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DISPLAY DICTIONARY.
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File Information

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
StartDate	1	StartDate	Nominal	Input	19
EndDate	2	EndDate	Nominal	Input	19
IPAddress	3	IPAddress	Nominal	Input	15
Agree_or_disagree_particip ate_0001	4	Do you agree or disagree to participate in this survey?	Nominal	Input	8
Which_VW_you_played_be fore_SL_0002	5	Which one of the following Virtual Worlds have you used/played before SL?	Nominal	Input	13
Which_VW_you_played_be fore_EU_0002	6	Which one of the following Virtual Worlds have you used/played before EU?	Nominal	Input	13
Which_VW_you_played_be fore_WoW_0002	7	Which one of the following Virtual Worlds have you used/played before WoW?	Nominal	Input	13
Which_VW_you_played_be fore_The_Sims_0002	8	Which one of the following Virtual Worlds have you used/played before The Sims?	Nominal	Input	14

Variable Information

Variable	Alignment	Print Format	Write Format
StartDate	Right	A57	A57
EndDate	Right	A57	A57
IPAddress	Right	A45	A45
Agree_or_disagree_participate_0001	Right	F8.2	F8.2
Which_VW_you_played_before_SL_0002	Right	F8.2	F8.2
Which_VW_you_played_before_EU_0002	Right	F8.2	F8.2
Which_VW_you_played_before_WoW_0002	Right	F8.2	F8.2
Which_VW_you_played_before_The_Sims_0002	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
Which_VW_you_played_before_IMVU_0002	9	Which one of the following Virtual Worlds have you used/played before IMVU?	Nominal	Input	13
Which_VW_you_played_before_Blue_Mars_0002	10	Which one of the following Virtual Worlds have you used/played before Blue Mars?	Nominal	Input	13
Which_VW_you_played_before_Utherverse_0002	11	Which one of the following Virtual Worlds have you used/played before Utherverse?	Nominal	Input	17
Which_VW_you_played_before_Active_Worlds_0002	12	Which one of the following Virtual Worlds have you used/played before_Active_worlds?	Nominal	Input	17
Which_VW_you_use_mostly_0003	13	Which one of the following Virtual Worlds do you use mostly?	Nominal	Input	13
gender_0004	14	What is your gender?	Nominal	Input	5
AGE	15	What is your age?	Nominal	Input	8
EDU_LEVEL	16	What is your highest education level?	Nominal	Input	8
region_0007	17	Which region are you from?	Nominal	Input	8
region_0007_other	18	Other (please specify)	Nominal	Input	8

Variable Information

Variable	Alignment	Print Format	Write Format
Which_VW_you_played_before_IMVU_0002	Right	F8.2	F8.2
Which_VW_you_played_before_Blue_Mars_0002	Right	F8.2	F8.2
Which_VW_you_played_before_Utherverse_0002	Right	F8.2	F8.2
Which_VW_you_played_before_Active_Worlds_0002	Right	F8.2	F8.2
Which_VW_you_use_mostly_0003	Right	F8.2	F8.2
gender_0004	Right	F8.2	F8.2
AGE	Right	F8.2	F8.2
EDU_LEVEL	Right	F8.2	F8.2
region_0007	Right	F8.2	F8.2
region_0007_other	Right	A32767	A32767

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
salary_range_0008	19	What is your salary range?	Nominal	Input	8
salary_range_0008_other	20	Other (please specify)	Nominal	Input	8
LOGIN_FREQ_1	21	How often do you login to Second Life?	Nominal	Input	8
Bridging_1	22	I like to help people in Second Life.	Nominal	Input	10
Bridging_2	23	I do not like sharing my knowledge of Second Life with others.	Nominal	Input	10
Bridging_3	24	Rules in Second Life are meant to be broken.	Nominal	Input	11
Bridging_4	25	I like to volunteer my time to help maintain Second Life online communities.	Nominal	Input	11
Bridging_5	26	I would happily donate rewards to help others in Second Life.	Nominal	Input	11
Bonding_1	27	I talk to my Second Life friends about personal issues.	Nominal	Input	12

