ReSTART Database Code Book

1. Team\_Member:

1 = Daniel

2 = Stephanie

3 = Julia

4 = Omar

2. ClientID —> is already included

3. Sex:

1 = Male

2 = Female

3 = Unknown

4. MaritalStatus:

1 = "Single/Never Married“

2 = “Married"

3 = "Divorced“

4 = "Widowed"

5= In a relationship

\*\*\*We should include if they have a significant other listed on their contacts to determine relationship status upon admittance

\*\*\*Additional variable: Referral source

5. DOB —> Mostly already included

6. AgeAtAdmit —>  Mostly already included

7. Age —>  Mostly already included

8. Grade —> Sometimes included, sometimes must be searched in the Application: Adult/Parent Application“. Typically, it is the first entry in the right box (the box below the photo) where the notes are included. Here sometimes, there is a figure and sometimes College“ or something like this. We should decide, how we code College (14?)

9. Ethnicity:

0 = "Not Hispanic or Latino“

1 = "Hispanic or Latino"

10. Religion —> Probably, we should shorted the list and take some to “other“, but let it decide later, the info is sometimes included, sometimes it has to be searched in the  “Application: Adult/Parent Application“

1 = "Christian“

2 = "Catholic“

3 = "Methodist“

4 = "Jewish“

5 = "Presbyterian“

6 = "Atheist“

7 = "Agnostic“

8 = "Unitarian Universalist“

9 = "Protestant“

10 = "other“

11 = "none ‎/not declared“

12 = "Muslim“

13 = "Lutheran“

14 = "LDS“

15 = "Hindu“

16 = "Evangelical“

17 = "Episcopal“

18 = "Congregational (UCC)“

19 = "Buddhist“

11. Phase1\_Intesive

0=No

1=Yes

12. Phase2\_OpenWorld

0=No

1=Yes

13. Phase3\_Sustainability

0=No

1=Yes

14. Phase1\_3:

1 = Phase1\_Intensive

2 = Phase2\_OpenWorld

3 = Phase3\_Sustainability

13.

15. Program\_DOA —> Included near the photo

16. Program\_DOD —> Included near the photo

17. Race —> Often already included, or must be search in the “Application: Adult/Parent Application“:

1 = "White“

2 = "Black African American“

3 = "Asian“

4 = "Native American or Alaskian Native“

5 = "Other“

18. Los —> Is already included.

19. DSM\_Primary :

0 = No Diagnosis (not missing, missing is no entry)

1 = Impulsive Control Disorder

2 = Obsessive Compulsive Disorder

3 = ADHD

4 = Depression (all forms)

5 = Anxiety (all forms)

6 = Autism

7 = PTSD

8 = Personality Disorder

9 = Specific Learning Disorder

10 = Internet Gaming Disorder

11 = Binge Eating

12= Pervasive Developmental Disorder

13= Adjustment Disorder

14. Bipolar Disorder

15: Substance Abuse/Misuse (all kinds)

16. Panic Disorder

20. DSM\_Secondary:

0 = No Diagnosis (not missing, missing is no entry)

1 = Impulsive Control Disorder

2 = Obsessive Compulsive Disorder

3 = ADHD

4 = Depression (all forms)

5 = Anxiety (all forms)

6 = Autism

7 = PTSD

8 = Personality Disorder

9 = Specific Learning Disorder

10 = Internet Gaming Disorder

11 = Binge Eating

12= Pervasive Developmental Disorder

13= Adjustment Disorder

14. Bipolar Disorder

15: Substance Abuse/Misuse (all kinds)

16. Panic Disorder

21. DSM\_overall = Total number of diagnoses

22. reSTART\_House

0=No

1=Yes

23. PrimaryBehavior

1=Gaming

2=Internet

3=Pornography and/or Sex

4=Gambling

5-Other

24. SecondaryBehavior

1=Gaming

2=Internet

3=Pornography and/or Sex

4=Gambling

5-Other

25. BIGS\_item1

0=Never

1=Occasionally

2=Weekly

3=Daily

4-Hourly

5=Always

26. BIGS item2

0=No

1=Yes

27. BIGS\_item3

0=No

1=Yes

28. BIGS item4

* 1 = Less than 7 hours
* 2 = Between 8-14 hours
* 3 = Between 15-20 hours
* 4 = Between 21 and 30 hours
* 5 = Between 31 and 40 hours
* 6 = More than 40 hours

29. BIGS item5

0=No

1-Occasionally

2=Yes

30. BIGS item6

0=No

1=Yes

31. BIGS item7

0=No

1=Yes

32. BIGS item8

0=No

1=Yes

33. BIGS item9

0=No

1=Yes

34. BIGS item10

0=No

1=Yes

35. BIGS item11

0=other

1= I changed my engagement with gaming activities-I do not engage in gaming activities now, or I engage less than before

2= I am already trying to engage in gaming activities less

3= I have decided to engage in gaming activities less

4= Sometimes I think about gaming activities less

5= I never think about gaming activities

All DASS items (d = depression, a = anxiety, s = stress)

* 0 = "Did not apply to me at all"
* 1 = Applied to me to some degree, or some of the time
* 2 = Applied to me to a considerable degree, or a good part of time
* 3 = Applied to me very much, or most of the time

36. dass\_2\_a

37. dass\_3\_d

38. dass\_4\_a

39. dass\_6\_s

40. dass\_8\_s

41. dass\_10\_d

42. dass\_12\_s

43. dass\_17\_d

44. dass\_18\_s

45. dass\_20\_a

46. dass\_22\_s

47. dass\_25\_a

48. dass\_26\_d

49. dass\_28\_a

50. dass\_31\_d

51. dass\_35\_s

52. dass\_38\_d

53. dass\_39\_s

54. dass\_40\_a

55. dass\_41\_a

56. dass\_42\_d

SOG\_1a to 1j:

* 0 = "not at all"
* 1 = "less than once a week"
* 2 = "once a week or more"

57. sogs\_1a

58. sogs\_1b

59. sogs\_1c

60. sogs\_1d

61. sogs\_1e

62. sogs\_1f

63. sogs\_1g

64. sogs\_1h

65. sogs\_1i

66. sogs\_1j

67. sogs\_2

* 0 = "never have gambled"
* 1 = "10 or less"
* 2 = "more than 10 up to 100"
* 3 = "more than 100 up to 1000"
* 4 = "more than 1000 up to 10.000"
* 5 = "more than 10.000”

68. sogs\_3

* 0 = "neither gambles (or gambled) too much"
* 1 = "my father gambles (or gambled) too much"
* 2 = "my mother gambles (or gambled) too much"
* 3 = "both father and mother gamble (or gambled) too much”

69. sogs\_4

* 0 = "never"
* 1 = "some of the times (less than half the time) I lost"
* 2 = "most of the time I lost"
* 3 = "every time I lost"

70. sogs\_5

* 0 = "never"
* 1 = "yes, less than half the time I lost"
* 2 = "yes, most of the time”

71. sogs\_6

* 0 = "no"
* 1 = "yes, in the past, but not now"
* 2 = "yes"

SOG 7 to 16k:

* 0 = "no"
* 1 = "yes"

72. sogs\_7

73. sogs\_8

74. sogs\_9

75. sogs\_10

76. sogs\_11

77. sogs\_12

78. sogs\_13

79. sogs\_14

80. sogs\_15

81. sogs\_16

82. sogs\_16a

83. sogs\_16b

84. sogs\_16c

85. sogs\_16d

86. sogs\_16e

87. sogs\_16f

88. sogs\_16g

89. sogs\_16h

90. sogs\_16i

91. sogs\_16j

92. sogs\_16k