Appendix: Critical Gameplay Activities Scale

Instructions: The following list was generated by players. Please consider the following in-game actions that *may* happen during an average League of Legends game. Please consider the role you play most often.

Question: *When the situation arises, how important is it to do each of the following?*	Not at all important						Extremely Important
	1	2	3	4	5	6	7
1. Dodge an enemy ability	1	2	3	4	5	6	7
2. Place control wards	1	2	3	4	5	6	7
3. Place wards in allied territory (3)	1	2	3	4	5	6	7
4. Place ward in neutral territory (i.e., river)	1	2	3	4	5	6	7
5. Place ward in enemy territory	1	2	3	4	5	6	7
6. Destroy enemy wards	1	2	3	4	5	6	7
7. Destroy tier 1 turret	1	2	3	4	5	6	7
8. Destroy tier 2 turret	1	2	3	4	5	6	7
9. Destroy inhibitor turret	1	2	3	4	5	6	7
10. Destroy nexus turret	1	2	3	4	5	6	7

11. Destroy nexus	1	2	3	4	5	6	7
12. Kill Rift Herald	1	2	3	4	5	6	7
13. Kill Baron	1	2	3	4	5	6	7
14. Kill Cloud Drake	1	2	3	4	5	6	7
15. Kill Mountain Drake	1	2	3	4	5	6	7
16. Kill Ocean Drake	1	2	3	4	5	6	7
17. Kill Infernal Drake	1	2	3	4	5	6	7
18. Kill Elder Dragon	1	2	3	4	5	6	7
19. Ping: Red Alert	1	2	3	4	5	6	7
20. Ping: Yellow Caution	1	2	3	4	5	6	7
21. Ping: Blue Instant	1	2	3	4	5	6	7
22. Ping: Help/Assist Me	1	2	3	4	5	6	7
23. Ping: On My Way	1	2	3	4	5	6	7
24. Ping: Enemy Missing	1	2	3	4	5	6	7
25. Access the TAB screen (i.e., player	1	2	3	4	5	6	7

build and information)						
26. Access death recap screen	1	2	3	4	5	6	7
27. Rotate lanes (i.e., change lanes with group)	1	2	3	4	5	6	7
28. Kill enemy jungle camp	1	2	3	4	5	6	7
29. Peel high threat target	1	2	3	4	5	6	7
30. Work as a team (i.e., group for objectives)	1	2	3	4	5	6	7
31. Roam to enemy territory	1	2	3	4	5	6	7
32. Roam to allied territory	1	2	3	4	5	6	7
33. Roam to neutral territory	1	2	3	4	5	6	7
34. Gank (i.e., roam and attack/engage enemy)	1	2	3	4	5	6	7
35. Counter gank (i.e., roam and counterattack)	1	2	3	4	5	6	7

36. Join engagement normally	1	2	3	4	5	6	7
37. Use special ability (e.g., teleport or ultimate) to join engagement	1	2	3	4	5	6	7
38. Kill enemies	1	2	3	4	5	6	7
39. Avoid deaths	1	2	3	4	5	6	7
40. Obtain assists	1	2	3	4	5	6	7
41. Engage enemies	1	2	3	4	5	6	7
42. Disengage encounters	1	2	3	4	5	6	7
43. Contest objectives (e.g., Baron, Rift, or Drakes)	1	2	3	4	5	6	7

Not at all important						Extremely Important