

English ▼

SURVEY INSTRUCTION

Loot boxes

We need your help! Researchers from York St. John University and the University of York are conducting a study about the use of loot boxes in video games by people aged 16-18.

Certain countries do not allow research to be conducted on individuals who are aged under 18. More specifically, in the USA, people cannot consent to take part in research until they are 18.

Therefore, you can only take part in this research if you live in:

- The UK
- Canada
- Australia
- New Zealand
- Some countries in Europe

Please indicate which of these countries you live in. Please note that if you do not live in one of these countries, we are afraid that you cannot take part in this study.

I live in..

Loot boxes are items that are typically paid for with real money, but contain random contents, such as a random character or item.

Please note that this specific definition of loot boxes includes many gacha.

We are running this study because we are interested in understanding who purchases these items, and why.

We would be very grateful if you would answer some questions about this topic. Please be assured that your responses will be kept completely confidential.

The study should take you around 5 minutes to complete. Your participation in this study is voluntary. You have the right to withdraw at any point during the study, for any reason, and without any prejudice.

By clicking the button below, you acknowledge that your participation in the study is voluntary, and that you are aware that you may choose to terminate your participation in the study at any time and for any reason.

- ☐ I consent, begin the study
- ☐ I do not consent, I do not wish to participate

Demographics

To begin with, we would like to collect a few details about who you are.

What is your age?

What is your gender?

Lootbox-related questions

Next, we would like to ask you some questions about loot boxes.

For the purposes of this study, a loot box is any in-game item that can in some way be paid for with real money, and contains randomised contents.

Please note that this definition of loot boxes may include many gacha.

Have you opened a loot box in a video game within the past month?

- ☐ Yes
- ☐ No

Have you paid real-world money for opening a loot box within the past month?

This includes paying real world money for an in-game currency that is used to buy loot boxes, or paying real-world money for a key that is used to open loot boxes

- ☐ Yes
- ☐ No

Which single game have you spent the most money on loot boxes in during the past month?

Thinking about this game, approximately how much money have you paid for loot boxes during the past month?

This includes paying real world money for an in-game currency that is used to buy loot boxes, or paying real-world money for a key that is used to open loot boxes

Please give your answer in \${e://Field/myCurrency} .

\${e://Field/myCurrency} :

Which single game have you opened the most loot boxes in during the past month?

Which single game that features loot boxes have you played the most during the past month?

Approximately how long had you played this game for before paying real-world money for your first loot box in it?

- ☐ Less than 15 minutes
- ☐ More than 15 minutes but less than an hour
- ☐ More than an hour but less than a day
- ☐ More than a day but less than a week
- ☐ More than a week but less than a month
- ☐ More than a month

Next, we would like to ask you a few questions about the features of this game.

When it comes to this game, are you aware of a way to convert loot box contents to real-world money - either by using an 'official' marketplace like Steam, or via an unofficial third party website?

- ☐ Yes, I am aware of a way to turn loot box contents from this game into real money
- ☐ No, I am not aware of any way to turn loot box contents from this game into real money

When it comes to this game, can loot box items give gameplay advantages?

- ☐ Yes, loot box contents can give gameplay advantages
- ☐ No, loot box contents cannot give gameplay advantages

When it comes to this game, can you only open loot boxes by paying real-world money? Or can you get access to 'free' loot boxes as well by playing the game well, or by doing certain in-game things?

- ☐ In this game, loot boxes can ONLY be bought for real-world money
- ☐ In this game, loot boxes can BOTH be bought for real-world money and be received for 'free' by completing in-game activities
- ☐ In this game, loot boxes can ONLY be received for 'free' by completing in-game activities

When it comes to this game, are you shown 'near-misses' of rare items that you theoretically could have won when opening a loot box (e.g. on a roulette wheel)?"

- ☐ Yes
- ☐ No

When it comes to this game, can you only buy loot boxes with an in-game currency (e.g. gems, shards), which may itself be bought for real-world money, or can you buy loot boxes directly for real-world money?

