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## Design and validation of a scale of user evaluations of the structural characteristics of video games

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**Statement of the Problem:** Structural characteristics are one of the most important mechanical aspects of video games. Despite this, its empirical study related to Internet Gaming Disorder remains scarce. The aim of the present study was to design and validate a tool to assess users' evaluation of structural features. **Methodology & Theoretical Orientation:** 502 Spanish-speaking video gamers answered a questionnaire about the user's evaluation of structural characteristics in video games as well as Internet gaming Disorder, Motivations of play and Passion for the activity. A confirmatory factor analysis was performed. **Findings:** Of the initial 69 items, 20 remained distributed in three factors ( $\alpha = 0.864$ ): social ( $\alpha = 0.866$ ), control ( $\alpha = 0.769$ ) and reward aspects ( $\alpha = 0.716$ ). At the level of external validity, different constructs correlate as expected theoretically. **Conclusion & Significance:** Control aspects, which allow to alter events within the game and are a key role in the process of learning esports mechanics, were valued the most because of the rising popularity of eSports and its easy identification. Social aspects, which regulate players' relationships and have been linked to addictive behaviours, were the second most valued despite being considered a primary reason to play online. Reward aspects, linked to pathological gaming and extended playtime, were less appreciated because they can create a sense of injustice, as the reward pattern doesn't favour skill but rather randomly rewards those who spend real money. This instrument makes it possible to assess the relationship between players' psychological characteristics and the structural characteristics of video games. The broader spectrum of characteristics that the scale contemplates allows to identify the influence that new characteristics have on intrinsic variables of the player that play an important role in IGD development. Furthermore, it may help to identify types of players based on their feature preferences and make it possible to understand how these profiles are related to tilt and toxicity