Supplementary material for:

Yee, N. (2006). Motivations for Play in Online Games. *CyberPsychology and Behavior,* 9, 772-775.

Table 1 - Gender differences in motivation components.
Table 2 - Correlations between motivations and age and hours played per week.
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Table 1

Gender differences in motivation components.
(*N* male = 2769, *N* female = 431, *df* 's = 3198)

	Male Mean (*SD*)	**Female** Mean (*SD*)	*t*	*p*	*r* *
ACHIEVEMENT	0.10 (0.99)	-0.66 (0.82)	15.18	< .001	.26
Advancement	0.07 (1.00)	-0.48 (0.86)	10.90	< .001	.19
Mechanics	0.09 (0.98)	-0.61 (0.89)	13.93	< .001	.24
Competition	0.06 (1.01)	-0.43 (0.76)	-10.47	< .001	.17
SOCIAL	-0.05 (0.98)	0.30 (1.07)	-6.83	< .001	.12
Socializing	-0.03 (1.00)	0.18 (1.01)	-4.03	< .001	- .07
Relationship	-0.10 (0.97)	0.62 (0.98)	-14.29	< .001	- .25
Teamwork	0.00 (0.98)	-0.05 (1.06)	1.01	0.3	.02
IMMERSION	-0.06 (1.00)	0.38 (0.93)	-8.45	< .001	.15
Discovery	-0.02 (1.00)	0.13 (1.00)	-2.77	.005	-.05
Role-Play	-0.02 (0.99)	0.16 (1.06)	-3.57	< .001	- .06
Customization	-0.07 (1.00)	0.46 (0.88)	-10.47	< .001	- .18

| | | Escapism | -0.02 (1.00) | 0.10 (0.99) | -2.33 | .02 | - .04 |

* *r* is a measure of the effect size of the gender differences (t-tests), and thus an approximation of how much the overall variance in the component can be explained by gender alone.

Table 2

Correlations between motivations and age and hours played per week.
(*N* male = 2769, *N* female = 431)

	Age Correlation Coefficient*		Hours Correlation Coefficient*	
	Male	**Female**	**Male**	**Female**
ACHIEVEMENT	-.35	-.26	.22	.12
Advancement	-.30	-.24	.20	.10
Mechanics	-.15	-.08	.17	.12
Competition	-.34	-.27	.06	-.02
SOCIAL	-.16	-.02	.05	.11
Socializing	-.08	-.04	.05	.07
Relationship	-.08	-.01	.11	.15
Teamwork	-.14	-.02	.01	.05
IMMERSION	-.02	-.13	.09	.05
Discovery	-.02	-.16	.05	-.01
Role-Play	.02	-.02	-.02	.00
Customization	-.13	-.12	.04	.03
Escapism	.02	-.08	.11	.11

* All coefficients greater than .05 have a p-value of less than .001.

Table 3

Item inventory with factor loadings and cronbach alphas.

Subcomponent	Inventory Item	Factor Loading
Advancement (a = .79)	How important is it for you to level up your character as fast as possible?	.68
	How important is it for you to acquire rare items that most players will never have?	.77
	How important is it for you to become powerful?	.81
	How important is it for you to accumulate resources, items or money?	.69
	How important is it to you to be well-known in the game?	.53
	How much do you enjoy being part of a serious, raid/loot-oriented guild?	.60
Mechanics (a = .68)	How interested are you in the precise numbers and percentages underlying the game mechanics?	.78
	How important is it to you that your character is as optimized as possible for their profession / role?	.65
	How often do you use a character builder or a template to plan out your character's advancement at an early level?	.67
	How important is it for you to know as much about the game mechanics and rules as possible.	.69
Competition (a = .75)	How much do you enjoy competing with other players?	.64
	How often do you purposefully try to provoke or irritate other players?	.81
	How much do you enjoy dominating/killing other players?	.72
	How much do you enjoy doing things that annoy other players?	.82
Socializing	How much do you enjoy getting to know other players?	.82

(a = .74)	How much do you enjoy helping other players?	.65
	How much do you enjoy chatting with other players?	.77
	How much do you enjoy being part of a friendly, casual guild?	.63
Relationship (a = .80)	How often do you find yourself having meaningful conversations with other players?	.71
	How often do you talk to your online friends about your personal issues?	.88
	How often have your online friends offered you support when you had a real life problem?	.86
Teamwork	Would you rather be grouped or soloing?	.79
(a = .71)	How important is it to you that your character can solo well?	.77
	How much do you enjoy working with others in a group?	.60
	How important is it for you to have a self-sufficient character?	.63
Discovery (a = .73)	How much do you enjoy exploring the world just for the sake of exploring it?	.82
	How much do you enjoy finding quests, NPCs or locations that most people do not know about?	.77
	How much do you enjoy collecting distinctive objects or clothing that have no functional value in the game?	.55
	Exploring every map or zone in the world.	.80
Role-Playing (a = .87)	How much do you enjoy trying out new roles and personalities with your characters.	.66
	How much do you enjoy being immersed in a fantasy world.	.62
	How often do you make up stories and histories for your characters?	.83
	How often do you role-play your character?	.85
Customization (a = .74)	How much time do you spend customizing your character during character creation?	.73
	How important is it to you that your character's armor / outfit matches in color and style?	.81

	How important is it to you that your character looks different from other characters?	.80
Escapism (a = .65)	How often do you play so you can avoid thinking about some of your real-life problems or worries?	.81
	How often do you play to relax from the day's work?	.62
	How important is it to you that the game allows you to escape from the real world?	.83

Table 4

Sample web-based implementation of the scale and response options.

Page	Link
1	http://www.nickyee.com/daedalus/surveys/phase23_3.php
2	http://www.nickyee.com/daedalus/surveys/phase23_4.php
3	http://www.nickyee.com/daedalus/surveys/phase23_5.php
4	http://www.nickyee.com/daedalus/surveys/phase23_6.php