

Here is the questionnaire you requested, used in Anderson, C. A., & Carnagey, N. L. (2009). Causal effects of violent sports video games on aggression: Is it competitiveness or violent content? *Journal of Experimental Social Psychology, 45*, 731-739. Feel free to change/adapt the items to meet your needs. Note that some of the items were filler items that were not used in the data analyses. Good luck with your research! Craig A. Anderson, Distinguished Professor, Iowa State University

Video Game Evaluation #1

Please answer the following questions about the *single player video game* you played earlier in this session.

Please rate the video game you played on the following dimensions.

- _____ 50. How difficult was the game?
- | | | | | | | |
|------|---|---|---|---|---|-----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Easy | | | | | | Difficult |
- _____ 51. How enjoyable was the game?
- | | | | | | | |
|------------------|---|---|---|---|---|-----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Not
Enjoyable | | | | | | Enjoyable |
- _____ 52. How frustrating was the game?
- | | | | | | | |
|--------------------|---|---|---|---|---|-------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Not
Frustrating | | | | | | Frustrating |
- _____ 53. How exciting was the game?
- | | | | | | | |
|-----------------|---|---|---|---|---|----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Not
Exciting | | | | | | Exciting |
- _____ 54. How fast was the action of the game?
- | | | | | | | |
|----------------|---|---|---|---|---|------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Slow
Action | | | | | | Hectic
Action |
- _____ 55. How violent was the content of the game?
- | | | | | | | |
|-----------------------|---|---|---|---|---|-------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| No violent
Content | | | | | | Very Violent
Content |
- _____ 56. My abilities on the video game task were:
- | | | | | | | |
|--------------------------|---|---|---------|---|---|--------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Well
Below
Average | | | Average | | | Well
Above
Average |
- _____ 57. How much did your abilities improve from the first five minutes to the last five minutes:
- | | | | | | | |
|-------------------|---|---|---|---|---|------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| No
Improvement | | | | | | Extreme
Improvement |

_____ 58. To what extent did you feel like you were competing with the other team?

1	2	3	4	5	6	7
Not Competing At All						Strongly Competing

_____ 59. How hard were you trying to win the game?

1	2	3	4	5	6	7
Not Trying At All						Trying Extremely Hard

_____ 60. How competitive was this video game?

1	2	3	4	5	6	7
Not Competitive						Extremely Competitive

_____ 61. How realistic was this game?

1	2	3	4	5	6	7
Not Realistic						Very Realistic

_____ 62. To what extent did this game involve strategy?

1	2	3	4	5	6	7
No Strategy						A Lot of Strategy

_____ 63. How stimulating were the sound effects in this video game?

1	2	3	4	5	6	7
Not Stimulating						Very Stimulating

_____ 64. To what extent did this video game involve competition?

1	2	3	4	5	6	7
No Competition						A Lot of Competition

_____ 65. How distracting were the sound effects in this video game?

1	2	3	4	5	6	7
Not Distracting						Very Distracting

_____ 66. What was the level of quality of the graphics in this video game?

1	2	3	4	5	6	7
Low Quality						High Quality

_____ 67. How much action was in this video game?

1	2	3	4	5	6	7
No Action						A Lot of Action

_____ 68. How much sporting action (e.g., athletic behaviors) was in this video game?

1	2	3	4	5	6	7
No Action						A Lot of Action

_____ 69. How much violent action (e.g., attacking other players) was in this video game?

1	2	3	4	5	6	7
No Action						A Lot of Action