Variable Information

Variable	Alignment	Print Format	Write Format
salary_range_0008	Right	F8.2	F8.2
salary_range_0008_other	Right	A32767	A32767
LOGIN_FREQ_1	Right	F8.2	F8.2
Bridging_1	Right	F8.2	F8.2
Bridging_2	Right	F8.2	F8.2
Bridging_3	Right	F8.2	F8.2
Bridging_4	Right	F8.2	F8.2
Bridging_5	Right	F8.2	F8.2
Bonding_1	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
Bonding_2	28	I have made some good friends in Second Life.	Nominal	Input	12
Bonding_3	29	I find myself having meaningful conversations with others in Second Life.	Nominal	Input	12
Bonding_4	30	Friends in Second Life have offered me support when I had a real life problem or crisis.	Nominal	Input	12
Bonding_5	31	It is very important to me to have a lot of friends in Second Life.	Nominal	Input	12
Achievem_1	32	Running a successful business in Second Life is very important to me.	Nominal	Input	12
Achievem_2	33	Owning my own business in Second Life is very satisfying.	Nominal	Input	12

Variable Information

Variable	Alignment	Print Format	Write Format
Bonding_2	Right	F8.2	F8.2
Bonding_3	Right	F8.2	F8.2
Bonding_4	Right	F8.2	F8.2
Bonding_5	Right	F8.2	F8.2
Achievem_1	Right	F8.2	F8.2
Achievem_2	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
Achievem_3	34	It is very important to me to have created one of the best creations in Second Life.	Nominal	Input	12
Achievem_4	35	I enjoy building and creating things in Second Life.	Nominal	Input	12
Achievem_5	36	I try to gain as much (Linden) as possible in Second Life.	Nominal	Input	12
Escape_1	37	I like the escapism aspect of being in the virtual world.	Nominal	Input	10
Escape_2	38	Being in Second Life lets me forget some of the real problems that I have.	Nominal	Input	10
Escape_3	39	Being in Second Life lets me vent and relieve stress from the day.	Nominal	Input	10
Escape_4	40	I am in Second Life to relax from my real life responsibilities and/or problems.	Nominal	Input	10

Variable Information

Variable	Alignment	Print Format	Write Format
Achievem_3	Right	F8.2	F8.2
Achievem_4	Right	F8.2	F8.2
Achievem_5	Right	F8.2	F8.2
Escape_1	Right	F8.2	F8.2
Escape_2	Right	F8.2	F8.2
Escape_3	Right	F8.2	F8.2
Escape_4	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
Escape_5	41	I wish I had my Second Life avatar body in real life.	Nominal	Input	10
Escape_6	42	In Second Life, I find myself free in the kind of relationships I have with other users compared to real life.	Nominal	Input	10
Customiz_1	43	It is important to me that my character has a unique style and/or appearance in Second Life.	Nominal	Input	12
Customiz_2	44	It is important to me that my character/s looks fashionable in colour and style in Second Life.	Nominal	Input	12
Customiz_3	45	It is important to me to have some personalized virtual items in Second Life.	Nominal	Input	12

Variable Information

Variable	Alignment	Print Format	Write Format
Escape_5	Right	F8.2	F8.2
Escape_6	Right	F8.2	F8.2
Customiz_1	Right	F8.2	F8.2
Customiz_2	Right	F8.2	F8.2
Customiz_3	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
Customiz_4	46	It is important to me that my character's appearance looks different from other characters in Second Life.	Nominal	Input	12
Friendship_1	47	I find it easier to start a conversation with strangers in Second Life than in the real world.	Nominal	Input	23
Friendship_2	48	I talk more about personal issues with Second Life friends than with real world friends.	Nominal	Input	23
Friendship_3	49	I feel that being in Second Life removes some of my self-restraints.	Nominal	Input	23
Friendship_4	50	My personality in Second Life is different from my real world personality.	Nominal	Input	23

Variable Information

Variable	Alignment	Print Format	Write Format
Customiz_4	Right	F8.2	F8.2
Friendship_1	Right	F8.2	F8.2
Friendship_2	Right	F8.2	F8.2
Friendship_3	Right	F8.2	F8.2
Friendship_4	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
NET_1	51	I maintain close social relationships with some members in Second Life.	Nominal	Input	10
NET_2	52	I spend a lot of time interacting with some members in Second Life.	Nominal	Input	10
NET_3	53	I know some members in Second Life virtual community on a personal level.	Nominal	Input	10
NET_4	54	I have frequent communication with some members in Second Life virtual community.	Nominal	Input	10
NOR_1	55	I know that other members in Second Life virtual community will help me, so it's only fair to help other members.	Nominal	Input	10

