

## Motives for Online Gaming Questionnaire (MOGQ)

People play online games for different reasons. Some reasons are listed below. Please indicate how often you play online games for the reasons listed below by circling the appropriate response – almost never/never (1), some of the time (2), half of the time (3), most of the time (4), almost always/always (5). There is no right or wrong answer! We are only interested in your motives for gaming.

<b>I play online games...</b>	Almost never / Never	Some of the time	Half of the time	Most of the time	Almost always / Always
1. ... because I can get to know new people	1	2	3	4	5
2. ... because gaming helps me to forget about daily hassles	1	2	3	4	5
3. ... because I enjoy competing with others	1	2	3	4	5
4. ... because gaming helps me get into a better mood	1	2	3	4	5
5. ... because gaming sharpens my senses	1	2	3	4	5
6. ... because I can do things that I am unable to do or I am not allowed to do in real life	1	2	3	4	5
7. ... for recreation	1	2	3	4	5
8. ... because I can meet many different people	1	2	3	4	5
9. ... because it makes me forget real life	1	2	3	4	5
10. ... because I like to win	1	2	3	4	5
11. ... because it helps me get rid of stress	1	2	3	4	5
12. ... because it improves my skills	1	2	3	4	5
13. ... to feel as if I was somebody else	1	2	3	4	5
14. ... because it is entertaining	1	2	3	4	5
15. ... because it is a good social experience	1	2	3	4	5
16. ... because gaming helps me escape reality	1	2	3	4	5

17.	... because it is good to feel that I am better than others	1	2	3	4	5
18.	... because it helps me channel my aggression	1	2	3	4	5
19.	... because it improves my concentration	1	2	3	4	5
20.	... to be somebody else for a while	1	2	3	4	5
21.	... because I enjoy gaming	1	2	3	4	5
22.	... because gaming gives me company	1	2	3	4	5
23.	... to forget about unpleasant things or offences	1	2	3	4	5
24.	... for the pleasure of defeating others	1	2	3	4	5
25.	... because it reduces tension	1	2	3	4	5
26.	... because it improves my coordination skills	1	2	3	4	5
27.	... because I can be in another world	1	2	3	4	5

Social	Escape	Competition	Coping	Skill development	Fantasy	Recreation
1, 8, 15, 22	2, 9, 16, 23	3, 10, 17, 24	4, 11, 18, 25	5, 12, 19, 26	6, 13, 20, 27	7, 14, 21

**Evaluation:** Scores for the seven gaming motives can be obtained by calculating the mean scores of the items belonging to each respective subscale. All these scores should be used in their continuous form.

## References

Demetrovics, Z., Urbán, R., Nagygyörgy, K., Farkas, J., Zilahy, D., Mervó, B., . . . Harmath, E. (2011). Why do you play? The development of the Motives for Online Gaming Questionnaire (MOGQ). *Behavior Research Methods*, 43(3), 814-825. [download pdf](#)