SEX, WEAPONS AND VIDEO GAMES

THE INFLUENCE OF EXPLICIT CONTENT ON THE PERCEPTIONS OF VIDEO GAMES AND THE MORAL REASONING BEHIND IT

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ABSTRACT

After four decades of technological development, video games have reached an extraordinary popularity around the world, and surprising levels of realism and graphicness. Video games have gained a pivotal role in the society and such privilege position has raised questions about its impact on players. The study of violent graphicness as a trigger for real world aggression has dominated the academic sphere of video games research, but the need to understand motivations, perceptions, and reasoning of players has gained particular relevance in the study of explicit content in video games. This thesis followed the latest direction and through an experimental design, explored how violent and sexual explicit content can influence the perceptions of players and how moral reasoning and judgment of gamers can influence such perceptions. The findings showed that violent content influenced the perception of explicitness when the participants showed a strong salience on morality based on harm and care principles. On the other hand, sexual content influenced the perception of realism, when the contestants showed a salient moral foundation based on fairness and purity principles. Furthermore, violent content influenced the perception of realism when participants considered violent content too controlled on media. And finally, sexual content influenced the perception of enjoyment when participants previously considered sexual explicit content as objectionable.

KEYWORDS: Videogames, morality, moral foundations, explicit content, sex in video games, violence in video games, video game perceptions.

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1. INTRODUCTION

Due to their massive popularity since the early 1980´s, video games have been gaining a privileged position in the daily life of millions of people around the world. Four decades of popularity and a growing consumption have situated video games as one of the most powerful mainstream medium. This incipient industry reached 1.2 billion players worldwide in 2013 (Spilgames, 2013), attaining a global market of $70.4 billion dollars (Newzoo, 2013) and surpassing traditionally dominant media, such as the film industry that achieved $35.5 billion dollars in the global box office the same year (MPAA, 2014). In the last decade, the diversification of technologies has fueled a new market of mobile video games that has expanded the scope of this new medium. The new technologies have transformed video games in ubiquitous content media, available for many anywhere around the world. Certainly, video games and their different forms of massive distribution and consumption are not just commodities, but also have become key factors in an ongoing social transformation. Along with the Internet, computers and communication technologies, video games are a major part of the digital culture that has dominated the social interactions in this century.

From the explosion of their popularity three decades ago until the current massive use, the role of video games in the society has raised a strong academic interest from different fields that seek to understand how video games and gamers relate to each other. One major topic that has caught considerable academic attention through the years is the impact of explicit content depicted in video games on players' behavior. The term *explicit content* comprises the audiovisual and narrative material used in video games that include unambiguous nudity, violence, or sexual activity. Based on the definition of explicit content used by the music industry, the concept specifically denotes strong language, references to physical, or mental violence and abuse, criminal behavior, glamorization of the criminal life style, sexualized behavior, depiction of sexual acts and nudity (British Recorded Music Industry, 2011). This kind of content has received special attention because of its distinctive conflict with morality. The moral limits of sex and violence depend not just on personal

standards but also on community resolutions. The boundaries between “good and right” and “bad and wrong” in sex and violence are not always easy to define and sometimes the borders seem flexible and arbitrary. Nevertheless, both topics and their moral limits are critical to every society, especially as regards to hypothetical harm that explicit media content can cause to societies given its massive social reach. This apprehension has driven the regulation of content of media around the world and has produced an extensive academic interest.

The academic debate has been largely based in the influence of violent video games in aggressive behavior on children and adolescents. Several studies have reached contradictories conclusions causing an everlasting discussion about the relationship between violence and aggressive behavior. Some academics had pointed out how the discussion may be alienated by moral panic, ideology, personal beliefs and also, methodological fails (Elson & Ferguson, 2014).

Nevertheless, scholars have also taken the discussion further, proposing more complex and multifaceted perspectives about the dynamics between players and video games, incorporating theories that recognize players as multidimensional subjects that belong to different social and cultural contexts (e.g., Tamborini, Eden, Bowman, Grizzard, & Lachlan, 2012; Joeckel, Bowman, & Dogruel, 2012).

The present research will follow this approach, focusing in the perception of explicit content in video games, and analyzing how much moral reasoning influences that perception. The analysis of the video player’s perception of violent and sex content will be a pivotal point to understand the role of morality in the video players’ construction of meaning.

From a cognitive psychology perspective, perception is a process by which the information gathered physically is recognized in a cognitive procedure using mental abilities as memory, judgment, and logic to actively interpret the reality. Our experience of the reality is an interpretation captured by our senses and processed by our cognition. The acquire knowledge about the world is translated into thoughts and expectations that play a key role in the way we

actually understand the world (Gregory, 1980). These thoughts and expectations help us to construct a meaning that would be transformed into feelings, judgments, emotions and according behaviors. As stated by Galotti (2013), people are active subjects that construct meaning actively. They add and distort the information derived from some external stimulus and then, they obtain a percept or, in other words an interpretation of the stimulus.

In the case of video games as a medium, the perception stimulus is rather different from other media, mainly because video games require players to interact with a simulated world. Video games entail a high level of engagement in order to complete achievements and progresses unlike movies or TV, where the audience is just an observer and interpreter of content (Tamborini et al., 2013). There is a constant and intense interaction between the simulated reality and the player.

If we use the process described by Galotti explained above to understand the perception of the player, we can say that the player determines what is the meaning of every aspect of the game using the perception's set of processes. Then, he/she selects and integrates the information in order to react, as he/she will do in real life. One of the processes that intervene in the perception operation is a fundamental topic in this project: Morality judgment: The present research distinguishes the video player as a moral actor (Weaver & Lewis, 2012) that perceives and evaluates the video game content to reach a moral judgment and subsequently, to establish a moral reasoning.

According to Haidt's intuitionist model (2001), moral judgment is the result of moral intuitions that evaluate promptly the balance of impressions of reality in terms of good vs. bad and like vs. dislike. An important part of these moral intuitions are common and obligatory in every culture, which ultimately means that people who cannot embody them are target of exclusion.

The intuitionist model affirmed that the process of moral judgment is followed by a slow moral reasoning that raise the evaluation to a conscious level in which it can be translate into language. Moral reasoning seeks to explain the moral judgment with evidence and arguments in a conscious process (Galotti,

2013). As part of the perceived reality, the simulation in a video game and its elements like content, characters and events, are also perceived and judged by the players. When the players have to take moral decisions to interact in the game and achieve certain goals, moral judgment and reasoning play a key role as the moral personal intuitions can have a conflict with the moral decisions demanded by the game, especially in violent and sexual virtual contexts. These contexts provide moral outlines that request actions that can be judge as immoral in the real life of the players but are necessary and justified in the narrative of the game (Klimmt, Schmid, Nosper, Hartmann, & Vorderer, 2006). Therefore, the player faces two moral frameworks: one that the player has forged with intuitions and social learning and another one created by the narrative of the game that often requires engagement with explicit content. According with Klimmt et al. (2006), in order to reconcile these two different moral frameworks and reach enjoyment, players manage their own morality to enjoy the virtual experience using strategies as moral justification, disregarding of the consequences, dehumanization, and attribution of blame, among others. Consequently, moral management allows players to experience explicit content without a moral concern. However, the first intuitions have already produced a moral judgment about the content and the players' decisions. This judgment will ultimately be used by players to label the video game's content as moral or immoral, violent or non-violent, decent or indecent regardless if the moral management allows them to enjoy it as entertainment.

The present research seeks to study how two types of different explicit content –violent and sexual content- influence the perceptions of the players and how moral judgment and reasoning affect this perception process. Given the above, the RQ is:

RQ: To what extent does the explicit content of a video game influences the perception of realism, graphicness and enjoyment, and how much is moral judgment influencing these perceptions?

1.1. Social and Scientific Relevance

Video games research has grow in the past four decades at the same rate than the market has expanded. From a deep and on-going debate between negative and positive effects, to engagement analysis, enjoyment exploration and moral studies, video games are becoming a fertile soil for knowledge. The brief history of video games offers us new territories to explore its unique complexity nature. This developing field is offering countless new opportunities to study the relationship between media and audiences from a different perspective. Not only is this medium different from the traditional ones, but also its audience is quite different from those who witnessed the birth of the video game industry forty years ago. We now have access to generations of native digitals (Prensky, 2001), those who were born and grew up with this new technology and have witnessed the technical improvement from one video console to another, or from one digital game to another. Now, they also play games in their cellphones and tablets, anywhere at anytime. Video games have become an integral part of the life of millions of people around the world.

This research was focused on the influence of explicit content in the perception of video games and the impact of the moral judgment on these perceptions. Using a scientific approach, this study explored the role of moral frames on the perception of violent and sexual explicit content in order to understand how explicit content and moral reasoning influence perceptions of realism, graphicness and enjoyment. The research had as main goal to understand deeper the relationship between players and video games and to contribute in that way, in the construction of knowledge in the field of video games studies.

2. THEORY AND PREVIOUS RESEARCH

According to Williams, there have been two majors approaches in video games studies: one approach has been focused on the study of the effects on players and the second has been focused on the meaning that players derive from the gaming experience (2005). The first line of research has been grounded in the media effects tradition, and therefore has been interested in the hypothetical relationship between effects and behavior (Dickinson, Harindranath, & Linné, 1998). In this approach, an extensive and popular interest to examine negative effects of video games has been prominent. A great number of studies have analyzed the impact of elements such as violence and sex on the players' behavior, especially on children and adolescents that expose themselves to this kind of content on a daily bases.

Violence is one of the most studied topics in this field, and is very well known the work of academics such as Anderson and Huesmann, who have established connections between game violence and aggression, (Anderson & Bushman, 2001; Anderson & Dill, 2000; Huesmann, 2007). Anderson (2001) claimed that his data unequivocally showed that exposure to VVG (Violent video games) was positively related with high levels of aggression in children and adolescents. He concluded that his results supported the hypothesis that VVG may represent a serious threat for public health. This academic perspective also provided warnings about condemnation, addiction and encouragement of violent behavior as direct consequences of violent video game exposure.

On the other end of the spectrum, there are academics like Cunningham, Engelstätter and Ward (2011), who argued that playing video games might reduce violence since players engage in virtual violent activities instead of real situations in which real violence can be used. Another study by Ward also found that there is a negative relationship between gaming and crime outcomes, concluding that an increased popularity of video games relates with declining crime rates (Ward, 2011).

Ferguson (2008), reported lack of strong evidence to support the argument of positive correlation between video games and violence, suggesting that previous studies were based in poor methodologies leading to inexact conclusions. He particularly criticized the correlational studies that lacked the inclusion of “third variables” such as personality, family violence history, or genetics. Others studies found positive effects concluding that VVG may even reduce aggression as a result of a catharsis process (Colwell & Kato, 2003). Granic, Lobel and Rutger (2014), focused their research on the positive effects of playing video games, in a cognitive, motivational, emotional and social level.

In conclusion, existing literature shows that there is not a scientific agreement regarding the effects of playing violent videogames, especially the negative ones.

In the second approach, the studies focused on comprehension of meaning, in which the game players are not considered as passive subjects but complex and active participants embedded in social contexts and ideologies (Williams, 2005). The studies that have developed this approach, have determined that video game players’ contexts and cognition play a main role in the meaning that the player make of the game. This line of research has been based on a range of theories such as Uses and Gratification theory or Disposition theory. Jenkins applied an active-player theory to explain how adolescents use video games to release conflict originated in “real” life (as cited in Williams, 2005). In the same way, Sherry, Lucas, Greenberg and Lachlan (2006), have concluded that players use games to obtain personal and social satisfactions through competition and its consequential social interaction. This approach conceptualizes audience and players as active subjects capable of establishing their needs and expectations, and being able to make or take meaning according to their own needs. Moreover, meaning is the result of a complex interaction between active subjects and dynamic contents placed in a fictional world.

With the aim of going further in this approach and pursuing a deep understanding of the relationship between explicit content and players, the present research seeks to understand to what extent the video games content

influences the perception of players and how the players use their moral frame to assess that content. Therefore, the study is located in the approach that pursues an understanding of the meaning that video players make of the games.

2.1. Explicit concept definition

The definition of explicit content is understood in this research, as the audiovisual material that uses openly partial or complete nudity, sexual activity or depiction of violence. Based in the Parental Advisory Scheme that has been used by the music industry to warning parents about lyrics and video material, explicit content is defined as all material that uses strong language, references to physical, or mental violence and abuse, criminal behavior, glamorization of the criminal lifestyle, sexualized behavior, depiction of sexual acts and nudity, and vindication to racism, homophobia, and other discriminatory acts, (British Recorded Music Industry, 2011). The present research will be focus on violent content; covering depiction of violence, criminal life, physical abuse, and sex content; covering sexualized behavior, depiction of sexual acts and nudity.

In the field of video games, the concept of violent content is more difficult to delimit than the concept of sexual content. Even academics seem to disagree in the limits of the notion of violence; Gentile and Anderson (2003) affirmed that there is a general disagreement between regulation institutions, researchers and parents about what constitutes violence in video games. As an answer to this disparity, they reached a straightforward definition that encompasses any game in which players can cause harm to other characters. However, they highlight that the goal and the frequency of such violence in the narrative of the game are important elements to take into consideration.

Ferguson (2014) on the other hand, claimed that an open concept of violence that includes all harm acts as a whole, allows to call games like Pac-Man or Lego, “violent games” and as a consequence, the concept could lose its meaning and become too vague and conceptually useless. Ferguson affirmed that the concept encompasses much more than simple harm and he suggested that narratives and context have an essential role in the task to define what is a

violent video game. In the past, authors like Felson (1996) had highlighted the role of the intent to harm as a part of the definition of violence. He claimed that there is a difference between intent to harm in a frame of legality and intent of harm in a frame of criminality that researchers should take into account. That is to say, causing aggression while impersonating a policeman has a different intent than aggression impersonating a criminal. Therefore, the concept of *violence* changes from one game to another and consequently the ethical and moral judgment of the player.

Along with video game context, the social context of the player is also an important element for precisely narrowing down precisely the concept. It is crucial to take into account a social definition of violence: According with De Haan (2008), violence is a social construction because the perpetrator and the action considered as violent change between socio cultural contexts. Therefore violent activity can be defined as acts of hostility intended to cause harm, resulted in physical pain bonded by legal, social and moral context. The social and moral context gain relevance in the present research, as the concept of violence depends on the way each society legitimizes, sanctions or transmits the use of violence in media. As De Haan explained: “depending on the context and perspective, violent actions might either be condemned and considered immoral, illegal and disruptive or admired and considered moral, legal and functional” (2008, p.29). De Haan also upheld that the concept itself has to be tested, redefined and reapplied depending on specific contexts of empirical research, provided that arguments have been presented.

Taking into account different forms of violence and aggression, video game narratives, social context and also the players’ psychological development, the Pan European Game Information (PEGI), the video game content rating system used across Europe, ranked violence in video games for five age levels: 3, 7, 12, 16 and 18. PEGI 3 advises some violence in a comical context, which is seen as acceptable. Normally, this refers to cartoonish forms of violence. PEGI 7 contains more freighting scenes with the same level of graphicness than PEGI 3. PEGI 12 rates videogames with more graphic violence acts especially

aggressions towards fantasy characters, although also include violent non-graphic acts against human beings and animals. PEGI 16 is applied to video games that portray violence that looks like real life including criminal behavior. Last, PEGI 18 (adult classification) is applied for video games that show a high level of graphic violence. This category includes detailed types of violence, extreme aggression, and criminal techniques. Aside to the effectiveness of the self-regulatory system on the protection of minors, the age ratings scale offers a deeper perspective of violence in video games reliant on different factors. Consequently, the concept of *violence* used in the present research refers to the depiction of graphic aggression, criminal behavior, and detailed violence inflicted in other human beings as the main purpose of the game.

On the other hand, sexual content is a concept more concrete than violent content since the bounds on sexual depiction are clearer among academics and institutions. Research about sexual content has had a strong interest in two main fields: use of sexual content in advertising, and the consequences and effects of sexual content on media. Since the 1970´s social scientists have tried to comprehend the role and prevalence of sexual information in the promotion of products in media (e.g. Chestnut, Lachance and Lubitz, 1977; LaTour and Henthorne (1994); Mittal & Lassar, 2000) and also they have studied the possible effects of sexual content exposure on the audience, especially in adolescents (e.g. Bello, Pitts, & Etzel, 1983; Huston, Wartella, & Donnerstein, 1998). Both academic research paths have reached a clearer delimitation of the concept of sexual content. Tom Reichert (2002) found that the concept of sexual content has had specific elements in common through decades of research in the field of advertising. These elements are nudity or body display, and sexual behavior (i.e. provocative actions and body movements, depiction of intercourse, sexualized language and interaction between two or more people), physical attractiveness, contextual factors (i.e. setting, music, camera movements), sexual referents that include innuendo, sexual ambiguity and finally, sexual symbolism like the use of elements that embed any kind of sexual meaning (i.e. stilettos, rockets, whips).

While sexual content advertising research provides an accurate description of elements that comprises sexual content, studies about effects on audience offer a deeper view of the concept taking into account the context in which these elements would be considered inappropriate or objectionable. Sex is understood as a biological aspect of human nature; unlike most types of violence sex is understood as a normal and inevitable part of the life of an adult. However, there has been a historical concern in the potential negative (both physical and physiological) consequences that children and young people could suffer because of an early exposure to sexual content (Huston, Wartella, & Donnerstein, 1998). The definition of inappropriate or appropriate content arises in many studies from what psychology has defined as a healthy sexual development. This natural development from childhood through maturity includes interactions based on gender roles, attitudes, values and beliefs, and through adolescence, sexual activity. Therefore, sexual content that includes sexual behavior could be considered explicit or inappropriate if it reaches an audience psychologically unprepared for it.

Another important element developed through the study of these effects is a distinction of sexual content based on intention and exposure. Malamuth and Impett (2001) established that research on sexual content in media has divided the content between “embedded sexual content” and “sexually explicit media” (p. 270). The first category refers to sexual material that is included along with non-sexual content and their main goal is not to cause sexual arousal but that could contribute to the product appeal. The second category involves material that depicts nudity and sexual acts and is not embedded with non-sexual material. The main purpose of sexually explicit media is to cause sexual arousal.

It is noticeable that the scale of sexual content included in the age ratings system for video games PEGI, takes into accounts both age and elements. However, the description of sexual elements is not as detailed as the violent content. The label 12 (suitable for 12 year old and older) advises the use of slight nudity and some mild sexual swearwords and PEGI 16 includes depiction of sexual activity with a greater level of graphicness.

Given the above, the definition of explicit sexual content used in this research encompasses all material used in video games that display nudity, sexual behavior (including ambiguity and innuendo), sexual activity, depiction of sexual acts and sexualized language and context which are unsuitable for under age players.

2.2. Perception of explicit content

A crucial element for the present research is to assess perceptions of the players about explicit content in video games. Previous research in media effects has revealed the vital role of interpretations and judgments in order to understand audience perceptions. Tamborini et al., (2013) for example, argued that the subjective interpretation and judgments about explicit content is more meaningful to determine perceptions of violence than a cold objective coding of violent content. The way the audiences see and judge explicit content is vital to understand their perceptions. It is not enough to judge a content as explicit or not, but is necessary to understand how and in what degree visual material is perceived as violent given particular features.

Considering that, the present research used two different approaches to measure attitudes toward explicit content in media and perceptions of the video games. The first approach is based on Tamborini's (2013) work on the three main dimensions of perception of the viewer (or in this case the player): realism, graphicness, and justification first studied by Potter and Tomasello (2003). They identified several dimensions as key elements that shaped the viewers' perceptions of violent content: realism, graphicness, justification, reward, and attractiveness, among others. But they gave special importance to realism, graphicness and justification claiming that these three dimensions shaped the violent perception on the audience. Tamborini et al. (2013) also said that these dimensions might correspond to a "macro level societal agreement" that also intervenes in the perception of the media content (p, 101). Which means that the way the cultures understand violence and sex on media, entangles a common moral frame among the members of the culture.

As Tamborini et al., declare, the perception of video game content differs from any other media in at least one key aspect: the player's actions interfere and decided the course of the game. The player experiences the action in first person and takes decisions in order to conquer some goals, unlike traditional media as television or films, where the audience doesn't have control in the development of the content (Huesmann, 2007; Tamborini et al., 2013). This condition might be translated in high levels of engagement with video game content and therefore, the dimensions of perception above mentioned have to be reconsidered in the light of the medium.

Consequently, realism measures the elements offered by the game that make the act –violent or sexual- plausible and tangible. Graphicness, refers to all visual elements added in the design of the game that resemble reality, like details of wounds or explosions, blood in violent acts or movements in sexual content. This also includes explicitness. Finally, justification involves the narrative features that explain and validate certain conduct, like justification for vengeance acts.

In previous research, using Porter's three dimensions, Tamborini et al. (2013), concluded among others, that perception of justification was the most important factor in the perception of violence in players of video games. Acts that were perceived as justified were less perceived as violent.

The second approach is based on the work of Mittal and Lassar (2000) on sexual liberalism in advertising. The authors studied the relationship between the use of sex in advertising and the tolerance of the audience to this exposure. In order to appraise if audience found objectionable sexual ads, they used five factors to apprehend perceptions and attitudes towards sex in advertising used by LaTour and Henthorne (1994) and developed by Widing, Hoverstad, Coulter, and Brown, (1991). The first one is the Moral factor that encompasses if the audience perceives sexual advertising as morally harmful, or as to cause of lower moral values. The second one is objectionable factor, and refers to the personal attitude about the use of sex in ads and if the participant found it offensive and unethical. Manipulative factor considered if viewers perceived explicit content in advertising as manipulative of audience' attitudes and if it is an unfair method of

persuasion. The controlled factor, measures the opinion viewers about control and regulation of sexual content. Widespread encompasses the viewers' perception about how frequent and common is to find sexual material in advertising. And finally Tool, which encompasses the participants' perceptions about how profitable is the use of sexual material for the advertising industry. As Widing et al. (1991) explained, the first four factors reflect attitudes and judgments towards sexual material but the last two are intended to understand a general opinion about it. Widespread and Tool don't judge the content in a negative or positive way but reflect general perceptions. The five factors offered a measure for sexual liberalism that allowed Mittal and Lasser (2000) to compare liberalism perception with judgments about sexual content. Likewise, the sexual liberalism factor would offer to the present research, the participants' general and previous attitudes about explicit content in media that is expected to be a predictor for the perceptions of videogames.

2.3. Explicit content and morality

In order to explore if moral judgments influence the participants' perceptions of explicit content it is necessary to use a defined moral and ethical frame. Moral foundations theory (MFT) is a social psychological theory that provides valuable elements to apprehend the process of moral judgment in players, understanding them as active, social and complex subjects. The first of these elements is the integration of two approaches in the idea of moral perception: Intuitive reaction to media content and rationalization process. The MFT considers that there is a moral base, previous to the experience that has been constructed by our evolutionary history (Graham, et al., 2012) that has been fulfilled with social experience. Therefore, morality is innate but also transformable. This means that the moral "first draft" is transformed by the social and cultural experience that creates a complex architecture based in the innate morality. That amalgam allows us to judge immediately and intuitively between bad or good, right or wrong without an instantaneous rational process (Tamborini et al, 2012). MFT sustains that the rational process offers a posteriori explanation of the "gut" moral

reaction that reinforces the judgment. MFT also asserted that every culture exert an emphasis on different foundations of morality, which means that moral patterns can be found between individuals of the same culture.

MTF identifies five foundations of morality: Harm/Care or the capacity to create empathy and identify suffering of others. Fairness/Reciprocity shaped by feelings of justice, rights or lack of reciprocal altruism. Ingroup/Loyalty related with patriotism, common good and self-sacrifice for the community. Authority/Respect, that refers to submission to leadership, respect for hierarchical social distribution and legitimatization of authority. Purity/Sanctity is shaped by ideas of purity and cleanness against desecrated thoughts and immoral actions (Haidt & Graham, 2007).

