

There is More to Parental Mediation than Restriction: Developing a Differentiated Measure for Need-supportive and Need-thwarting Mediation Practices in Gaming

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Parental mediation and communication styles

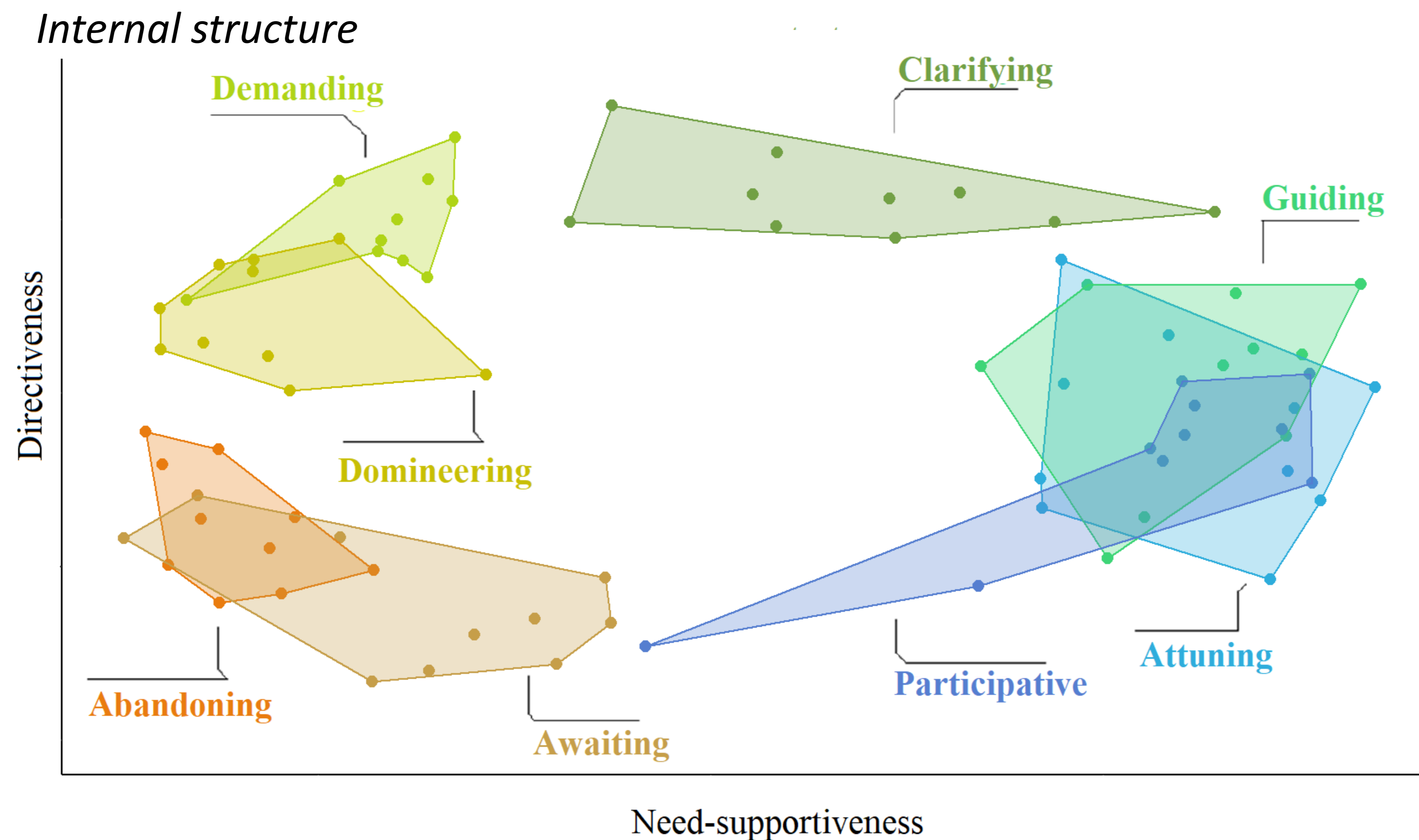
Setting rules on & going into conversation about **video gaming: parental mediation**

