

Need Threat Scale

Williams, 2009
20 item version

Belongingness

1. I felt as one with the other players.
2. I had the feeling that I belonged to the group during the game.
3. I did not feel accepted by the other players. R
4. During the game I felt connected with one of more other players.
5. I felt like an outsider during the game. R

Control

1. I had the feeling that I could throw as often as I wanted to the other players.
2. I felt in control over the game.
3. I had the idea that I affected the course of the game.
4. I had the feeling that I could influence the direction of the game.
5. I had the feeling that the other players decided everything. R

Self-Esteem

1. Playing the game made me feel insecure. R
2. I had the feeling that I failed during the game. R
3. I had the idea that I had the same value as the other players.
4. I was concerned about what the other players thought about me during the game. R
5. I had the feeling that the other players did not like me. R

Meaningful Existence

1. During the game it felt as if my presence was not meaningful. R
2. I think it was useless that I participated in the game. R
3. I had the feeling that my presence during the game was important.
4. I think that my participation in the game was useful.
5. I believed that my contribution to the game did not matter. R