**Title:**

Application of Video Game Demand Scale (VDGS) to CATSLife leisure time gaming activities

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**Description:**

The goal is to develop and apply harmonized coding and analysis of leisure time gaming activities (i.e., c*omputer/smart phone apps/video games*) in CATSLife. Per collaboration efforts and use of deidentified data set from UT Austin Professor Nicholas Bowman’s Video Game Demand Scale (VDGS) project (N= 660 participants) we will make use of ratings of the cognitive, social, physical, and emotional demands and enjoyment of specific video games by applying the coding to the same video game types reported by CATSLife participants. The coding and analysis will address the extent to which playing specific video games engages cognitive, social, emotional, and enjoyment/appreciation demands in CATSLife participants, how these game features relate to cognitive performance. Because not all games are represented in CATSLife that were represented in the VGDS sample, we have adapted genre type coding to both VGDS and CATSLife entries. Then by genre type we will use the VGDS means as a weight (e.g., using Shawn Green’s genre coding scheme: <https://www.unige.ch/fapse/brainlearning/files/2115/7346/4610/AVG_questionnaire_BavelierGreen_Nov2019.pdf>).

**Sample:**

CATSLife

**Process:**

Coding underway

**Start:**

2020/09

**Last:**

2021/06