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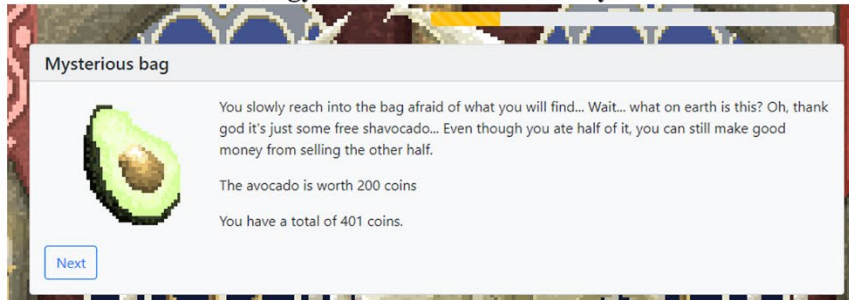
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Melléklet

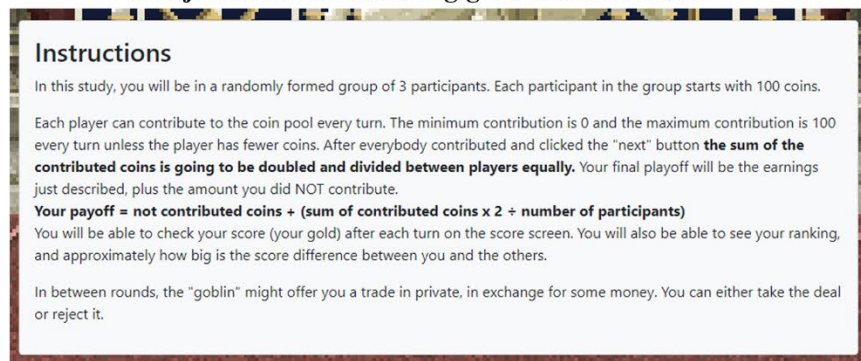
1.1 Ábra melyet a kísérlet magyarázatához használtunk



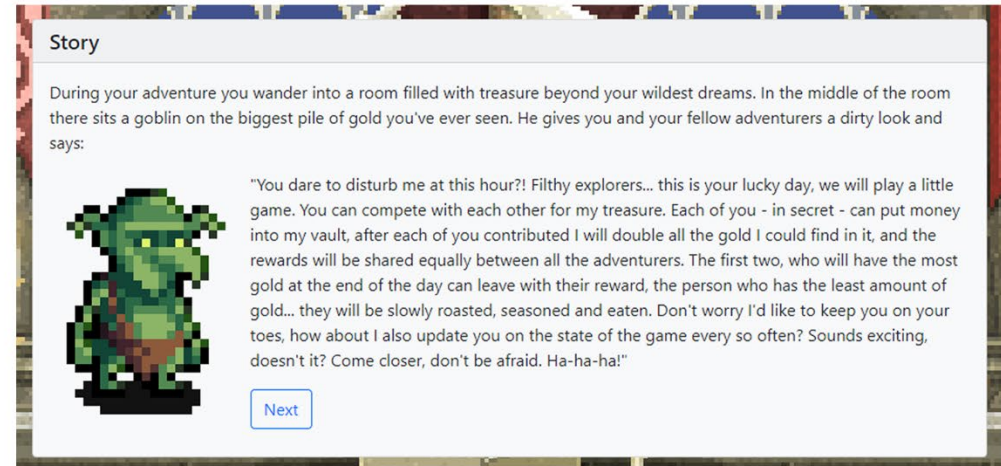
1.2 Az egyik lootbox kör eredménye



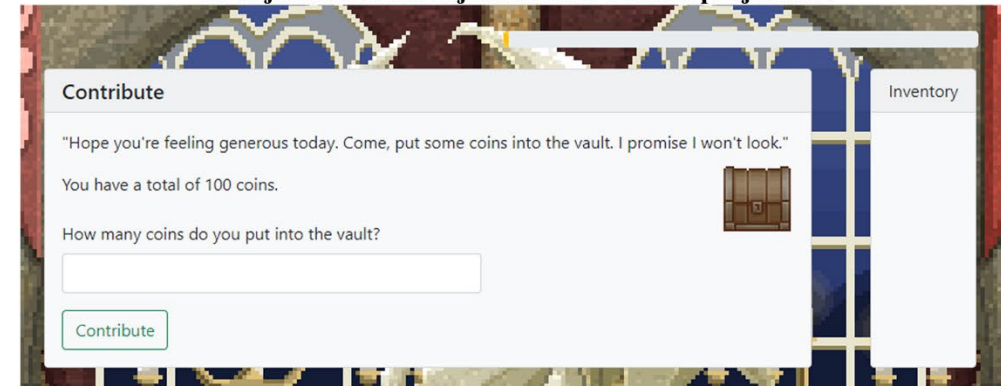
1.3 A játékosok számára végig elérhető instrukció



