Creation of the Video Game Beliefs Questionnaire (VGBQ)

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Background

People have many beliefs about the positive and negative consequences of playing video games:

- Violence
- Addiction
- Amelioration of psychomotricity
- Improvement of intelligence
- Cognitive enhancement
- etc.

Bushman and Whitaker (2010) maintain that beliefs about video games modify the way people approach and play video games (e.g., people who believe that video games have a cathartic effect are more attracted by violent video games)

However, at present, no instrument exists to assess these beliefs

Objective: the development of a questionnaire that evaluates the various beliefs that people have about video games

Method

<table>
<thead>
<tr>
<th>Procedure</th>
<th>N</th>
<th>Age</th>
<th>Players/Non-Players</th>
<th>Sex M/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Study 1</td>
<td></td>
<td></td>
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<tr>
<td>- Qualitative data collection</td>
<td>83</td>
<td>Mean (SD): 30.10 (16.81); Min-Max: 12-70</td>
<td>49/34</td>
<td>44/39</td>
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<tr>
<td>- Content analysis</td>
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<td>- Item creation</td>
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<td>Study 2</td>
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<tr>
<td>- Evaluation of the psychometric qualities</td>
<td>399</td>
<td>Mean (SD): 26.65 (10.39); Min-Max:18-77</td>
<td>202/197</td>
<td>252/147</td>
</tr>
</tbody>
</table>

Results

Study 1:

12 main themes were obtained (6 Positive; 6 Negative)

- Resulting in a 60-item questionnaire
- A Likert scale was also added (1 = Strongly disagree; 6 = Strongly agree)

Study 2:

Analysis of the 60-item questionnaire:

- We observed poor internal consistency and high factor inter-correlations suggesting that a revision of the questionnaire was required
- Factors with high inter-correlations were merged and items that were identified as responsible for poor internal consistency (α) were removed
- This revision resulted in a 30-item questionnaire

Final Model (30-item questionnaire)

- Positive α=.91
- Negative α=.92
- Relaxation α=.86
- Intelligence + Imagination α=.86
- Psychomotricity α=.81
- Addiction α=.85
- Violence α=.84
- Uselessness α=.89

RMSEA=.0701; AGFI=.973; CFI=.977; NNFI=.975

Discussion

- This is the first questionnaire of its kind in the literature
- The present study revealed that the Video Games Beliefs Questionnaire (VGBQ) has adequate psychometric properties
- The existence of the VGBQ will hopefully open up a new field of research on the psychological consequences of video games:
  => For example, which effects do beliefs about video games have on:
    - Addiction, aggression, cognitive enhancement, etc.


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