

Parent Scale	#	Survey Item	F1	F2	F3	F4
BRIDGING SOCIAL CAPITAL	1	Interacting with people in <i>Destiny</i> makes me interested in things that happen outside of my town.	.80	.21	.09	.06
	2	Interacting with people in <i>Destiny</i> makes me want to try new things.	.62	.32	.10	.18
	3	Interacting with people in <i>Destiny</i> makes me interested in what people unlike me are thinking.	.73	.13	.10	.15
	4	Talking with people in <i>Destiny</i> makes me curious about other places in the world.	.79	.16	.10	.09
HARMONIOUS PASSION	5	The new things that I discover with this game allow me to appreciate it even more.	.22	.63	.18	.10
	6	This game allows me to live a variety of experiences.	.25	.68	.08	.15
BAS FUN-SEEKING	7	I'm always willing to try something new if I think it will be fun.	.11	.07	.05	.52
	8	I crave excitement and new sensations.	.08	.11	.12	.59
BRAINHEX SEEKER	9	Exploring to see what you can find.	.11	.11	.58	.12
	10	Wondering what is in an unexplored area.	.09	.10	.73	.07
SS loadings			2.33	1.08	0.97	0.74
Cronbach's alpha			.86	.67	.61	.50

Table 1. Summary of exploratory factor analysis results for the curiosity-related survey items. Factor loadings over .40 are written in boldface. F1 = SOCIAL CURIOSITY; F2 = SENSORY/COGNITIVE CURIOSITY; F3 = EXPLORATIVE CURIOSITY; F4 = NOVELTY/FUN-SEEKING CURIOSITY