Appendix

Table A1. Survey instructions

|  |  |  |
| --- | --- | --- |
| Measure | Questions/ Instructions | Example items/ levels |
| Gaming time | 1. On a usual school day (Monday through Friday), how many hours do you play computer/video games during each of the following times?2. On a usual weekend (Saturday and Sunday), how many hours do you play computer/video games during each of the following times? | - in the morning (from when you wake up till lunch)- in the afternoon (between lunch and dinner)- in the evening (between dinner and bedtime)  |
| Gaming pattern: Frequency of play | How often do you play video games? | Almost everyday, 4-5 times a week, 2-3 times a week, almost once a week, once in 2 weeks, once a month, less than once a month, never, I used to play but I don’t play anymore |
| Aggression | There are several statements below. Please indicate the item which best fits your view. Do you agree or disagree on the statements below? | e.g., Once in a while I can’t control the urge to strike another person. |
| Sensation seeking | There are several statements below. Please indicate the item which best fits your view. Do you agree or disagree on the statements below? | e.g., I would like to explore strange places. |
| Academic performance | 5. What marks did you get for your LAST exam for the following subjects? (English, maths, science, second language) | 1 = below 50, 2 = 50-59, 3 = 60-69, 4 = 70-79, 5 = 80-89, 6 = over 90 |

Table A2. Complete results on school performance

|  |  |  |  |
| --- | --- | --- | --- |
|  | Overall | Gamer type | School Type |
| Inactive gamers | In-between gamers | Active gamers | Primary school | Secondaryschool |
| *Model 1* |  |  |  |  |  |  |
| Gender | -.08 (.04) | -.15 (.08) | -.05 (.09) | -.08 (.05) | -.07 (.05) | -.09 (.07) |
| Age | -.28\*\*\* (.04) | -.46\*\*\* (.09) | -.30\*\*\* (.08) | -.24\*\*\* (.05) | -.07 (.05) | -.10 (.09) |
| Housing Type | .12\* (.05) | .04 (.10) | .03 (.09) | .14\* (.06) | .13\* (.06) | .13 (.10) |
| Gaming time overall | -.11\*\* (.04) | -.00 (.10) | -.00 (.09) | -.15\*\* (.05) | -.13\*\* (.05) | -.06 (.07) |
| *Model 2* |  |  |  |  |  |  |
| Gender | -.07 (.04) | -.14 (.08) | -.06 (.07) | -.08 (.05) | -.07 (.05) | -.09 (.07) |
| Age | -.29\*\*\* (.04) | -.45\*\* (.09) | -.29\*\*\* (.07) | -.26\*\*\* (.05) | -.09 (.05) | -.10 (.09) |
| Housing Type | .13\*\* (.05) | .04 (.10) | .03 (.11) | .15\* (.06) | .14\* (.06) | .13 (.10) |
| Gaming time morning | -.10\* (.04) | -.03 (.09) | -.12 (.09) | -.10\* (.05) | -.12\* (.05) | -.04 (.06) |
| *Model 3* |  |  |  |  |  |  |
| Gender | -.07 (.04) | -.14 (.08) | -.05 (.09) | -.08 (.05) | -.07 (.05) | -.08 (.07) |
| Age | -.28\*\*\* (.04) | -.45\*\*\* (.08) | -.28\*\*\* (.08) | -.24\*\*\* (.05) | -.07 (.05) | -.10 (.09) |
| Housing Type | .12\* (.05) | .05 (.10) | .03 (.09) | .16\* (.06) | .13\* (.06) | .13 (.10) |
| Gaming time afternoon | -.14\*\*\* (.04) | -.01 (.10) | -.05 (.08) | -.18\*\*\* (.05) | -.16\*\* (.05) | -.09 (.07) |
| *Model 4* |  |  |  |  |  |  |
| Gender | -.08 (.04) | -.15 (.08) | -.06 (.09) | -.08 (.05) | -.07 (.05) | -.09 (.07) |
| Age | -.29\*\*\* (.04) | -.47\*\*\* (.08) | -.31\*\*\* (.08) | -.25\*\*\* (.05) | -.08 (.05) | -.10 (.09) |
| Housing Type | .12\*\* (.05) | .04 (.10) | .03 (.09) | .15\* (.06) | .13\* (.06) | .13 (.10) |
| Gaming time evening | -.06 (.04) | .02 (.10) | .05 (.10) | -.10 (.05) | -.09 (.05) | .02 (.07) |

Note. Gender (0 = male, 1 = female); housing type (1 = Public housing, 2 rooms, 4 = Public housing, 5 rooms, 5 = Public housing, Executive, 6 = Private condominium, 7 = Terrace/Semi-detached, 8 = Bungalow). Standardized path coefficients with standard deviations in parentheses. \**p* < .05, \*\**p* < .01, \*\*\**p* < .001.