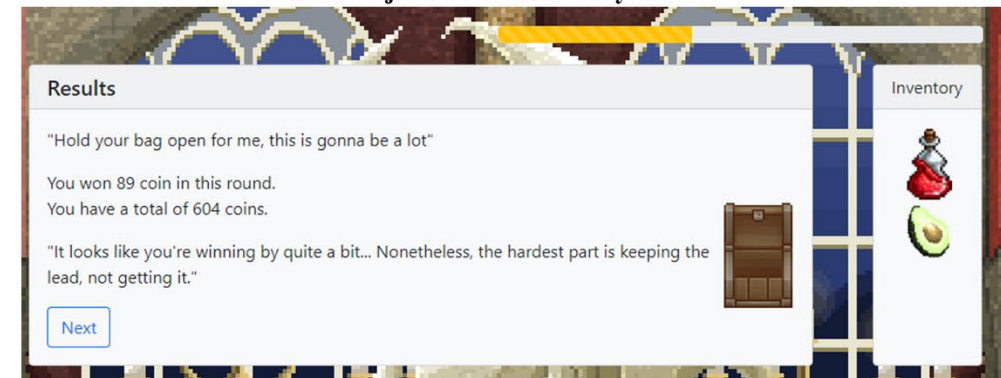
1.4 A rövid történet



1.5 A játékosok hozzájárulhattak a közös projekthez



1.6 A közjavak kör eredménye



2. melléklet: Kérdőívek

A loot-box vásárlás motivációi

1. I buy loot-boxes to gain gameplay advantages, to become/remain competitive.
2. I buy loot-boxes to obtain specific items/characters/etc., to create a collection.
3. I buy loot-boxes for the fun, excitement and thrills of opening the box.
4. I buy loot-boxes for appearance reasons/to make my character look better.
5. I buy loot-boxes to support the developers of the game.
6. I buy loot-boxes, because they are good value/better than a standard purchase.
7. I buy loot-boxes to gain a time advantage, to speed up my progress, to avoid the grinding.
8. I buy loot-boxes to make profit, as an investment to make money later.

Az eszképzizmus kérdőív lootbox használatra átalakított változata

1. How often do you open lootboxes to relax from the day's work?
2. How often do you open lootboxes when you are in a good mood?
3. How often do you open lootboxes so you can avoid thinking about some of your real-life problems or worries?
4. How often do you open lootboxes in order to avoid real-life social encounters or situations?
5. How often do you continue to open lootboxes so that you won't have to deal with everyday problems and issues?
6. When you are in a good mood, which is more likely – that you choose to open lootboxes or to do something else?

3. melléklet: A statisztikai próbák eredményei

Results

Linear Regression

1H: Lootbox vásárlás motivációi és a vásárlás összefüggése

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.356	0.126	0.115	11.1	1	77	0.001

Model Coefficients - money

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	-417.5	216.54	-1.93	0.058	
lb_mot	23.5	7.03	3.34	0.001	0.356

Linear Regression

2H: A videójátékozási szokások és a lootboxra költött pénzösszeg összefüggése

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.153	0.0233	0.00632	1.37	2	115	0.258

Model Coefficients - money

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	-106.4	188.4	-0.565	0.573	
freq	13.5	38.9	0.346	0.730	0.0332
time	76.7	52.4	1.462	0.146	0.1402

Linear Regression

A videójátékozási szokások és a problémás videójátékozás összefüggése

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.371	0.137	0.122	9.16	2	115	< .001

Model Coefficients - pogq_ö

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	17.974	2.253	7.98	< .001	
freq	0.802	0.466	1.72	0.088	0.155
time	2.066	0.627	3.29	0.001	0.297

Linear Regression

3H: A problémás videojátékozás és a lootboxra költött pénzösszeg összefüggése

Model Fit Measures

Model	R	R²	Adjusted R²	Overall Model Test			
				F	df1	df2	p
1	0.390	0.152	0.145	21.0	1	117	< .001

