

Need Threat Scale

Zadro, Williams & Richardson, 2004

12 item version

Belongingness

1. I felt poorly accepted by the other participants.
2. I felt as though I had made a “connection” or bonded with one or more of the participants during the Cyberball game.
3. I felt like an outsider during the Cyberball game.

Control

4. I felt that I was able to throw the ball as often as I wanted during the game.
5. I felt somewhat frustrated during the Cyberball game.
6. I felt in control during the Cyberball game.

Self-esteem

7. During the Cyberball game I felt good about myself.
8. I felt that other participants failed to perceive me as a worthy and likeable person.
9. I felt somewhat inadequate during the Cyberball game.

Meaningful existence

10. I felt that my performance e.g. catching the ball, deciding whom throw the ball to, had some effect on the direction of the game.
11. I felt non-existent during the Cyberball game.
12. I felt as though my existence meaningless during the Cyberball game.