Parental mediation in the domain of gaming is **complicated**

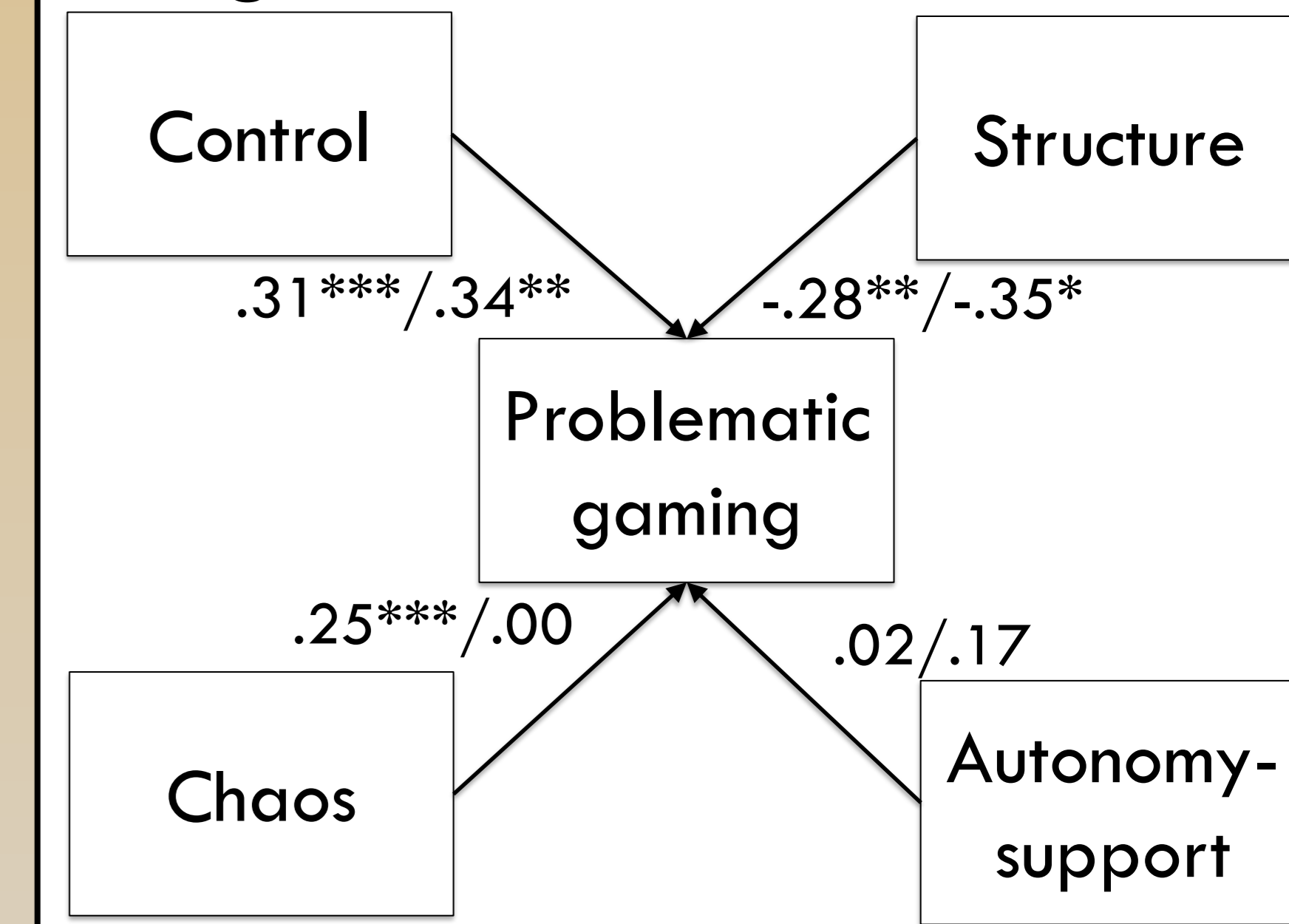
Previous research: **autonomy-support** and **control** in mediation matter

