

Social Network Use and Gaming Disorder Screening (SNUGS)

Please mark the answer in the questionnaire that best applies to you. There are no right or wrong answers, only your assessment counts.

„Social networks" include all platforms that can be used to communicate with each other and share content, such as WhatsApp, Facebook, Instagram, TikTok and the like. "(Online) games" include all types of digital games that are played online or offline on a computer or console. If you do not use one of the two forms of application at all, please enter "Never" for each question.

1. In the past 12 months, how often have you neglected other people (e.g., family, friends) because you used the activity?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. In the past 12 months, how often did you lie to people important to you to hide the extent of your activity?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. In the past 12 months, how often have you worried about having a problem with the activity?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. In the past 12 months, how often did you find it more important to spend time with the activity than to pursue other activities or interests?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Overall, in the past 12 months, how often was your life noticeably impaired by the activity?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Thinking about all of your life areas, how often did the activity cause suffering in the past 12 months?					
	Never (0)	Seldom (1)	Sometimes (2)	Often (3)	Very often (4)
Social Media	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
(Online-)Games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Thank you for your information.