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Original Article

Esports Gamer Identity Scale: Turkish Adaptation Study

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What is already known on this topic?

- *Esports and gaming studies often rely on broad "gamer/player" labels; however,differences in the extent to which individuals adopt this identity can meaningfully shape attitudes and behaviors.*
- *GIS is a brief instrument designed to assess the centrality and salience of gamer identity as a unidimensional construct.*
- *Cross-cultural research in the gaming/esports field requires measurement tools that are linguistically and culturally equivalent.*

What this study adds to this topic

- *This study presents the Turkish version of the Gamer Identity Scale, supporting its use as a 9-item, single-factor measurement tool in gaming and esports research in Türkiye.*
- *The construct validity of the scale was supported through CFA using DWLS, yielding good model fit indices ($\chi^2/df = 1.79$, RMSEA = .05, CFI = .98, TLI = .98, SRMR = .055).*
- *The Turkish GIS demonstrated acceptable reliability (α = .83; ω = .83); factor loadings ranged from .45 to .74, indicating consistent measurement performance.*
- *The adapted scale enables more precise sample selection, reporting, and comparison in gaming/esports research in Türkiye, and supports future studies examining the relationships between gamer identity and psychosocial as well as consumer-related outcomes.*

Abstract

The aim of this study is to adapt the Gamer Identity Scale, developed by Yim et al. (2023), to Turkish culture. In this study, a survey model was used to reach 259 participants aged 18 and over who are interested in esports. To test the validity of the scale, a confirmatory factor analysis was conducted based on its original structure, consisting of 9 items and a single-factor model. Upon examining the model fit indices obtained from the analysis, it was found that $\chi^2/df = 1.79$, Root Mean Square Error of Approximation = 0.05, Comparative Fit Index (CFI): = 0.98, Tucker–Lewis Index = 0.98, and Standardized Root Mean Square Residual = 0.055, indicating that these values are sufficient to confirm the construct validity of the scale. For reliability analysis, Cronbach's alpha and McDonald's omega coefficients were calculated, with the alpha coefficient found to be (Cronbach's $\alpha = .83$) and the McDonald's omega value (McDonald's $\omega = .83$). As a result of the analyses, it was determined that the Gamer Identity Scale is a valid and reliable measurement tool suitable for Turkish culture.

Keywords: Esport, gamer identity, scale adaptation

Introduction

Advances in technology and information–communication tools have not only transformed many aspects of life on a global scale but also profoundly influenced the types of sports activities people prefer and the ways they spend their leisure time. From the opportunities afforded by wearable technologies to the novel experiences enabled by virtual and augmented reality, technological developments continue to reshape sport and leisure activities (Baker et al., 2017). One prominent manifestation of this transformation is esports, which has entered everyday life as part of the broader digitalization of sport. The growing visibility of esports following the widespread diffusion of the internet has paralleled the rapid expansion of online competitive activities and digital games. In particular, the development of online broadcasting platforms has contributed substantially to esports' global recognition and its emergence as a significant industry (Taylor, 2018; Watanabe et al., 2021).

In 2023, the global games market reached an estimated value of USD 185 billion. Within this total, mobile games accounted for approximately 49% of revenues (USD 91 billion), PC games accounted for 22% (USD 40 billion), and console games accounted for the remaining 29% (USD 53 billion) (Gaming in Turkey, 2023). In the post–COVID-19 period, although the number of game start-ups has declined, Türkiye has emerged—after the United Kingdom—as the European ecosystem with the most game studios. The Turkish gaming ecosystem comprises 740 active game studios, 12 game incubators, 21 accelerator programs, 2 game clusters, and 8 investment funds dedicated exclusively to gaming (Invest in Turkey, 2023). Fueled by digitalization and technology-driven innovation, this rapidly expanding global market has provided fertile ground for major transformations and enabled heightened global competition. As esports' popularity rose, the Millennial (Generation Y) cohort—those born between 1981 and 1996—played a pivotal role as the first generation to grow up immersed in video games (Hedlund, 2023). Beyond these dynamics, the emergence of this large-scale industry has also been shaped by key

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stakeholders within the esports ecosystem, including game publishers/developers, gamers, sponsors, broadcasters, and audiences (Pizzo et al., 2022).