Several studies have applied MFT as an effective framework to understand salient moral responses concerning media: Joeckel, Bowman and Dogruel (2012) used MFT to study the relationship between the five moral foundations and their influence in the decision-making process of video players. The study concluded that there is a relationship between moral salience and determination to engage in moral or immoral actions in the video game. The study supported a deep connection between foundations and moral behavior in video games. In the field of narratives, Tamborini et al. (2012) established that the individuals who scored high on the foundation of Harm/Care were more susceptible to graphic violence and perceived the impact of violence more negatively. In the same way individuals with Fairness/Reciprocity strong scores would consider violence less condonable in narratives with justification to the acts.

MTF offers a framework to establish salient moral foundations related with cultural context and associated with perceptions of explicit context.

2.4. Explicit content and enjoyment

The concept of enjoyment has become a pivotal notion in media studies, either as an indicator of consumption or in association with effects and perceptions. Zillmann and Bryant (1994) defined it as a positive attitude towards

media content product. Other scholars like Raney (2002) and Vorderer, Klimmt and Ritterfeld (2004) among others, have linked enjoyment with a pleasant response from the audience to media content. However, Tamborini et al. (2010), proposed a concept that has gone beyond of a hedonistic response. They have used enjoyment as a satisfaction of a need using the Self-determination theory as a theoretical frame. SDT suggests that individual behavior is motivated to fulfill basic psychological needs by choosing certain activities that contribute to their well being (Deci & Ryan, 2000). Therefore, SDT encompasses more than pleasure seeking and include specific intrinsic motivations: competence, relatedness and autonomy.

Under this paradigm, playing video games as an entertainment activity produces enjoyment by satisfying a wide range of the players' needs that can be identified with specific intrinsic motivations. Players can use inherent features of the video games as cooperative play, aim pursue, achievement unlock, natural mapping or narrative evolvement to fulfill a wide scope of needs.

To understand how enjoyment play an important role in a framework of moral decisions, Disposition Theory has a theoretical scope to comprehend how players make moral judgments about characters that allow them to immerse in the story and in the virtual world. Zillmann said (2000) that viewers examine the behavior of the characters, judging them from their own moral framework but at the same time, the audience is forming a map of the morality of the character. Players will expect that the character's behavior to resemble that moral structure. If enjoyment is defined as the result of need satisfaction, the context, actions and goals of the characters provide players with enough tools to pursue a need of justice. Disposition Theory gives a far-reaching enjoyment definition that helps to understand how players make moral decisions that allow them to satisfy specific needs. In the present research, enjoyment has a significant role since moral frames and attitudes towards explicit content may influence its perception. The results of this relationship could hold valuable information to understand the role of enjoyment in the process of moral decisions within the videogame experience.

2.5. Explicit content, and moral management

Moral management is a theoretical perspective that is intended to explain how viewers (and players) are capable of reaching enjoyment from violent content despite high moral concerns. Moral management explore how players can handle their own moral frame in order to engage in violent acts without moral judgments about their actions in order to achieve the video game goals and ultimately enjoy the process.

Klimmt et al., (2006) highlighted the role of moral management when they analyzed the way the video players justified in-game violence. Gamers said that such violence was not immoral because they were in an unreal world. Therefore, the rationalization allows them to break social moral notions. In order to fulfill the goals of the game, players manage certain degree of disengagement with their own morality and are capable to adapt it to the moral context of the game.

Some studies have concluded that players understand the rules of the video game and hence, they develop a metacognitive knowledge of that world and its rules (Devane & Squire, 2008). Among others content elements; the players understand explicit content in the moral context of the video game. There is a separation of realities that allows the players to deal with moral transgressions.

In a similar way, Vorderer et al. (2004) said there is a connection between enjoyment and the players' aptitude to engage in the video game world discerning the morality from the "real" world.

Hartman and Vorderer (2010) found that playing moral objectionable characters doesn't impact enjoyment of the game, and even though there is rational moral judgment upon the character and his actions, the gamer engages in the accomplishment of the goals despite the fact he/she finds the means immoral. The moral management that the player uses to achieve this is possible thanks to a series of cognitive operations that accordingly with Bandura (2002), suspend temporarily moral standards and makes violent acts less morally challenging. These operations are: moral justification, euphemistic labeling (calling violent acts with neutral language), advantageous comparison (justified

behavior as less condemnable than others' actions), displacement of responsibility (the individual blame is transferred to others), disregard or distortion of consequences, dehumanization and attribution of blame (calling immoral acts as justified because the victim deserve to be treated with violence). Klimmt et al. (2006) added a new mechanism: virtuality of the game (the gamer copes with the acts reminding him/herself that there are not real consequences because it is a virtual world)

Even though, it is no possible to apply the same disengagement operations to evaluate possible moral management of explicit sex content in video games, the theory offers a frame to understand the relationships between moral foundations, moral attitudes and judgments and perceptions about the video game.

2.6. Hypothesis

As mentioned before, the aim of this research is to analyze video players' attitudes and moral judgments about explicit content in media and to examine how the explicit content of video games influences these perceptions. In order to achieve that, the VASE scale, the Moral foundations questionnaire and the perception of explicit content questionnaires will be used to establish a methodology to measure and compare previous attitudes and beliefs about sexual content in media and salient moral foundations of the participants with their perceptions about: realism, graphicness, and justification of acts in two different kinds of explicit content: violent content and sexual content.

Media research grounded on Moral Foundation Theory has showed a relationship between moral dimensions and acceptance and appeal of violence. More accurately, Tamborini 's study (2012) found that harm module predicted the perception of graphicness on film high on graphic content and the fairness module predicted appeal in the film with strong justification for violence. Therefore first hypothesis are the following:

H1: Moral judgment has influence on the perception of sexual and violent content.
H2: Higher Harm/Care scores will relate with realism of violence scores and enjoyment of the violent content.
H3: Higher Purity/Sanctity scores lead to less justification and enjoyment of sexual content.

Additionally, based on the use of the VASE scale developed by Widing et al. (1991) and used by Mittal and Lassar (2000) to evaluate the relationship between sexual liberalism and explicit content judgment in advertising, attitudes and beliefs toward explicit content would be used to predict perception and judgments of the video game content. Therefore, the fourth hypothesis is the following:

H4: Attitudes and beliefs about explicit media have influence on the perception of sexual and violent content.

Furthermore, it will be established if moral foundations and attitudes about explicit content are significant predictors for ranked age (minimum age of a person to be allowed to play the missions judged by participants). The last hypotheses are the following:

H5: Moral judgment has influence on the ranked age judged by the participants.
H6: Attitudes have an influence on the ranked age judged by the participants.

3. METHOD

3.1. Study Design

In order to test to what extent explicit content in video games influences player's perceptions and how moral judgments play a role in the formation of these perceptions, an empirical quantitative research was conducted. This method allows measuring and determining the relationship between independent and dependent variables in a large number of participants, which would not be plausible to reach using qualitative methods. A comparative experiment was set up to measure and compare the perceptions of two groups of participants that played two different missions of the video game Grand Theft Auto, San Andreas (Rockstar Games, 2004). Group A played a mission with high level of violence and group B played a mission with sexual content. A comparative experiment provided a parallel between player's moral judgment and perception about content of sex and violence in a similar context. The experiment executed in a media lab contained two questionnaires created in Qualtrics (www.qualtrics.com) and two different missions of the video game as a stimulus material. The missions were designed for the purpose of this study and they were not part of the original game.

3.2. Sample

The experiment sampled a student demographic based on willingness to participate. The demographic was chosen as a group that is likely to have previous and extensive contact with video games as a gamer or as a viewer and therefore they might be familiarized with the interactive elements of the video game and its playability causing a mayor attention to the narrative and the necessary actions to finish the mission. Particular attention to the content and not to the technical aspects that could be too difficult to manage for people without any previous contact with video games enhances the possibility of finding significant results in the experiment.

A total of 125 people participated in the experiment over the course of 3 weeks between April and May 2015, although 121 finished it completely. The

participants were adult students currently living in the Netherlands between 18 and 32 years old. The sample had 63 males and 58 females participants (52.1% male, 47.9% female). They were recruited directly from the campus, and in social media groups targeting students on Facebook. In order to motivate participation, recruiting flyers were distributed inviting participants to play video games for a research. Therefore, the sample was the result of a convenience sampling targeting actual and potential users of video games.

Four respondents were excluded of the study due to incomplete responses, underage participants or demotivation toward gaming resulting in 121 contestants. Their average age was 22,36 (*SD* = 3,17). All the participants were residents in the Netherlands but just 54.5% (*N* = 66) of all participants were born in the Netherlands. The remaining 45.5% (*N* = 55) was born in 31 different countries. On their experience with video games 70.2% (*N* = 85) of the participants currently play video games whereas 29.8% (*N* = 36) did not. On average, experienced participants have played video games for 13 years (*SD* = 4,70) with a minimum of 1 year and a maximum of 28 years and a frequency of 0.38 hours per day (SD = 0.85). The table 3.1 illustrates the declared frequency and the average time spent playing video games.

Table 3.1. Estimation of frequency on hours spent on playing video games. *N = 85*

	N	Min	Max	*M*	*SD*
Every day	4	1.00	3.00	2.12	0.85
Every week	29	0.29	34.29	2.15	6.20
Every month	31	0.03	5.33	0.53	1.06
Every Year	21	0.00	0.27	0.08	0.08

100% (*N* = 85) of the participants who have claimed to be currently players have played at least one version of Grand Theft Auto before. On familiarity of Grand Theft Auto the participants (including not current players) scored an average of 4.6 (*SD* = 1,92) with a scale between *Not at all familiarize* and *Very much familiarize*. The participants were told that the university was conducting a

user experience research about narratives in video games in order to divert the attention of the participants from the variables. The real goals of the study were not disclosed until the final debriefing to avoid any kind of bias or preconception to the experiment.

The distribution of the contestants is almost equal with 61 participants for the violent mission and 60 contestants for the sexual mission. The gender distribution was also close to equal: For the mission A, 32 male and 29 females and for the mission B, 31 male and 29 female, X^2 (1,n=121) = .20, *p* .649.

3.3. Procedure

The researcher recruited students form the campus and invited them to the media laboratory. The lab comprises two desktop computers with the video game installed and the links for the online questionnaires. The researcher started the experiment with a brief explanation of the purpose of the study; the explanation was a cover story indicating that the university was conducting a user experience research about narratives and playability of video games. After the cover story explanation, the participants were asked to fill out the Pre-study questions. To facilitate the data recollection, the participants could choose between English or Dutch forms for all questionnaires.

The participants answered a first set of questions, which provided information about the main variables as morality and personal attitudes towards sex and violence along with demographic data. Later on, the participants were divided randomly in two different groups. The selection of the mission was random taking into account equal gender distribution for each group. These two groups played the same game but different missions. The researcher instructed the participants to play one of the two available missions of the game Grand Theft Auto, San Andreas. To complete the mission, the researcher explained to each participant the general goals of Grand Theft Auto, movement possibilities, map navigation interpretation, check points explanation, and basic commands. A sheet containing the basic commands for movement, shooting and driving, was handed to each participant.

After set up the background story for each mission, the players were instructed to complete the assigned mission. Each participant was instructed to finish the mission completely; therefore if the character died they had to start again. Subsequently, the players answered a post-study survey about their perception of the mission. There were two kinds of post-study surveys, one for the assistants that play the violent mission and another for the players of the sexual mission. Both surveys contained similar questions focused in the different content.

The last step of the experiment was debriefing. Each participant was informed about the true nature of the experiment. The researcher explained the goals of the research and the set up of the experiment.

3.4. Stimulus Material: Video game missions

As mentioned above, the stimuli Material were two missions of the video game Grand Theft Auto: San Andreas. GTA: San Andreas is an entertainment action video game released by Rockstar in 2004. It is a third person shooter video game type, which means that the player acts through an avatar. It belongs to the open world design category also known as sand box or free-roaming, which means that the players don't have many limitations in the virtual world. The open world design facilities the exploration and provides a high level of freedom to the players to perform in the "world". GTA San Andreas follows the story of Carl "CJ" Johnson who returns to San Andreas, a fictional state of the United States, to claim his place in a dangerous gang using high levels of violence and crime.

The stimuli were two missions designed to be part of GTA San Andreas. The material was available for its setup in Windows Operative System. The stimuli were two movement tutorials and two game's missions that have been designed and altered to include one; high and explicit levels of violence and the other; high and explicit levels of sex.

The movement tutorial was different for each mission. In the case of the violent mission the tutorial included, walking on a neighborhood street, collecting weapons and shooting a policeman, while the sexual mission tutorial just included movement, walking and driving instructions. After the tutorial, the researcher explained the background for each mission. For the violent mission, the background of the story was that the main character played by the participants has been on jail for a long time and he has been released this day. He decides he has to come back to the city and get his past glory as a gang leader back. He has to recover his gang and his territory. The players have to engage in violent conflicts to achieve the central goal of the mission as pick up heavy weapons and shoot and kill other characters.

Figure 1. Photogram violent mission Grand Theft Auto San Andreas

For the sexual mission the background story was that the main character was unable to have sex with his girlfriend so she kick him out of her apartment. After a couple of weeks living in the outside of the town, he decides that is time to

come to the city and to prove himself that he can be with girls again. He wants to reclaim his manhood. The players had to find their way to pick up sexual toys and then use them with prostitutes in a brothel.

Figure 2. Photogram violent mission Grand Theft Auto San Andreas

Graphic quality, sound and playability were the same for both missions but each of them offered a different content to the player, which resulted in two sets of data to compared and analyzed.

To explore if the impact of the stimuli in the participants was the expected, an independent *t*-test was conducted to measure if there is a statistically significant difference between mission groups and their perceptions of the video game. Four categories evaluated the quality of the game which remained the same in both missions; game playability, sound, graphics and overall quality. Three categories evaluated narrative and content of the mission that were totally different between both missions: story, violence and sex. One mission had no sexual content and the other had no violent content.

Table 3.2. illustrates that there was a significant difference in the scores for the mission groups in the three factors that changed (story, violent content and sexual content); On the other hand, the four categories that remained the same in both missions have no significant difference (gameplay, sound, graphics and overall)

Therefore, the test confirms that the missions have caused the expected outcome, which is a significant difference in the perception of the game's content, while the form and the quality of the missions had not a significant effect in the perception. The variables that measure game's content were judged as follows: Story of the violent mission (*M* = 5.77) had higher scores than sexual one (*M* = 4.71). As expected, violence had a higher score in the violent mission (*M* = 5.67) than the sexual mission (*M* = 2.86). Sex had a similar result, with a higher score (*M* = 5.06) in the sexual mission than the violent one (*M* = 1.80).

Table 3.2. Results of independent *t*-test between mission groups and perception of the video game. (N = 121)

	Violent mission ***N* = 61**		**Sexual Mission** ***N* = 60**			
	M	*SD*	*M*	*SD*	*T*-Test	*p*
Gameplay	7.1	2.57	6.85	2.61	0.67	.49
Sound	6.45	2.24	6.56	2.21	0.26	.79
Graphics	8.08	1.78	7.98	2.30	0.26	.79
Overall	6.95	1.80	6.56	2.11	1.07	.28
Story	5.77	2.57	4.71	2.61	2.23	.027*
Violence	5.67	1.33	2.86	1.77	9.84	.001***
Sex	1.80	1.36	5.06	1.50	12.49	.001***

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$
Perceptions are measured by a rating of "0" (lowest possible score) to "10" (highest possible score)

3.5. Measurements

The influence of violence and sex content in the player's behavior has been one of the major research fields in video games studies; however, this study focus not in the influence but in the players perception of explicit content taking into account their morality framework and their enjoyment judgment. Therefore, three main variables were measured in the study: personal attitudes toward explicit content, moral judgment, perception of violent and sexual content, and enjoyment. The measures used to assess these variables are the following:

3.5.1. Personal attitudes and beliefs

The participants answered a series of questions based in a six-scale set developed by Widing et al. (1991) and adapted by Mittal and Lassar (2000) to measure opinions about sexual material used in printed advertisements. As mentioned above, the scale VASE (Viewpoints about Sexual Embeds in Advertising) was design to measure attitudinal viewpoints and beliefs about the use of sexual material in advertising using a nine-point semantic differential response scale.

The attitudinal scales measured whether or not participants found the sexual material morally harmful or cause of lower moral values; objectionable, offensive or unethical; manipulative, unfair method of persuasion or exploitative; and controlled, regulated or restricted. The beliefs scales measured the opinion of the contestants about how frequently, common and widespread sexual content is used, and how the companies can get an economic benefit of it. As mentioned before, the VASE scale was also used and adapted by Mittal and Lassar (2000) in order to measured sexual liberalism and broadmindedness on sexual content. They researched the effect of explicit content in advertisements on perceptions taking into account gender. After a simple adaptation, the scale measured general attitudes beliefs about the use of sex in advertising in general and not in a specific ad.

For the purpose of the present research, the VASE scale was adapted to measured attitudes and perceptions toward sexual and violent content in media.

The attitudinal viewpoints scales measured the display of sexual and violent explicit content in the media between not at all morally harmful or morally harmful, not at all objectionable and objectionable, and controlled too weakly and controlled too strongly. The beliefs scales measured the opinion of the participants about the frequency of sexual and violent explicit content in media with a range between used very infrequently and use very frequently and the possible economic benefit of it between not at all profitable and very profitable. Participants rated each scale on a 7-point semantic differential response scale.

These factors provided a scale to measure personal beliefs and attitudes about violent and sexual content previous to the video game exposure in order to evaluate their role and predictor value of perceptions and judgments about the mission content.

Coefficient alpha (Cronbach, 1951) was used to measure the internal consistency of the attitudes on each mission groups. Alpha values for the violent mission were .83 (Moral), .65 (Objectionable), .52 (Controlled), .90 (Tool), and .71 (Widespread). Alpha values for the sexual mission were .82 (Moral), .68 (Objectionable), .79 (Controlled), .73 (Tool), and .66 (Widespread).

The scales had an acceptable internal consistency. Therefore, all items measuring attitudes on each factor were added into a new single attitude measure except for the items for Controlled factor in the violent mission. This factor has an internal consistency measure lower than .6, therefore the three attitudes measuring this factor were excluded for the study.

3.5.2. Moral Foundations questionnaire

As mentioned above, the Moral foundation theory (MFT) propose that moral judgments are the result of fast and effortless moral intuitions, gut feelings that in a second stage case are processed by moral reasoning (Haidt, 2001). Haidt and Joseph (2004) developed a scale to measure moral judgment called the MFQ30. The 30-item Moral Foundation questionnaire was developed to measure salience on five moral foundations using a 6-point Likert scale. Each moral foundation is measured by six questions; three evaluate the relevance of different

considerations when the participants decide if something is morally wrong or right (e.g., “This is one of the most important factors when I judge right and wrong”) and they ranged from 0 *not at all relevant* to 5 *extremely relevant*. The remaining three are statements that participants disagree or agree with (e.g., I think it’s morally wrong that rich children inherit a lot of money while poor children inherit nothing) and they ranged from 0 *strongly disagree* to 5 *strongly agree*.

The MFQ30 produced a moral profile of the participants and estimated the moral ground used by the players to make moral judgments. Consequently and based on previous studies, the variables measured by the MFQ30 were tested as predictors of participant’s moral judgments on explicit content of video games.

Coefficient alpha was calculated for each moral foundation. However, as expected based on previous studies, the scale reliabilities are low: Alpha values were .62 (Harm/Care), .50 (Fairness/Reciprocity), .64 (Loyalty/In-Group), .54 (Authority/Respect), and .56 (Purity/Sanctity). Even though the coefficient alphas are rather low, the results replicate previous findings like Joeckel et al. (2012) and Tamborini et al. (2012) that have reported comparable internal consistency analyses as the ones obtained in the present study. As Joeckel et al. explained moderated internal consistency on the scale is likely the result of an extensive nature of the concept of morality and a limited number of questions. Similarly, in some cases is possible that the six items that comprise each foundation do not relate each other. For example, the Purity foundation relies on concepts as sanctity, contamination, cleanliness or divinity; while all concepts comprise the foundation, they don’t necessary relate each other. Nevertheless, the internal consistency was moderate and therefore, all items measuring foundations were used to create Harm/Care, Purity/Sanctity and Fairness/Reciprocity variables.

3.5.3. Perception of content

The post-test questionnaire consisted of two scales: First the perception of violence scale developed by Tamborini et al., (2013) and second, an adaptation of the violence scale, denominated perception of sex. The first scale was designed to measure the individual perception of violent content in three different

dimensions: realism, justification, and graphicness. According to the authors, graphicness refers to the level of description and explicitness in the portrayal of violent scenes. This dimension covers particular relevance because the graphic representation is a central aspect in the evaluation of violence in media (Tamborini, 2013). Realism denotes the extent in which depicted violence can be understood as plausible. And finally, justification includes aspects as revenge, fairness, and punitiveness offered by the narrative of the game. The justification dimension is relevant since might affect the perception of violence in viewers and players, either by validate the violence or disproved it. In addition to general justification question, two more factors were included to measure justification and likeability of the main character. The scale uses a 7-point Likert scale range from *Not at all relevant* to *Extremely.*

The second scale, “Perception of Sex”, has been designed based on the “Perception of Violence” scale described above. In this scale, Graphicness denotes the level of explicitness and detail on the sex content. Realism refers to the level of resemble with physical sexual acts. And finally, justification measured if the players assess the sexual acts as necessary to accomplish their goals.

3.5.4. Ranked age, gaming frequency, and demographics.

The survey included two variables that played a pivotal role in the study: ranked age and gaming frequency. The participants were asked to rank the minimum age of a person to be allowed to play the missions. The ranked age reviewed personal considerations and moral judgments about the explicit content and provide a measure of morality in relation to the video game. In addition to this, the participants were asked to describe the main reason for their chosen age. The second key variable was gaming frequency. Gaming frequency was considered a determinant factor that could influence perceptions of justification of acts, realism and graphicness the video game. The gaming frequency was measured by hours per day.

Finally, the survey included a demographic section that included age, gender and country of origin.

4. RESULTS

To address the hypotheses and assess possible predictor value from moral foundation, attitudes toward explicit content on perceptions, two-step hierarchical regression analyses were used. Assumptions of normality, multicoliniarity and homoscedasticity were met. Finally, ANCOVA were used to address the hypotheses 5 and 6, and evaluate predictor value from moral foundation and attitudes toward explicit content and ranked age.

4.1. Influences of moral foundations

In order to answer the first three hypotheses (H1: Moral judgment has influence on the perception of sexual and violent content, H2: Higher Harm/Care scores will relate with realism of violence scores and enjoyment of the violent content, H3: Higher Purity/Sanctity scores lead to less justification and enjoyment of sexual content) and assess the influence of moral foundations of Harm/Care, Purity/Sanctity and Fairness/Reciprocity on perceptions and judgments on the violent and sexual missions, two-step hierarchical linear regression analyses were used. Individual regression models were calculated to predict mission perceptions and judgments based on moral foundations for each mission. In the first step, the variables of age, gender and gaming frequency were introduced. In the second step, the three moral foundations were added.

4.1.1. Violent Mission

According with the regression analysis for perception of realism, the moral foundations were not a significant predictor (R^2 = .123, F (6, 54) = 1.26, p = .573). Likewise, age, gender and gaming frequency had no predictor value for realism (R^2 = .091, F (3,57) = 1.89, p = *.141*).

The second regression analysis for explicitness on the violent mission showed that the first model has a significant predictor value and explained 22% of the variance. Gaming frequency also had a significant predictive value. This indicates that more experienced gamers found the violent mission less explicit.

The second model showed that the Harm/Care foundation was a significant predictor for perception of explicit content. The second model explained 35% of the variance. As table 4.1. shows, the higher the score in Harm/Care, the more explicit the mission was perceived. With the influence of personal attitudes, gender had an unexpected significant predictor value: Men found the violent mission more explicit than women. In the second model, Gender enhanced its significant predictor value.

Table 4.1. Violent mission group. Explicit perception regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.221	.180	.002**
Age	.075	.191			.121
Gender	-.622	-.240			.059
Gaming frequency	-.753	.252			.004**
Model 2			.352	.280	.018**
Age	.060	.152			.192
Gender	-1.099	-.424			.002**
Gaming frequency	-.621	-.306			.014**
Harm/Care	.747	.365			.017**
Fairness/Reciprocity	.177	.075			.605
Purity/Sanctity	.145	.207			.487

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For perceived Graphicness, age was a significant predictor (see table 4.2.) This suggests that the older the gamer, the more graphic they perceived the mission. The model explained the 14% of the variance. The second model improved slightly explaining 15% of the variance. However, the second model had no significant value and age decreased its predictor value.