Variable Information

Variable	Alignment	Print Format	Write Format
NET_1	Right	F8.2	F8.2
NET_2	Right	F8.2	F8.2
NET_3	Right	F8.2	F8.2
NET_4	Right	F8.2	F8.2
NOR_1	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
NOR_2	56	I believe that members in Second Life virtual community would help me if I needed assistance.	Nominal	Input	10
NOR_3	57	I feel a sense of belonging towards Second Life virtual community.	Nominal	Input	10
NOR_4	58	I have the feeling of togetherness or closeness in Second Life virtual community.	Nominal	Input	10
NOR_5	59	I have a strong positive feeling toward Second Life virtual community.	Nominal	Input	10
NOR_6	60	I am proud to be a member of Second Life virtual community.	Nominal	Input	10

Variable Information

Variable	Alignment	Print Format	Write Format
NOR_2	Right	F8.2	F8.2
NOR_3	Right	F8.2	F8.2
NOR_4	Right	F8.2	F8.2
NOR_5	Right	F8.2	F8.2
NOR_6	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
SHAREDLAN_1	61	The members in Second Life virtual community use common terms or jargons.	Nominal	Input	13
SHAREDLAN_2	62	Members in Second Life virtual community use understandable communication pattern during the discussion.	Nominal	Input	13
SHAREDLAN_3	63	Members in Second Life virtual community use understandable narrative forms to post messages or articles.	Nominal	Input	13
SHAREDVALUE_1	64	Members in Second Life virtual community share the vision of helping others solve their professional problems.	Nominal	Input	15

Variable Information

Variable	Alignment	Print Format	Write Format
SHAREDLAN_1	Right	F8.2	F8.2
SHAREDLAN_2	Right	F9.2	F9.2
SHAREDLAN_3	Right	F8.2	F8.2
SHAREDVALUE_1	Right	F8.2	F8.2

Variable Information

Variable	Position	Label	Measurement Level	Role	Column Width
SHAREDVALUE_2	65	Members in Second Life virtual community share the same goal of learning from one other.	Nominal	Input	15
SHAREDVALUE_3	66	Members in Second Life virtual community share the same value that helping others is pleasant.	Nominal	Input	15

Variable Information

Variable	Alignment	Print Format	Write Format
SHAREDVALUE_2	Right	F8.2	F8.2
SHAREDVALUE_3	Right	F8.2	F8.2

Variables in the working file

Variable Values

Value		Label
Agree_or_disagree_participate_0001	1.00	Agree
	2.00	Disagree
Which_VW_you_played_before_SL_0002	1.00	Second Life
Which_VW_you_played_before_EU_0002	1.00	Entropia Universe
Which_VW_you_played_before_WoW_0002	1.00	World of Warcraft
Which_VW_you_played_before_The_Sims_0002	1.00	The Sims
Which_VW_you_played_before_IMVU_0002	1.00	IMVU
Which_VW_you_played_before_Blue_Mars_0002	1.00	Blue Mars
Which_VW_you_played_before_Utherverse_0002	1.00	Utherverse
Which_VW_you_played_before_Active_Worlds_0002	1.00	Active Worlds
Which_VW_you_use_mostly_0003	1.00	Second Life
	2.00	Entropia Universe
	3.00	World of Warcraft
gender_0004	1.00	Female
	2.00	Male
AGE	1.00	18 to 24
	2.00	25 to 34
	3.00	35 to 44
	4.00	45 to 54
	5.00	55 or older
EDU_LEVEL	1.00	High School
	2.00	Community College
	3.00	Undergraduate
	4.00	Graduate
	5.00	No answer
region_0007	.00	Other (please specify)
	1.00	North America
	2.00	South America
	3.00	Asia

Variable Values

Value		Label
	4.00	Europe
	5.00	Africa
	6.00	Oceania
	7.00	Middle East
salary_range_0008	.00	Other (please specify)
	1.00	Less than US $30,000
	2.00	US $30,000 to US $39,99
	3.00	US $40,000 to US $49,999
	4.00	US $50,000 to US $59,99
	5.00	US $60,000 to US $74,999
	6.00	US $75,000 to US $99,999
	7.00	US $100,000 or more
	8.00	No Answer
LOGIN_FREQ_1	1.00	Less than once a month
	2.00	Once a month
	3.00	Once a week
	4.00	Several time a week
	5.00	Daily
Bridging_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bridging_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bridging_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value		Label
	4.00	Often
	5.00	Very Often
Bridging_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bridging_5	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bonding_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bonding_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bonding_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bonding_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Bonding_5	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value	Value	Label
	4.00	Often
	5.00	Very Often
Achievem_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Achievem_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Achievem_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Achievem_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Achievem_5	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Escape_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Escape_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value	Value	Label
	4.00	Often
	5.00	Very Often
Escape_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Escape_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Escape_5	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Escape_6	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Customiz_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Customiz_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Customiz_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value		Label
	4.00	Often
	5.00	Very Often
Customiz_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Friendship_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Friendship_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Friendship_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
Friendship_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NET_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NET_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value		Label
	4.00	Often
	5.00	Very Often
NET_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NET_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NOR_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NOR_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NOR_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NOR_4	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
NOR_5	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value		Label
	4.00	Often
	5.00	Very Often
NOR_6	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDLAN_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDLAN_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDLAN_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDVALUE_1	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDVALUE_2	1.00	Never
	2.00	Seldom
	3.00	Sometimes
	4.00	Often
	5.00	Very Often
SHAREDVALUE_3	1.00	Never
	2.00	Seldom
	3.00	Sometimes