With the expansion of the industry, scholarly interest in esports research has increased over the past few years (Mergan et al., 2023; Mechelin & Liu-Lastres, 2023), and esports has emerged as a multidisciplinary research domain that brings together fields such as media studies, information technology, business, sport science, sociology, law, and cognitive science (Jeong & Youk, 2023; Reitman et al., 2020). Despite growing attention across disciplines, the lack of consensus on what esports precisely remains a constraining factor that can limit the scope and depth of research in the field (Jeong & Youk, 2023). This ambiguity contributes to methodological limitations, including insufficiently defined sample groups and uncertainty regarding whether data are drawn from gamers, esports gamers, or general video game players, thereby increasing the complexity of esports research (Yim et al., 2023). Although academic interest has grown alongside the rise in esports gamers and spectators, studies examining esports gamer profiles by game genre remain limited (Choi et al., 2024). According to Johnson and Woodcock (2021), while the number of professional gamers is relatively small within the broader esports landscape, amateur and leisure gamers constitute the majority. Given the breadth and heterogeneity of the gaming population, systematically understanding this diversity and conducting research tailored to the needs of different gamer profiles requires meaningful gamer classification, which is critical for both academic inquiry and applied practice. This need is also supported by prior esports research demonstrating differences in motivation and competitive orientation between professional and non-professional players (Bányai et al., 2020).

The Gamer Identity Scale (GIS) is not only a valuable instrument for academic research but also a strategic tool with practical implications for individuals' mental health, performance optimization, and career management within gaming and esports contexts. From this perspective, distinguishing among different gamer categories should not be viewed merely as a theoretical classification; rather, it is also highly relevant for applied domains such as game design, performance evaluation, and the development of training and educational programs.

The conceptualization of gamer identity draws on social psychological perspectives on identity development and theories of the self. Specifically, the scale is grounded in the processes of individuation—through which individuals differentiate themselves from others in society—and social relatedness—through which individuals position themselves within a like-minded subgroup—articulated by Josselson (1980) and Waterman (1985) (as cited in Yim et al., 2023). These processes emphasize personal autonomy while simultaneously fostering a sense of belonging. Particularly in the context of leisure activities, they become salient by providing an ideal domain in which individuals can express identity and establish social ties.

Across prior research, a variety of approaches have been used to classify gamers into distinct categories. For instance, Ip and Jacobs (2005) distinguished between hardcore and casual gamers based on players' knowledge levels, gaming habits, and spending attitudes, whereas Tseng (2011) categorized gamers into three groups: aggressive, social, and inactive. In Türkiye, several studies have typically classified participants as amateur or professional according to whether they hold an esports license (Alp et al., 2020; Başer & Uslu, 2023; Can & Demir, 2020; Kara et al., 2024; Kilci et al., 2020), while other studies (Alioğlu & Algül, 2021; Kilci & Yalçıner, 2020) have not provided any explicit participant classification. Against this backdrop, to help address sample heterogeneity in esports research, the GIS, developed by Yim et al. (2023), is expected to be useful for studies conducted with Turkish samples.

The instrument is a brief nine-item measure designed to assess the extent to which individuals self-identify as gamers and the degree to which gaming is central to their identity. Establishing such a standardized characterization is expected to facilitate the identification of gamer identity levels and improve the understanding of participant group characteristics, thereby indirectly enhancing the overall quality and interpretability of research findings. As scholarship in this area continues to expand, it will become increasingly possible to obtain more fine-grained insights into gamers' behaviors and preferences.

Material and Methods

In this study, the GIS developed by Yim et al. (2023) was adapted into Turkish. Prior to initiating the study, permission was obtained from the scale developers via email, and ethical approval was granted by the Bartın University Social and Human Sciences Ethics Committee (Approval No. 2024-SBB-0904 Date: November 6, 2024). Following this stage, the instrument was referred to using the abbreviation GIS. Participants who voluntarily agreed to take part after reading the informed consent form were included in the study. Data were collected via Google Forms using the "single response" option; therefore, no data loss occurred.

