

Table I. Game Playing Gratification scale items and sources used to generate categories.

	Scale Items	Sources
Fantasy	being able to explore places I normally couldn't	Malone (1981a, 1981b); Crawford (1984); Mudrock (1985); Marlone & Lepper (1987); Myers (1990); Rouse (2001); Lazarro (2004); Yees (2004); Greenberg et al (2005); Sherry et al (2005)
	being able to do something I normally can't	
Competition	having bragging rights over others	Crawford (1984); Griffiths (1991a, 1991b, 1997); Rouse (2001); Lazarro (2004); Yee (2004); Greenberg et al (2005); Sherry et al (2005)
	showing off my skill to others	
	being able to improve my skills over others	
Challenge	being able to sharpen my skills	Crawford (1984); Murdock (1985); Wigand et al (1985); Myers (1990); Griffiths (1991a, 1991b, 1997); Rouse (2001); Kline & Arlidge (2003); Lazarro (2004); Yee (2004); Greenberg et al (2005); Sherry et al (2005)
	challenging myself to do better	
	pushing myself to overcome obstacles	
Socializing	being with someone else while playing	Crawford (1984); Selnow (1984); Griffiths (1997); Jones (2003); Kline & Arlidge (2003); Lazarro (2004); Yee (2004); Greenberg et al (2005); Sherry et al (2005)
	sharing the experience with others	
	playing with others (friends, family, etc)	
	playing as a reason to hang out with others	
Solitude	that it's an alternative for someone being there	Selnow (1984); Rouse (2001)
	being able to spend time alone	
	being able to ease loneliness	
Mood Management	that playing reduced any stress I feel	Wigand et al (1985); Mehrabian & Wixen (1986); Griffiths (1991a, 1991b); Phillips et al (1995); Lazarro (2004); Yee (2004); Greenberg et al (2005); Sherry et al (2005)
	using the game to cheer myself up	
	getting pumped up by the game	
Diversion	being able to make time pass by	Griffiths (1991a, 1991b, 1997); Phillips et al (1995); Greenberg et al (2005); Sherry et al (2005)
	avoiding doing other things I had to do	
	being able to prevent boredom	