Variable Values

Value	Label
4.00	Often
5.00	Very Often

CODEBOOK.

Codebook

Warnings

Value labels, counts, and/or percents not displayed for the
following variables or multilple response sets because the
number of unique, valid values exceeds the specified maximum
or default maximum of 200:
 StartDate,EndDate,IPAddress.

StartDate

		Value
Standard Attributes	Position	1
	Label	StartDate
	Type	String
	Format	A57
	Measurement	Nominal
	Role	Input

EndDate

		Value
Standard Attributes	Position	2
	Label	EndDate
	Type	String
	Format	A57
	Measurement	Nominal
	Role	Input

IPAddress

		Value
Standard Attributes	Position	3
	Label	IPAddress
	Type	String
	Format	A45
	Measurement	Nominal
	Role	Input

Agree_or_disagree_participate_0001

		Value	Count	Percent
Standard Attributes	Position	4		
	Label	Do you agree or disagree to participate in this survey?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Agree	274	100.0%
	2.00	Disagree	0	0.0%

Which_VW_you_played_before_SL_0002

		Value	Count	Percent
Standard Attributes	Position	5		
	Label	Which one of the following Virtual Worlds have you used/played before SL?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Second Life	116	42.3%
Missing Values	System		158	57.7%

Which_VW_you_played_before_EU_0002

		Value	Count	Percent
Standard Attributes	Position	6		
	Label	Which one of the following Virtual Worlds have you used/played before EU?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Entropia Universe	84	30.7%
Missing Values	System		190	69.3%

Which_VW_you_played_before_WoW_0002

		Value	Count	Percent
Standard Attributes	Position	7		
	Label	Which one of the following Virtual Worlds have you used/played before WoW?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	World of Warcraft	148	54.0%
Missing Values	System		126	46.0%

Which_VW_you_played_before_The_Sims_0002

		Value	Count	Percent
Standard Attributes	Position	8		
	Label	Which one of the following Virtual Worlds have you used/played before The Sims?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	The Sims	73	26.6%
Missing Values	System		201	73.4%

Which_VW_you_played_before_IMVU_0002

		Value	Count	Percent
Standard Attributes	Position	9		
	Label	Which one of the following Virtual Worlds have you used/played before IMVU?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	IMVU	37	13.5%
Missing Values	System		237	86.5%

Which_VW_you_played_before_Blue_Mars_0002

		Value	Count	Percent
Standard Attributes	Position	10		
	Label	Which one of the following Virtual Worlds have you used/played before Blue Mars?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Blue Mars	13	4.7%
Missing Values	System		261	95.3%

Which_VW_you_played_before_Utherverse_0002

		Value	Count	Percent
Standard Attributes	Position	11		
	Label	Which one of the following Virtual Worlds have you used/played before Utherverse?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Utherverse	7	2.6%
Missing Values	System		267	97.4%

Which_VW_you_played_before_Active_Worlds_0002

		Value	Count	Percent
Standard Attributes	Position	12		
	Label	Which one of the following Virtual Worlds have you used/played before_Active _worlds?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Active Worlds	7	2.6%
Missing Values	System		267	97.4%

Which_VW_you_use_mostly_0003

		Value	Count	Percent
Standard Attributes	Position	13		
	Label	Which one of the following Virtual Worlds do you use mostly?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Second Life	85	31.0%
	2.00	Entropia Universe	75	27.4%
	3.00	World of Warcraft	114	41.6%

gender_0004

		Value	Count	Percent
Standard Attributes	Position	14		
	Label	What is your gender?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Female	118	43.1%
	2.00	Male	156	56.9%

