Supplementary Table.

*The Factor Structure of Internet Expectancy and Perceived Attitudes and Behaviors in Online Gaming and Online Social Interaction*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | AttOSI | AttOG | DysOG | PreOSI | IE |
| I think making friends online makes me feel at ease | .905 |  |  |  |  |
| I think making friends online can expand my horizon | .881 |  |  |  |  |
| I think making friends online can widen my interpersonal relationship | .875 |  |  |  |  |
| I think making friends online is so much fun for my life | .856 |  |  |  |  |
| I think making friends online can release the pressure my parents put on me | .826 |  |  |  |  |
| I think making friends online can release the pressure from my schoolwork | .798 |  |  |  |  |
| I think having netfriends can improve my interpersonal skills | .700 |  |  |  |  |
| I think I have a lot in common with my netfriends. | .595 |  |  |  |  |
| I think playing online games makes me happy |  | .922 |  |  |  |
| I think playing online games can help me forget unhappy things |  | .823 |  |  |  |
| I think I am engrossed when playing online games |  | .781 |  |  |  |
| I feel a sense of achievement when completing a task in the online game |  | .722 |  |  |  |
| I think playing online games is like having an adventure in another world |  | .683 |  |  |  |
| I will not feel lonely when playing online games |  | .678 |  |  |  |
| I think playing online games can make me have more to talk with friends |  | .560 |  |  |  |
| If no time limit is set for playing online games, I will play longer and longer |  |  | .805 |  |  |
| I forget the time when playing online games |  |  | .783 |  |  |
| My family or friends had told me that I spent too much time playing online games |  |  | .773 |  |  |
| If interrupted when playing online games, I will feel unhappy |  |  | .625 |  |  |
| I feel distressed when I am not able to play online games |  |  | .622 |  |  |
| Playing online games have impacted my schoolwork (negatively). |  |  | .589 |  |  |
| When I need friendship, I seek it online |  |  |  | .887 |  |
| When I have a question, I will ask my netfriends |  |  |  | .766 |  |
| It is very easy for me to make good friends on the Internet |  |  |  | .707 |  |
| I had attended netfriend reunions. |  |  |  | .629 |  |
| On the Internet, I tend to say things that I dare not to say in the offline world |  |  |  | .502 |  |
| I know more about how to express what I intend to convey through Internet |  |  |  |  | .792 |
| Internet can help me know more about my own advantages. |  |  |  |  | .744 |
| Internet can help me address many more different problems smoothly. |  |  |  |  | .709 |
| I think I can view things from different perspectives with Internet. |  |  |  |  | .650 |
| Eigenvalue | 10.90 | 2.47 | 1.80 | 1.25 | .95 |
| Variance explained (%) | 36.33 | 8.24 | 6.00 | 4.17 | 3.16 |
| Cronbach’s Alpha |  .93 |  .90 |  .83 |  .86 | .79 |

Note: The Kaiser–Meyer–Olkin test, KMO = .952, and Bartlett’s test, chi-square = 207543.77, *df* = 435, *p*< .001.

AttOSI = Attitude toward Online Social Interaction; AttOG = Attitude toward Online Gaming; DysOG = Dys-controlled Online Gaming; PreOSI = Preference toward Online Social Interaction; IE = Internet Expectancy.