Table 4.2. Violent mission group. Graphicness perception regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.142	.096	.032*
Age	.125	.329			.012**
Gender	.540	.217			.102
Gaming frequency	-.068	-.035			.789
Model 2			.158	.064	.793
Age	.118	.312			.021*
Gender	.507	.204			.184
Gaming frequency	-.015	-.008			.955
Harm/Care	.144	.073			.666
Fairness/Reciprocity	.075	.033			.841
Purity/Sanctity	-.145	-.083			.527

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

The next regression analysis showed that gender was a significant predictor for perceived offensiveness. The first model explained 27% of the variance (see table 4.3.) Women found the mission more offensive. The second model had no significant predictor value, but gender still had a significant predictor value and model improved marginally its explained variance (30%)

Table 4.3. Violent mission group. Offensive perception regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.277	.239	.000***
Age	-.097	-.177			.135
Gender	1.387	.387			.002**
Gaming frequency	-.579	-.207			.090
Model 2			.300	.222	.633
Age	-.091	-.168			.166
Gender	1.312	.366			.010**
Gaming frequency	-.623	-.222			.080
Harm/Care	-.243	-.086			.579
Fairness/Reciprocity	.167	.052			.733
Purity/Sanctity	.323	.131			.284

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For main character justification perception, it was found that game frequency was a significant predictor (see Table 4.4). Participants with more experience in video games perceived the main character more justified. However, the model did not have a significant value and it explained just 7% of the variance.

Table 4.4. Violent mission group. Main character justification regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.075	.026	.215
Age	.054	.107			.423
Gender	.458	.138			.312
Gaming frequency	.734	.283			.041*
Model 2			.154	.060	.184
Age	.064	.127			.337
Gender	.211	.064			.676
Gaming frequency	.655	.253			.071
Harm/Care	.804	.307			.075
Fairness/Reciprocity	-.865	-.288			.087
Purity/Sanctity	.353	.155			.249

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For perception of humorous, the moral foundations were not a significant predictor ($R^2 = .066$, F (6,54) = .700, $p = .731$). Likewise, the perception of justification ($R^2 = .051$, F (6,54) = .484, $p = .595$), rewarding ($R^2 = .060$, F (6,54) = .577, $p = .938$), excitement ($R^2 = .098$, F (6,54) = .981, $p = .720$), enjoyment ($R^2 = .116$, F (6,54) = 1.178, $p = .866$), amusement ($R^2 = .075$, F (6,54) = .734, $p = .955$), and character likeability ($R^2 = .081$, F (6,54) = .795, p =249) had no significant predictor value.

4.1.2. Sexual Mission

In the sexual mission, Fairness/Reciprocity and Purity/Sanctity significantly predicted realism (see Table 4.5). The higher the scores on these moral foundations, the higher the score on realism. The second model explained 20% of the variance and has a moderate significant value, improving markedly from the first model.

Table 4.5. Sexual mission group. Realism regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.083	.034	.178
Age	-.049	-.093			.488
Gender	.776	.250			.057
Gaming frequency	.052	.148			.271
Model 2			.202	.112	.059
Age	-.062	-.119			.381
Gender	.460	.148			.301
Gaming frequency	.066	.188			.171
Harm/Care	-.196	-.098			.555
Fairness/Reciprocity	.859	.322			.045*
Purity/Sanctity	.674	.295			.033*

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

Gender had a significant predictor value for graphicness ($p = .030$). Women found the sexual mission more graphic than men. However, the model explained just 8% of the variance and it has no significant value ($R^2 = .082$, $F(3,56) = 1.675$, $p = 183$). Similarly, gender also had significant predictor value for offensive perception ($p = .019$), but in this case, the model explained 11% of the variance ($R^2 = .111$, $F(3,56) = 2.330$, $p = .084$). Main character justification was also predicted by gender ($p = .062$). Woman found the main character less justified than men. The model explained 11% of the variance ($R^2 = .115$, $F(3,56) = 2.429$, $p = .075$).

No significant results were found for moral foundation as predictor of perception of explicitness (R^2 = .101, F (6,53) = .994, p = 164), humorous (R^2 = .044, F (6,53) = .403, p = 958), justification (R^2 = .124, F (6,53) = 1.254, p = 186), rewarding (R^2 = .077, F (6,53) = .741, p = 456), excitement (R^2 = .087, F (6,53) = .838, p = .445), enjoyment (R^2 = .071, F (6,53) = .674, p = .379) or amusement (R^2 = .029, F (6,53) = .262, p = .833).

Nevertheless, gender had a significant predictor value for main character likeability (see Table 4.6); women found the main character less likeable than men. The model explained 14% of the variance. The second model marginally improved the explained variance (17%) but it had no significant value and gender decrease its significant predictor value.

Table 4.6. Sexual mission group. Main character likeability regressed on Moral foundation Harm/Care, Fairness/Reciprocity and Purity/Sanctity.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.147	.102	.029*
Age	.027	.056			.664
Gender	-1.006	-.349			.007*
Gaming frequency	.052	.160			.216
Model 2			.178	.085	.584
Age	.038	.078			.571
Gender	-.977	-.339			.022*
Gaming frequency	.037	.112			.417
Harm/Care	-.261	-.141			.404
Fairness/Reciprocity	.028	.011			.944
Purity/Sanctity	.319	.150			.278

Significance levels: *** p<.001 ** p<.01 * p<.05

These findings are consistent with H1. Harm/Care had a significant predictor value: On the violent mission, Harm/Care had an influence on the perception of explicit content. On explicitness, the moral foundations improved the model.

However, the H2 was rejected. Harm/Care had no significant predictor value for realism of violence and enjoyment of the violent content.

The H3 was also rejected, since Purity/Sanctity had no significant predictor value for justification or enjoyment of sexual content. Nevertheless, Purity/Sanctity and Fairness/Reciprocity had significant predictor value for realism on the sexual mission.

4.2. Influences of personal attitudes and beliefs

Two-step hierarchical linear regression analyses were used to answer H4 (H4: Attitudes and beliefs about explicit media have influence on perception of sexual and violent content). Twelve regression models were calculated for each mission group, using perceptions and judgments as dependent variables and personal attitudes and beliefs as independent variables. The variables introduced on the first step were: age, gender and video game playing frequency and the second step were introduced five factors for personal attitudes: morally harmful, objectionable, widespread, controlled and tool for sales. Furthermore, five more variables about enjoyment and likeability were tested: excitement, enjoyment, amusement, character justification and character likeability.

4.2.1. Violent Mission

The regression analysis with perception of realism as a dependent variable indicated that personal attitudes and beliefs had a significant predictor value (see table 4.7*)*

Perception of control of explicit media had a significant predictor value. Participants that found explicit media more controlled and restricted, found the violent depiction of the mission less realistic. The model explained 22% of the variance, improving the first model. In the first model, gender predicted realism. Women found the sexual depiction more realistic than men. However, the first model explained just 9% of the variance. None of the models had significant value.

Table 4.7. Violent mission group. Realism perception regressed on personal attitudes: Morally harmful, objectionable, controlled, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.091	.043	.141
Age	.053	.113			.391
Gender	.933	.305			.027*
Gaming frequency	.427	.179			.189
Model 2			.229	.111	.115
Age	.041	.089			.491
Gender	.735	.240			.116
Gaming frequency	.438	.183			.178
Moral	-.166	-.153			.462
Objectionable	.047	.032			.890
Controlled	-.770	-.355			.012*
Widespread	-.286	-.181			.238
Tool for sales	-.043	.040			.799

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

Gaming frequency and gender had a significant predictor value for perception of explicitness. The model explained 22% of the variance (see table 4.8.). Gamers with more experience found the violent mission less explicit. In the second model, personal attitudes improved the model and gender had a significant predictor value for explicitness. Men found the violent mission more explicit than women. However, the second model does not have significant value.

Table 4.8. Violent mission group. Explicit perception regressed on personal attitudes: Morally harmful, objectionable, controlled, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.221	.180	.002**
Age	.075	.191			.121
Gender	-.622	-.240			.059
Gaming frequency	-.753	.252			.004**
Model 2			.277	.166	.549
Age	.085	.215			.089
Gender	-.913	-.352			.019*
Gaming frequency	-.705	-.348			.010**
Moral	.011	.012			.952
Objectionable	.217	.177			.434
Controlled	.043	.023			.862
Widespread	.205	.152			.304
Tool for sales	-.198	-.218			.160

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For perceived Graphicness, the only significant predictor was age. The older the gamer, the more graphic the mission is perceived. The first model explained 14% of the variance. In the second model, age still had significant value and the model marginally improved the explained variance (19%) but the model had no significant value (See table 4.9.).

Table 4.9. Violent mission group. Graphicness perception regressed on personal attitudes: Morally harmful, objectionable, controlled, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.142	.096	.032*
Age	.125	.329			.012*
Gender	.540	.217			.102
Gaming frequency	-.068	-.035			.789
Model 2			.195	.071	.634
Age	.128	.339			.012*
Gender	.499	.200			.198
Gaming frequency	-.103	-.053			.703
Moral	.263	.298			.164
Objectionable	-.359	-.304			.205
Controlled	-.281	-.159			.262
Widespread	-.110	-.085			.585
Tool for sales	.003	.034			.832

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For perceived offensiveness the regression analysis revealed that gender was a significant predictor (see table 4.10.). Women found the violent mission more offensive than men. The first model explained 27% of the variance. The second model improved and explained 41% of the variance. However, none of the variables in the second model had a statistical significant value and gender had no significant predictor value.

Table 4.10. Violent mission group. Offensive perception regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.277	.239	.000***
Age	-.097	-.177			.135
Gender	1.387	.387			.002**
Gaming frequency	-.579	-.207			.090
Model 2			.412	.321	.051
Age	-.081	-.149			.190
Gender	.658	.183			.168
Gaming frequency	-.335	-.119			.314
Moral	.082	.064			.723
Objectionable	.663	.391			.059
Controlled	.110	.043			.719
Widespread	-.209	-.112			.400
Tool for sales	-.016	-.013			.925

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For main character justification, game frequency was a significant predictor (see Table 4.11). The more experienced the player, the more justified they found the main character. Nevertheless, none of the models had significant value. The first model explained just 7% of the variance, but the second improved it to 15%. However, neither of the variables on the second model had significant predictor value.

Table 4.11. Violent mission group. Main character justification regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.075	.026	.215
Age	.054	.107			.423
Gender	.458	.138			.312
Gaming frequency	.734	.283			.041*
Model 2			.155	.025	.436
Age	.052	.103			. 447
Gender	.950	.287			. 074
Gaming frequency	.639	.247			. 085
Moral	.225	.192			. 379
Objectionable	-.518	-.330			. 179
Controlled	.247	.105			. 468
Widespread	-.064	-.037			.816
Tool for sales	.217	.187			.264

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

For excitement, gender was a significant predictor ($p = .050$). Women found the violent mission more exciting than men. However, the model explained just 7% of the variance ($R^2 = .094$, F (8,52) = 676, $p = .956$).

Personal attitudes were not a significant predictor for Humorous ($R^2 = .082$, F (8,52) = 582, $p = .821$), justification ($R^2 = .120$, F (8,52) = .889, $p = .315$) rewarding ($R^2 = .121$, F (8,52) = .891, $p = .556$), enjoyment ($R^2 = .127$, F (8,52) = .946, $p = .923$), amusement ($R^2 = .083$, F (8,52) = .592, $p = .978$), and character likeability ($R^2 = .072$, F (8,52) = .505, $p = .622$).

4.2.2. Sexual Mission

Personal attitudes were not significant predictors for perception of realism (R^2 = .224, F (8,51) = 1.837, p = .121), and explicitness (R^2 = .066, F (8,51) = 454, p = .697).

However, Objectionable and Tool for sales had a significant predictor value for offensiveness in the second model. The second model explained 42% of the variance (see table 4.12.) As can be seen, the higher the scores on sexual content in media as objectionable material, the higher the scores on perceived offensiveness of the sexual mission. Additionally, the higher the scores on opinion of use of sexual media for sales, the higher the scores on perceived offensiveness of the sexual mission. In first model, gender had also significant predictor value. Women found the sexual mission more offensive than men.

Table 4.12. Sexual mission group. Offensiveness regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.111	.063	.084
Age	-.088	-.155			.243
Gender	1.027	.306			.019*
Gaming frequency	-.013	-.034			.799
Model 2			.429	.339	.000***
Age	-.089	-.158			.177
Gender	.722	.215			.069
Gaming frequency	.021	.056			.633
Moral	-.260	-.243			.137
Objectionable	.723	.442			.006**
Controlled	.412	.267			.062
Widespread	-.126	-.069			.623
Tool for sales	.702	.334			.011*

Significance levels: *** p<.001 ** p<.01 * p<.05: p<.05 *

Gender was a significant predictor for character likeability. Men found the main character more likeable than women. The model explained 14% of the variance (see 4.13. table). In the second model, gender enhances slightly its predictor value with the inclusion of personal attitudes and the model explained 20% of the variance, notably improving. However, the second model has not significant predictor value.

Table 4.13. Sexual mission group. Character likeability regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.147	.102	.029*
Age	.027	.056			.664
Gender	-1.006	-.349			.007**
Gaming frequency	.052	.160			.216
Model 2			.201	.076	.635
Age	.039	.081			.556
Gender	-.925	-.321			.023*
Gaming frequency	.051	.155			.269
Moral	-.137	-.150			.436
Objectionable	.126	.090			.625
Controlled	-.152	-.115			.490
Widespread	.335	.214			.202
Tool for sales	-.362	-.200			.186

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

Gender also predicted graphicness, ($p = .030$). Women found the sexual mission more graphic than men. The model explained just 8% of the variance ($R^2 = .82$, $F(3,56) = 1.675$, $p = .183$). The second model improved to 21% of the variance, but the variables did no have significant predictor value. ($R^2 = .217$, $F(8,51) = 1.762$, $p = .141$)

Controlled opinion had significant predictor value for humorous perception in the second model of the regression (see Table 4.14). Participants that found sexual content in media less controlled and restricted, found more humorous the mission. In spite of having a moderated significant value, the second model explained 21% of the variance, remarkably improving the first model explained variance (3%).

Table 4.14. Sexual mission group. Humorous regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.038	-.014	.534
Age	.001	.002			.989
Gender	-.638	-.186			.163
Gaming frequency	-.020	-.051			.707
Model 2			.215	.092	.058
Age	.039	.067			.623
Gender	-.427	-.125			.362
Gaming frequency	-.024	-.062			.654
Moral	.270	.248			.196
Objectionable	-.042	-.025			.890
Controlled	-.814	-.518			.003**
Widespread	.475	.256			.125
Tool for sales	-.351	-.164			.274

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

Enjoyment was predicted by objectionable perception (see Table 4.15). Participants that found less objectionable sexual content on media, enjoyed the sexual mission more. The model accounted by 13% of the variance tremendously improving the first model (1%). However, none of the two models had a significant predictor value.

Table 4.15. Sexual mission group. Enjoyment regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.016	-.037	.826
Age	-.046	.071			.516
Gender	-.121	.407			.767
Gaming frequency	.036	.048			.457
Model 2			.133	-.003	.247
Age	-.063	.073			.394
Gender	.002	.435			.996
Gaming frequency	.011	.050			.827
Moral	.152	.193			.433
Objectionable	-.619	.283			.033*
Controlled	-.107	.242			.661
Widespread	.305	.286			.291
Tool for sales	-.262	.298			.383

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

Personal attitudes were not significant predictors results for perception of justification ($R^2 = .176$, F (8,51) = 1.359, p =162), rewarding ($R^2 = .110$, F (8,51) = .784, p = .490), excitement ($R^2 = .146$, F (8,51) = 1.089, p = .293), amusement ($R^2 = .068$, F (8,51) = .466, p = .697) or main character justification ($R^2 = .185$, F (8,51) = 1.446, p = .506).

These results support H4, since attitude Personal opinion of objectionable content influence perceived offensiveness of the sexual mission. Similarly, personal opinions about sexual content as a tool for sales, also influence perceived offensiveness of the sexual mission.

4.3. Ranked age

As mentioned before, participants judged the appropriate age to play the missions and rated the minimum age of a person who could to be allowed to play them. This measure was tested using One-way ANCOVA to determine if there was a condition or COVARIATE that have significant influence on the ranked age. The Co-variates were age, gender, gaming frequency, violent or sexual missions as independent variable and ranked age as dependent variable.

ANCOVA revealed a significant main effect of gender on ranked age: $F(1,116) = 12.56$, $p = .001$, $\eta_p = .098$. The test showed that ranked age on the sexual mission group scored higher ($M = 16.60$, $SD = 2.35$) compared to the violent mission ($M = 15.75$, $SD = 2.85$).

In order to answered the H5 and H6 (H5: Moral judgment has influence on the ranked age judged by the participants and H6: Attitudes have an influence on the ranked age judged by the participants) two-step hierarchical linear regression analyses were used to establish if there is an influence of personal attitudes and moral foundations toward ranked age.

In the test for the violent mission group, gender had a significant predictor value (see table 4.16). Women ranked higher age than men. However, the model explained only the 9% of the variance. In the second model, there was a dramatic improvement and it explained 47% of the variance. In this model, personal opinion of objectionable content was a significant predictor for the age ranked. The higher score in objectionable content, the older the ranked age.

Table 4.16. Violent mission group. Ranked age regressed on personal attitudes: Morally harmful, objectionable, controlled, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.091	.043	.141
Age	-.054	-.063			.634
Gender	1.613	.285			.038*
Gaming frequency	.006	.001			.992
Model 2			.471	.389	.000***
Age	-.004	-.005			.966
Gender	.035	.006			.961
Gaming frequency	.695	.157			.164
Moral	.515	.257			.139
Objectionable	1.379	.515			.010*
Controlled	.252	.063			.582
Widespread	-.651	-.222			.083
Tool for sales	.361	.182			.170

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

In the study for the sexual mission group, gender showed a significant predictor value. Women ranked the minimum age of a person to be allowed to play the sexual mission higher than men. The first model explained 14% of the variance (see table 4.17.) The second model explained 25% of the variance, improving notoriously the first model. In the second model, Widespread had a significant predictor value. People who considered sexual media content more widespread and common, ranked the appropriate age to play younger.

Table 4.17. Sexual mission group. Ranked age regressed on personal attitudes: Morally harmful, objectionable, widespread and tool for sales.

	B	*b**	R^2	R_{adj}^2	*p*
Model 1			.145	.099	.031*
Age	.013	.016			.901
Gender	1.538	.329			.010*
Gaming frequency	.091	.172			.186
Model 2			.252	.135	.219
Age	.026	.033			.804
Gender	1.179	.253			.062
Gaming frequency	.095	.180			.184
Moral	.060	.040			.827
Objectionable	.354	.156			.382
Controlled	.498	.232			.153
Widespread	-.851	-.336			.041*
Tool for sales	.278	.095			.513

Significance levels: *** $p<.001$ ** $p<.01$ * $p<.05$

The results reject the H5, since neither of the moral foundation had a significant predictor value for ranked age. Nevertheless, results are consistent with H6 as personal attitudes about objectionable content had a significant predictor value for ranked age.

Furthermore, gender is an influential variable for perceptions of graphicness on the violent mission. Similarly, gender was a significant predictor for perceived offensiveness. Gaming frequency was a predictor for perception of explicitness. Ranked aged and perception of character likeability of the sexual mission was influenced by gender.

5. DISCUSSION

The main goal of the present research was to get a deep understanding of the influence of explicit content in the perception of realism, graphicness and justification of acts in video games, as well as how moral judgment and personal attitudes play a role behind these perceptions. The results showed that violent and sexual depictions influence dissimilarly video game´s perceptions. The results also indicated that moral saliences, previous personal attitudes towards explicit content, gender and gaming frequency predict such perceptions. Furthermore, three of the six hypothesis formulated were confirmed and three were rejected as shown below.

5.1. Moral Foundations salience

Previous studies have stressed the role of moral judgments as predictors for responses and decisions in video games. Joeckel et al., (2012) found that moral salience was a predictor for moral behavior in the game: high moral salience was realeted with less moral violentions in the game. Weaver & Lewis (2012) found that moral judgments played a meaningful role in video games moral decisions, and the moral framework of the participants predicted their behavior in the game. They established that the Harm/Care foundation was a considered a factor for various decisions during the video game play study. Moreover, the moral foundation of Fairness/Reciprocity significantly predicted the level of care displayed by the player. Similarly, Tamborini et al. (2012) found that Harm/Care was a predictor for sensitivity to graphic violence and it was also a negative predictor for appeal.

Taking into consideration this previous results, it was expected that moral foundations and moral judgments have a relevant influence on the perceptions of sexual and violent content. The outcome of the research confirmed this expectation. Harm/Care, Fairness/Reciprocity and Purity/Sanctity were predictors of perceptions in the sexual and violent mission. Moral salience predicts perceptions of explicit content. Therefore, H1 was confirmed.

Furthermore, the Harm/Care foundation was a significant predictor for perception of explicit content in the violent mission. Participants that scored higher on Harm/Care, ranked the level of explicitness higher. According to Tamborini et al. (2013) the graphicness dimension encompasses graphicness (portrayals of violent scenes) and also explicitness (focus and detail of the violent scene). Together, they defined the descriptive act of violence depicted on media. The correlation found with the Harm/Care foundation and explicitness confirmed Tamborini et al. (2012) result, that higher scores on this moral module predict higher susceptibility to detailed graphic violence.

However, there was not a predictor value for realism and enjoyment, which rejected the H2. The result can be explained for the management theory and the rationalization mechanism that allows the player to understand the depiction of violence in video games as non-plausible acts in the real life (Klimmt et al., 2006). Moreover, according with previous theory, participants may find the video game mission less realistic in comparison with other media violent depictions (e.g. movies or series) or violent acts on real life. Therefore, a moral disengagement might occur.

Nonetheless, Purity/Sanctity and Fairness/Reciprocity predicted realism in the sexual mission. Participants that scored higher on these foundations, judged the mission as more realistic. The result indicated that players with strong purity and fairness salience were more sensitive to the depiction of sexual acts. According to Tamborini et al. (2013), realism relates with a “psychological plausibility of an act” (p. 105). Sexual acts might be seen as highly plausible to happen as depicted on the video game and therefore are considered more realistic by players with moral salience on purity and fairness.

Conversely, Purity/Sanctity module was not a significant predictor for justification and enjoyment for the sexual mission as it was expected. This result rejects H3. The result indicates that strong scores on purity moral module does not relate with low perception of justification or enjoyment in the sexual mission. Disposition Theory and its approach to moral judgments may explain the lack of correlation found between moral foundations and enjoyment: since players found

tools and elements in the game that fulfill their needs causing immersion in the story and subsequently enjoyment (Zillmann, 2000). In order to achieve this, players comprehend the moral framework of the character and his/her fictional world and play along to succeed in their goals. In light of this theory, there is a detachment of players' morality to achieve enjoyment. Therefore, moral modules do not have predictor value for enjoyment.

5.2. Personal attitudes and beliefs

The use of the scale VASE (Measures of Viewpoints About Sexual Embeds) in prior researches (Mittal & Lassar, 2000) has demonstrated a correlation between attitudes and judgments of ethical unjustness and objectionability. Therefore, it was expected that attitudes and beliefs were significant predictors for the video games mission´s perceptions. Accordingly, the present study indicates that the variables for personal attitudes predicted video game perceptions in both missions. Consequently, H4 was supported by the results.

The main results that support the hypothesis are as follows: Participants that found less objectionable, offensive and unethical sexual content in media enjoyed more the sexual mission. Objectionable perception was a significant negative predictor for enjoyment. The outcome established a correlation between sexual liberalism and enjoyment. According to Nabi and Krcmar (2004) a positive or negative attitude towards media might define the perception of enjoyment of a specific product. They claimed that enjoyment may depend on two attitude variables: the media experience, which is global, and the media message, which is specific. The media experience can include personal evaluations, and the media message can include perceptions of realism, justification, among others. Hence, this approach might explain how participants that found less objectionable and less offensive sex content in general, have a media experience that allows them enjoy the sexual actions in the videogame.