AGE

		Value	Count	Percent
Standard Attributes	Position	15		
	Label	What is your age?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	18 to 24	65	23.7%
	2.00	25 to 34	84	30.7%
	3.00	35 to 44	68	24.8%
	4.00	45 to 54	40	14.6%
	5.00	55 or older	17	6.2%

EDU_LEVEL

		Value	Count	Percent
Standard Attributes	Position	16		
	Label	What is your highest education level?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	High School	95	34.7%
	2.00	Community College	36	13.1%
	3.00	Undergraduate	38	13.9%
	4.00	Graduate	85	31.0%
	5.00	No answer	20	7.3%

region_0007

		Value	Count	Percent
Standard Attributes	Position	17		
	Label	Which region are you from?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	.00	Other (please specify)	7	2.6%
	1.00	North America	136	49.6%
	2.00	South America	12	4.4%
	3.00	Asia	9	3.3%
	4.00	Europe	86	31.4%
	5.00	Africa	4	1.5%
	6.00	Oceania	20	7.3%
	7.00	Middle East	0	0.0%

region_0007_other

		Value	Count	Percent
Standard Attributes	Position	18		
	Label	Other (please specify)		
	Type	String		
	Format	A32767		
	Measurement	Nominal		
	Role	Input		
Valid Values			267	97.4%
	Australia		3	1.1%
	Autralia		1	0.4%
	Canada		1	0.4%
	evropa		1	0.4%
	Ireland		1	0.4%

salary_range_0008

		Value	Count	Percent
Standard Attributes	Position	19		
	Label	What is your salary range?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	.00	Other (please specify)	12	4.4%
	1.00	Less than US $30,000	128	46.7%
	2.00	US $30,000 to US $39,99	27	9.9%
	3.00	US $40,000 to US $49,999	18	6.6%
	4.00	US $50,000 to US $59,99	17	6.2%
	5.00	US $60,000 to US $74,999	15	5.5%

salary_range_0008

	Value	Count	Percent
6.00	US $75,000 to US $99,999	7	2.6%
7.00	US $100,000 or more	11	4.0%
8.00	No Answer	39	14.2%

salary_range_0008_other

		Value	Count	Percent
Standard Attributes	Position	20		
	Label	Other (please specify)		
	Type	String		
	Format	A32767		
	Measurement	Nominal		
	Role	Input		
Valid Values			262	95.6%
	1		1	0.4%
	100,000		1	0.4%
	150,000		1	0.4%
	1744		1	0.4%
	200		1	0.4%
	247000 sek (25797.48 Euro)		1	0.4%
	500€		1	0.4%
	Currently not working		1	0.4%
	I don't have a salary, only my monthly allowance given by my parents		1	0.4%
	not work		1	0.4%
	Student without a job		1	0.4%
	unemployed		1	0.4%

LOGIN_FREQ_1

		Value	Count	Percent
Standard Attributes	Position	21		
	Label	How often do you login to Second Life?		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Less than once a month	4	1.5%
	2.00	Once a month	4	1.5%
	3.00	Once a week	16	5.8%
	4.00	Several time a week	85	31.0%
	5.00	Daily	165	60.2%

Bridging_1

		Value	Count	Percent
Standard Attributes	Position	22		
	Label	I like to help people in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	2	0.7%
	2.00	Seldom	2	0.7%
	3.00	Sometimes	34	12.4%
	4.00	Often	106	38.7%
	5.00	Very Often	130	47.4%

Bridging_2

		Value	Count	Percent
Standard Attributes	Position	23		
	Label	I do not like sharing my knowledge of Second Life with others.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	99	36.1%
	2.00	Seldom	96	35.0%
	3.00	Sometimes	39	14.2%
	4.00	Often	18	6.6%
	5.00	Very Often	22	8.0%

Bridging_3

		Value	Count	Percent
Standard Attributes	Position	24		
	Label	Rules in Second Life are meant to be broken.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	91	33.2%
	2.00	Seldom	103	37.6%
	3.00	Sometimes	61	22.3%
	4.00	Often	15	5.5%
	5.00	Very Often	4	1.5%

Bridging_4

		Value	Count	Percent
Standard Attributes	Position	25		
	Label	I like to volunteer my time to help maintain Second Life online communities.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	14	5.1%
	2.00	Seldom	46	16.8%
	3.00	Sometimes	120	43.8%
	4.00	Often	64	23.4%
	5.00	Very Often	30	10.9%