- ☐ Yes, you can only buy loot boxes using an in-game currency
- ☐ No, you can buy loot boxes directly for real-world money

When it comes to this game, are items that you get from loot boxes sometimes only available for a limited period of time?

- ☐ Yes
- ☐ No

When it comes to this game, can you get items in loot boxes that you can 're-invest' to buy other loot boxes? E.g. pay gems to buy a loot box and get a portion of gems in the loot box itself?

- ☐ Yes

☐ No

Why would you say that you buy loot boxes?

We would briefly like to ask you about spending on things *other than* loot boxes.

Approximately how much money have you paid for other in-game items or products that are *not loot boxes* during the past month? (I.e. items or in-game products where contents were not randomised)

(If you have not paid any money for these, just put 0). Please give your answer in $\text{\$}$ $\{e://Field/myCurrency\}$

$\text{\$}$ $\{e://Field/myCurrency\}$:

Gambling Behaviour and Problem Gambling

We would finally like to ask you a few questions about gambling

Over the past three months...

	Never	Sometimes	Most of the time	Almost always
How often have you felt bad about the way you gamble/bet or what happens when you gamble/bet?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
In the past three months, how often have you felt that you might have a problem with gambling/betting?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Never	Sometimes	Most of the time	Almost always
Never	Sometimes	Most of the time	Almost always

How often have you skipped practice or dropped out of activities (such as team sports or band) due to your gambling / betting?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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How often have you skipped hanging out with friends who do not gamble / bet to hang out with friends who do gamble / bet?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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How often have you hidden your gambling / betting from your parents, other family members or teachers?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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How often have you taken money that you were supposed to spend on lunch, clothing, movies, etc., and used it to gamble / bet or to pay off your gambling / betting debts?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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How often have you stolen money or other things of value in order to gamble / bet or pay off your gambling / betting debts?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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How often have you planned your gambling / betting activities?

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Never	Sometimes	Most of the time	Almost always
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Never

Sometimes

Most of the time

Almost always

How often have you gone back another day to try to win back the money you lost while gambling / betting?

☐☐☐☐

Do you generally do and say things without stopping to think?

☐ Yes☐ No

Do you often get into trouble because you do things without thinking?

☐ Yes☐ No

Are you an impulsive person (i.e., a person who uncontrollably reacts or does things immediately without any thought to the action or its consequences)?

☐ Yes☐ No

Do you usually think carefully before doing anything?

☐ Yes☐ No

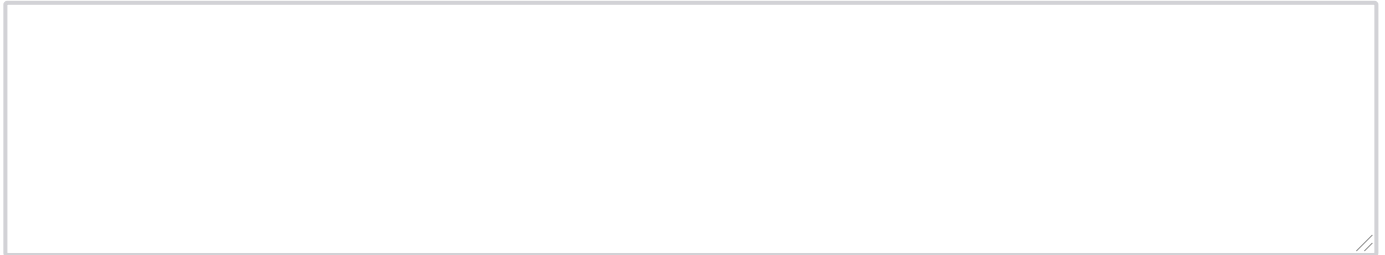
Do you mostly speak before thinking things out?

☐ Yes☐ No

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The questions that you have answered during this study are intended to help us understand loot boxes / gacha. We want to know more about who buys these things, why they buy them, and if there is any relationship between buying loot boxes and problem gambling.

Do you have any additional comments about this study, or anything else that you would like us to know?

A large, empty rectangular box with a thin grey border, intended for the respondent to provide additional comments. In the bottom right corner of the box, there is a small icon consisting of two parallel diagonal lines.

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