Model Coefficients - money

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	-657.6	187.94	-3.50	< .001	
pogq_ö	30.6	6.67	4.59	< .001	0.390

GLM Mediation Analysis

4H: Eszképzimusz hatása a szorongás és depresszió és problémás videojátékozás összefüggésére

Models Info

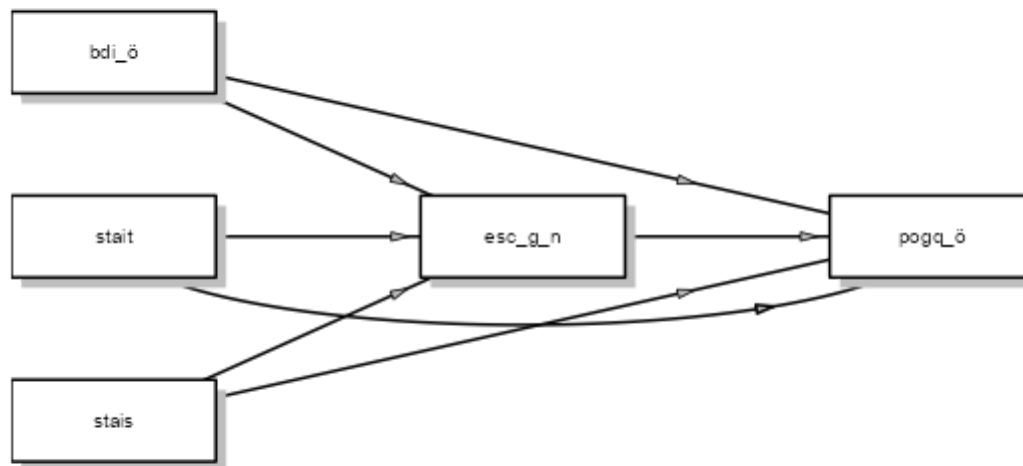
Mediators Models		
	m1	esc_g_n ~ bdi_ö + stait + stais
Full Model		
	m2	pogq_ö ~ esc_g_n + bdi_ö + stait + stais
Indirect Effects		
	IE 1	bdi_ö ⇒ esc_g_n ⇒ pogq_ö
	IE 2	stait ⇒ esc_g_n ⇒ pogq_ö
	IE 3	stais ⇒ esc_g_n ⇒ pogq_ö

Note. Warming: The dependent variable is defined as factor. Please make sure it is a continuous variable.

[3]

Path Model

Model Diagram



[4]

Model diagram notes

Covariances among IV are estimated but not shown

Mediation

Type	Effect	Estimate	SE	95% C.I. (a)		β	z	p
				Lower	Upper			
Indirect	bdi_ö ⇒ esc_g_n ⇒ pogq_ö	0.0231	0.0464	-0.0679	0.1142	0.0241	0.498	0.618
	stait ⇒ esc_g_n ⇒ pogq_ö	0.2931	0.1105	0.0766	0.5096	0.1465	2.653	0.008
	stais ⇒ esc_g_n ⇒ pogq_ö	0.3769	0.1319	0.1184	0.6355	0.1545	2.857	0.004
Component	bdi_ö ⇒ esc_g_n	0.0194	0.0388	-0.0567	0.0956	0.0500	0.500	0.617
	esc_g_n ⇒ pogq_ö	1.1900	0.2267	0.7457	1.6343	0.4829	5.250	< .001
	stait ⇒ esc_g_n	0.2463	0.0801	0.0893	0.4033	0.3033	3.075	0.002
	stais ⇒ esc_g_n	0.3168	0.0930	0.1345	0.4990	0.3200	3.406	< .001
Direct	bdi_ö ⇒ pogq_ö	0.0885	0.0899	-0.0877	0.2647	0.0923	0.984	0.325
	stait ⇒ pogq_ö	-0.0965	0.1934	-0.4756	0.2825	-0.0482	-0.499	0.618
	stais ⇒ pogq_ö	0.4973	0.2266	0.0531	0.9415	0.2038	2.194	0.028
Total	bdi_ö ⇒ pogq_ö	0.1116	0.1015	-0.0873	0.3106	0.1165	1.100	0.271
	stait ⇒ pogq_ö	0.1965	0.2093	-0.2136	0.6067	0.0982	0.939	0.348
	stais ⇒ pogq_ö	0.8742	0.2430	0.3980	1.3504	0.3583	3.598	< .001