Bridging_5

		Value	Count	Percent
Standard Attributes	Position	26		
	Label	I would happily donate rewards to help others in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	15	5.5%
	2.00	Seldom	30	10.9%
	3.00	Sometimes	97	35.4%
	4.00	Often	102	37.2%
	5.00	Very Often	30	10.9%

Bonding_1

		Value	Count	Percent
Standard Attributes	Position	27		
	Label	I talk to my Second Life friends about personal issues.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	24	8.8%
	2.00	Seldom	36	13.1%
	3.00	Sometimes	54	19.7%
	4.00	Often	109	39.8%
	5.00	Very Often	51	18.6%

Bonding_2

		Value	Count	Percent
Standard Attributes	Position	28		
	Label	I have made some good friends in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	10	3.6%
	3.00	Sometimes	32	11.7%
	4.00	Often	84	30.7%
	5.00	Very Often	145	52.9%

Bonding_3

		Value	Count	Percent
Standard Attributes	Position	29		
	Label	I find myself having meaningful conversations with others in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	6	2.2%
	2.00	Seldom	7	2.6%
	3.00	Sometimes	46	16.8%
	4.00	Often	97	35.4%
	5.00	Very Often	118	43.1%

Bonding_4

		Value	Count	Percent
Standard Attributes	Position	30		
	Label	Friends in Second Life have offered me support when I had a real life problem or crisis.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	11	4.0%
	2.00	Seldom	23	8.4%
	3.00	Sometimes	55	20.1%
	4.00	Often	68	24.8%
	5.00	Very Often	117	42.7%

Bonding_5

		Value	Count	Percent
Standard Attributes	Position	31		
	Label	It is very important to me to have a lot of friends in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	16	5.8%
	2.00	Seldom	52	19.0%
	3.00	Sometimes	99	36.1%
	4.00	Often	76	27.7%
	5.00	Very Often	31	11.3%

Achievem_1

		Value	Count	Percent
Standard Attributes	Position	32		
	Label	Running a successful business in Second Life is very important to me.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	63	23.0%
	2.00	Seldom	63	23.0%
	3.00	Sometimes	72	26.3%
	4.00	Often	47	17.2%
	5.00	Very Often	29	10.6%

Achievem_2

		Value	Count	Percent
Standard Attributes	Position	33		
	Label	Owning my own business in Second Life is very satisfying.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	50	18.2%
	2.00	Seldom	39	14.2%
	3.00	Sometimes	96	35.0%
	4.00	Often	59	21.5%
	5.00	Very Often	30	10.9%

Achievem_3

		Value	Count	Percent
Standard Attributes	Position	34		
	Label	It is very important to me to have created one of the best creations in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	51	18.6%
	2.00	Seldom	58	21.2%
	3.00	Sometimes	88	32.1%
	4.00	Often	51	18.6%
	5.00	Very Often	26	9.5%

Achievem_4

		Value	Count	Percent
Standard Attributes	Position	35		
	Label	I enjoy building and creating things in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	12	4.4%
	2.00	Seldom	30	10.9%
	3.00	Sometimes	73	26.6%
	4.00	Often	109	39.8%
	5.00	Very Often	50	18.2%

Achievem_5

		Value	Count	Percent
Standard Attributes	Position	36		
	Label	I try to gain as much (Linden) as possible in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	20	7.3%
	2.00	Seldom	35	12.8%
	3.00	Sometimes	77	28.1%
	4.00	Often	81	29.6%
	5.00	Very Often	61	22.3%

Escape_1

		Value	Count	Percent
Standard Attributes	Position	37		
	Label	I like the escapism aspect of being in the virtual world.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	6	2.2%
	2.00	Seldom	7	2.6%
	3.00	Sometimes	50	18.2%
	4.00	Often	105	38.3%
	5.00	Very Often	106	38.7%

Escape_2

		Value	Count	Percent
Standard Attributes	Position	38		
	Label	Being in Second Life lets me forget some of the real problems that I have.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	15	5.5%
	2.00	Seldom	27	9.9%
	3.00	Sometimes	34	12.4%
	4.00	Often	110	40.1%
	5.00	Very Often	88	32.1%

Escape_3

		Value	Count	Percent
Standard Attributes	Position	39		
	Label	Being in Second Life lets me vent and relieve stress from the day.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	9	3.3%
	2.00	Seldom	15	5.5%
	3.00	Sometimes	40	14.6%
	4.00	Often	115	42.0%
	5.00	Very Often	95	34.7%