This scale adaptation study was designed and conducted in accordance with the international standards set out in the Standards for Educational and Psychological Testing (APA, AERA, & NCME, 2014). Accordingly, in the first stage (pre-study planning), permission was obtained from the original authors, and the conceptual framework and item content were reviewed to determine whether they were meaningful and appropriate for the target culture. In the second stage, a forward–backward translation procedure was implemented. Subsequently, a committee comprising experts in language, psychometrics, and the substantive domain evaluated the translations for linguistic and cultural equivalence and produced a reconciled version. In the third stage, a pilot test was conducted with a small group ($n = 30$) to evaluate the adapted form. Analyses indicated that the scale demonstrated acceptable internal consistency ($\alpha = 0.74$) and that item standard deviations ranged between 1.53 and 1.90. Following the pilot administration, brief interviews were conducted with participants to assess item clarity and cultural appropriateness qualitatively, and final refinements were made to the scale form based on this feedback.

In the fourth stage, the main data collection was carried out with a larger sample. Confirmatory factor analysis (CFA) was performed to examine construct validity, and internal consistency was assessed using Cronbach's alpha and McDonald's omega coefficients. Finally, the entire adaptation process—including permissions, translation procedures, sample characteristics, and analytic results—was reported in a detailed and transparent manner.

Research Design

This scale adaptation study was conducted using a general survey design, which is widely employed in the social sciences. The survey model is a quantitative research approach that aims to describe a phenomenon as it exists, either in the present or as it occurred in the past (Karasar, 2012).

Participants

The study group consisted of individuals in Türkiye who engage in esports. Although the exact number of esports players in Türkiye is not known, data from the Turkish Esports Federation indicate that as of 2024, 88,949 individuals held an esports license (TESFED, 2024). However, it can be assumed that the number of individuals who participate in esports without holding a license is higher. According to Riot Games, one of the largest producers in the video game industry, the number of esports players in Türkiye was approximately 400,000 in 2023 (Bloomberg, 2023).

A total of 285 volunteers were recruited using convenience sampling. Although convenience sampling offers speed and practicality for researchers (Yıldırım & Şimşek, 2016), it also has certain limitations. To mitigate these limitations, efforts were made to increase sample heterogeneity by including participants from different age groups, genders, and income levels, as well as individuals who played different game titles. In addition, to enhance voluntary participation and reduce potential sampling bias, it was announced that participants would receive a gift voucher. The limitations associated with convenience sampling were also acknowledged in the study's limitations section.

Following data screening, the responses of 26 participants were identified as outliers and excluded, and analyses proceeded with data from 259 participants. Two methods were used to identify outliers. First, participants who provided the same response to all items—resulting in a standard deviation of zero—were classified as outliers and removed from the dataset (Tabachnick & Fidell, 2018). Second, the Mahalanobis distance method was applied. Mahalanobis distance is a measure that calculates the distance of an observation from the multivariate mean while accounting for intercorrelations among variables (Tabachnick & Fidell, 2018). Inspection of Mahalanobis distance values revealed that two participants exceeded the threshold of 26.124, corresponding to a significance level of $\alpha = 0.999$ and 8 degrees of freedom, and were therefore identified as multivariate outliers and excluded from further analyses.

Regarding sample size adequacy for CFA, Kline (2011) noted that a minimum sample size of at least 100 is required, while recommending at least 200. Hair et al. (2010) further suggested that a sample size at least five times the number of items is sufficient. Considering these guidelines, the final dataset of 259 participants was deemed adequate for the scale adaptation process.

According to Table 1, 70.66% of the participants were male, 29.34% were female, and 44.02% reported preferring a desktop computer for playing esports games. In addition, the participants' mean age was 21.47 years (SD = 3.53). The average monthly income was 13,708 (SD = 19,147), the mean daily time spent engaging with esports was 1.82 hours (SD = 2.05), and the mean duration of involvement in esports was 5.12 years (SD = 4.66).

Data Collection Instruments

Study data were collected using a Personal Information Form and the GIS. The original version of the GIS is a nine-item, unidimensional measure. The scale was developed to assess the extent to which individuals perceive and define themselves as gamers.

Personal Information Form

A Personal Information Form was used to describe participants' demographic and background characteristics. Participants were asked to report their age, gender, income level, educational status, esports involvement (hours and years), esports license status, and the type of device they primarily use when engaging in esports.

Gamer Identity Scale

The GIS, developed by Yim et al. (2023), is a unidimensional measure consisting of nine items used to assess the extent to which individuals identify themselves as gamers. In the original study, the single-factor model yielded a Cronbach's α of 0.90, a composite reliability value of 0.90, and an average variance extracted value of 0.50. The factor loadings of the items in the original scale ranged from 0.65 to 0.77.

