

Chinese version of the Gambling Motivation Scale (C-GMS)

Anise M. S. Wu & Catherine S. Tang

Scale Description

This scale is the Chinese version of the Gambling Motivation Scale (GMS; Chantal et al, 1994), which assesses different kinds of motivation toward gambling. The psychometric properties of the scale have been examined among Chinese university students in Hong Kong and Macau and found satisfactory (Wu & Tang, 2011). The Chinese version of GMS (i.e. C-GMS) assesses *self-determined motivation* (for *stimulation*, for *knowledge*, for *accomplishment*, and due to *identified regulation*), *non self-determined motivation* (due to *external regulation* and *introjected regulation*), and *amotivation* of gambling. The corresponding Cronbach's alphas of these seven subscales are .89, .90, .89, .90, .88, .91, and .90. The C-GMS contains 28 items, with a 7-point Likert scale, to measure 7 subscales. The subscale scores can be added up and those sums represent higher-level constructs of *self-determined motivation*, *non self-determined motivation*, and *amotivation* (with the Cronbach's alphas = .97, .92, and .90 respectively). The Cronbach's alpha for the overall C-GMS is .98. The items of C-GMS are listed on page 2. The details of the psychometric properties of the C-GMS are reported in *Validation of the Chinese version of the Gambling Motivation Scale* (Wu & Tang, 2011), published by *Journal of Gambling Studies*.

References

- Chantal, Y., Vallerand, R.J., & Vallières, E.F. (1994). Construction et validation de l'Échelle de motivation relative aux jeux de hasard et d'argent. *Loisir & Société*, 17, 189-212.
- Wu, A. M. S., & Tang, C. S. (2011). Validation of the Chinese version of the Gambling Motivation Scale (C-GMS). *Journal of Gambling Studies*, 27, 709-724.

The scoring key:

- | | |
|--------------------------|------------------------------------------|
| 1. Item # 10, 15, 18, 20 | Motivation for knowledge |
| 2. Item # 3, 6, 19, 24 | Motivation for accomplishment |
| 3. Item # 1, 12, 14, 28 | Motivation for stimulation |
| 4. Item # 4, 13, 17, 23 | Motivation due to identified regulation |
| 5. Item # 2, 9, 16, 26 | Motivation due to introjected regulation |
| 6. Item # 8, 11, 22, 27 | Motivation due to external regulation |
| 7. Item # 5, 7, 21, 25 | Amotivation |

賭博動機量表-中文版 (C-GMS)

胡文詩 鄧素琴

你為甚麼喜歡賭博？請利用下列的量表，圈選出你對每項原因的同意程度。

	強 烈 不 同 意	1	2	3	4	5	6	7	輕 微 同 意	中 度 同 意	非 常 同 意	強 烈 同 意
1. 賭博令我感到興奮	1	2	3	4	5	6	7					
2. 賭博令我感到我很重要	1	2	3	4	5	6	7					
3. 賭博會令我有自我勝任的感覺	1	2	3	4	5	6	7					
4. 賭博是令我完全放鬆的最佳方法	1	2	3	4	5	6	7					
5. 我為贏錢而賭博，但有時我會問自己我是否應該繼續賭博	1	2	3	4	5	6	7					
6. 為贏錢而賭博可以讓我測試我的自制力	1	2	3	4	5	6	7					
7. 我是為贏錢而賭博，但有時我會問自己我在當中得到甚麼	1	2	3	4	5	6	7					
8. 賭博令我發達	1	2	3	4	5	6	7					
9. 賭博可使其他人知道我是一個精力充沛的人	1	2	3	4	5	6	7					
10. 我可從認識更多有關某種賭博活動而獲得愉快的感覺	1	2	3	4	5	6	7					
11. 我從賭博可以買到我夢寐以求的物品	1	2	3	4	5	6	7					
12. 我在賭博中感到極大的享受	1	2	3	4	5	6	7					
13. 賭博是我認識最能減壓的方法	1	2	3	4	5	6	7					
14. 我賭博是為了在賭博活動中得到的強烈的官能感覺	1	2	3	4	5	6	7					
15. 我可從認識某種賭博活動的新玩法而獲得滿足感	1	2	3	4	5	6	7					
16. 賭博可令人妒忌我	1	2	3	4	5	6	7					
17. 賭博是我用以消除煩惱的消遣活動	1	2	3	4	5	6	7					
18. 當我知道自己玩某種賭博活動的能力，我會感到愉快	1	2	3	4	5	6	7					
19. 當我覺得我可以控制某種賭博活動，我會得到滿足感	1	2	3	4	5	6	7					
20. 我賭博是為了滿足知道賭注結果的好奇心	1	2	3	4	5	6	7					
21. 我是為贏錢而賭博，但有時我覺得我在當中並不能贏到很多錢	1	2	3	4	5	6	7					
22. 賭博是一個快捷和容易的賺錢方法	1	2	3	4	5	6	7					
23. 賭博是我認識最能與我的朋友碰面、消遣的活動	1	2	3	4	5	6	7					
24. 賭博能帶給我控制的感覺	1	2	3	4	5	6	7					
25. 我為贏錢而賭博，但有時我會問自己賭博對我是否有好處	1	2	3	4	5	6	7					
26. 當我贏的時候，我會覺得我是一個重要的人	1	2	3	4	5	6	7					
27. 我賭博是為了贏很多錢	1	2	3	4	5	6	7					
28. 賭博能給我很刺激的官能感覺	1	2	3	4	5	6	7					