Note. Confidence intervals computed with method: Standard (Delta method)

Note. Betas are completely standardized effect sizes

[5]

GLM Mediation Analysis

5H: Eszképizmus hatása a szorongás és depresszió és a lootboxokra költött összeg összefüggésére

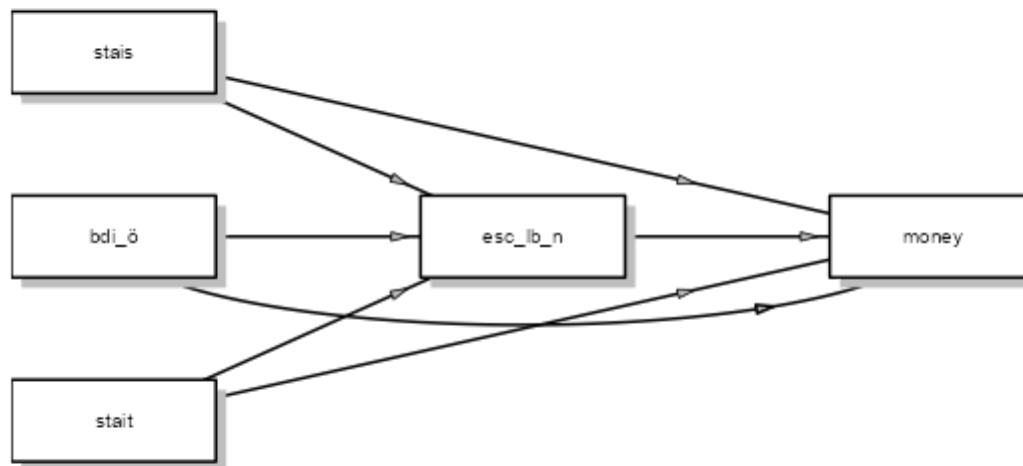
Models Info

Mediators Models		
	m1	esc_lb_n ~ stais + bdi_ö + stait
Full Model		
	m2	money ~ esc_lb_n + stais + bdi_ö + stait
Indirect Effects		
	IE 1	stais ⇒ esc_lb_n ⇒ money
	IE 2	bdi_ö ⇒ esc_lb_n ⇒ money
	IE 3	stait ⇒ esc_lb_n ⇒ money

[3]

Path Model

Model Diagram



[4]

Model diagram notes

Covariances among IV are estimated but not shown

Mediation

Type	Effect	Estimate	SE	95% C.I. (a)		β	z	p
				Lower	Upper			
Indirect	stais $\Rightarrow$ esc_lb_n $\Rightarrow$ money	9.2572	5.6720	-1.8597	20.3742	0.08642	1.6321	0.103
	bdi_ö $\Rightarrow$ esc_lb_n $\Rightarrow$ money	-2.1289	1.4847	-5.0389	0.7811	-0.05060	-1.4339	0.152
	stait $\Rightarrow$ esc_lb_n $\Rightarrow$ money	1.4157	1.9294	-2.3659	5.1973	0.01611	0.7337	0.463
Component	stais $\Rightarrow$ esc_lb_n	0.2972	0.0653	0.1693	0.4252	0.46222	4.5529	< .001
	esc_lb_n $\Rightarrow$ money	31.1430	17.8136	-3.7709	66.0570	0.18697	1.7483	0.080
	bdi_ö $\Rightarrow$ esc_lb_n	-0.0684	0.0273	-0.1218	-0.0149	-0.27061	-2.5063	0.012
	stait $\Rightarrow$ esc_lb_n	0.0455	0.0562	-0.0648	0.1557	0.08618	0.8084	0.419
Direct	stais $\Rightarrow$ money	-0.7841	12.9888	-26.2416	24.6734	-0.00732	-0.0604	0.952
	bdi_ö $\Rightarrow$ money	3.7774	5.1023	-6.2230	13.7778	0.08978	0.7403	0.459
	stait $\Rightarrow$ money	-1.0583	10.2477	-21.1433	19.0268	-0.01204	-0.1033	0.918
Total	stais $\Rightarrow$ money	8.4732	12.0918	-15.2263	32.1726	0.07910	0.7007	0.483
	bdi_ö $\Rightarrow$ money	1.6485	5.0515	-8.2523	11.5493	0.03918	0.3263	0.744
	stait $\Rightarrow$ money	0.3574	10.4148	-20.0553	20.7701	0.00407	0.0343	0.973