The second result found that participants who found violent content in media more controlled, regulated and restricted found the violent depiction on the video game less realistic. Controlled had a significant negative predictor value for

realism. The result may suggest that viewers and players that found the portrayal of violence as too controlled and restricted are going through a disengagement process, and as a result, they understand violent depiction as non-plausible in the real life, and therefore less realistic in video games.

The third result showed that participants that found sexual content in media very objectionable, offensive and unethical, perceived the sexual mission as more offensive. Objectionable opinion had a significant predictor value for offensiveness. Which might be explained by the fact that participants less sexually liberated find sexual content in video games more problematic and objectionable. The findings are intuitively logical. Nonetheless, is very interesting that the correlation just occurs for the sexual mission. For the violent mission, objectionable opinion about violent media is not predictor for offensiveness.

The next significant result showed that participants strongly believe that the use of sexual content in media is used as an economic measure to improve sales and profit, scored higher on offensiveness perception on the sexual mission. This result may have some grounds in previous academic work about the use of sex on advertising. Boddewyn for example (1991) explained that a fundamental element in the definition of offensiveness on advertising encompasses sexual objectification. Objectification defined as using woman (in most cases) as objects with little or no recognizable relation with the product. In light of this definition, participants that found the use of explicit sexual content in media as merely a tool to obtain economical benefit, also found the use of nude women as manipulative. Consequently, they would judge the sexual content of the video game as offensive.

Finally, the study found that two attitudes: objectionable and widespread opinions had a significant predictor value for ranked age. Therefore, H6 was supported. Participants that found violent media content more objectionable, ranked the minimum age to play the violent mission to be older. This result was expected since it was predicted that ranked age would be a measurement on personal considerations and moral judgments about the explicit content. The

outcome confirmed correlation between previous judgments and attitudes and perception of violence.

Ranked age was also predicted by widespread opinion. Participants who considered sexual content more frequent, common and widespread on media, ranked youngest age for play the sexual mission. The result might be explained by an increasingly sexual liberalism between participants that might found that early contact with sex content in media and video games was inevitable given its prevalent presence. Therefore, the minimum age to play the sexual mission was younger than other participants that did not consider sexual content so frequent on media.

5.3. Gender and gaming frequency

In addition to the role of moral foundations and personal attitudes on the perception and judgment of explicit content, the present research found that gender and gaming frequency were significant predictors for several perception on both missions. More specifically, women found more offensive both missions than men. Women also found the main character in the sexual mission less justified and likeable. Similarly, women found the sexual mission more graphic and realistic than men. Females also scored the ranked age to play the sexual mission higher than men.

These results support previous outcomes that showed a gap between gender and preferences in content. Hartmann and Klimmt (2006) found that women dislike computer games with high levels of violence and heavy gender stereotyping. The authors also found that females are less interested on competitiveness, need to win and self-efficacy and they are more interested in social interaction. Since the missions used on the present research had high levels of violence and sexual content with female stereotyped behavior, these results were predictable and anticipated. However, there was an unexpected result: men found the violent mission more explicit than women. A possible explanation for this unanticipated result is the fact that, as explained above, explicitness is one of the dimensions of graphicness. Explicitness encompasses,

detail of the violent scene, but also level of focus and concentration (Tamborini et al.,2013). Consequently, and taking into consideration that the genre of the video game used for the research is mainly masculine, it is possible that men have higher levels of focus and concentration on violent acts than women.

Finally, gaming frequency also predicted two perceptions on the violent mission: more experienced gamers, found the violent mission less explicit and the main character more justified. These results are intuitively logical given that the experience and time invested in video games might substantially change the gamers' perceptions in comparison with less experienced players.

5.4. Limitations

Although three of the six hypotheses were confirmed and the study found valuable results on the field of perception of explicit content in video games, the following limitations should be taken into account.

The moral process of players exposed to explicit content was a key dimension in the present study. The approach of the Moral Foundation Theory provides a useful theoretical framework to study moral salience on participants. However, the five moral foundations had a notorious low internal consistency. As mentioned before, the absence of correlation between the items might be explained for the widespread nature of the concept of morality and the plurality of personal moral frames.

The stimulus material belongs to a 2004 version of Grand Theft Auto. San Andreas is a classic in the video game industry and more importantly, is one of the few versions that allowed for the creation and use of customized versions, which is the central reason for its use in the study, However, after eleven years of technical improvement and narrative design, graphic quality has reached a prodigious level of detail and accuracy and backgrounds stories are more risky and over the edge. Violence is more explicit and graphic; GTA 5, for example uses more gore elements and heavy scenes (e.g. torture scenes, heavy machine guns use, etc.). Also, the depiction of sex is more detailed with full sexual acts depictions are part of the story. Consequently, explicit content on newer games is

a complex construction and players have been exposed to this level of graphicness, realism and narratives for the past year. This could impact the participant's appreciation and judgments about the missions, given the impression that the sex and violence in the missions were at a mild level compared to the actual explicit content in video games.

A final limitation was noted: The sample was restricted to university students between 18 and 32. However, the average game player is 35 years old and the average age of the frequent game buyer is 37 years old (Entertainment software association, 2014), which means that the sample target age didn't reach the average target of video games users. For further researches, it would be desirable to extend the demographic base to working players between 32 and 40 years old in order to explore the impact of explicit content in perceptions of adult gamers.

6. CONCLUSION

The present research has demonstrated that violent and sexual content in video games influence the perception of realism, explicitness, enjoyment, and offensiveness and that moral judgment and previous personal attitudes impact such perceptions. The outcomes of the study indicate that violent and sexual explicit content influenced differently the perceptions of the video game: The study confirmed that violent content influenced the perception of explicitness and detail of the depiction of violent acts when participants presented a strong salience on Harm/Care moral foundation. The results also demonstrated that previous attitudes about violence in media played a relevant role on the perception of violent acts in video games. More specifically, personal attitude towards control and restrictions of violent content in media influenced the perception of realism of violent acts in video games.

The outcome showed that the moral foundations, specifically the modules of Harm/Care, Purity/Sanctity and Fairness/Reciprocity had a significant role on the perceptions of realism and explicitness of violent content. However, it also showed that these moral modules did not impact in a significant way the perception of enjoyment and justification for violent content. These results oppose Tamborini et al. (2012) findings, which showed that salience of moral foundations, specifically Harm/Care, was a significant negative predictor for enjoyment on violent content. However, Weaver and Lewis (2012) also found that enjoyment was not predicted by immoral or moral behavior in video games. Such as outcome, may suggest that moral reasoning of players has a minimal or non-existent impact in the enjoyment of the video game, even when the player has to use immoral methods to reach the goals of the mission. Methods, those clearly attempt his/her real world morality. Therefore, an evident moral disconnection with the narrative of the game is necessary to achieve enjoyment. Nevertheless, based on their own study, Weaver and Lewis (2012) argued that such moral disengagement has not take place because participants that commit immoral acts on the video game reported feeling more guilt than those who did not make immoral choices, therefore they were morally engaged through the

game. Consequently, the result of the present study might be explained by two different arguments: first, that the participants of this study were moral disengaged and therefore their enjoyment was not affected by immoral behavior in which case, the result will support Hartmann and Vorderer (2010) premise that sustained that the players avoid to judged their own actions on the game as necessary process to reach enjoyment. Or second, that moral judgments as well as immoral behavior do not affect enjoyment of the video game.

The study also contributes to a deeper understanding of the influence of sexual explicit content in video games' perceptions, and the impact of moral judgment and previous attitudes on perceptions of sexual depictions in other mediums besides television and advertising. Remarkably, the sexual mission had a major influence on the perceptions of realism, enjoyment and offensiveness. Moral reasoning based on purity and fairness foretold the perception of realism. While previous attitudes that judged sexual content as less or more objectionable impacted the perception of offensiveness. The latter was also affected by personal beliefs about sex content as a tool for sales. One of the most interested findings about sexual content showed that personal attitude that judge sexual content as objectionable, was a negative predictor for enjoyment; participants that found less objectionable, offensive and unethical sexual content in media, enjoy more the mission, which establish a precedent between sexual liberalism and enjoyment of sexual depictions in video games. Participants more sexual liberated, are more capable to find some gratification on the sexual mission.

While research on violence in video games has already a vastly history, research on sexual depictions in video games has not been equally popular. However, with an increasingly use of explicit depictions of sex in massively popular video games, future research might explore in depth the relationship between sexual morality and enjoyment and emotional responses to sexual acts performed by the gamers in the context of the video game. Similarly, different moral scenarios are continuously used in video games narratives, which provide interesting opportunities to study the role of morality and personal attitudes on the appealing and enjoyment of the video games.

As concepts such as morality, objectionable content, decent sexual behavior, have an inherent quality of constant fluctuation on the societies, future research should address in what extent subcultures of gamers are influenced, attracted or offended for this kind of explicit content.

The general outcome of this experimental study also showed that players' perceptions continuously reassess the concept of explicit content from their own moral and personal frame. Factors, as gaming frequency, gender, and age are also fundamental in the perception of realism, graphicness, enjoyment, and character justification among others. Such results provide a departure point for future research to investigate the influence of these variables on the perception and judgment of video games' content.

Furthermore, perceptions and judgments of all kind of media have defined what kind of explicit content is considered immoral or not, objectionable or not, offensive or not through media history. Players and audience have continuously appraised the social limits of the explicit content, and as a consequence, the moral compass has been always shifting. The study of these changes thought time, in longitudinal studies might contribute to a deeper understanding of the social limits of moral and objectionable content in media over the years.

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APPENDIX A

Pre questionnaire

English

Thank you for participating in our study! Before playing the mission, we ask that you please fill out the following online questionnaire.

Please take your time to read all of the instructions, questions and possible answers carefully and answer all questions as spontaneously and honestly as possible. Of course, all data will be treated anonymously so that none of it can be associated with the identity of individual participants.

Please choose a nickname followed by a two-digit number. Please remember it.

Do you play computer and/or video games?

Yes
No

How often do you currently play computer and/or video games?

Everyday
Several times a week
Several times a month
Several times a year

On average, how many hours and/or minutes per day do you play computer and/or video

games?

Hours
and minutes per day

On average, how many hours per week do you play computer and/or video games?

Hours per week

On average, how many hours per month do you play computer and/or video games?

Hours per month

On average, how many hours per year do you play computer and/or video games?

Hours per year

For how many years have you played computer and/or video games?

Years

When you decide whether something is right or wrong, to what extent are the following considerations relevant to your thinking?
Please rate each statement using this scale:

[0] = not at all relevant
(This consideration has nothing to do with my judgments of right and wrong)
[1] = not very relevant
[2] = slightly relevant
[3] = somewhat relevant
[4] = very relevant
[5] = extremely relevant
(This is one of the most important factors when I judge right and wrong)

	[0] Not at all relevant	[1] Not very relevant	[2] Slightly relevant	[3] Somewhat relevant	[4] Very relevant	[5] Extremely relevant

Whether or not someone showed a lack of respect for authority.	○	○	○	○	○	○
Whether or not someone violated standards of purity and decency.	○	○	○	○	○	○
Whether or not someone suffered emotionally.	○	○	○	○	○	○
Whether or not some people were treated differently than others.	○	○	○	○	○	○
Whether or not someone's action showed love for his or her country.	○	○	○	○	○	○
Whether or not someone is good at math.	○	○	○	○	○	○
Whether or not someone cared for someone weak or vulnerable.	○	○	○	○	○	○
Whether or not someone acted unfairly.	○	○	○	○	○	○
Whether or not someone did something to betray his or her group.	○	○	○	○	○	○
Whether or not someone conformed to the traditions of society.	○	○	○	○	○	○
Whether or not someone did something disgusting.	○	○	○	○	○	○
Whether or not someone was cruel.	○	○	○	○	○	○
Whether or not someone was denied his or her rights.	○	○	○	○	○	○
Whether or not someone showed a lack of loyalty.	○	○	○	○	○	○
Whether or not an action caused chaos or	○	○	○	○	○	○

disorder.

Whether or not someone acted in a way that God would approve of.	○	○	○	○	○	○

Please read the following sentences and indicate your agreement or disagreement:

[0] = strongly disagree
[1] = moderately disagree
[2] = slightly disagree
[3] = slightly agree
[4] = moderately agree
[5] = strongly agree

	[0] Strongly disagree	[1] Moderately disagree	[2] Slightly disagree	[3] Slightly agree	[4] Moderately agree	[5] Strongly agree
Compassion for those who are suffering is the most crucial virtue.	○	○	○	○	○	○
When the government makes laws, the number one principle should be ensuring that everyone is treated fairly	○	○	○	○	○	○
I am proud of my country's history	○	○	○	○	○	○
Respect for authority is something all children need to learn	○	○	○	○	○	○
People should not do things that are disgusting, even if no one is harmed	○	○	○	○	○	○
It is better to do good than to do bad	○	○	○	○	○	○
One of the worst things a person could do is hurt a defenseless animal	○	○	○	○	○	○
Justice is the most important requirement for a society	○	○	○	○	○	○

People should be loyal to their family members, even when they have done something wrong	○	○	○	○	○	○
Men and women each have different roles to play in society	○	○	○	○	○	○
I would call some acts wrong on the grounds that they are unnatural	○	○	○	○	○	○
It can never be right to kill a human being	○	○	○	○	○	○
I think it's morally wrong that rich children inherit a lot of money while poor children inherit nothing	○	○	○	○	○	○
It is more important to be a team player than to express oneself	○	○	○	○	○	○
If I were a soldier and disagreed with my commanding officer's orders, I would obey anyway because that is my duty	○	○	○	○	○	○
Chastity is an important and valuable virtue	○	○	○	○	○	○

The following set of questions relates to your personal attitudes towards displays of sexually explicit content in the media.

I feel the display of <u>sexually explicit content</u> in the media is...

Please choose a response from the 7-point scales that best reflects your personal opinions about this issue.

not at all a cause of lower moral values	○ ○ ○ ○ ○ ○ ○	a cause of lower moral values
not at all morally harmful	○ ○ ○ ○ ○ ○ ○	morally harmful
used very infrequently	○ ○ ○ ○ ○ ○ ○	used very frequently
restricted too little	○ ○ ○ ○ ○ ○ ○	restricted too much

not at all unethical	○ ○ ○ ○ ○ ○ ○	very unethical
not at all profitable	○ ○ ○ ○ ○ ○ ○	very profitable
detrimental to sales volumes	○ ○ ○ ○ ○ ○ ○	beneficial for sales volumes
very uncommon	○ ○ ○ ○ ○ ○ ○	very common
not at all objectionable	○ ○ ○ ○ ○ ○ ○	very objectionable
not at all widespread	○ ○ ○ ○ ○ ○ ○	very widespread
controlled too weakly	○ ○ ○ ○ ○ ○ ○	controlled too strongly
not at all offensive	○ ○ ○ ○ ○ ○ ○	very offensive
a very ineffective selling tool	○ ○ ○ ○ ○ ○ ○	a very effective selling tool
too strictly regulated	○ ○ ○ ○ ○ ○ ○	too loosely regulated

The following set of questions relates to your personal attitudes towards displays of violence in the media.

I feel the display of violence in the media is...

Please choose a response from the 7-point scales that best reflects your personal opinions about this issue.

not at all a cause of lower moral values	○ ○ ○ ○ ○ ○ ○	a cause of lower moral values
not at all morally harmful	○ ○ ○ ○ ○ ○ ○	morally harmful
used very infrequently	○ ○ ○ ○ ○ ○ ○	used very frequently
restricted too little	○ ○ ○ ○ ○ ○ ○	restricted too much
not at all unethical	○ ○ ○ ○ ○ ○ ○	very unethical
not at all profitable	○ ○ ○ ○ ○ ○ ○	very profitable
detrimental to sales volumes	○ ○ ○ ○ ○ ○ ○	beneficial for sales volumes
very uncommon	○ ○ ○ ○ ○ ○ ○	very common
not at all objectionable	○ ○ ○ ○ ○ ○ ○	very objectionable
not at all widespread	○ ○ ○ ○ ○ ○ ○	very widespread
controlled too weakly	○ ○ ○ ○ ○ ○ ○	controlled too strongly
not at all offensive	○ ○ ○ ○ ○ ○ ○	very offensive
a very ineffective selling tool	○ ○ ○ ○ ○ ○ ○	a very effective selling tool
too strictly regulated	○ ○ ○ ○ ○ ○ ○	too loosely regulated

This is the last section of the questionnaire. All questions in this section relate to basic demographic information.

How old are you?

Years

What is your biological sex?

Male

Female

Where were you born? (Country)

Thank you for filling out this questionnaire! You may now close this browser window/tab.

APPENDIX B

Questionnaire Violent group

Now that you've had a chance to play the mission, we'd like to ask for your feedback. As we told you in the beginning of our study, the feedback that you provide us today will be shared with the game developers as they work to finish the additional missions.

Please enter your nickname followed by a two-digit number.

For each of the categories below, please give the mission a rating of "0" (lowest possible score) to "10" (highest possible score)

	0	1	2	3	4	5	6	7	8	9	10
Story	○	○	○	○	○	○	○	○	○	○	○
Gameplay	○	○	○	○	○	○	○	○	○	○	○
Graphics	○	○	○	○	○	○	○	○	○	○	○
Sound	○	○	○	○	○	○	○	○	○	○	○
Overall rating	○	○	○	○	○	○	○	○	○	○	○

Please give us a few sentences to explain the ratings above. Imagine that you are writing a brief review of this mission for an online magazine or shopping portal – such as Gamespot.com or Amazon.com. Three to five sentences should be more than sufficient, but feel free to use as much or little of the space below as you like.

Please rate your experience with the mission that you just played:
Please choose a response from the 7-point scales that best reflects your personal opinions.

How exciting was it to play this mission?

not at all exciting ○ ○ ○ ○ ○ ○ ○ extremely exciting

How enjoyable was it to play this mission?

not at all enjoyable ○ ○ ○ ○ ○ ○ ○ extremely enjoyable

How entertaining was it to play this mission?

not at all entertaining ○ ○ ○ ○ ○ ○ ○ extremely entertaining

How much do you want to continue to play this mission?

not at all ○ ○ ○ ○ ○ ○ ○ a great deal

How violent was the mission you just played?

not at all ○ ○ ○ ○ ○ ○ ○ very much

How sexually explicit was the mission you just played?

not at all ○ ○ ○ ○ ○ ○ ○ very much

Please rate the content of the mission that you just played:
Please choose a response from the 7-point scales that best reflects your personal opinions.

The violent content of the mission was...

not realistic at all	○ ○ ○ ○ ○ ○ ○	extremely realistic
not explicit at all	○ ○ ○ ○ ○ ○ ○	extremely explicit
not graphic at all	○ ○ ○ ○ ○ ○ ○	extremely graphic
not offensive at all	○ ○ ○ ○ ○ ○ ○	extremely offensive
not humorous at all	○ ○ ○ ○ ○ ○ ○	extremely humorous

The violent acts in the mission were shown as...

not justified at all	○ ○ ○ ○ ○ ○ ○	completely justified
not rewarded at all	○ ○ ○ ○ ○ ○ ○	completely rewarded

The main character was

not justified at all	○ ○ ○ ○ ○ ○ ○	completely justified
not likeable at all	○ ○ ○ ○ ○ ○ ○	completely likeable

What do you think should be the minimum age of a person that should be allowed to play this mission?

Years

Please describe briefly why you chose that age rating.

As the last part of this questionnaire, we would like to ask you about your previous experience with the Grand Theft Auto series.

Which of the following titles from the GTA series have you played?

None

Grand Theft Auto 1

Grand Theft Auto 2

Grand Theft Auto 3

Grand Theft Auto San Andreas

Grand Theft Auto IV Grand Theft Auto V

Do you currently play one or more games from the GTA series?

Yes

No

How often do you currently play GTA?

Everyday

Several times a week

Several times a month

Several times a year

On average, how many hours and/or minutes per day do you play games from the GTA series?

Hours

and minutes per day

On average, how many hours per week do you play games from the GTA series?

Hours per week

On average, how many hours per month do you play games from the GTA series?

Hours per month

On average, how many hours per year do you play games from the GTA series?

Hours per year

Apart from playing, how familiar are you overall with the GTA series (e.g., through media reports, through friends, etc) on a 1 (not at all) to 7 (very much) scale?

not at all ○ ○ ○ ○ ○ ○ ○ very much

As a final question we would like you to briefly indicate what the purpose of this study was from your point of view?

Thanks very much for your time participating in our study. We will share them with the development team - anonymously, of course.

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APPENDIX C

Questionnaire sexual group

Now that you've had a chance to play the mission, we'd like to ask for your feedback. As we told you in the beginning of our study, the feedback that you provide us today will be shared with the game developers as they work to finish the additional missions.

Please enter your nickname followed by a two-digit number.

For each of the categories below, please give the mission a rating of "0" (lowest possible score) to "10" (highest possible score)

	0	1	2	3	4	5	6	7	8	9	10
Story	○	○	○	○	○	○	○	○	○	○	○
Gameplay	○	○	○	○	○	○	○	○	○	○	○
Graphics	○	○	○	○	○	○	○	○	○	○	○
Sound	○	○	○	○	○	○	○	○	○	○	○
Overall rating	○	○	○	○	○	○	○	○	○	○	○

Please give us a few sentences to explain the ratings above. Imagine that you are writing a brief review of this mission for an online magazine or shopping portal – such as Gamespot.com or Amazon.com. Three to five sentences should be more than sufficient, but feel free to use as much or little of the space below as you like.

Please rate your experience with the mission that you just played:
Please choose a response from the 7-point scales that best reflects your personal opinions.

How exciting was it to play this mission?

not at all exciting ○ ○ ○ ○ ○ ○ ○ extremely exciting

How enjoyable was it to play this mission?

not at all enjoyable ○ ○ ○ ○ ○ ○ ○ extremely enjoyable

How entertaining was it to play this mission?

not at all entertaining ○ ○ ○ ○ ○ ○ ○ extremely entertaining

How much do you want to continue to play this mission?

not at all ○ ○ ○ ○ ○ ○ ○ a great deal

How violent was the mission you just played?

not at all ○ ○ ○ ○ ○ ○ ○ very much

How sexually explicit was the mission you just played?

not at all ○ ○ ○ ○ ○ ○ ○ very much

Please rate the content of the mission that you just played:
Please choose a response from the 7-point scales that best reflects your personal opinions.

The sexual content of the mission was...

not realistic at all	○ ○ ○ ○ ○ ○ ○	extremely realistic
not explicit at all	○ ○ ○ ○ ○ ○ ○	extremely explicit
not graphic at all	○ ○ ○ ○ ○ ○ ○	extremely graphic
not offensive at all	○ ○ ○ ○ ○ ○ ○	extremely offensive
not humorous at all	○ ○ ○ ○ ○ ○ ○	extremely humorous

The sexual acts in the mission were shown as...

not justified at all	○ ○ ○ ○ ○ ○ ○	completely justified
not rewarded at all	○ ○ ○ ○ ○ ○ ○	completely rewarded

The main character was

not justified at all	○ ○ ○ ○ ○ ○ ○	completely justified
not likeable at all	○ ○ ○ ○ ○ ○ ○	completely likeable

What do you think should be the minimum age of a person that should be allowed to play this mission?

Years

Please describe briefly why you chose that age rating.

As the last part of this questionnaire, we would like to ask you about your previous experience with the Grand Theft Auto series.

Which of the following titles from the GTA series have you played?

None
Grand Theft Auto 1
Grand Theft Auto 2
Grand Theft Auto 3
Grand Theft Auto San Andreas
Grand Theft Auto IV Grand Theft Auto V

Do you currently play one or more games from the GTA series?

Yes
No

How often do you currently play GTA?

Everyday
Several times a week
Several times a month
Several times a year

On average, how many hours and/or minutes per day do you play games from the GTA series?

Hours
and minutes per day

On average, how many hours per week do you play games from the GTA series?

Hours per week

On average, how many hours per month do you play games from the GTA series?

Hours per month

On average, how many hours per year do you play games from the GTA series?

Hours per year

Apart from playing, how familiar are you overall with the GTA series (e.g., through media reports, through friends, etc) on a 1 (not at all) to 7 (very much) scale?

not at all ○ ○ ○ ○ ○ ○ ○ very much

As a final question we would like you to briefly indicate what the purpose of this study was from your point of view?