Escape_4

		Value	Count	Percent
Standard Attributes	Position	40		
	Label	I am in Second Life to relax from my real life responsibilities and/or problems.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	8	2.9%
	2.00	Seldom	24	8.8%
	3.00	Sometimes	47	17.2%
	4.00	Often	100	36.5%
	5.00	Very Often	95	34.7%

Escape_5

		Value	Count	Percent
Standard Attributes	Position	41		
	Label	I wish I had my Second Life avatar body in real life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	38	13.9%
	2.00	Seldom	44	16.1%
	3.00	Sometimes	52	19.0%
	4.00	Often	63	23.0%
	5.00	Very Often	77	28.1%

Escape_6

		Value	Count	Percent
Standard Attributes	Position	42		
	Label	In Second Life, I find myself free in the kind of relationships I have with other users compared to real life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	7	2.6%
	2.00	Seldom	42	15.3%
	3.00	Sometimes	91	33.2%
	4.00	Often	79	28.8%
	5.00	Very Often	55	20.1%

Customiz_1

		Value	Count	Percent
Standard Attributes	Position	43		
	Label	It is important to me that my character has a unique style and/or appearance in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	12	4.4%
	2.00	Seldom	24	8.8%
	3.00	Sometimes	52	19.0%
	4.00	Often	112	40.9%
	5.00	Very Often	74	27.0%

Customiz_2

		Value	Count	Percent
Standard Attributes	Position	44		
	Label	It is important to me that my character/s looks fashionable in colour and style in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	20	7.3%
	2.00	Seldom	35	12.8%
	3.00	Sometimes	62	22.6%
	4.00	Often	98	35.8%
	5.00	Very Often	59	21.5%

Customiz_3

		Value	Count	Percent
Standard Attributes	Position	45		
	Label	It is important to me to have some personalized virtual items in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	14	5.1%
	2.00	Seldom	31	11.3%
	3.00	Sometimes	77	28.1%
	4.00	Often	101	36.9%
	5.00	Very Often	51	18.6%

Customiz_4

		Value	Count	Percent
Standard Attributes	Position	46		
	Label	It is important to me that my character's appearance looks different from other characters in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	10	3.6%
	2.00	Seldom	26	9.5%
	3.00	Sometimes	59	21.5%
	4.00	Often	108	39.4%
	5.00	Very Often	71	25.9%

Friendship_1

		Value	Count	Percent
Standard Attributes	Position	47		
	Label	I find it easier to start a conversation with strangers in Second Life than in the real world.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	22	8.0%
	2.00	Seldom	41	15.0%
	3.00	Sometimes	54	19.7%
	4.00	Often	99	36.1%
	5.00	Very Often	58	21.2%

Friendship_2

		Value	Count	Percent
Standard Attributes	Position	48		
	Label	I talk more about personal issues with Second Life friends than with real world friends.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	53	19.3%
	2.00	Seldom	79	28.8%
	3.00	Sometimes	65	23.7%
	4.00	Often	41	15.0%
	5.00	Very Often	36	13.1%

Friendship_3

		Value	Count	Percent
Standard Attributes	Position	49		
	Label	I feel that being in Second Life removes some of my self-restraints.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	23	8.4%
	2.00	Seldom	37	13.5%
	3.00	Sometimes	66	24.1%
	4.00	Often	103	37.6%
	5.00	Very Often	45	16.4%

Friendship_4

		Value	Count	Percent
Standard Attributes	Position	50		
	Label	My personality in Second Life is different from my real world personality.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	75	27.4%
	2.00	Seldom	79	28.8%
	3.00	Sometimes	46	16.8%
	4.00	Often	55	20.1%
	5.00	Very Often	19	6.9%

NET_1

		Value	Count	Percent
Standard Attributes	Position	51		
	Label	I maintain close social relationships with some members in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	11	4.0%
	2.00	Seldom	15	5.5%
	3.00	Sometimes	62	22.6%
	4.00	Often	91	33.2%
	5.00	Very Often	95	34.7%

NET_2

		Value	Count	Percent
Standard Attributes	Position	52		
	Label	I spend a lot of time interacting with some members in Second Life.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	6	2.2%
	2.00	Seldom	13	4.7%
	3.00	Sometimes	56	20.4%
	4.00	Often	107	39.1%
	5.00	Very Often	92	33.6%

NET_3

		Value	Count	Percent
Standard Attributes	Position	53		
	Label	I know some members in Second Life virtual community on a personal level.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	14	5.1%
	2.00	Seldom	19	6.9%
	3.00	Sometimes	39	14.2%
	4.00	Often	103	37.6%
	5.00	Very Often	99	36.1%