Note. Confidence intervals computed with method: Standard (Delta method)

Note. Betas are completely standardized effect sizes

[5]

GLM Mediation Analysis

6H: Eszképizmus hatása az impulzivitás és a lootboxokra költött összeg összefüggésére

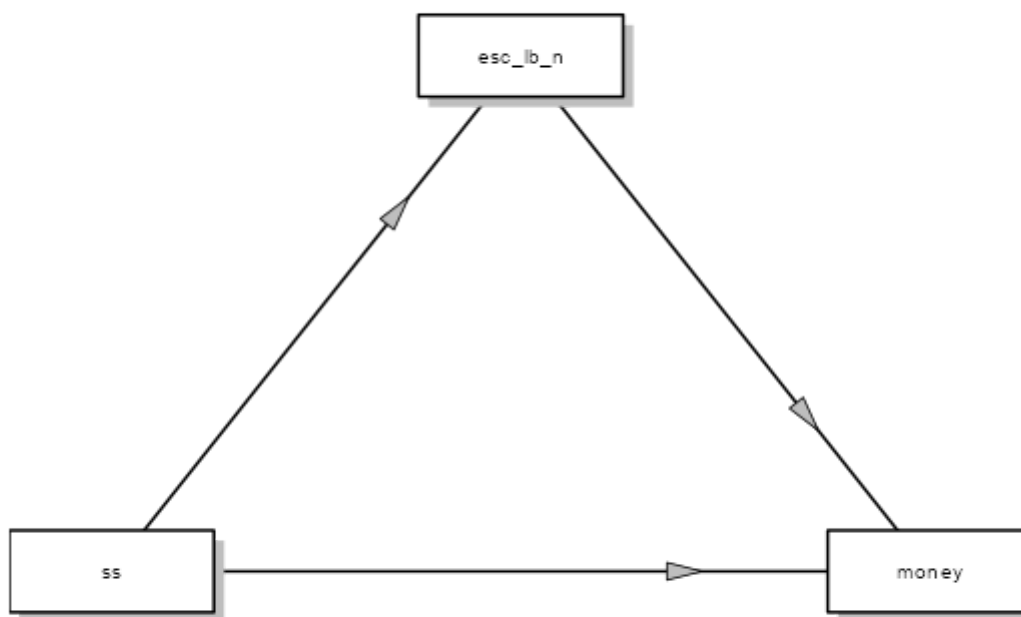
Models Info

Mediators Models		
	m1	esc_lb_n ~ ss
Full Model		
	m2	money ~ esc_lb_n + ss
Indirect Effects		
	IE 1	ss $\Rightarrow$ esc_lb_n $\Rightarrow$ money

[3]

Path Model

Model Diagram



[4]

Mediation

Indirect and Total Effects

Type	Effect	Estimate	SE	95% C.I. (a)		β	z	p
				Lower	Upper			
Indirect	$ss \Rightarrow esc_lb_n \Rightarrow money$	8.5225	4.0384	0.6073	16.438	0.0773	2.11	0.035
Component	$ss \Rightarrow esc_lb_n$	0.0863	0.0348	0.0181	0.155	0.2216	2.48	0.013
	$esc_lb_n \Rightarrow money$	98.7577	24.5570	50.6268	146.889	0.3488	4.02	< .001
Direct	$ss \Rightarrow money$	11.5484	9.5627	-7.1942	30.291	0.1047	1.21	0.227
Total	$ss \Rightarrow money$	20.0710	9.9805	0.5096	39.632	0.1820	2.01	0.044

Note. Confidence intervals computed with method: Standard (Delta method)

Note. Betas are completely standardized effect sizes

[5]

Linear Regression

7H: Az impulzivitás és a problémás videójátékozás összefüggése

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.119	0.0141	0.00566	1.67	1	117	0.199

Model Coefficients - pogq_ö

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	23.827	2.641	9.02	< .001	
ss	0.167	0.129	1.29	0.199	0.119

Linear Regression

8H: Az unalomra való hajlam összefüggései a lootboxokra költött összeggel

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.100	0.0100	0.00154	1.18	1	117	0.279

Model Coefficients - money

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	447.62	259.78	1.72	0.088	
bpssf	-6.07	5.58	-1.09	0.279	-0.100

Linear Regression

Az unalomra való hajlam összefüggései a videójátékozási szokásokkal I.