Thanks very much for your time participating in our study. We will share them with the development team - anonymously, of course.

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APPENDIX D

SPSS RESULTS

T-Test missions overall

Group Statistics

	Condition	N	Mean	Std. Deviation	Std. Error Mean
mr_story	violence	61	5.7705	2.57160	.32926
	sexual	60	4.7167	2.61087	.33706
mr_gameplay	violence	61	7.1311	2.10931	.27007
	sexual	60	6.8500	2.43439	.31428
mr_sound	violence	61	6.4590	2.24777	.28780
	sexual	60	6.5667	2.21984	.28658
mr_graphics	violence	61	8.0820	1.78227	.22820
	sexual	60	7.9833	2.30322	.29734
mr_overall	violence	61	6.9508	1.80209	.23073
	sexual	60	6.5667	2.11024	.27243
perception_suspense	violence	61	3.9508	1.56446	.20031
	sexual	60	3.3167	1.56759	.20238
perception_enjoyability	violence	61	4.3443	1.51531	.19402
	sexual	60	3.9333	1.53895	.19868
perception_amusement	violence	61	4.3934	1.57352	.20147
	sexual	60	4.0000	1.44972	.18716
perception_playingon	violence	61	3.8689	1.96193	.25120
	sexual	60	3.1333	1.83623	.23706
perception_violence	violence	61	5.6721	1.33817	.17134
	sexual	60	2.8667	1.77044	.22856
perception_sex	violence	61	1.8033	1.36406	.17465

	sexual	60	5.0667	1.50555	.19437

Independent Samples Test

		Levene's Test for Equality of Variances		t-test for Equality of Means			
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference
mr_story	Equal variances assumed	.004	.947	2.237	119	.027	1.05383
	Equal variances not assumed			2.237	118.880	.027	1.05383
mr_gameplay	Equal variances assumed	.469	.495	.679	119	.498	.28115
	Equal variances not assumed			.678	116.071	.499	.28115
mr_sound	Equal variances assumed	.013	.909	-.265	119	.791	-.10765
	Equal variances not assumed			-.265	118.998	.791	-.10765

mr_graphics	Equal variances assumed	1.981	.162	.264	119	.792	.09863
	Equal variances not assumed			.263	111.077	.793	.09863
mr_overall	Equal variances assumed	.372	.543	1.077	119	.283	.38415
	Equal variances not assumed			1.076	115.541	.284	.38415
perception_suspense	Equal variances assumed	.931	.337	2.227	119	.028	.63415
	Equal variances not assumed			2.227	118.959	.028	.63415
perception_enjoyability	Equal variances assumed	.321	.572	1.480	119	.142	.41093
	Equal variances not assumed			1.480	118.877	.142	.41093

perception_amusement	Equal variances assumed	.147	.702	1.430	119	.155	.39344
	Equal variances not assumed			1.431	118.497	.155	.39344
perception_playingon	Equal variances assumed	.340	.561	2.128	119	.035	.73552
	Equal variances not assumed			2.130	118.709	.035	.73552
perception_violence	Equal variances assumed	7.084	.009	9.844	119	.000	2.80546
	Equal variances not assumed			9.821	109.834	.000	2.80546
perception_sex	Equal variances assumed	.905	.343	-12.499	119	.000	-3.26339
	Equal variances not assumed			-12.489	117.448	.000	-3.26339

Independent Samples Test

		t-test for Equality of Means		
		Std. Error Difference	95% Confidence Interval of the Difference	
			Lower	Upper
mr_story	Equal variances assumed	.47113	.12093	1.98672
	Equal variances not assumed	.47119	.12081	1.98684
mr_gameplay	Equal variances assumed	.41389	-.53839	1.10068
	Equal variances not assumed	.41438	-.53957	1.10187
mr_sound	Equal variances assumed	.40619	-.91195	.69664
	Equal variances not assumed	.40615	-.91186	.69656
mr_graphics	Equal variances assumed	.37403	-.64199	.83926
	Equal variances not assumed	.37482	-.64408	.84135
mr_overall	Equal variances assumed	.35655	-.32184	1.09015
	Equal variances not assumed	.35701	-.32298	1.09129
perception_suspense	Equal variances assumed	.28474	.07034	1.19797
	Equal variances not assumed	.28474	.07033	1.19798
perception_enjoyability	Equal variances assumed	.27766	-.13887	.96072

	Equal variances not assumed	.27770	-.13894	.96080
perception_amusement	Equal variances assumed	.27517	-.15143	.93831
	Equal variances not assumed	.27499	-.15108	.93797
perception_playingon	Equal variances assumed	.34558	.05123	1.41981
	Equal variances not assumed	.34539	.05159	1.41945
perception_violence	Equal variances assumed	.28500	2.24113	3.36980
	Equal variances not assumed	.28565	2.23936	3.37157
perception_sex	Equal variances assumed	.26109	-3.78037	-2.74640
	Equal variances not assumed	.26131	-3.78087	-2.74591

Univariate Analysis of Variance

Between-Subjects Factors

		Value Label	N
Condition	1.00	violence	61
	2.00	sexual	60

Descriptive Statistics

Dependent Variable: age_rating

Condition	Mean	Std. Deviation	N
violence	15.75	2.850	61
sexual	16.60	2.352	60
Total	16.17	2.639	121

Tests of Between-Subjects Effects

Dependent Variable: age_rating

Source	Type III Sum of Squares	df	Mean Square	F	Sig.	Partial Eta Squared
Corrected Model	112.240[a]	4	28.060	4.499	.002	.134
Intercept	389.582	1	389.582	62.459	.000	.350
age	.676	1	.676	.108	.743	.001
gender	78.917	1	78.917	12.652	.001	.098
gamfreq_all	10.674	1	10.674	1.711	.193	.015
condition	18.715	1	18.715	3.000	.086	.025
Error	723.537	116	6.237			
Total	32471.250	121				
Corrected Total	835.777	120				

a. R Squared = .134 (Adjusted R Squared = .104)

Reliability Harm/Care

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.624	6

Item Statistics

	Mean	Std. Deviation	N
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone suffered emotionally.	4.50	1.148	121
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone cared for someone weak or vulnerable.	4.53	1.104	121

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone was cruel.	4.73	1.125	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-One of the worst things a person could do is hurt a defenseless animal	4.69	1.377	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-It can never be right to kill a human being	4.57	1.510	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Compassion for those who are suffering is the most crucial virtue.	4.69	.895	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone suffered emotionally.	23.21	12.982	.485	.531
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone cared for someone weak or vulnerable.	23.17	14.011	.373	.575
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone was cruel.	22.98	12.958	.504	.525

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-One of the worst things a person could do is hurt a defenseless animal	23.01	13.825	.253	.628
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-It can never be right to kill a human being	23.13	13.366	.241	.642
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Compassion for those who are suffering is the most crucial virtue.	23.02	14.883	.381	.580

Scale Statistics

Mean	Variance	Std. Deviation	N of Items
27.70	18.311	4.279	6

Reliability Fairness/Reciprocity

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.505	6

Item Statistics

	Mean	Std. Deviation	N
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone was denied his or her rights.	4.91	1.133	121

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone acted unfairly.	4.73	.983	121
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not some people were treated differently than others.	4.67	1.060	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Justice is the most important requirement for a society	5.05	.865	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-When the government makes laws, the number one principle should be ensuring that everyone is treated fairly	5.36	.865	121

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I think it's morally wrong that rich children inherit a lot of money while poor children inherit nothing	3.60	1.458	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone was denied his or her rights.	23.40	9.075	.252	.463

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone acted unfairly.	23.58	9.129	.334	.425
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not some people were treated differently than others.	23.64	8.033	.487	.336
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Justice is the most important requirement for a society	23.26	10.859	.083	.531

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-When the government makes laws, the number one principle should be ensuring that everyone is treated fairly	22.95	9.664	.310	.442
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I think it's morally wrong that rich children inherit a lot of money while poor children inherit nothing	24.71	8.557	.164	.539

Scale Statistics

Mean	Variance	Std. Deviation	N of Items
28.31	12.081	3.476	6

Reliability Ingroup/Loyalty

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.645	6

Item Statistics

	Mean	Std. Deviation	N
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone showed a lack of loyalty.	4.25	1.164	121

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone did something to betray his or her group.	4.60	1.099	121
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone's action showed love for his or her country.	2.81	1.410	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-It is more important to be a team player than to express oneself	3.38	1.362	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I am proud of my country's history	4.07	1.564	121

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-People should be loyal to their family members, even when they have done something wrong	3.88	1.382	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone showed a lack of loyalty.	18.74	17.646	.435	.584

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone did something to betray his or her group.	18.38	19.138	.302	.626
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone's action showed love for his or her country.	20.17	15.711	.496	.552
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-It is more important to be a team player than to express oneself	19.60	18.008	.293	.632

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I am proud of my country's history	18.92	17.093	.287	.642
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-People should be loyal to their family members, even when they have done something wrong	19.11	16.163	.466	.565

Scale Statistics

Mean	Variance	Std. Deviation	N of Items
22.98	23.250	4.822	6

Reliability Authority/Respect

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.542	6

Item Statistics

	Mean	Std. Deviation	N
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone conformed to the traditions of society.	3.01	1.208	121

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone showed a lack of respect for authority.	3.97	1.204	121
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not an action caused chaos or disorder.	3.84	1.232	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Men and women each have different roles to play in society	2.98	1.420	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-If I were a soldier and disagreed with my commanding officer's orders, I would obey anyway because that is my duty	3.39	1.325	121

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Respect for authority is something all children need to learn	4.64	1.087	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone conformed to the traditions of society.	18.83	12.511	.365	.459

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone showed a lack of respect for authority.	17.87	12.882	.319	.481
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not an action caused chaos or disorder.	17.99	12.758	.320	.480
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Men and women each have different roles to play in society	18.85	13.161	.186	.551

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-If I were a soldier and disagreed with my commanding officer's orders, I would obey anyway because that is my duty	18.45	13.483	.190	.543
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Respect for authority is something all children need to learn	17.19	12.939	.380	.458

Scale Statistics

Mean	Variance	Std. Deviation	N of Items
21.83	17.089	4.134	6

Reliability Purity/Sanctity

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.565	6

Item Statistics

	Mean	Std. Deviation	N
When you decide whether something is right or wrong, to what extent are the following considerat...- Whether or not someone did something disgusting.	3.49	1.252	121

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone violated standards of purity and decency.	4.23	1.023	121
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone acted in a way that God would approve of.	2.12	1.361	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-People should not do things that are disgusting, even if no one is harmed	3.50	1.311	121
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I would call some acts wrong on the grounds that they are unnatural	3.06	1.267	121

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Chastity is an important and valuable virtue	3.44	1.353	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone did something disgusting.	16.35	13.679	.318	.514
When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone violated standards of purity and decency.	15.60	15.325	.227	.550

When you decide whether something is right or wrong, to what extent are the following considerat...-Whether or not someone acted in a way that God would approve of.	17.72	14.054	.224	.559
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-People should not do things that are disgusting, even if no one is harmed	16.33	13.506	.308	.518
Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-I would call some acts wrong on the grounds that they are unnatural	16.78	12.991	.393	.479

Please read the following sentences and indicate your agreement or disagreement: [0] = stron...-Chastity is an important and valuable virtue	16.40	12.825	.364	.491

Scale Statistics

Mean	Variance	Std. Deviation	N of Items
19.83	18.189	4.265	6

Regression realism violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.301[a]	.091	.043	1.50661	.091	1.891	3	57
2	.351[b]	.123	.026	1.51977	.033	.672	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.141	
2	.573	1.992

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: vc_realistic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.879	3	4.293	1.891	.141[b]
	Residual	129.383	57	2.270		
	Total	142.262	60			
2	Regression	17.538	6	2.923	1.266	.289[c]
	Residual	124.724	54	2.310		
	Total	142.262	60			

a. Dependent Variable: vc_realistic
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model	Unstandardized Coefficients	Standardized Coefficients	t	Sig.	Collinearity Statistics

		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	1.013	1.639		.618	.539		
	This is the last section of the questionnaire.							
	All questions in this section relate to basic demo...-Years	.053	.061	.113	.864	.391	.930	1.076
	What is your biological sex?	.933	.411	.305	2.269	.027	.883	1.132
	gamfreq_all	.427	.321	.179	1.329	.189	.883	1.133
2	(Constant)	-1.434	2.537		-.565	.574		
	This is the last section of the questionnaire.							
	All questions in this section relate to basic demo...-Years	.041	.062	.088	.659	.512	.907	1.102
	What is your biological sex?	.670	.472	.219	1.420	.161	.681	1.469
	gamfreq_all	.525	.334	.219	1.572	.122	.833	1.200
	MFQ_HARM_AVG	.269	.415	.111	.648	.520	.548	1.823
	MFQ_FAIRNESS_AVG	.333	.466	.120	.715	.478	.573	1.745
	MFQ_PURITY_AVG	.057	.285	.027	.201	.842	.881	1.135

a. Dependent Variable: vc_realistic

Regression explicit violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.470[a]	.221	.180	1.18196	.221	5.384	3	57
2	.594[b]	.352	.280	1.10720	.131	3.653	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.002	
2	.018	2.319

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_explicit

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	22.566	3	7.522	5.384	.002[b]
	Residual	79.631	57	1.397		
	Total	102.197	60			
2	Regression	35.999	6	6.000	4.894	.000[c]
	Residual	66.198	54	1.226		

Total	102.197	60			

a. Dependent Variable: vc_explicit

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.460	1.286		3.469	.001		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.075	.048	.191	1.574	.121	.930	1.076
	What is your biological sex?	-.622	.322	-.240	-1.930	.059	.883	1.132
	gamfreq_all	-.753	.252	-.372	-2.986	.004	.883	1.133
2	(Constant)	.629	1.848		.340	.735		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.060	.045	.152	1.322	.192	.907	1.102

What is your biological sex?	-1.099	.344	-.424	-3.193	.002	.681	1.469
gamfreq_all	-.621	.243	-.306	-2.554	.014	.833	1.200
MFQ_HARM_AVG	.747	.302	.365	2.470	.017	.548	1.823
MFQ_FAIRNESS_AVG	.177	.340	.075	.521	.605	.573	1.745
MFQ_PURITY_AVG	.145	.207	.082	.701	.487	.881	1.135

a. Dependent Variable: vc_explicit

Regression graphicness

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.376[a]	.142	.096	1.19328	.142	3.136	3	57
2	.397[b]	.158	.064	1.21442	.016	.344	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.032	
2	.793	2.251

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_drastic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	13.394	3	4.465	3.136	.032[b]
	Residual	81.163	57	1.424		
	Total	94.557	60			
2	Regression	14.918	6	2.486	1.686	.142[c]
	Residual	79.639	54	1.475		
	Total	94.557	60			

a. Dependent Variable: vc_drastic

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	.883	1.298		.680	.499		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.125	.048	.329	2.587	.012	.930	1.076
	What is your biological sex?	.540	.326	.217	1.660	.102	.883	1.132
	gamfreq_all	-.068	.255	-.035	-.269	.789	.883	1.133
2	(Constant)	.507	2.027		.250	.804		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.118	.050	.312	2.383	.021	.907	1.102
	What is your biological sex?	.507	.377	.204	1.345	.184	.681	1.469
	gamfreq_all	-.015	.267	-.008	-.056	.955	.833	1.200
	MFQ_HARM_AVG	.144	.332	.073	.435	.666	.548	1.823
	MFQ_FAIRNESS_AVG	.075	.372	.033	.201	.841	.573	1.745
	MFQ_PURITY_AVG	-.145	.227	-.085	-.637	.527	.881	1.135

a. Dependent Variable: vc_drastic

Regression offensive violent mission

Model Summary[c]

Model	R	R	Adjusted R	Std. Error	Change Statistics

		Square	Square	of the Estimate	R Square Change	F Change	df1	df2
1	.527[a]	.277	.239	1.57492	.277	7.296	3	57
2	.548[b]	.300	.222	1.59277	.022	.577	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.000	
2	.633	2.102

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_offensive

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	54.291	3	18.097	7.296	.000[b]
	Residual	141.382	57	2.480		
	Total	195.672	60			
2	Regression	58.678	6	9.780	3.855	.003[c]
	Residual	136.994	54	2.537		
	Total	195.672	60			

a. Dependent Variable: vc_offensive

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.462	1.713		2.605	.012		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.097	.064	-.177	-1.518	.135	.930	1.076
	What is your biological sex?	1.387	.430	.387	3.228	.002	.883	1.132
	gamfreq_all	-.579	.336	-.207	-1.724	.090	.883	1.133
2	(Constant)	3.710	2.659		1.395	.169		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.091	.065	-.168	-1.405	.166	.907	1.102

What is your biological sex?	1.312	.495	.366	2.651	.010	.681	1.469
gamfreq_all	-.623	.350	-.222	-1.782	.080	.833	1.200
MFQ_HARM_AVG	-.243	.435	-.086	-.558	.579	.548	1.823
MFQ_FAIRNESS_AVG	.167	.489	.052	.343	.733	.573	1.745
MFQ_PURITY_AVG	.323	.298	.131	1.083	.284	.881	1.135

a. Dependent Variable: vc_offensive

Regression humorous violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.209[a]	.044	-.007	1.86457	.044	.867	3	57
2	.257[b]	.066	-.038	1.89308	.022	.432	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.463	
2	.731	1.863

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_humorous

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	9.045	3	3.015	.867	.463[b]
	Residual	198.168	57	3.477		
	Total	207.213	60			
2	Regression	13.690	6	2.282	.637	.700[c]
	Residual	193.523	54	3.584		
	Total	207.213	60			

a. Dependent Variable: vc_humorous

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.328	2.028		1.641	.106		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.040	.075	.071	.526	.601	.930	1.076
	What is your biological sex?	-.533	.509	-.145	-1.049	.299	.883	1.132
	gamfreq_all	.276	.398	.096	.693	.491	.883	1.133
2	(Constant)	.604	3.160		.191	.849		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.031	.077	.056	.405	.687	.907	1.102
	What is your biological sex?	-.839	.588	-.227	-1.427	.159	.681	1.469
	gamfreq_all	.346	.416	.120	.831	.409	.833	1.200
	MFQ_HARM_AVG	.237	.517	.081	.458	.649	.548	1.823
	MFQ_FAIRNESS_AVG	.311	.581	.093	.536	.594	.573	1.745
	MFQ_PURITY_AVG	.215	.354	.085	.607	.546	.881	1.135

a. Dependent Variable: vc_humorous

Excluded Variables[a]

Model		Beta In	t	Sig.	Partial Correlation	Collinearity Statistics		
						Tolerance	VIF	Minimum Tolerance
1	MFQ_HARM_AVG	.116[b]	.798	.428	.106	.799	1.252	.763

	MFQ_FAIRNESS_AVG	.130[b]	.904	.370	.120	.813	1.230	.805
	MFQ_PURITY_AVG	.065[b]	.475	.637	.063	.911	1.098	.818

a. Dependent Variable: vc_humorous

b. Predictors in the Model: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

Regression justified violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.132[a]	.018	-.034	2.03058	.018	.339	3	57
2	.226[b]	.051	-.054	2.05028	.034	.637	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.798	
2	.595	2.059

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: va_justified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	4.188	3	1.396	.339	.798[b]
	Residual	235.026	57	4.123		
	Total	239.213	60			
2	Regression	12.217	6	2.036	.484	.817[c]
	Residual	226.996	54	4.204		
	Total	239.213	60			

a. Dependent Variable: va_justified

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.961	2.209		2.246	.029		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.070	.082	-.116	-.851	.398	.930	1.076
	What is your biological sex?	-.007	.554	-.002	-.014	.989	.883	1.132
	gamfreq_all	.149	.433	.048	.343	.733	.883	1.133
2	(Constant)	2.671	3.423		.780	.439		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.069	.084	-.114	-.820	.416	.907	1.102
	What is your biological sex?	-.370	.637	-.093	-.580	.564	.681	1.469
	gamfreq_all	.144	.450	.047	.321	.750	.833	1.200
	MFQ_HARM_AVG	.605	.560	.193	1.080	.285	.548	1.823
	MFQ_FAIRNESS_AVG	-.277	.629	-.077	-.440	.662	.573	1.745
	MFQ_PURITY_AVG	.392	.384	.144	1.022	.311	.881	1.135

a. Dependent Variable: va_justified

Regression rewarded violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.230[a]	.053	.003	2.00127	.053	1.065	3	57

2	.245[b]	.060	-.044	2.04834	.007	.137	3	54

Model Summary[c]

Model	Change Statistics	
	Sig. F Change	Durbin-Watson
1	.371	
2	.938	1.761

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: va_rewarded

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.791	3	4.264	1.065	.371[b]
	Residual	228.291	57	4.005		
	Total	241.082	60			
2	Regression	14.515	6	2.419	.577	.747[c]
	Residual	226.567	54	4.196		
	Total	241.082	60			

a. Dependent Variable: va_rewarded

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	7.712	2.177		3.543	.001		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.134	.081	-.222	-1.664	.102	.930	1.076
	What is your biological sex?	-.318	.546	-.080	-.582	.563	.883	1.132
	gamfreq_all	.066	.427	.021	.154	.879	.883	1.133
2	(Constant)	6.068	3.419		1.774	.082		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.140	.084	-.232	-1.677	.099	.907	1.102
	What is your biological sex?	-.492	.637	-.124	-.773	.443	.681	1.469
	gamfreq_all	.115	.450	.037	.256	.799	.833	1.200
	MFQ_HARM_AVG	.107	.560	.034	.192	.848	.548	1.823
	MFQ_FAIRNESS_AVG	.240	.628	.067	.383	.703	.573	1.745

MFQ_PURITY_AVG	.104	.383	.038	.272	.787	.881	1.135

a. Dependent Variable: va_rewarded

Regression ranked age violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.301[a]	.091	.043	2.788	.091	1.895	3	57
2	.422[b]	.178	.087	2.723	.088	1.917	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.141	
2	.138	1.854

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: age_rating

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	44.190	3	14.730	1.895	.141[b]
	Residual	443.122	57	7.774		
	Total	487.311	60			
2	Regression	86.834	6	14.472	1.951	.089[c]
	Residual	400.477	54	7.416		
	Total	487.311	60			

a. Dependent Variable: age_rating

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	14.549	3.033		4.798	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.054	.113	-.063	-.479	.634	.930	1.076

	What is your biological sex?	1.613	.761	.285	2.120	.038	.883	1.132
	gamfreq_all	.006	.595	.001	.010	.992	.883	1.133
2	(Constant)	12.858	4.546		2.828	.007		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.027	.111	-.031	-.243	.809	.907	1.102
	What is your biological sex?	1.256	.846	.222	1.484	.144	.681	1.469
	gamfreq_all	-.214	.598	-.048	-.357	.722	.833	1.200
	MFQ_HARM_AVG	.161	.744	.036	.216	.830	.548	1.823
	MFQ_FAIRNESS_AVG	-.594	.835	-.116	-.711	.480	.573	1.745
	MFQ_PURITY_AVG	1.136	.510	.293	2.227	.030	.881	1.135

a. Dependent Variable: age_rating

Regression exciting violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.275[a]	.076	.027	1.54302	.076	1.560	3	57
2	.313[b]	.098	-.002	1.56598	.022	.447	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.209	
2	.720	1.978

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: perception_suspense

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	11.141	3	3.714	1.560	.209[b]
	Residual	135.712	57	2.381		
	Total	146.852	60			
2	Regression	14.429	6	2.405	.981	.447[c]
	Residual	132.424	54	2.452		
	Total	146.852	60			

a. Dependent Variable: perception_suspense

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	2.364	1.678		1.409	.164		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.008	.062	.017	.125	.901	.930	1.076
	What is your biological sex?	.841	.421	.271	1.999	.050	.883	1.132
	gamfreq_all	.423	.329	.174	1.286	.204	.883	1.133
2	(Constant)	.440	2.614		.168	.867		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.002	.064	-.004	-.033	.974	.907	1.102
	What is your biological sex?	.632	.487	.204	1.299	.199	.681	1.469
	gamfreq_all	.507	.344	.209	1.474	.146	.833	1.200
	MFQ_HARM_AVG	.255	.428	.104	.597	.553	.548	1.823
	MFQ_FAIRNESS_AVG	.244	.480	.087	.507	.614	.573	1.745
	MFQ_PURITY_AVG	.016	.293	.007	.054	.957	.881	1.135

a. Dependent Variable: perception_suspense

Regression enjoyment violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.322[a]	.104	.057	1.47179	.104	2.200	3	57
2	.340[b]	.116	.017	1.50202	.012	.243	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.098	
2	.866	1.969