The scale uses a 7-point Likert-type response format (1 = Strongly disagree; 7 = Strongly agree). Total scores range from 9 to 63. The original study did not report a specific cut-off score or categorization rule for defining a participant as a "high" or "low" scorer. The scale was developed to measure how strongly participants define themselves as gamers, the extent of their involvement in gaming culture, and the place of gaming in their personal identity. Accordingly, participants with higher scores can be described as having a stronger gamer identity, whereas those with lower scores can be described as having a weaker gamer identity.

Data Collection

Study data were collected via Google Forms during the Fall semester of the 2024–2025 academic year. Participants were reached through the social media pages and instant messaging groups of university esports communities. Initial information was provided to potential participants through page administrators, after which the Google Forms link was shared, and participants were asked to complete the form. To prevent duplicate and fraudulent responses, Google Forms' "single response" option was enabled; additionally, responses with a standard deviation of zero were removed from the dataset.

Table 1.
Participants' Demographic Characteristics

Continuous Variables	**Number of Participants**	**Mean**	**SD**	**Min.**	**Max.**
Age	259	21.47	3.53	18	35
Average monthly income (TRY)	259	13708	19147	0	100000
Esports involvement (hours)	259	1.82	2.05	1.00	12.0
Esports involvement (years)	259	5.12	4.66	0	25.0
Categorical variables	**%a**	**%b**	**%c**	**%d**	**%e**
Gender (a: female, b: male)	29.34	70.66			
Device used (a: mobile phone, b: laptop, c: desktop computer, d: Play Station, e: tablet)	19.31	28.19	44.02	6.56	1.93

Data Analysis

Data analyses were conducted using Jamovi 2.6. Jamovi is an open-source statistical software package developed in 2017 and characterized by a graphical user interface (Özyer, 2021). Prior to the analyses, procedures were undertaken to establish the linguistic validity of the instrument. To test construct validity, the Structural Equation Modeling module in Jamovi, which allows the estimation method to be selected automatically or manually, was used. For estimating CFA model parameters, the diagonally weighted least squares (DWLS) estimator was employed, as it is recommended for use in smaller samples ($n < 500$) (Kline, 2011; Li, 2016). Model fit was evaluated using χ^2/df, Comparative Fit Index (CFI), Tucker–Lewis Index (TLI), Standardized Root Mean Square Residual (SRMR), and Root Mean Square Error of Approximation (RMSEA).

To assess scale reliability, internal consistency was examined using Cronbach's alpha and McDonald's omega, which are among the most used approaches in the social sciences (Kartal & Dirlik, 2016). In addition, inter-item relationships were displayed via an inter-item correlation heat map.

Results

Linguistic Validity

In this study, a forward–backward translation procedure was employed during the Turkish adaptation process. In the forward translation stage, the GIS was translated into Turkish by three experts: one specialist in sports sciences and two specialists in English linguistics. The resulting Turkish version was then back translated into English by a different English linguist, and the two versions were compared to ensure conceptual and linguistic equivalence.

Finally, six experts working in the field of English language studies were asked to rate the translation on a scale from 1 to 4. To evaluate the scale's linguistic validity, the experts' ratings were analyzed using Kendall's Coefficient of Concordance (W). Kendall's W is used to assess the degree of agreement among multiple raters (p) who evaluate a set of n objects (Legendre, 2005) (Table 2).

In the initial analysis, although the p value was statistically significant ($p = .020$), the obtained Kendall's W coefficient was low ($W = 0.38$), indicating weak agreement among the experts' ratings. Therefore, the items that led to the lowest scores and contributed to the low level of concordance were reviewed and revised as necessary. The experts were then asked to re-rate the revised items. Based on the updated evaluations, Kendall's W increased to 0.84 in the subsequent analysis, demonstrating a high level of agreement among the experts (i.e., 84% concordance).

Results of the Normality Test for Data Distribution

In the analysis, the distributional properties of the data were examined first. For the assessment of normality, skewness and kurtosis values were found to fall within the range of −1.5 to +1.5, indicating that the data approximated a normal distribution (Tabachnick & Fidell, 2018). However, the Shapiro–Wilk test yielded statistically significant results ($p < .001$), which may be attributable to the test's sensitivity to minor deviations from normality in large samples. Moreover, because the scales used in the study consisted of ordinal (categorical) indicators and estimation methods that do not require the normality assumption are recommended for such data (Kline, 2011; Li, 2016), the DWLS estimator was preferred for the CFA (Table 3)..

