Video Game Beliefs Questionnaire (VGBQ): creation and psychometric properties

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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>
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</thead>
<tbody>
<tr>
<td>Study 1:</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>
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<tr>
<td>- Content analysis</td>
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<td>- Item creation</td>
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<tr>
<td>Study 2:</td>
<td>399</td>
<td>Mean (SD): 26.65 (10.39); Min-Max: 18-77</td>
<td>202/197</td>
<td>252/147</td>
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<tr>
<td>- Evaluation of the psychometric qualities</td>
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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

Relaxation α=.86

Intelligence + Imagination α=.86

Psychomotricity α=.81

Addiction α=.85

Violence α=.84

Uselessness α=.89

Negative α=.92

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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