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: perception_enjoyability

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	14.298	3	4.766	2.200	.098[b]
	Residual	123.472	57	2.166		
	Total	137.770	60			
2	Regression	15.943	6	2.657	1.178	.332[c]

	Residual	121.828	54	2.256		
	Total	137.770	60			

a. Dependent Variable: perception_enjoyability

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.981	1.601		3.112	.003		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.067	.059	-.147	-1.129	.264	.930	1.076
	What is your biological sex?	.402	.402	.134	1.002	.321	.883	1.132
	gamfreq_all	.598	.314	.254	1.906	.062	.883	1.133
2	(Constant)	3.410	2.507		1.360	.180		

This is the last section of the questionnaire.							
All questions in this section relate to basic demo...-Years	-.073	.061	-.160	-1.194	.238	.907	1.102
What is your biological sex?	.232	.467	.077	.496	.622	.681	1.469
gamfreq_all	.650	.330	.276	1.971	.054	.833	1.200
MFQ_HARM_AVG	.145	.410	.061	.353	.725	.548	1.823
MFQ_FAIRNESS_AVG	.206	.461	.076	.448	.656	.573	1.745
MFQ_PURITY_AVG	.080	.281	.039	.283	.778	.881	1.135

a. Dependent Variable: perception_enjoyability

Regression amusement violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.264[a]	.070	.021	1.55700	.070	1.426	3	57
2	.275[b]	.075	-.027	1.59490	.006	.108	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.244	
2	.955	2.366

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: perception_amusement

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	10.374	3	3.458	1.426	.244[b]
	Residual	138.183	57	2.424		
	Total	148.557	60			
2	Regression	11.198	6	1.866	.734	.625[c]
	Residual	137.360	54	2.544		
	Total	148.557	60			

a. Dependent Variable: perception_amusement
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model	Unstandardized Coefficients	Standardized Coefficients	t	Sig.	Collinearity Statistics

		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.883	1.694		2.884	.006		
	This is the last section of the questionnaire.							
	All questions in this section relate to basic demo...-Years	-.049	.063	-.104	-.785	.436	.930	1.076
	What is your biological sex?	.248	.425	.079	.584	.562	.883	1.132
	gamfreq_all	.559	.332	.229	1.684	.098	.883	1.133
2	(Constant)	3.777	2.663		1.419	.162		
	This is the last section of the questionnaire.							
	All questions in this section relate to basic demo...-Years	-.052	.065	-.110	-.797	.429	.907	1.102
	What is your biological sex?	.113	.496	.036	.229	.820	.681	1.469
	gamfreq_all	.582	.350	.238	1.662	.102	.833	1.200
	MFQ_HARM_AVG	.139	.436	.056	.318	.752	.548	1.823
	MFQ_FAIRNESS_AVG	.073	.489	.026	.150	.882	.573	1.745
	MFQ_PURITY_AVG	.106	.299	.049	.354	.725	.881	1.135

a. Dependent Variable: perception_amusement

Regression main character justification violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.274[a]	.075	.026	1.64740	.075	1.538	3	57
2	.392[b]	.154	.060	1.61895	.079	1.674	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.215	
2	.184	2.172

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_characterjustified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.520	3	4.173	1.538	.215[b]
	Residual	154.693	57	2.714		
	Total	167.213	60			
2	Regression	25.679	6	4.280	1.633	.156[c]
	Residual	141.534	54	2.621		

Total	167.213	60			

a. Dependent Variable: vc_characterjustified

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	1.319	1.792		.736	.465		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.054	.067	.107	.806	.423	.930	1.076
	What is your biological sex?	.458	.449	.138	1.019	.312	.883	1.132
	gamfreq_all	.734	.351	.283	2.088	.041	.883	1.133
2	(Constant)	.726	2.703		.269	.789		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.064	.066	.127	.968	.337	.907	1.102

What is your biological sex?	.211	.503	.064	.420	.676	.681	1.469
gamfreq_all	.655	.355	.253	1.841	.071	.833	1.200
MFQ_HARM_AVG	.804	.442	.307	1.818	.075	.548	1.823
MFQ_FAIRNESS_AVG	-.865	.497	-.288	-1.741	.087	.573	1.745
MFQ_PURITY_AVG	.353	.303	.155	1.165	.249	.881	1.135

a. Dependent Variable: vc_characterjustified

Regression main character likeability violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.095[a]	.009	-.043	1.58600	.009	.174	3	57
2	.285[b]	.081	-.021	1.56905	.072	1.413	3	54

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.914	
2	.249	2.364

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: vc_characterlikable

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.311	3	.437	.174	.914[b]
	Residual	143.377	57	2.515		
	Total	144.689	60			
2	Regression	11.745	6	1.958	.795	.578[c]
	Residual	132.943	54	2.462		
	Total	144.689	60			

a. Dependent Variable: vc_characterlikable

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.884	1.725		2.252	.028		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.064	.001	.009	.993	.930	1.076
	What is your biological sex?	-.172	.433	-.056	-.398	.692	.883	1.132
	gamfreq_all	.153	.338	.063	.451	.654	.883	1.133
2	(Constant)	4.913	2.619		1.876	.066		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.004	.064	.008	.059	.953	.907	1.102
	What is your biological sex?	-.184	.488	-.060	-.377	.708	.681	1.469
	gamfreq_all	.132	.345	.055	.383	.704	.833	1.200
	MFQ_HARM_AVG	.720	.429	.296	1.680	.099	.548	1.823
	MFQ_FAIRNESS_AVG	-.805	.481	-.288	-1.672	.100	.573	1.745
	MFQ_PURITY_AVG	-.161	.294	-.076	-.547	.587	.881	1.135

a. Dependent Variable: vc_characterlikable

Excluded Variables[a]

Model	Beta In	t	Sig.	Partial Correlation	Collinearity Statistics		
					Tolerance	VIF	Minimum Tolerance

1	MFQ_HARM_AVG	.153[b]	1.035	.305	.137	.799	1.252	.763
	MFQ_FAIRNESS_AVG	-.123[b]	-.839	.405	-.111	.813	1.230	.805
	MFQ_PURITY_AVG	-.105[b]	-.756	.453	-.101	.911	1.098	.818

a. Dependent Variable: vc_characterlikable

b. Predictors in the Model: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

MORAL FOUNDATIONS SEXUAL MISSION

Regression realism sex missiom

c

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.289[a]	.083	.034	1.53922	.083	1.697	3	56
2	.450[b]	.202	.112	1.47576	.119	2.640	3	53

c

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.178	
2	.059	1.654

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sc_realistic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.059	3	4.020	1.697	.178[b]
	Residual	132.674	56	2.369		
	Total	144.733	59			
2	Regression	29.307	6	4.884	2.243	.053[c]
	Residual	115.427	53	2.178		
	Total	144.733	59			

a. Dependent Variable: sc_realistic

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.334	1.637		2.037	.046		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.049	.070	-.093	-.699	.488	.918	1.089
	What is your biological sex?	.776	.400	.250	1.941	.057	.989	1.011
	gamfreq_all	.052	.047	.148	1.111	.271	.927	1.079
2	(Constant)	-1.150	2.336		-.492	.625		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.062	.070	-.119	-.884	.381	.830	1.204
	What is your biological sex?	.460	.440	.148	1.045	.301	.751	1.332
	gamfreq_all	.066	.047	.188	1.388	.171	.824	1.214
	MFQ_HARM_AVG	-.196	.329	-.098	-.595	.555	.552	1.813
	MFQ_FAIRNESS_AVG	.859	.418	.322	2.053	.045	.611	1.637
	MFQ_PURITY_AVG	.674	.308	.295	2.185	.033	.828	1.208

a. Dependent Variable: sc_realistic

Regression explicitness sexual mission

Model Summary[c]

Model	R	R	Adjusted R	Std. Error	Change Statistics

		Square	Square	of the Estimate	R Square Change	F Change	df1	df2
1	.106[a]	.011	-.042	1.43078	.011	.211	3	56
2	.318[b]	.101	-.001	1.40222	.090	1.768	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.889	
2	.164	.224

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sc_explicit

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.295	3	.432	.211	.889[b]
	Residual	114.639	56	2.047		
	Total	115.933	59			
2	Regression	11.724	6	1.954	.994	.439[c]
	Residual	104.209	53	1.966		
	Total	115.933	59			

a. Dependent Variable: sc_explicit

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	5.708	1.522		3.751	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.048	.065	-.103	-.743	.461	.918	1.089
	What is your biological sex?	-.001	.372	-.001	-.004	.997	.989	1.011
	gamfreq_all	.020	.043	.064	.466	.643	.927	1.079
2	(Constant)	8.678	2.219		3.910	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.064	.067	-.137	-.957	.343	.830	1.204
	What is your biological sex?	.469	.418	.169	1.122	.267	.751	1.332

	gamfreq_all	.003	.045	.009	.064	.949	.824	1.214
	MFQ_HARM_AVG	-.530	.313	-.297	-1.696	.096	.552	1.813
	MFQ_FAIRNESS_AVG	.018	.397	.007	.045	.964	.611	1.637
	MFQ_PURITY_AVG	-.291	.293	-.142	-.995	.324	.828	1.208

a. Dependent Variable: sc_explicit

Excluded Variables[a]

Model		Beta In	t	Sig.	Partial Correlation	Collinearity Statistics		
						Tolerance	VIF	Minimum Tolerance
1	MFQ_HARM_AVG	-.306[b]	-2.078	.042	-.270	.768	1.302	.768
	MFQ_FAIRNESS_AVG	-.114[b]	-.796	.429	-.107	.862	1.160	.844
	MFQ_PURITY_AVG	-.167[b]	-1.178	.244	-.157	.874	1.144	.874

a. Dependent Variable: sc_explicit

b. Predictors in the Model: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

Regression graphicness sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.287[a]	.082	.033	1.27839	.082	1.675	3	56

2	.356[b]	.127	.028	1.28173	.045	.903	3	53

Model Summary[c]

Model	Change Statistics	
	Sig. F Change	Durbin-Watson
1	.183	
2	.446	1.725

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sc_drastic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	8.214	3	2.738	1.675	.183[b]
	Residual	91.519	56	1.634		
	Total	99.733	59			
2	Regression	12.664	6	2.111	1.285	.280[c]
	Residual	87.070	53	1.643		
	Total	99.733	59			

a. Dependent Variable: sc_drastic

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	2.950	1.360		2.170	.034		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.058	.003	.020	.984	.918	1.089
	What is your biological sex?	.740	.332	.287	2.228	.030	.989	1.011
	gamfreq_all	-.006	.039	-.021	-.156	.877	.927	1.079
2	(Constant)	2.648	2.029		1.305	.197		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.030	.061	-.069	-.489	.627	.830	1.204
	What is your biological sex?	.848	.382	.329	2.218	.031	.751	1.332
	gamfreq_all	.008	.041	.029	.203	.840	.824	1.214
	MFQ_HARM_AVG	-.182	.286	-.110	-.638	.526	.552	1.813
	MFQ_FAIRNESS_AVG	.484	.363	.219	1.333	.188	.611	1.637

MFQ_PURITY_AVG	-.175	.268	-.092	-.654	.516	.828	1.208

a. Dependent Variable: sc_drastic

Regression offensive sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.333[a]	.111	.063	1.63789	.111	2.330	3	56
2	.417[b]	.174	.081	1.62262	.063	1.353	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.084	
2	.267	2.216

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: sc_offensive

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	18.752	3	6.251	2.330	.084[b]
	Residual	150.231	56	2.683		
	Total	168.983	59			
2	Regression	29.440	6	4.907	1.864	.104[c]
	Residual	139.543	53	2.633		
	Total	168.983	59			

a. Dependent Variable: sc_offensive

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.498	1.742		2.582	.012		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.088	.074	-.155	-1.181	.243	.918	1.089
	What is your biological sex?	1.027	.425	.306	2.414	.019	.989	1.011

	gamfreq_all	-.013	.050	-.034	-.256	.799	.927	1.079
2	(Constant)	2.069	2.568		.806	.424		
	This is the last section of the questionnaire.							
	All questions in this section relate to basic demo...-Years	-.098	.077	-.174	-1.269	.210	.830	1.204
	What is your biological sex?	.681	.484	.203	1.408	.165	.751	1.332
	gamfreq_all	.019	.052	.051	.372	.712	.824	1.214
	MFQ_HARM_AVG	.507	.362	.236	1.403	.167	.552	1.813
	MFQ_FAIRNESS_AVG	.224	.460	.078	.486	.629	.611	1.637
	MFQ_PURITY_AVG	-.065	.339	-.026	-.193	.848	.828	1.208

a. Dependent Variable: sc_offensive

Regression humorous sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.195[a]	.038	-.014	1.73709	.038	.737	3	56
2	.209[b]	.044	-.065	1.78037	.006	.103	3	53

Model Summary[c]

Model	Change Statistics	
	Sig. F Change	Durbin-Watson

1	.534	
2	.958	2.419

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sc_humorous

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	6.672	3	2.224	.737	.534[b]
	Residual	168.978	56	3.017		
	Total	175.650	59			
2	Regression	7.655	6	1.276	.403	.874[c]
	Residual	167.995	53	3.170		
	Total	175.650	59			

a. Dependent Variable: sc_humorous

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.793	1.847		2.595	.012		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.079	.002	.014	.989	.918	1.089
	What is your biological sex?	-.638	.451	-.186	-1.415	.163	.989	1.011
	gamfreq_all	-.020	.053	-.051	-.378	.707	.927	1.079
2	(Constant)	4.653	2.818		1.651	.105		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.007	.085	.011	.077	.939	.830	1.204
	What is your biological sex?	-.627	.531	-.183	-1.181	.243	.751	1.332
	gamfreq_all	-.028	.057	-.072	-.486	.629	.824	1.214
	MFQ_HARM_AVG	-.129	.397	-.059	-.326	.746	.552	1.813
	MFQ_FAIRNESS_AVG	.014	.505	.005	.029	.977	.611	1.637
	MFQ_PURITY_AVG	.165	.372	.066	.444	.659	.828	1.208

a. Dependent Variable: sc_humorous

Regression justification sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.204[a]	.042	-.010	1.64635	.042	.813	3	56
2	.353[b]	.124	.025	1.61779	.083	1.665	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.492	
2	.186	2.319

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sa_justified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	6.614	3	2.205	.813	.492[b]
	Residual	151.786	56	2.710		
	Total	158.400	59			
2	Regression	19.686	6	3.281	1.254	.295[c]

	Residual	138.714	53	2.617		
	Total	158.400	59			

a. Dependent Variable: sa_justified

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	2.798	1.751		1.598	.116		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.070	.075	.128	.940	.351	.918	1.089
	What is your biological sex?	-.540	.428	-.166	-1.263	.212	.989	1.011
	gamfreq_all	.009	.050	.026	.189	.851	.927	1.079
2	(Constant)	5.109	2.560		1.996	.051		

This is the last section of the questionnaire.							
All questions in this section relate to basic demo...-Years	.103	.077	.189	1.340	.186	.830	1.204
What is your biological sex?	-.330	.482	-.101	-.683	.498	.751	1.332
gamfreq_all	-.029	.052	-.080	-.562	.576	.824	1.214
MFQ_HARM_AVG	-.290	.361	-.139	-.803	.426	.552	1.813
MFQ_FAIRNESS_AVG	-.570	.459	-.205	-1.244	.219	.611	1.637
MFQ_PURITY_AVG	.192	.338	.080	.569	.572	.828	1.208

a. Dependent Variable: sa_justified

Regression reward sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.177[a]	.031	-.021	1.64451	.031	.602	3	56
2	.278[b]	.077	-.027	1.64966	.046	.884	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.616	

2	.456	1.857

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: sa_rewarded

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	4.885	3	1.628	.602	.616[b]
	Residual	151.448	56	2.704		
	Total	156.333	59			
2	Regression	12.100	6	2.017	.741	.619[c]
	Residual	144.233	53	2.721		
	Total	156.333	59			

a. Dependent Variable: sa_rewarded
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.822	1.749		2.757	.008		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.006	.075	.012	.084	.933	.918	1.089
	What is your biological sex?	-.518	.427	-.160	-1.213	.230	.989	1.011
	gamfreq_all	-.027	.050	-.073	-.537	.593	.927	1.079
2	(Constant)	6.485	2.611		2.484	.016		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.002	.079	.004	.026	.980	.830	1.204
	What is your biological sex?	-.196	.492	-.061	-.398	.692	.751	1.332
	gamfreq_all	-.048	.053	-.132	-.908	.368	.824	1.214
	MFQ_HARM_AVG	-.534	.368	-.258	-1.451	.153	.552	1.813
	MFQ_FAIRNESS_AVG	.064	.468	.023	.137	.892	.611	1.637
	MFQ_PURITY_AVG	.040	.345	.017	.116	.908	.828	1.208

a. Dependent Variable: sa_rewarded

Regression ranked age sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.381[a]	.145	.099	2.232	.145	3.168	3	56
2	.466[b]	.217	.128	2.196	.072	1.624	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.031	
2	.195	2.082

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: age_rating

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	47.364	3	15.788	3.168	.031[b]
	Residual	279.036	56	4.983		
	Total	326.400	59			
2	Regression	70.859	6	11.810	2.449	.036[c]

	Residual	255.541	53	4.822		
	Total	326.400	59			

a. Dependent Variable: age_rating

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	13.934	2.374		5.870	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.013	.101	.016	.125	.901	.918	1.089
	What is your biological sex?	1.538	.580	.329	2.652	.010	.989	1.011
	gamfreq_all	.091	.068	.172	1.339	.186	.927	1.079
2	(Constant)	8.873	3.475		2.553	.014		

This is the last section of the questionnaire.							
All questions in this section relate to basic demo...-Years	.034	.105	.043	.321	.750	.830	1.204
What is your biological sex?	.842	.655	.180	1.287	.204	.751	1.332
gamfreq_all	.113	.071	.214	1.598	.116	.824	1.214
MFQ_HARM_AVG	.598	.490	.200	1.221	.227	.552	1.813
MFQ_FAIRNESS_AVG	.178	.622	.044	.286	.776	.611	1.637
MFQ_PURITY_AVG	.628	.459	.183	1.370	.177	.828	1.208

a. Dependent Variable: age_rating

Regression excitement sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.200[a]	.040	-.012	1.57666	.040	.774	3	56
2	.294[b]	.087	-.017	1.58068	.047	.905	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.513	

2	.445	2.281

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: perception_suspense

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	5.775	3	1.925	.774	.513[b]
	Residual	139.209	56	2.486		
	Total	144.983	59			
2	Regression	12.561	6	2.093	.838	.546[c]
	Residual	132.423	53	2.499		
	Total	144.983	59			

a. Dependent Variable: perception_suspense
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	2.404	1.677		1.434	.157		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.005	.071	.010	.075	.941	.918	1.089
	What is your biological sex?	.506	.410	.163	1.237	.221	.989	1.011
	gamfreq_all	.037	.048	.105	.773	.443	.927	1.079
2	(Constant)	1.014	2.502		.405	.687		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.019	.075	-.036	-.250	.803	.830	1.204
	What is your biological sex?	.576	.471	.185	1.222	.227	.751	1.332
	gamfreq_all	.040	.051	.114	.791	.432	.824	1.214
	MFQ_HARM_AVG	-.448	.352	-.224	-1.270	.210	.552	1.813
	MFQ_FAIRNESS_AVG	.675	.448	.253	1.507	.138	.611	1.637
	MFQ_PURITY_AVG	.238	.330	.104	.722	.473	.828	1.208

a. Dependent Variable: perception_suspense

Regression enjoyment sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.126[a]	.016	-.037	1.56713	.016	.299	3	56
2	.266[b]	.071	-.034	1.56512	.055	1.048	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.826	
2	.379	2.239

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: perception_enjoyability

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	2.203	3	.734	.299	.826[b]
	Residual	137.530	56	2.456		
	Total	139.733	59			
2	Regression	9.904	6	1.651	.674	.671[c]

	Residual	129.829	53	2.450		
	Total	139.733	59			

a. Dependent Variable: perception_enjoyability

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	5.129	1.667		3.077	.003		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.046	.071	-.090	-.653	.516	.918	1.089
	What is your biological sex?	-.121	.407	-.040	-.297	.767	.989	1.011
	gamfreq_all	.036	.048	.103	.749	.457	.927	1.079
2	(Constant)	7.934	2.477		3.203	.002		

This is the last section of the questionnaire.							
All questions in this section relate to basic demo...-Years	-.032	.075	-.063	-.434	.666	.830	1.204
What is your biological sex?	.174	.467	.057	.373	.710	.751	1.332
gamfreq_all	.009	.050	.027	.186	.853	.824	1.214
MFQ_HARM_AVG	-.254	.349	-.130	-.727	.470	.552	1.813
MFQ_FAIRNESS_AVG	-.432	.444	-.165	-.973	.335	.611	1.637
MFQ_PURITY_AVG	-.117	.327	-.052	-.359	.721	.828	1.208

a. Dependent Variable: perception_enjoyability

Regression amusement sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.114[a]	.013	-.040	1.47841	.013	.244	3	56
2	.170[b]	.029	-.081	1.50740	.016	.289	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.865	
2	.833	2.122

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG
c. Dependent Variable: perception_amusement

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.601	3	.534	.244	.865[b]
	Residual	122.399	56	2.186		
	Total	124.000	59			
2	Regression	3.570	6	.595	.262	.952[c]
	Residual	120.430	53	2.272		
	Total	124.000	59			

a. Dependent Variable: perception_amusement
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model	Unstandardized Coefficients	Standardized Coefficients	t	Sig.	Collinearity Statistics

		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	5.110	1.572		3.250	.002		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.033	.067	-.068	-.490	.626	.918	1.089
	What is your biological sex?	-.248	.384	-.086	-.645	.521	.989	1.011
	gamfreq_all	.003	.045	.010	.072	.943	.927	1.079
2	(Constant)	5.297	2.386		2.220	.031		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.031	.072	-.063	-.426	.672	.830	1.204
	What is your biological sex?	-.159	.449	-.055	-.355	.724	.751	1.332
	gamfreq_all	-.008	.048	-.025	-.170	.865	.824	1.214
	MFQ_HARM_AVG	-.260	.336	-.141	-.772	.443	.552	1.813
	MFQ_FAIRNESS_AVG	.066	.427	.027	.156	.877	.611	1.637
	MFQ_PURITY_AVG	.163	.315	.077	.517	.607	.828	1.208

a. Dependent Variable: perception_amusement

Regression main character justification sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.339[a]	.115	.068	1.27409	.115	2.429	3	56
2	.388[b]	.150	.054	1.28324	.035	.735	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.075	
2	.536	1.739

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sa_characterjustified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	11.828	3	3.943	2.429	.075[b]
	Residual	90.905	56	1.623		
	Total	102.733	59			
2	Regression	15.458	6	2.576	1.565	.176[c]
	Residual	87.275	53	1.647		

Total	102.733	59			

a. Dependent Variable: sa_characterjustified

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.700	1.355		1.993	.051		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.071	.058	.162	1.233	.223	.918	1.089
	What is your biological sex?	-.631	.331	-.241	-1.908	.062	.989	1.011
	gamfreq_all	.049	.039	.165	1.267	.211	.927	1.079
2	(Constant)	1.542	2.031		.759	.451		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.092	.061	.209	1.504	.139	.830	1.204

What is your biological sex?	-.816	.383	-.312	-2.133	.038	.751	1.332
gamfreq_all	.042	.041	.141	1.008	.318	.824	1.214
MFQ_HARM_AVG	.082	.286	.049	.286	.776	.552	1.813
MFQ_FAIRNESS_AVG	-.120	.364	-.053	-.329	.743	.611	1.637
MFQ_PURITY_AVG	.354	.268	.184	1.321	.192	.828	1.208

a. Dependent Variable: sa_characterjustified

Regression main character likeability sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.384[a]	.147	.102	1.37822	.147	3.222	3	56
2	.422[b]	.178	.085	1.39116	.030	.654	3	53

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.029	
2	.584	1.475

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

c. Dependent Variable: sa_characterlikable

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	18.362	3	6.121	3.222	.029[b]
	Residual	106.372	56	1.899		
	Total	124.733	59			
2	Regression	22.161	6	3.693	1.908	.097[c]
	Residual	102.573	53	1.935		
	Total	124.733	59			

a. Dependent Variable: sa_characterlikable

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, MFQ_PURITY_AVG, MFQ_FAIRNESS_AVG, MFQ_HARM_AVG

Coefficients[a]

Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
	B	Std. Error	Beta			Tolerance	VIF
1 (Constant)	4.249	1.466		2.899	.005		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.027	.062	.056	.437	.664	.918	1.089
	What is your biological sex?	-1.006	.358	-.349	-2.810	.007	.989	1.011
	gamfreq_all	.052	.042	.160	1.252	.216	.927	1.079
2	(Constant)	4.019	2.202		1.825	.074		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.038	.066	.078	.570	.571	.830	1.204
	What is your biological sex?	-.977	.415	-.339	-2.355	.022	.751	1.332
	gamfreq_all	.037	.045	.112	.817	.417	.824	1.214
	MFQ_HARM_AVG	-.261	.310	-.141	-.841	.404	.552	1.813
	MFQ_FAIRNESS_AVG	.028	.394	.011	.071	.944	.611	1.637
	MFQ_PURITY_AVG	.319	.291	.150	1.097	.278	.828	1.208

a. Dependent Variable: sa_characterlikable

PERSONAL ATTITUDES

Reliability moralsexual misson

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.823	2

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all morally harmful:morally harmful	4.10	1.625	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all a cause of lower moral values:a cause of lower moral values	4.04	1.739	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all morally harmful:morally harmful	4.04	3.023	.701	.
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all a cause of lower moral values:a cause of lower moral values	4.10	2.640	.701	.