NET_4

		Value	Count	Percent
Standard Attributes	Position	54		
	Label	I have frequent communication with some members in Second Life virtual community.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	9	3.3%
	2.00	Seldom	12	4.4%
	3.00	Sometimes	46	16.8%
	4.00	Often	106	38.7%
	5.00	Very Often	101	36.9%

NOR_1

		Value	Count	Percent
Standard Attributes	Position	55		
	Label	I know that other members in Second Life virtual community will help me, so it's only fair to help other members.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	2	0.7%
	2.00	Seldom	8	2.9%
	3.00	Sometimes	94	34.3%
	4.00	Often	124	45.3%
	5.00	Very Often	46	16.8%

NOR_2

		Value	Count	Percent
Standard Attributes	Position	56		
	Label	I believe that members in Second Life virtual community would help me if I needed assistance.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	9	3.3%
	3.00	Sometimes	67	24.5%
	4.00	Often	153	55.8%
	5.00	Very Often	42	15.3%

NOR_3

		Value	Count	Percent
Standard Attributes	Position	57		
	Label	I feel a sense of belonging towards Second Life virtual community.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	5	1.8%
	2.00	Seldom	10	3.6%
	3.00	Sometimes	76	27.7%
	4.00	Often	124	45.3%
	5.00	Very Often	59	21.5%

NOR_4

		Value	Count	Percent
Standard Attributes	Position	58		
	Label	I have the feeling of togetherness or closeness in Second Life virtual community.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	5	1.8%
	2.00	Seldom	17	6.2%
	3.00	Sometimes	88	32.1%
	4.00	Often	120	43.8%
	5.00	Very Often	44	16.1%

NOR_5

		Value	Count	Percent
Standard Attributes	Position	59		
	Label	I have a strong positive feeling toward Second Life virtual community.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	6	2.2%
	3.00	Sometimes	73	26.6%
	4.00	Often	138	50.4%
	5.00	Very Often	54	19.7%

NOR_6

		Value	Count	Percent
Standard Attributes	Position	60		
	Label	I am proud to be a member of Second Life virtual community.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	3	1.1%
	3.00	Sometimes	65	23.7%
	4.00	Often	122	44.5%
	5.00	Very Often	81	29.6%

SHAREDLAN_1

		Value	Count	Percent
Standard Attributes	Position	61		
	Label	The members in Second Life virtual community use common terms or jargons.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	7	2.6%
	3.00	Sometimes	48	17.5%
	4.00	Often	132	48.2%
	5.00	Very Often	84	30.7%

SHAREDLAN_2

		Value	Count	Percent
Standard Attributes	Position	62		
	Label	Members in Second Life virtual community use understandable communication pattern during the discussion.		
	Type	Numeric		
	Format	F9.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	5	1.8%
	2.00	Seldom	17	6.2%
	3.00	Sometimes	71	25.9%
	4.00	Often	129	47.1%
	5.00	Very Often	52	19.0%

SHAREDLAN_3

		Value	Count	Percent
Standard Attributes	Position	63		
	Label	Members in Second Life virtual community use understandable narrative forms to post messages or articles.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	2	0.7%
	2.00	Seldom	11	4.0%
	3.00	Sometimes	81	29.6%
	4.00	Often	142	51.8%
	5.00	Very Often	38	13.9%

SHAREDVALUE_1

		Value	Count	Percent
Standard Attributes	Position	64		
	Label	Members in Second Life virtual community share the vision of helping others solve their professional problems.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	8	2.9%
	2.00	Seldom	28	10.2%
	3.00	Sometimes	113	41.2%
	4.00	Often	99	36.1%
	5.00	Very Often	26	9.5%

SHAREDVALUE_2

		Value	Count	Percent
Standard Attributes	Position	65		
	Label	Members in Second Life virtual community share the same goal of learning from one other.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	2	0.7%
	2.00	Seldom	26	9.5%
	3.00	Sometimes	111	40.5%
	4.00	Often	114	41.6%
	5.00	Very Often	21	7.7%

SHAREDVALUE_3

		Value	Count	Percent
Standard Attributes	Position	66		
	Label	Members in Second Life virtual community share the same value that helping others is pleasant.		
	Type	Numeric		
	Format	F8.2		
	Measurement	Nominal		
	Role	Input		
Valid Values	1.00	Never	3	1.1%
	2.00	Seldom	29	10.6%
	3.00	Sometimes	107	39.1%
	4.00	Often	112	40.9%
	5.00	Very Often	23	8.4%

EXECUTE.