But simple dichotomy and small effects

Circumplex, 2-dimensional model of styles: 8 zones in 4 styles



Predictive validity: regressions



r sample 1 / r sample 2

Conclusion

Circumplex model: **valuable** in parental mediation on gaming

Method

Development of **vignette-based questionnaire**

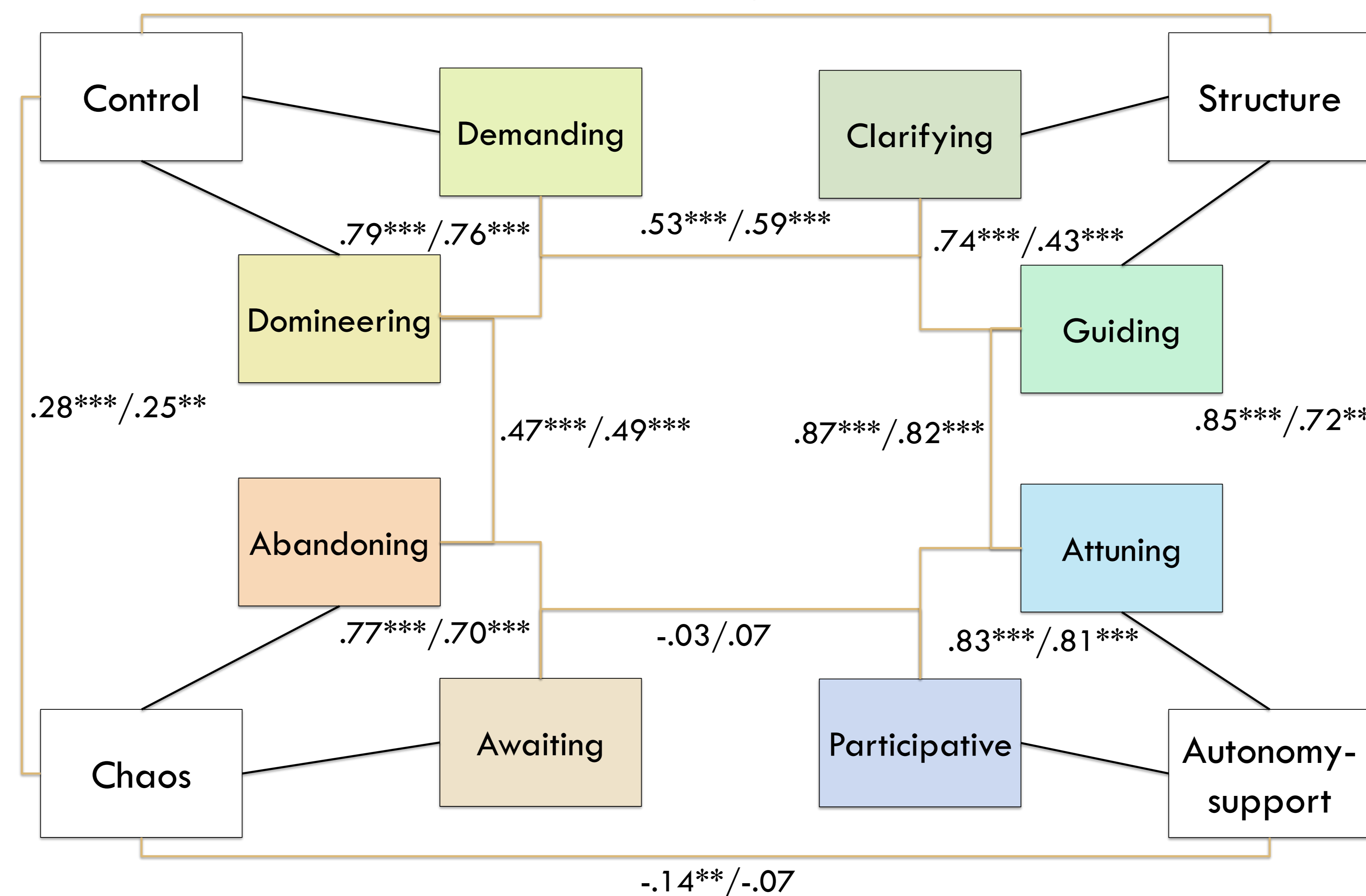
12 (sample 1) and 10 (sample 2) given situations on video gaming

Parents had to rate **how likely it would be that they would react in 8 given ways**, corresponding with each zone

2 samples of adolescent gamers' parents (n1 = 277; n2 = 162)

2nd sample: slightly adjusted questionnaire based on previous results

Internal validity: correlations



r sample 1 / r sample 2

Future studies

Do these styles **explain additional variance** in gaming outcomes?

Direction of effects?

Interested?

Feel free to drop me a message at lowie.bradt@ugent.be

Literature cited

[1]. Aelterman, N., Vansteenkiste, M., Haerens, L., Soenens, B., & Fontaine, J. R. J. (2019). Supplemental Material for Toward an Integrative and Fine-Grained Insight in Motivating and Demotivating Teaching Styles: The Merits of a Circumplex Approach. *Journal of Educational Psychology*, 111(3), 497–521. <https://doi.org/10.1037/edu0000293.supp>