Reliability Objectionable sexual misson

Case Processing Summary

		N	%
Cases	Valid	121	100.0

	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.686	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all offensive:very offensive	3.93	1.521	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all objectionable:very objectionable	4.66	1.558	121

The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all unethical:very unethical	3.76	1.506	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all offensive:very offensive	8.42	6.013	.615	.439
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all objectionable:very objectionable	7.69	7.297	.379	.745

The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all unethical:very unethical	8.60	6.610	.522	.566

Reliability widespread sexual misson

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.666	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all widespread:very widespread	5.41	1.269	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-very uncommon:very common	5.56	1.196	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-used very infrequently:used very frequently	5.36	1.278	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted

The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all widespread:very widespread	10.93	4.369	.458	.597
The following set of questions relates to your personal attitudes towards displays of sexually e...-very uncommon:very common	10.78	4.191	.569	.452
The following set of questions relates to your personal attitudes towards displays of sexually e...-used very infrequently:used very frequently	10.98	4.524	.414	.655

Reliability Tooll sexual misson

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.731	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all profitable:very profitable	5.62	1.273	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-detrimental to sales volumes:beneficial for sales volumes	5.78	1.144	121

The following set of questions relates to your personal attitudes towards displays of sexually e...-a very ineffective selling tool:a very effective selling tool	5.74	1.107	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of sexually e...-not at all profitable:very profitable	11.52	3.785	.545	.661
The following set of questions relates to your personal attitudes towards displays of sexually e...-detrimental to sales volumes:beneficial for sales volumes	11.36	4.483	.478	.730

The following set of questions relates to your personal attitudes towards displays of sexually e...-a very ineffective selling tool:a very effective selling tool	11.40	3.991	.653	.532

Reliability controlled sexual mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.795	3

Item Statistics

	Mean	Std. Deviation	N
AS_regulatedR	3.3884	1.24078	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-restricted too little:restricted too much	3.3802	1.23326	121
The following set of questions relates to your personal attitudes towards displays of sexually e...-controlled too weakly:controlled too strongly	3.4711	1.31069	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
AS_regulatedR	6.8512	5.294	.584	.776
The following set of questions relates to your personal attitudes towards displays of sexually e...-restricted too little:restricted too much	6.8595	4.922	.681	.676

The following set of questions relates to your personal attitudes towards displays of sexually e...-controlled too weakly:controlled too strongly	6.7686	4.729	.653	.706

Reliability Moral violent mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.837	2

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all a cause of lower moral values:a cause of lower moral values	4.40	1.671	121
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all morally harmful:morally harmful	4.74	1.537	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all a cause of lower moral values:a cause of lower moral values	4.74	2.363	.723	.

The following set of questions relates to your personal attitudes towards displays of violence i...-not at all morally harmful:morally harmful	4.40	2.791	.723	.

Reliability objectionable violent mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.654	3

Item Statistics

	Mean	Std. Deviation	N

The following set of questions relates to your personal attitudes towards displays of violence i...-not at all objectionable:very objectionable	4.56	1.316	121
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all offensive:very offensive	4.40	1.552	121
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all unethical:very unethical	4.22	1.411	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all objectionable:very objectionable	8.62	6.971	.311	.738

The following set of questions relates to your personal attitudes towards displays of violence i...-not at all offensive:very offensive	8.79	5.203	.460	.569
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all unethical:very unethical	8.96	4.823	.654	.284

Reliability widespread violent mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.719	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all widespread:very widespread	5.56	1.168	121
The following set of questions relates to your personal attitudes towards displays of violence i...-very uncommon:very common	5.60	1.166	121
The following set of questions relates to your personal attitudes towards displays of violence i...-used very infrequently:used very frequently	5.56	1.238	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all widespread:very widespread	11.16	4.133	.562	.601
The following set of questions relates to your personal attitudes towards displays of violence i...-very uncommon:very common	11.12	3.926	.624	.525
The following set of questions relates to your personal attitudes towards displays of violence i...-used very infrequently:used very frequently	11.16	4.367	.439	.752

Reliability tool violent mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.909	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all profitable:very profitable	5.04	1.551	121

The following set of questions relates to your personal attitudes towards displays of violence i...-detrimental to sales volumes:beneficial for sales volumes	5.12	1.498	121
The following set of questions relates to your personal attitudes towards displays of violence i...-a very ineffective selling tool:a very effective selling tool	5.11	1.425	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
The following set of questions relates to your personal attitudes towards displays of violence i...-not at all profitable:very profitable	10.23	7.763	.784	.899

The following set of questions relates to your personal attitudes towards displays of violence i...-detrimental to sales volumes:beneficial for sales volumes	10.15	7.661	.850	.842
The following set of questions relates to your personal attitudes towards displays of violence i...-a very ineffective selling tool:a very effective selling tool	10.17	8.206	.823	.867

Reliability controlled violent mission

Case Processing Summary

		N	%
Cases	Valid	121	100.0
	Excluded[a]	0	.0
	Total	121	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.524	3

Item Statistics

	Mean	Std. Deviation	N
The following set of questions relates to your personal attitudes towards displays of violence i...-controlled too weakly:controlled too strongly	3.4050	1.28827	121
The following set of questions relates to your personal attitudes towards displays of violence i...-restricted too little:restricted too much	3.3223	1.17767	121
AV_regulatedR	3.5537	1.26458	121

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted

The following set of questions relates to your personal attitudes towards displays of violence i...-controlled too weakly:controlled too strongly	6.8760	3.643	.373	.361
The following set of questions relates to your personal attitudes towards displays of violence i...-restricted too little:restricted too much	6.9587	4.090	.349	.406
AV_regulatedR	6.7273	4.050	.292	.496

PERSONAL ATTITUDES SEXUAL MISSION

Regression realism

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.289[a]	.083	.034	1.53922	.083	1.697	3	56
2	.473[b]	.224	.102	1.48430	.140	1.844	5	51

Model Summary[c]

Model	Change Statistics	
	Sig. F Change	Durbin-Watson
1	.178	
2	.121	1.777

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: sc_realistic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.059	3	4.020	1.697	.178[b]
	Residual	132.674	56	2.369		
	Total	144.733	59			
2	Regression	32.373	8	4.047	1.837	.092[c]
	Residual	112.360	51	2.203		
	Total	144.733	59			

a. Dependent Variable: sc_realistic

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.334	1.637		2.037	.046		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.049	.070	-.093	-.699	.488	.918	1.089
	What is your biological sex?	.776	.400	.250	1.941	.057	.989	1.011
	gamfreq_all	.052	.047	.148	1.111	.271	.927	1.079
2	(Constant)	.406	2.207		.184	.855		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.005	.070	-.010	-.072	.943	.841	1.188
	What is your biological sex?	.518	.419	.167	1.236	.222	.837	1.195
	gamfreq_all	.050	.048	.143	1.049	.299	.816	1.225
	PAMoralSex	.059	.185	.060	.319	.751	.431	2.318
	PAObjectionableSex	.435	.272	.288	1.598	.116	.469	2.131
	PAControlledSex	-.141	.233	-.099	-.605	.548	.573	1.745

PAWidespreadSex	.358	.275	.213	1.303	.199	.572	1.749
PAToolSex	-.190	.287	-.098	-.663	.510	.700	1.428

a. Dependent Variable: sc_realistic

Regression explicitness sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.106[a]	.011	-.042	1.43078	.011	.211	3	56
2	.258[b]	.066	-.080	1.45677	.055	.604	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.889	
2	.697	.164

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: sc_explicit

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.295	3	.432	.211	.889[b]
	Residual	114.639	56	2.047		
	Total	115.933	59			
2	Regression	7.702	8	.963	.454	.882[c]
	Residual	108.231	51	2.122		
	Total	115.933	59			

a. Dependent Variable: sc_explicit

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	5.708	1.522		3.751	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.048	.065	-.103	-.743	.461	.918	1.089

	What is your biological sex?	-.001	.372	-.001	-.004	.997	.989	1.011
	gamfreq_all	.020	.043	.064	.466	.643	.927	1.079
2	(Constant)	4.007	2.166		1.850	.070		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.041	.069	-.088	-.598	.552	.841	1.188
	What is your biological sex?	-.215	.411	-.077	-.522	.604	.837	1.195
	gamfreq_all	.016	.047	.052	.347	.730	.816	1.225
	PAMoralSex	-.050	.182	-.057	-.276	.784	.431	2.318
	PAObjectionableSex	.154	.267	.114	.576	.567	.469	2.131
	PAControlledSex	.232	.228	.181	1.015	.315	.573	1.745
	PAWidespreadSex	.080	.270	.053	.295	.769	.572	1.749
	PAToolSex	-.018	.281	-.010	-.063	.950	.700	1.428

a. Dependent Variable: sc_explicit

Regression graphicness sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2

1	.287[a]	.082	.033	1.27839	.082	1.675	3	56
2	.465[b]	.217	.094	1.23775	.134	1.748	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.183	
2	.141	1.807

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: sc_drastic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	8.214	3	2.738	1.675	.183[b]
	Residual	91.519	56	1.634		
	Total	99.733	59			
2	Regression	21.601	8	2.700	1.762	.107[c]
	Residual	78.133	51	1.532		
	Total	99.733	59			

a. Dependent Variable: sc_drastic

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.950	1.360		2.170	.034		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.058	.003	.020	.984	.918	1.089
	What is your biological sex?	.740	.332	.287	2.228	.030	.989	1.011
	gamfreq_all	-.006	.039	-.021	-.156	.877	.927	1.079
2	(Constant)	-.023	1.840		-.012	.990		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.004	.059	.010	.072	.943	.841	1.188
	What is your biological sex?	.510	.349	.197	1.458	.151	.837	1.195
	gamfreq_all	-.009	.040	-.030	-.219	.828	.816	1.225

PAMoralSex	.172	.155	.210	1.112	.271	.431	2.318
PAObjectionableSex	-.022	.227	-.017	-.096	.924	.469	2.131
PAControlledSex	.099	.194	.083	.509	.613	.573	1.745
PAWidespreadSex	.076	.229	.054	.332	.741	.572	1.749
PAToolSex	.299	.239	.185	1.249	.217	.700	1.428

a. Dependent Variable: sc_drastic

Regression offensiveness sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.333[a]	.111	.063	1.63789	.111	2.330	3	56
2	.655[b]	.429	.339	1.37577	.318	5.674	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.084	
2	.000	1.927

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: sc_offensive

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	18.752	3	6.251	2.330	.084[b]
	Residual	150.231	56	2.683		
	Total	168.983	59			
2	Regression	72.454	8	9.057	4.785	.000[c]
	Residual	96.530	51	1.893		
	Total	168.983	59			

a. Dependent Variable: sc_offensive

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
	B	Std. Error	Beta			Tolerance	VIF
1 (Constant)	4.498	1.742		2.582	.012		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.088	.074	-.155	-1.181	.243	.918	1.089
	What is your biological sex?	1.027	.425	.306	2.414	.019	.989	1.011
	gamfreq_all	-.013	.050	-.034	-.256	.799	.927	1.079
2	(Constant)	-2.385	2.046		-1.166	.249		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.089	.065	-.158	-1.369	.177	.841	1.188
	What is your biological sex?	.722	.388	.215	1.860	.069	.837	1.195
	gamfreq_all	.021	.044	.056	.480	.633	.816	1.225
	PAMoralSex	-.260	.172	-.243	-1.511	.137	.431	2.318
	PAObjectionableSex	.723	.252	.442	2.863	.006	.469	2.131
	PAControlledSex	.412	.216	.267	1.909	.062	.573	1.745
	PAWidespreadSex	-.126	.255	-.069	-.494	.623	.572	1.749
	PAToolSex	.702	.266	.334	2.641	.011	.700	1.428

a. Dependent Variable: sc_offensive

Regression humorous sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.195[a]	.038	-.014	1.73709	.038	.737	3	56
2	.464[b]	.215	.092	1.64414	.177	2.302	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.534	
2	.058	2.286

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: sc_humorous

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	6.672	3	2.224	.737	.534[b]
	Residual	168.978	56	3.017		
	Total	175.650	59			
2	Regression	37.787	8	4.723	1.747	.110[c]
	Residual	137.863	51	2.703		
	Total	175.650	59			

a. Dependent Variable: sc_humorous

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.793	1.847		2.595	.012		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.079	.002	.014	.989	.918	1.089
	What is your biological sex?	-.638	.451	-.186	-1.415	.163	.989	1.011
	gamfreq_all	-.020	.053	-.051	-.378	.707	.927	1.079
2	(Constant)	5.906	2.445		2.416	.019		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.039	.078	.067	.495	.623	.841	1.188

What is your biological sex?	-.427	.464	-.125	-.920	.362	.837	1.195
gamfreq_all	-.024	.053	-.062	-.452	.654	.816	1.225
PAMoralSex	.270	.205	.248	1.312	.196	.431	2.318
PAObjectionableSex	-.042	.302	-.025	-.139	.890	.469	2.131
PAControlledSex	-.814	.258	-.518	-3.159	.003	.573	1.745
PAWidespreadSex	.475	.305	.256	1.559	.125	.572	1.749
PAToolSex	-.351	.317	-.164	-1.105	.274	.700	1.428

a. Dependent Variable: sc_humorous

Regression justification sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.204[a]	.042	-.010	1.64635	.042	.813	3	56
2	.419[b]	.176	.046	1.60009	.134	1.657	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.492	

2	.162	2.349

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: sa_justified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	6.614	3	2.205	.813	.492[b]
	Residual	151.786	56	2.710		
	Total	158.400	59			
2	Regression	27.826	8	3.478	1.359	.237[c]
	Residual	130.574	51	2.560		
	Total	158.400	59			

a. Dependent Variable: sa_justified
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.798	1.751		1.598	.116		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.070	.075	.128	.940	.351	.918	1.089
	What is your biological sex?	-.540	.428	-.166	-1.263	.212	.989	1.011
	gamfreq_all	.009	.050	.026	.189	.851	.927	1.079
2	(Constant)	6.988	2.379		2.937	.005		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.058	.076	.107	.769	.446	.841	1.188
	What is your biological sex?	-.511	.452	-.157	-1.130	.264	.837	1.195
	gamfreq_all	-.013	.052	-.037	-.261	.795	.816	1.225
	PAMoralSex	-.068	.200	-.066	-.340	.735	.431	2.318
	PAObjectionableSex	-.322	.294	-.204	-1.098	.277	.469	2.131
	PAControlledSex	.266	.251	.178	1.060	.294	.573	1.745
	PAWidespreadSex	-.155	.297	-.088	-.521	.604	.572	1.749
	PAToolSex	-.455	.309	-.224	-1.472	.147	.700	1.428

a. Dependent Variable: sa_justified

Regression rewarded sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.177[a]	.031	-.021	1.64451	.031	.602	3	56
2	.331[b]	.110	-.030	1.65214	.078	.897	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.616	
2	.490	1.797

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: sa_rewarded

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	4.885	3	1.628	.602	.616[b]

	Residual	151.448	56	2.704		
	Total	156.333	59			
2	Regression	17.125	8	2.141	.784	.619[c]
	Residual	139.208	51	2.730		
	Total	156.333	59			

a. Dependent Variable: sa_rewarded

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.822	1.749		2.757	.008		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.006	.075	.012	.084	.933	.918	1.089
	What is your biological sex?	-.518	.427	-.160	-1.213	.230	.989	1.011
	gamfreq_all	-.027	.050	-.073	-.537	.593	.927	1.079
2	(Constant)	7.616	2.457		3.100	.003		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.013	.078	.024	.167	.868	.841	1.188
What is your biological sex?	-.523	.467	-.162	-1.121	.268	.837	1.195
gamfreq_all	-.051	.053	-.139	-.948	.348	.816	1.225
PAMoralSex	.333	.206	.325	1.615	.113	.431	2.318
PAObjectionableSex	-.448	.303	-.285	-1.479	.145	.469	2.131
PAControlledSex	-.147	.259	-.099	-.567	.573	.573	1.745
PAWidespreadSex	-.083	.306	-.048	-.272	.786	.572	1.749
PAToolSex	-.211	.319	-.104	-.662	.511	.700	1.428

a. Dependent Variable: sa_rewarded

Regression ranked age sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.381[a]	.145	.099	2.232	.145	3.168	3	56
2	.502[b]	.252	.135	2.188	.107	1.462	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	

1	.031	
2	.219	2.003

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: age_rating

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	47.364	3	15.788	3.168	.031[b]
	Residual	279.036	56	4.983		
	Total	326.400	59			
2	Regression	82.335	8	10.292	2.151	.047[c]
	Residual	244.065	51	4.786		
	Total	326.400	59			

a. Dependent Variable: age_rating
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	13.934	2.374		5.870	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.013	.101	.016	.125	.901	.918	1.089
	What is your biological sex?	1.538	.580	.329	2.652	.010	.989	1.011
	gamfreq_all	.091	.068	.172	1.339	.186	.927	1.079
2	(Constant)	13.175	3.253		4.050	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.026	.104	.033	.249	.804	.841	1.188
	What is your biological sex?	1.179	.618	.253	1.909	.062	.837	1.195
	gamfreq_all	.095	.071	.180	1.346	.184	.816	1.225
	PAMoralSex	.060	.273	.040	.219	.827	.431	2.318
	PAObjectionableSex	.354	.401	.156	.882	.382	.469	2.131
	PAControlledSex	.498	.343	.232	1.451	.153	.573	1.745
	PAWidespreadSex	-.851	.406	-.336	-2.099	.041	.572	1.749
	PAToolSex	.278	.422	.095	.659	.513	.700	1.428

a. Dependent Variable: age_rating

Regression main character justification sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.339[a]	.115	.068	1.27409	.115	2.429	3	56
2	.430[b]	.185	.057	1.28143	.070	.872	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.075	
2	.506	1.823

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: sa_characterjustified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	11.828	3	3.943	2.429	.075[b]

	Residual	90.905	56	1.623		
	Total	102.733	59			
2	Regression	18.989	8	2.374	1.446	.201[c]
	Residual	83.745	51	1.642		
	Total	102.733	59			

a. Dependent Variable: sa_characterjustified

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.700	1.355		1.993	.051		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.071	.058	.162	1.233	.223	.918	1.089
	What is your biological sex?	-.631	.331	-.241	-1.908	.062	.989	1.011
	gamfreq_all	.049	.039	.165	1.267	.211	.927	1.079
2	(Constant)	4.177	1.905		2.192	.033		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.085	.061	.192	1.395	.169	.841	1.188
What is your biological sex?	-.666	.362	-.254	-1.840	.072	.837	1.195
gamfreq_all	.029	.041	.097	.694	.491	.816	1.225
PAMoralSex	.032	.160	.038	.197	.844	.431	2.318
PAObjectionableSex	-.137	.235	-.108	-.584	.562	.469	2.131
PAControlledSex	-.065	.201	-.054	-.323	.748	.573	1.745
PAWidespreadSex	.334	.238	.235	1.406	.166	.572	1.749
PAToolSex	-.479	.247	-.292	-1.935	.059	.700	1.428

a. Dependent Variable: sa_characterjustified

Regression main character likeability sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.384[a]	.147	.102	1.37822	.147	3.222	3	56
2	.448[b]	.201	.076	1.39789	.054	.687	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.029	
2	.635	1.443

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: sa_characterlikable

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	18.362	3	6.121	3.222	.029[b]
	Residual	106.372	56	1.899		
	Total	124.733	59			
2	Regression	25.074	8	3.134	1.604	.147[c]
	Residual	99.659	51	1.954		
	Total	124.733	59			

a. Dependent Variable: sa_characterlikable

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.249	1.466		2.899	.005		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.027	.062	.056	.437	.664	.918	1.089
	What is your biological sex?	-1.006	.358	-.349	-2.810	.007	.989	1.011
	gamfreq_all	.052	.042	.160	1.252	.216	.927	1.079
2	(Constant)	4.858	2.079		2.337	.023		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.039	.066	.081	.593	.556	.841	1.188
	What is your biological sex?	-.925	.395	-.321	-2.344	.023	.837	1.195
	gamfreq_all	.051	.045	.155	1.118	.269	.816	1.225
	PAMoralSex	-.137	.175	-.150	-.785	.436	.431	2.318
	PAObjectionableSex	.126	.257	.090	.492	.625	.469	2.131
	PAControlledSex	-.152	.219	-.115	-.695	.490	.573	1.745
	PAWidespreadSex	.335	.259	.214	1.293	.202	.572	1.749

PAToolSex	-.362	.270	-.200	-1.340	.186	.700	1.428

a. Dependent Variable: sa_characterlikable

Regression exciting sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.200[a]	.040	-.012	1.57666	.040	.774	3	56
2	.382[b]	.146	.012	1.55824	.106	1.266	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.513	
2	.293	2.229

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years
b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex
c. Dependent Variable: perception_suspense

ANOVA[a]

Model	Sum of Squares	df	Mean Square	F	Sig.

