

# 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

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

## Results

### Study 1:

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

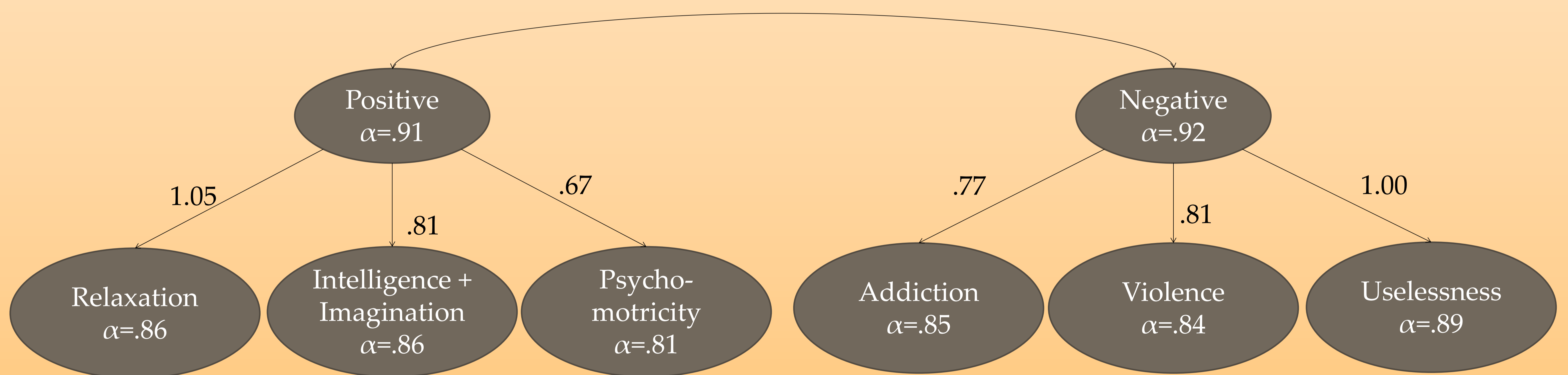
- ⇒ Resulting in a 60-item questionnaire
- ⇒ A Likert scale was also added (1 = Strongly disagree; 6 = Strongly agree)

### 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 ( $\alpha$ ) were removed
- ⇒ This revision resulted in a 30-item questionnaire

### Final Model (30-item questionnaire)



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.