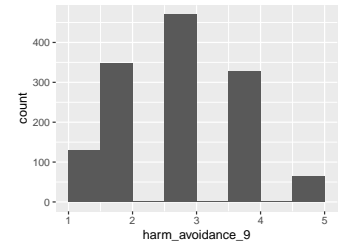
Feature	Result
Variable type	numeric
Number of missing obs.	1675 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



harm_avoidance_9

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

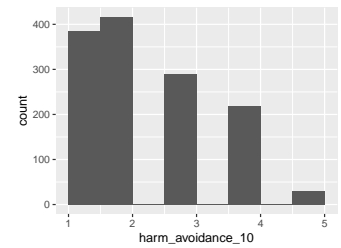
Feature	Result
Variable type	numeric
Number of missing obs.	1676 (55.59 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



harm_avoidance_10

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

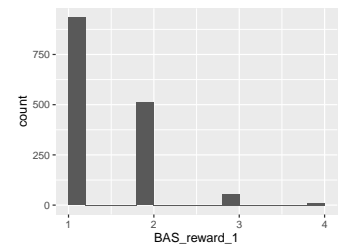
Feature	Result
Variable type	numeric
Number of missing obs.	1675 (55.56 %)
Number of unique values	5
Median	2
1st and 3rd quartiles	1; 3
Min. and max.	1; 5



BAS_reward_1

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

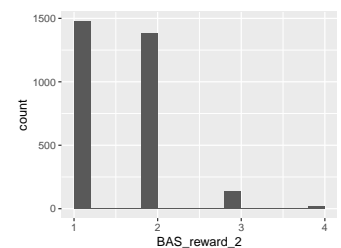
Feature	Result
Variable type	numeric
Number of missing obs.	1507 (49.98 %)
Number of unique values	4
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_2

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

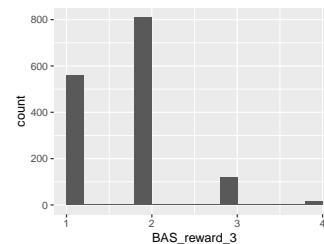
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_3

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

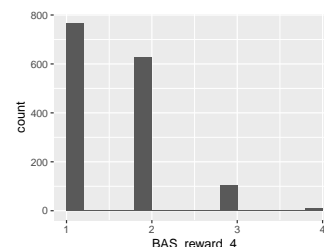
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	4
Median	2
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



BAS_reward_4

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

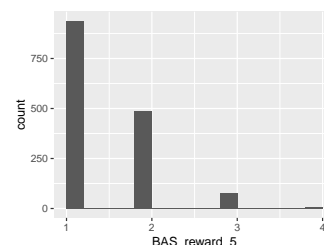
Feature	Result
Variable type	numeric
Number of missing obs.	1508 (50.02 %)
Number of unique values	4
Median	1
1st and 3rd quartiles	1; 2
Min. and max.	1; 4



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.	1507 (49.98 %)
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 10:15:01
- 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 = gamers, mode = c("summarize", "visualize", "check"), smartNum = FALSE, file = "codebook_gamers.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 gamers")`