1	Regression	5.775	3	1.925	.774	.513[b]
	Residual	139.209	56	2.486		
	Total	144.983	59			
2	Regression	21.149	8	2.644	1.089	.386[c]
	Residual	123.834	51	2.428		
	Total	144.983	59			

a. Dependent Variable: perception_suspense

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.404	1.677		1.434	.157		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.005	.071	.010	.075	.941	.918	1.089
	What is your biological sex?	.506	.410	.163	1.237	.221	.989	1.011
	gamfreq_all	.037	.048	.105	.773	.443	.927	1.079

2	(Constant)	3.136	2.317		1.353	.182		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.020	.074	.039	.276	.783	.841	1.188
	What is your biological sex?	.648	.440	.208	1.474	.147	.837	1.195
	gamfreq_all	.027	.050	.077	.539	.592	.816	1.225
	PAMoralSex	.111	.195	.112	.570	.571	.431	2.318
	PAObjectionableSex	-.163	.286	-.107	-.569	.572	.469	2.131
	PAControlledSex	-.456	.244	-.319	-1.865	.068	.573	1.745
	PAWidespreadSex	.550	.289	.326	1.905	.062	.572	1.749
	PAToolSex	-.336	.301	-.173	-1.117	.269	.700	1.428

a. Dependent Variable: perception_suspense

Regression enjoyment sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.126[a]	.016	-.037	1.56713	.016	.299	3	56
2	.365[b]	.133	-.003	1.54120	.117	1.380	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.826	
2	.247	2.228

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: perception_enjoyability

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	2.203	3	.734	.299	.826[b]
	Residual	137.530	56	2.456		
	Total	139.733	59			
2	Regression	18.593	8	2.324	.978	.463[c]
	Residual	121.140	51	2.375		
	Total	139.733	59			

a. Dependent Variable: perception_enjoyability

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	5.129	1.667		3.077	.003		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.046	.071	-.090	-.653	.516	.918	1.089
	What is your biological sex?	-.121	.407	-.040	-.297	.767	.989	1.011
	gamfreq_all	.036	.048	.103	.749	.457	.927	1.079
2	(Constant)	7.696	2.292		3.358	.001		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.063	.073	-.122	-.861	.394	.841	1.188
	What is your biological sex?	.002	.435	.001	.005	.996	.837	1.195
	gamfreq_all	.011	.050	.032	.220	.827	.816	1.225
	PAMoralSex	.152	.193	.157	.791	.433	.431	2.318
	PAObjectionableSex	-.619	.283	-.417	-2.189	.033	.469	2.131
	PAControlledSex	-.107	.242	-.076	-.441	.661	.573	1.745
	PAWidespreadSex	.305	.286	.184	1.067	.291	.572	1.749

PAToolSex	-.262	.298	-.137	-.880	.383	.700	1.428

a. Dependent Variable: perception_enjoyability

Regression amusement sexual mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.114[a]	.013	-.040	1.47841	.013	.244	3	56
2	.261[b]	.068	-.078	1.50530	.055	.604	5	51

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.865	
2	.697	2.076

a. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

c. Dependent Variable: perception_amusement

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.601	3	.534	.244	.865[b]

	Residual	122.399	56	2.186		
	Total	124.000	59			
2	Regression	8.438	8	1.055	.466	.875[c]
	Residual	115.562	51	2.266		
	Total	124.000	59			

a. Dependent Variable: perception_amusement

b. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years

c. Predictors: (Constant), gamfreq_all, What is your biological sex?, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, PAWidespreadSex, PAObjectionableSex, PAToolSex, PAControlledSex, PAMoralSex

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	5.110	1.572		3.250	.002		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.033	.067	-.068	-.490	.626	.918	1.089
	What is your biological sex?	-.248	.384	-.086	-.645	.521	.989	1.011
	gamfreq_all	.003	.045	.010	.072	.943	.927	1.079
2	(Constant)	5.284	2.238		2.361	.022		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.017	.071	-.035	-.237	.814	.841	1.188
What is your biological sex?	-.166	.425	-.058	-.390	.698	.837	1.195
gamfreq_all	7.509E-5	.049	.000	.002	.999	.816	1.225
PAMoralSex	.114	.188	.124	.604	.549	.431	2.318
PAObjectionableSex	-.036	.276	-.025	-.129	.898	.469	2.131
PAControlledSex	-.359	.236	-.272	-1.521	.134	.573	1.745
PAWidespreadSex	.302	.279	.194	1.083	.284	.572	1.749
PAToolSex	-.167	.291	-.093	-.575	.568	.700	1.428

a. Dependent Variable: perception_amusement

Regression realism violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.301[a]	.091	.043	1.50661	.091	1.891	3	57
2	.479[b]	.229	.111	1.45206	.139	1.873	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson

	Sig. F Change	
1	.141	
2	.115	1.922

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: vc_realistic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.879	3	4.293	1.891	.141[b]
	Residual	129.383	57	2.270		
	Total	142.262	60			
2	Regression	32.621	8	4.078	1.934	.074[c]
	Residual	109.641	52	2.108		
	Total	142.262	60			

a. Dependent Variable: vc_realistic
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	1.013	1.639		.618	.539		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.053	.061	.113	.864	.391	.930	1.076
	What is your biological sex?	.933	.411	.305	2.269	.027	.883	1.132
	gamfreq_all	.427	.321	.179	1.329	.189	.883	1.133
2	(Constant)	6.013	2.545		2.362	.022		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.041	.059	.089	.693	.491	.903	1.107
	What is your biological sex?	.735	.460	.240	1.600	.116	.656	1.524
	gamfreq_all	.438	.321	.183	1.364	.178	.821	1.218
	PAMoralViolence	-.166	.223	-.153	-.742	.462	.348	2.874
	PAObjectionableViolence	.047	.335	.032	.139	.890	.276	3.624
	PAControlledViolence	-.770	.297	-.355	-2.594	.012	.793	1.260
	PAWidespreadViolence	-.286	.240	-.181	-1.193	.238	.647	1.546

PAToolViolence	.043	.169	.040	.256	.799	.593	1.685

a. Dependent Variable: vc_realistic

Regression explicitness violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.470[a]	.221	.180	1.18196	.221	5.384	3	57
2	.526[b]	.277	.166	1.19200	.056	.809	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.002	
2	.549	2.689

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_explicit

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	22.566	3	7.522	5.384	.002[b]
	Residual	79.631	57	1.397		
	Total	102.197	60			
2	Regression	28.312	8	3.539	2.491	.023[c]
	Residual	73.885	52	1.421		
	Total	102.197	60			

a. Dependent Variable: vc_explicit

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model	Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
	B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1 (Constant)	4.460	1.286		3.469	.001		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.075	.048	.191	1.574	.121	.930	1.076
	What is your biological sex?	-.622	.322	-.240	-1.930	.059	.883	1.132
	gamfreq_all	-.753	.252	-.372	-2.986	.004	.883	1.133
2	(Constant)	3.349	2.090		1.603	.115		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.085	.049	.215	1.735	.089	.903	1.107
	What is your biological sex?	-.913	.377	-.352	-2.419	.019	.656	1.524
	gamfreq_all	-.705	.264	-.348	-2.673	.010	.821	1.218
	PAMoralViolence	.011	.183	.012	.060	.952	.348	2.874
	PAObjectionableViolence	.217	.275	.177	.788	.434	.276	3.624
	PAControlledViolence	.043	.244	.023	.175	.862	.793	1.260
	PAWidespreadViolence	.205	.197	.152	1.039	.304	.647	1.546
	PAToolViolence	-.198	.139	-.218	-1.424	.160	.593	1.685

a. Dependent Variable: vc_explicit

Regression graphicness violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.376[a]	.142	.096	1.19328	.142	3.136	3	57
2	.442[b]	.195	.071	1.20993	.053	.688	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.032	
2	.634	2.126

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_drastic

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	13.394	3	4.465	3.136	.032[b]
	Residual	81.163	57	1.424		
	Total	94.557	60			
2	Regression	18.432	8	2.304	1.574	.156[c]

	Residual	76.125	52	1.464		
	Total	94.557	60			

a. Dependent Variable: vc_drastic

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	.883	1.298		.680	.499		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.125	.048	.329	2.587	.012	.930	1.076
	What is your biological sex?	.540	.326	.217	1.660	.102	.883	1.132
	gamfreq_all	-.068	.255	-.035	-.269	.789	.883	1.133
2	(Constant)	2.655	2.121		1.252	.216		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.128	.050	.339	2.591	.012	.903	1.107
What is your biological sex?	.499	.383	.200	1.304	.198	.656	1.524
gamfreq_all	-.103	.268	-.053	-.384	.703	.821	1.218
PAMoralViolence	.263	.186	.298	1.411	.164	.348	2.874
PAObjectionableViolence	-.359	.279	-.304	-1.283	.205	.276	3.624
PAControlledViolence	-.281	.247	-.159	-1.135	.262	.793	1.260
PAWidespreadViolence	-.110	.200	-.085	-.550	.585	.647	1.546
PAToolViolence	.030	.141	.034	.213	.832	.593	1.685

a. Dependent Variable: vc_drastic

Regression offensiveness violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.527[a]	.277	.239	1.57492	.277	7.296	3	57
2	.642[b]	.412	.321	1.48772	.134	2.376	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	

1	.000	
2	.051	2.169

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_offensive

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	54.291	3	18.097	7.296	.000[b]
	Residual	141.382	57	2.480		
	Total	195.672	60			
2	Regression	80.579	8	10.072	4.551	.000[c]
	Residual	115.093	52	2.213		
	Total	195.672	60			

a. Dependent Variable: vc_offensive

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.462	1.713		2.605	.012		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.097	.064	-.177	-1.518	.135	.930	1.076
	What is your biological sex?	1.387	.430	.387	3.228	.002	.883	1.132
	gamfreq_all	-.579	.336	-.207	-1.724	.090	.883	1.133
2	(Constant)	2.650	2.608		1.016	.314		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.081	.061	-.149	-1.329	.190	.903	1.107
	What is your biological sex?	.658	.471	.183	1.397	.168	.656	1.524
	gamfreq_all	-.335	.329	-.119	-1.017	.314	.821	1.218
	PAMoralViolence	.082	.229	.064	.357	.723	.348	2.874
	PAObjectionableViolence	.663	.344	.391	1.929	.059	.276	3.624
	PAControlledViolence	.110	.304	.043	.362	.719	.793	1.260

PAWidespreadViolence	-.209	.246	-.112	-.849	.400	.647	1.546
PAToolViolence	-.016	.173	-.013	-.095	.925	.593	1.685

a. Dependent Variable: vc_offensive

Excluded Variables[a]

Model		Beta In	t	Sig.	Partial Correlation	Collinearity Statistics		
						Tolerance	VIF	Minimum Tolerance
1	PAMoralViolence	.325[b]	2.745	.008	.344	.810	1.234	.781
	PAObjectionableViolence	.405[b]	3.268	.002	.400	.707	1.415	.707
	PAControlledViolence	-.074[b]	-.629	.532	-.084	.933	1.071	.841
	PAWidespreadViolence	-.073[b]	-.634	.528	-.084	.964	1.038	.854
	PAToolViolence	-.061[b]	-.518	.607	-.069	.914	1.094	.808

a. Dependent Variable: vc_offensive

b. Predictors in the Model: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

Regression humorous violent mission

Model Summary[c]

Model	R	R	Adjusted R	Std. Error	Change Statistics

		Square	Square	of the Estimate	R Square Change	F Change	df1	df2
1	.209[a]	.044	-.007	1.86457	.044	.867	3	57
2	.287[b]	.082	-.059	1.91249	.038	.436	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.463	
2	.821	1.954

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_humorous

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	9.045	3	3.015	.867	.463[b]
	Residual	198.168	57	3.477		
	Total	207.213	60			
2	Regression	17.018	8	2.127	.582	.788[c]
	Residual	190.195	52	3.658		
	Total	207.213	60			

a. Dependent Variable: vc_humorous

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.328	2.028		1.641	.106		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.040	.075	.071	.526	.601	.930	1.076
	What is your biological sex?	-.533	.509	-.145	-1.049	.299	.883	1.132
	gamfreq_all	.276	.398	.096	.693	.491	.883	1.133
2	(Constant)	4.997	3.353		1.491	.142		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.025	.078	.044	.314	.755	.903	1.107

What is your biological sex?	-.664	.605	-.180	-1.098	.277	.656	1.524
gamfreq_all	.278	.423	.096	.657	.514	.821	1.218
PAMoralViolence	-.214	.294	-.164	-.728	.470	.348	2.874
PAObjectionableViolence	.282	.442	.162	.639	.526	.276	3.624
PAControlledViolence	.164	.391	.063	.419	.677	.793	1.260
PAWidespreadViolence	-.338	.316	-.177	-1.072	.289	.647	1.546
PAToolViolence	-.017	.223	-.014	-.078	.938	.593	1.685

a. Dependent Variable: vc_humorous

Regression justification violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.132[a]	.018	-.034	2.03058	.018	.339	3	57
2	.347[b]	.120	-.015	2.01167	.103	1.215	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.798	
2	.315	2.092

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: va_justified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	4.188	3	1.396	.339	.798[b]
	Residual	235.026	57	4.123		
	Total	239.213	60			
2	Regression	28.778	8	3.597	.889	.532[c]
	Residual	210.435	52	4.047		
	Total	239.213	60			

a. Dependent Variable: va_justified
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model	Unstandardized Coefficients	Standardized Coefficients	t	Sig.	Collinearity Statistics

		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	4.961	2.209		2.246	.029		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.070	.082	-.116	-.851	.398	.930	1.076
	What is your biological sex?	-.007	.554	-.002	-.014	.989	.883	1.132
	gamfreq_all	.149	.433	.048	.343	.733	.883	1.133
2	(Constant)	1.253	3.526		.355	.724		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.062	.082	-.104	-.758	.452	.903	1.107
	What is your biological sex?	.405	.637	.102	.636	.528	.656	1.524
	gamfreq_all	.164	.445	.053	.368	.715	.821	1.218
	PAMoralViolence	.326	.310	.232	1.052	.298	.348	2.874
	PAObjectionableViolence	-.322	.465	-.172	-.694	.491	.276	3.624
	PAControlledViolence	.547	.411	.194	1.331	.189	.793	1.260
	PAWidespreadViolence	-.119	.332	-.058	-.358	.722	.647	1.546
	PAToolViolence	.348	.234	.251	1.487	.143	.593	1.685

a. Dependent Variable: va_justified

Regression reward violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.230[a]	.053	.003	2.00127	.053	1.065	3	57
2	.347[b]	.121	-.015	2.01924	.067	.798	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.371	
2	.556	1.813

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: va_rewarded

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.791	3	4.264	1.065	.371[b]
	Residual	228.291	57	4.005		
	Total	241.082	60			

2	Regression	29.060	8	3.633	.891	.531[c]
	Residual	212.022	52	4.077		
	Total	241.082	60			

a. Dependent Variable: va_rewarded

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	7.712	2.177		3.543	.001		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.134	.081	-.222	-1.664	.102	.930	1.076
	What is your biological sex?	-.318	.546	-.080	-.582	.563	.883	1.132
	gamfreq_all	.066	.427	.021	.154	.879	.883	1.133
2	(Constant)	5.839	3.540		1.650	.105		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.139	.083	-.230	-1.681	.099	.903	1.107
What is your biological sex?	.111	.639	.028	.174	.862	.656	1.524
gamfreq_all	.044	.447	.014	.099	.922	.821	1.218
PAMoralViolence	.099	.311	.070	.319	.751	.348	2.874
PAObjectionableViolence	-.213	.466	-.113	-.456	.650	.276	3.624
PAControlledViolence	.437	.413	.155	1.060	.294	.793	1.260
PAWidespreadViolence	-.199	.333	-.096	-.596	.553	.647	1.546
PAToolViolence	.302	.235	.217	1.285	.204	.593	1.685

a. Dependent Variable: va_rewarded

Regression ranked age violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.301[a]	.091	.043	2.788	.091	1.895	3	57
2	.686[b]	.471	.389	2.227	.380	7.468	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson

	Sig. F Change	
1	.141	
2	.000	2.017

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: age_rating

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	44.190	3	14.730	1.895	.141[b]
	Residual	443.122	57	7.774		
	Total	487.311	60			
2	Regression	229.392	8	28.674	5.781	.000[c]
	Residual	257.919	52	4.960		
	Total	487.311	60			

a. Dependent Variable: age_rating
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	14.549	3.033		4.798	.000		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.054	.113	-.063	-.479	.634	.930	1.076
	What is your biological sex?	1.613	.761	.285	2.120	.038	.883	1.132
	gamfreq_all	.006	.595	.001	.010	.992	.883	1.133
2	(Constant)	7.991	3.904		2.047	.046		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.004	.091	-.005	-.043	.966	.903	1.107
	What is your biological sex?	.035	.705	.006	.049	.961	.656	1.524
	gamfreq_all	.695	.493	.157	1.412	.164	.821	1.218
	PAMoralViolence	.515	.343	.257	1.504	.139	.348	2.874
	PAObjectionableViolence	1.379	.514	.515	2.682	.010	.276	3.624
	PAControlledViolence	.252	.455	.063	.554	.582	.793	1.260
	PAWidespreadViolence	-.651	.368	-.222	-1.770	.083	.647	1.546

PAToolViolence	.361	.259	.182	1.391	.170	.593	1.685

a. Dependent Variable: age_rating

Regression main character likeability violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.095[a]	.009	-.043	1.58600	.009	.174	3	57
2	.268[b]	.072	-.071	1.60688	.063	.706	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.914	
2	.622	2.244

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_characterlikable

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	1.311	3	.437	.174	.914[b]
	Residual	143.377	57	2.515		
	Total	144.689	60			
2	Regression	10.422	8	1.303	.505	.847[c]
	Residual	134.267	52	2.582		
	Total	144.689	60			

a. Dependent Variable: vc_characterlikable

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	3.884	1.725		2.252	.028		

	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.001	.064	.001	.009	.993	.930	1.076
	What is your biological sex?	-.172	.433	-.056	-.398	.692	.883	1.132
	gamfreq_all	.153	.338	.063	.451	.654	.883	1.133
2	(Constant)	6.493	2.817		2.305	.025		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.010	.066	-.021	-.151	.881	.903	1.107
	What is your biological sex?	.181	.509	.059	.357	.723	.656	1.524
	gamfreq_all	.023	.355	.009	.064	.950	.821	1.218
	PAMoralViolence	.000	.247	.000	.001	.999	.348	2.874
	PAObjectionableViolence	-.449	.371	-.307	-1.209	.232	.276	3.624
	PAControlledViolence	-.306	.329	-.140	-.932	.356	.793	1.260
	PAWidespreadViolence	-.038	.265	-.024	-.145	.885	.647	1.546
	PAToolViolence	.075	.187	.069	.399	.691	.593	1.685

a. Dependent Variable: vc_characterlikable

Regression main character justification violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.274[a]	.075	.026	1.64740	.075	1.538	3	57
2	.394[b]	.155	.025	1.64851	.080	.985	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.215	
2	.436	1.935

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

c. Dependent Variable: vc_characterjustified

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	12.520	3	4.173	1.538	.215[b]
	Residual	154.693	57	2.714		
	Total	167.213	60			
2	Regression	25.898	8	3.237	1.191	.322[c]

	Residual	141.315	52	2.718		
	Total	167.213	60			

a. Dependent Variable: vc_characterjustified

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	1.319	1.792		.736	.465		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.054	.067	.107	.806	.423	.930	1.076
	What is your biological sex?	.458	.449	.138	1.019	.312	.883	1.132
	gamfreq_all	.734	.351	.283	2.088	.041	.883	1.133
2	(Constant)	.412	2.890		.143	.887		

This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.052	.068	.103	.767	.447	.903	1.107
What is your biological sex?	.950	.522	.287	1.821	.074	.656	1.524
gamfreq_all	.639	.365	.247	1.754	.085	.821	1.218
PAMoralViolence	.225	.254	.192	.886	.379	.348	2.874
PAObjectionableViolence	-.518	.381	-.330	-1.361	.179	.276	3.624
PAControlledViolence	.247	.337	.105	.732	.468	.793	1.260
PAWidespreadViolence	-.064	.272	-.037	-.234	.816	.647	1.546
PAToolViolence	.217	.192	.187	1.129	.264	.593	1.685

a. Dependent Variable: vc_characterjustified

Regression exciting violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.275[a]	.076	.027	1.54302	.076	1.560	3	57
2	.307[b]	.094	-.045	1.59937	.018	.211	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson

	Sig. F Change	
1	.209	
2	.956	2.012

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: perception_suspense

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	11.141	3	3.714	1.560	.209[b]
	Residual	135.712	57	2.381		
	Total	146.852	60			
2	Regression	13.837	8	1.730	.676	.710[c]
	Residual	133.015	52	2.558		
	Total	146.852	60			

a. Dependent Variable: perception_suspense
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	2.364	1.678		1.409	.164		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.008	.062	.017	.125	.901	.930	1.076
	What is your biological sex?	.841	.421	.271	1.999	.050	.883	1.132
	gamfreq_all	.423	.329	.174	1.286	.204	.883	1.133
2	(Constant)	4.261	2.804		1.520	.135		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	.000	.065	.001	.007	.994	.903	1.107
	What is your biological sex?	.827	.506	.266	1.633	.108	.656	1.524
	gamfreq_all	.407	.354	.168	1.152	.255	.821	1.218
	PAMoralViolence	-.121	.246	-.110	-.493	.624	.348	2.874
	PAObjectionableViolence	.028	.369	.019	.076	.940	.276	3.624
	PAControlledViolence	-.234	.327	-.106	-.716	.477	.793	1.260
	PAWidespreadViolence	-.093	.264	-.058	-.352	.726	.647	1.546
	PAToolViolence	.002	.186	.002	.013	.990	.593	1.685

a. Dependent Variable: perception_suspense

Regression enjoyment violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.322[a]	.104	.057	1.47179	.104	2.200	3	57
2	.357[b]	.127	-.007	1.52076	.023	.278	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson
	Sig. F Change	
1	.098	
2	.923	2.036

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: perception_enjoyability

ANOVA[a]

Model	Sum of Squares	df	Mean Square	F	Sig.

1	Regression	14.298	3	4.766	2.200	.098[b]
	Residual	123.472	57	2.166		
	Total	137.770	60			
2	Regression	17.510	8	2.189	.946	.487[c]
	Residual	120.261	52	2.313		
	Total	137.770	60			

a. Dependent Variable: perception_enjoyability

b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?

c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.981	1.601		3.112	.003		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.067	.059	-.147	-1.129	.264	.930	1.076
	What is your biological sex?	.402	.402	.134	1.002	.321	.883	1.132
	gamfreq_all	.598	.314	.254	1.906	.062	.883	1.133

2	(Constant)	4.861	2.666		1.824	.074		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.071	.062	-.156	-1.148	.256	.903	1.107
	What is your biological sex?	.511	.481	.170	1.062	.293	.656	1.524
	gamfreq_all	.592	.336	.252	1.761	.084	.821	1.218
	PAMoralViolence	-.202	.234	-.189	-.862	.393	.348	2.874
	PAObjectionableViolence	.121	.351	.085	.346	.731	.276	3.624
	PAControlledViolence	-.055	.311	-.026	-.176	.861	.793	1.260
	PAWidespreadViolence	.118	.251	.076	.471	.640	.647	1.546
	PAToolViolence	-.007	.177	-.006	-.039	.969	.593	1.685

a. Dependent Variable: perception_enjoyability

Regression amusement violent mission

Model Summary[c]

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Change Statistics			
					R Square Change	F Change	df1	df2
1	.264[a]	.070	.021	1.55700	.070	1.426	3	57
2	.289[b]	.083	-.058	1.61814	.014	.155	5	52

Model Summary[c]

Model	Change Statistics	Durbin-Watson

	Sig. F Change	
1	.244	
2	.978	2.367

a. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence
c. Dependent Variable: perception_amusement

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	10.374	3	3.458	1.426	.244[b]
	Residual	138.183	57	2.424		
	Total	148.557	60			
2	Regression	12.402	8	1.550	.592	.780[c]
	Residual	136.156	52	2.618		
	Total	148.557	60			

a. Dependent Variable: perception_amusement
b. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?
c. Predictors: (Constant), gamfreq_all, This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years, What is your biological sex?, PAWidespreadViolence, PAControlledViolence, PAMoralViolence, PAToolViolence, PAObjectionableViolence

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients			Collinearity Statistics	
		B	Std. Error	Beta	t	Sig.	Tolerance	VIF
1	(Constant)	4.883	1.694		2.884	.006		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.049	.063	-.104	-.785	.436	.930	1.076
	What is your biological sex?	.248	.425	.079	.584	.562	.883	1.132
	gamfreq_all	.559	.332	.229	1.684	.098	.883	1.133
2	(Constant)	5.943	2.837		2.095	.041		
	This is the last section of the questionnaire. All questions in this section relate to basic demo...-Years	-.053	.066	-.113	-.806	.424	.903	1.107
	What is your biological sex?	.199	.512	.064	.388	.699	.656	1.524
	gamfreq_all	.582	.358	.238	1.626	.110	.821	1.218
	PAMoralViolence	-.124	.249	-.112	-.498	.621	.348	2.874
	PAObjectionableViolence	.120	.374	.081	.321	.749	.276	3.624
	PAControlledViolence	-.198	.331	-.089	-.598	.553	.793	1.260
	PAWidespreadViolence	-.066	.267	-.041	-.246	.807	.647	1.546

PAToolViolence	.029	.188	.027	.154	.878	.593	1.685

a. Dependent Variable: perception_amusement