**Title:**

CATSLife video game genre and associations with impulsivity

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**Description:**

Current research suggests that video game play may be associated with higher levels of impulsivity, particularly for Real-time strategy/MOBA genres, although the literature has not addressed possible selection effects. The proposed project will address the extent to which playing specific video game genres in CATSLife participants relates to impulsivity and the extent to which hours spent on videogames/computers/apps may mediate any associations. To address selection, we will account for age 16 impulsivity, and time spent on videogames/computers for fun. Given the association of impulsivity with inattention we may pursue secondary analyses although the literature is less clear for this trait. However, a recent meta-analysis suggests that engaging in particular genres such as action games may boost ‘top-down’ attentional performance, suggesting possible benefits. We may include evaluations with working memory performance (e.g., Digit Span, Backwards and Forwards) and processing seed (Digit Symbol, Colorado Perceptual Speed) at age 16 and CATSLife. We have adapted genre type coding to all open-ended entries of leisure time gaming activities in CATSLife (i.e., c*omputer/smart phone apps/video games*)

(c.f. https://www.unige.ch/fapse/brainlearning/files/2115/7346/4610/AVG\_questionnaire\_BavelierGreen\_Nov2019.pdf).

**Sample:**

CATSLife

**Process:**

Planning

**Start:**

2021/06

**Last:**

2021/09