Psychological Study on the Differences Between Problematic MMORPG Gaming and High MMORPG Engagement

Many players spend significant amounts of time playing video games. Some of these players experience problems as a result of their gaming while others do not. The purpose of this study is to increase our understanding of the psychological differences between those who present with problematic gaming and those who can spend significant amounts of time gaming yet do not experience any problems as a result. These differences can be used to inform treatments and assessments for problematic gaming, as well as shape problematic gaming research.

METHODS. To explore these differences, we will be administering online surveys at two different time points.

The first survey will be open from May to July of 2023 and the second survey will be open from January to March of 2024. Note that, to complete the second survey, participants must have completed the first survey. The second survey is designed to be a follow-up to see how things have changed after approximately 6 months.

Both surveys will take up to 40 minutes each to complete. Both surveys will ask about your…

- gaming experiences
- gaming motivations and attitudes
- engagement in other activities outside of gaming
- psychological wellbeing

COMPENSATION. In appreciation of your time, we will be holding 2 raffles. The first raffle will be for those who completed the first survey, and the second will be for those who completed the first and second survey. Each raffle is for a chance to win 1 of 10 Amazon gift cards, valued at CAD$50 (converted to the currency of your local Amazon website). Please note that there are some restrictions to this draw. These restrictions are detailed here.

INTERESTED IN PARTICIPATING? Great! Please answer the questions below to determine your eligibility for the study:

Do you spend 20 hours or more per week, on average, playing MMORPGs?	Yes/No
Are you at least 18 years old?	Yes/No
Are you proficient in English? (the entire survey is written in English)	Yes/No

If you answered “Yes” for all of the above, you are eligible! We really appreciate the time and effort you are willing to put in. Please click the link below to begin the survey.

https://ryersonpsych.co1.qualtrics.com/jfe/form/SV_ePQ6YO6uk5xViWW

WHAT IF I AM ONLY INTERESTED IN COMPLETING THE SURVEY AT TIME 1? No problem! Your responses are still valuable even if we do not have your data at follow-up. You will also still be entered into the first raffle for a chance to win 1 of 10 Amazon gift cards.

WILL OTHERS KNOW THAT I PARTICIPATED IN THIS STUDY? Your information will NOT be shared to anybody outside of the research team. As well, the survey does not collect any

identifying information from participants outside of their email address. Participants are also free to withhold their email address if they do not wish to report it in our survey. Participants' email addresses will only be used to communicate the results of the raffle as well as to inform them of future gaming-related studies (including when the follow-up survey will go live).

GOT OTHER QUESTIONS OR CONCERNS? Please do not hesitate to contact us at gamingstudy@torontomu.ca. We are also happy to discuss the study further in the comments section of the forums in which this advertisement was posted. However, doing so may inadvertently let others know that you have completed this survey. To protect your confidentiality, we highly recommend that you correspond with us over email instead.

This study is being led by Danielle A. Uy of Toronto Metropolitan University, Toronto, Canada. Danielle is a graduate student completing her doctoral degree in Clinical Psychology. Danielle is being supervised by Dr. Martin Antony. Dr. Antony leads the Anxiety Research and Treatment Lab at Toronto Metropolitan University.

This study has been reviewed by the Toronto Metropolitan University Research Ethics Board (Reference ID Number 2023-064).