

APPENDIX A

THE QUESTIONNAIRE IN ENGLISH

This questionnaire aims to survey the online game playing behavior and opinions about violent online games. The respondents are elementary pupils and high-school students in Bangkok, Bangsue district. This survey is a part of research as partial fulfillment of the requirements for Master of Arts in English for Careers, Language Institute, Thammasat University.

Directions : For the following questions, mark 'X' in the provided space to answer the questions or put your answer in the given area..

Part 1: General information

1. Gender 1. Male 2. Female
2. Age years old
3. Education
 1. Elementary pupil 2. High-school student
4. School name

Part 2: Online game playing behaviors

5. How often do you play online games in one week?
 1. 1-2 days a week 2. 3-4 days a week
 3. 5-6 days a week 4. Every day

6. How much time do you spend playing online games per week?
1. 1-2 hours 2. 3-4 hours
3. 5-6 hours 4. More than 7 hours
7. How much do you spend at the internet shop per week?
1. 10-20 baht 2. 30-40 baht
3. 50-60 baht 4. More than 70 baht
5. Play at home

Instruction : Please mark 'X' in the box which best represents your opinion about each picture.

Part 3: Opinions about the Degree of Violence in Online Games (Pictures in the games)

8. How violent do you rate the following picture? (Picture1)



1. Not Violent

2. Slightly Violent

3. Very Violent

4. Extremely Violent

9. How violent do you rate the following picture? (Picture2)



1. Not Violent

2. Slightly Violent

3. Very Violent

4. Extremely Violent

10. How violent do you rate the following picture? (Picture3)



1. Not Violent

2. Slightly Violent

3. Very Violent

4. Extremely Violent

11. How violent do you rate the following picture? (Picture4)



1. Not Violent

2. Slightly Violent

3. Very Violent

4. Extremely Violent

Instruction : Please mark 'X' in the box which best represents your opinion about each statement.

Part 4: Opinions about Violent Online Games (Both Pictures and Content)

Items	Strongly Agree	Agree	Disagree	Strongly Disagree
12. Online games featuring violent content and pictures are dangerous for people and society.				
13. An online game player may imitate the behavior of online game characters.				
14. An online game player who plays violent online game will become aggressive.				
15. The age of an online game player should be considered when rating online game.				
16. The content and pictures of online game should be considered when rating online game.				
17. Online game featuring violent content and pictures is an issue that the government should be concerned about.				

**** Thank you for your kind cooperation ****