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.113	0.0128	0.00440	1.52	1	117	0.220

Model Coefficients - bpssf

Predictor	Estimate	SE	t	p
Intercept	42.712	2.415	17.69	< .001
freq	0.758	0.615	1.23	0.220

Linear Regression

Az unalomra való hajlam összefüggései a videójátékozási szokásokkal II.

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.195	0.0380	0.0297	4.58	1	116	0.034

Model Coefficients - bpssf

Predictor	Estimate	SE	t	p
Intercept	40.20	2.610	15.40	< .001
time	1.76	0.821	2.14	0.034

Linear Regression

Az unalomra való hajlam összefüggései a problémás videójátékozással

Model Fit Measures

Model	R	R ²	Adjusted R ²	Overall Model Test			
				F	df1	df2	p
1	0.190	0.0360	0.0278	4.37	1	117	0.039

Model Coefficients - bpssf

Predictor	Estimate	SE	t	p	Stand. Estimate
Intercept	38.827	3.303	11.76	< .001	
pogq_ö	0.245	0.117	2.09	0.039	0.190

Results

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.643

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
esc_lb_p1	0.523
esc_lb_p2	0.598
esc_lb_p3 ^a	0.513

^a reverse scaled item

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.909

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
esc_lb_n1	0.845
esc_lb_n2	0.926
esc_lb_n3	0.824

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.847

[3]

Item Reliability Statistics

	if item dropped
	Cronbach's α
esc_lb_p1	0.808
esc_lb_p2	0.859
esc_lb_n1	0.795
esc_lb_n2	0.813
esc_lb_n3	0.795
esc_lb_p3 ^a	0.860

^a reverse scaled item

Reliability Analysis

Scale Reliability Statistics

	Cronbach's α
scale	0.672

[3]

Item Reliability Statistics

	if item dropped
	Cronbach's α
esc_g_p1	0.588
esc_g_p2	0.476
esc_g_p3 ^a	0.695

^a reverse scaled item

Reliability Analysis

Scale Reliability Statistics

	Cronbach's α
scale	0.830

[3]

Item Reliability Statistics

	if item dropped
	Cronbach's α
esc_g_n1	0.783
esc_g_n2	0.835
esc_g_n3	0.666

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.744

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
esc_g_p1	0.738
esc_g_p2	0.728
esc_g_n1	0.669
esc_g_n2	0.725
esc_g_n3	0.627
esc_g_p3 ^a	0.735

^a reverse scaled item

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.829

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
ss01	0.842
ss02	0.844
ss03	0.801
ss04	0.822
ss05	0.806
ss06	0.795
ss07	0.806
ss08	0.806
ss09	0.808
ss10	0.791

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.869

[3]

Item Reliability Statistics

if item dropped	
Cronbach's α	
pogq01	0.865
pogq02	0.868
pogq03	0.858
pogq04	0.852
pogq05	0.852
pogq06	0.860
pogq07	0.857
pogq08	0.863
pogq09	0.858
pogq10	0.857
pogq11	0.857
pogq12	0.855

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.835

[3]

Item Reliability Statistics

if item dropped	
Cronbach's α	
stais01	0.811
stais02	0.785
stais03	0.752
stais04	0.809
stais05	0.843

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.790

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
stait01	0.787
stait02	0.740
stait03	0.761
stait04	0.729
stait05	0.730

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.698

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
bpssf01	0.679
bpssf02	0.671
bpssf03	0.643
bpssf04	0.661
bpssf05	0.696
bpssf06	0.700
bpssf07	0.691
bpssf08	0.689
bpssf09	0.677
bpssf10	0.691
bpssf11	0.683
bpssf12	0.668

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.891

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
bdi01	0.878
bdi02	0.883
bdi03	0.875
bdi04	0.884
bdi05	0.886
bdi06	0.876
bdi07	0.887
bdi08	0.887
bdi09	0.881
bdi10	0.891
bdi11	0.881
bdi12	0.882
bdi13	0.887

Reliability Analysis

Scale Reliability Statistics

Cronbach's α	
scale	0.839

[3]

Item Reliability Statistics

	if item dropped
Cronbach's α	
stais01	0.822
stais02	0.822
stais03	0.810
stais04	0.824
stais05	0.836
stait01	0.829
stait02	0.822
stait03	0.832
stait04	0.824
stait05	0.816

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