School Mass Shooter Risk Inventory (SMSRI)

Subject Name: DOB: Date: Person completing:

Technology devices are defined as TV, cell phones, tablets, desk top computers, laptop computers, any hand-held device, and gaming consoles. ***Technology applications*** can be for entertainment, education, work, or therapy. Risk of becoming a *School Mass Shooter* increases concurrent with number of "yes" answers, early and long duration exposure to violent media content, use of multiple and prolonged use of psychotropic medications, social isolation and lack of meaningful activities, and access to guns.		

WHO is subject?

Question	Year / Yes	Mo. / No
At what age did subject start playing *video games e.g. non-violent ___, violent___, multi-player___, online___, rapid fire shooter___, pornography___ (*circle types of *video games).*	Year	Mo.
At what age did subject start taking *psychotropic medication* e.g. stimulants, anti-depressants, anti-anxiety, sedatives, anti-psychotics (circle *medications*)?	Year	Mo.
Is subject taking multiple medications? Is so, list approximate dates for starting medications.	Yes	No
Is subject exhibiting *neurotoxicity or side effects of medications* e.g. weight loss, sudden violence, explosive violence, severe agitation, suicidal thoughts/actions (circle *side effects*)?	Yes	No
Does subject have any *mental health conditions:* depression, anxiety, obsessive/compulsive disorder, adhd, autism, bipolar disorder, schizophrenia (circle *conditions*)?	Yes	No
Does subject exhibit symptoms associated with *Game Transfer Phenomena* (GTP) e.g. auditory permanence (hears gaming) or visual imagery (sees gaming), or demonstrate gaming behaviors or actions such as 'gamer speak' or violent imitations of characters (circle *GTP*)?	Yes	No
Does subject exhibit symptoms related to *sleep deprivation* e.g. falling asleep in class or work, repetitive yawning, low (zoned out) or high (moving to stay awake) arousal states limiting learning and productivity, repeatedly late to school or work (circle *sleep disorder*)?	Yes	No
Does subject have any *developmental and/or behavioral disorders*: developmental delay, tantrums, aggression, defiance, bullying, learning difficulties (circle *disorders*)?	Yes	No
Is subject *addicted* to video games e.g. can't stop, excessive use, persistent thinking about content, can't put device down, needing more, withdrawal when stop (circle *addictions*)?	Yes	No
Does subject participate in *alternate activities to technology*: sports, music, dance, hobbies, crafts, school/work/volunteer committees (circle *alternate activities*)?	Yes	No
Does subject participate in *off-line social activities* with friends: dating, parties, meals out, coffee, recreational outings, barbecues (circle *off-line social activities*)?	Yes	No
Is subject *physically active*: team sports, individual sports, walking, hiking, swimming, bowling, dancing, gym, martial arts (circle *physical activities*)?	Yes	No
Does subject have any *academic or work-related issues* (grades, drop-out, skipping class, detentions, probations, firings (circle *academic/work problems*)?	Yes	No
Does subject have access to weapons and/or guns e.g. in the home, unsupervised, older siblings, can purchase own guns, posting social media obsession with guns (circle *gun risks*)?	Yes	No

WHAT type of technology is subject using NOW?

Question	Yes	No
What type of *video game content* in the subject presently using e.g. non-violent, violent, multiple player, online, rapid fire shooter, sexually explicit (circle types of *content* currently using).		
Does subject also watch *TV* (*passive technology*)? If so, what *type of TV*: sports, cartoons, movies, sitcoms, violence, sexual, reality, nature, educational, music/dance (circle *type of TV).*	Yes	No
Does subject use *active technology*? If so, what *type of active technology*: Facebook, chat lines, texting, pornography, dating sites, trolling, racist/political (circle *type of active technology*).	Yes	No
Does subject use *education or work* technology at school? If so, what type?	Yes	No
Does subject use *therapy* technology in clinic or home settings? If so, what type?	Yes	No

Does subject *watch*/*use* the following *content* on TV or other device: violence, deviance, swearing, rape, porn, sodomy, torture, educational, therapeutic, pro-social (circle c*ontent* type).	Yes	No
Does subject watch/use *fast paced content* e.g. screen changes every 1-2 seconds?	Yes	No
WHEN does subject play video games?		
Does subject play video games before school or work?	Yes	No
Does subject play video games first thing when returns home from school or work?	Yes	No
Does subject play video games right before bed?	Yes	No
Does subject wake up in the middle of the night to play video games?	Yes	No
Does subject play video games all night and into the early morning hours?	Yes	No
Does subject play video games during meals or skip meals to game?	Yes	No
Does subject play video games during the week?	Yes	No
Does subject play video games on weekends?	Yes	No
Does subject 'game out' or games constantly throughout weekend?	Yes	No
Does subject play video games on holidays?	Yes	No
WHERE does subject play video games?		
In bedroom during night e.g. gaming console and TV in subject's bedroom?	Yes	No
In restaurants?	Yes	No
In car?	Yes	No
In bathroom (home/school/work)?	Yes	No
While watching also using other media e.g. TV, texting, social media?	Yes	No
While doing homework?	Yes	No
When at social gatherings with family/friends?	Yes	No
WHY does subject play video games?		
Does subject play video games because they are: lonely, depressed, for escape, boredom, to fit in, feel 'normal', fear of face to face, good at it (circle *reasons for* technology use)?	Yes	No
Is there another reason subject plays video games?	Yes	No
HOW does subject access video games?		
Does subject's parents or partner have *rules* regarding use of video games?	Yes	No
Does subject's parents or partner *supervise* use of video games?	Yes	No
Does subject currently *own* a device(s): cell phone, tablet, TV, desktop computer, laptop computer, gaming device (circle *devices you own*)?	Yes	No
HOW LONG does subject play video games?		
Daily average at home during the week?		hours
Daily average at home on weekend or holidays?		hours
HOW LONG does subject also use education, work, or therapy technology?		
Daily average at school?		hours
Daily average at home?		hours
Daily average on weekend or holidays?		hours