Table 2.
Inter-Rater Agreement Coefficient

Kendall's Coefficient of Concordance (W)					
	Item	Expert	W	X^2	*p*
Value	9	6	0.38	18.2	.020
Value	9	6	0.84	45.4	<.001

Table 3.
Skewness and Kurtosis Values of the GIS

					Shapiro–Wilk	
	Mean	SD	Skewness	Kurtosis	W	*p*
gis1	4.529	1.712	−0.5818	−0.88468	0.8706	<.001
gis2	4.691	1.599	−0.7587	−0.47148	0.8510	<.001
gis3	4.104	1.849	−0.1725	−1.22060	0.9000	<.001
gis4	4.834	1.712	−0.6040	−0.73208	0.8699	<.001
gis5	4.915	1.678	−0.6840	−0.57331	0.8695	<.001
gis6	4.784	1.607	−0.7117	−0.55222	0.8558	<.001
gis7	4.942	1.691	−0.9208	−0.01475	0.8479	<.001
gis8	4.305	1.766	−0.3437	−1.02613	0.8941	<.001
gis9	3.737	2.071	0.1153	−1.49848	0.8669	<.001

Construct Validity

To examine the construct validity of the instrument, CFA was conducted to assess the extent to which the data collected from participants fit the predictions of the pre-specified theoretical model (Çapık, 2014). In the factor analysis, the DWLS estimation method was employed, as it is reported to yield more accurate results in analyses with relatively small samples (Koğar & Yılmaz Koğar, 2015) (Table 4).

As shown in Table 4, the CFA of the GIS was conducted based on the nine items and the single-factor structure of the original scale. An examination of the model fit indices indicated that χ^2/df ($\chi^2/df = 1.79$) was below 4 (Kline, 2011), RMSEA ($RMSEA = 0.05$) was below 0.08 (Jöreskog & Sörbom, 1993), CFI ($CFI = .98$) and TLI ($TLI = .98$) exceeded 0.90 (Tabachnick & Fidell, 2018; Huck, 2012), and SRMR ($SRMR = .055$) was below .060 (Wang & Wang, 2012). Overall, these values suggest that the instrument demonstrates adequate construct validity. Modification suggestions were not adopted because they were deemed inconsistent with the content of the scale. The path diagram of the CFA model for the GIS is presented in Figure 1 (Table 5).

When the factor loadings of the GIS items were examined, the loadings for Item 1 and Item 6 were moderate, whereas the remaining items exhibited high factor loadings (Büyüköztürk, 2012), yielding results consistent with the original version of the scale.

Table 4.
CFA Results for the GIS

χ^2	SD	χ^2/SD	RMSEA	CFI	TLI	SRMR
Outliers in the Dataset						
120.2	27	4.45	0.11	0.96	0.95	0.076
After Removing Outliers						
48.39	27	1.79	0.05	0.98	0.98	0.055

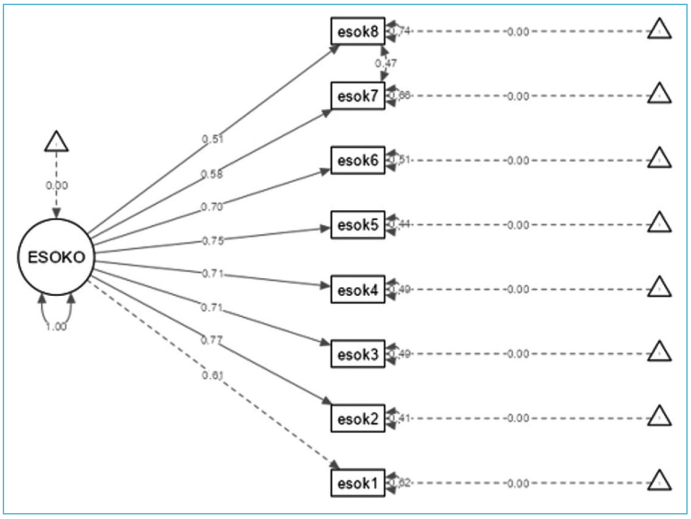

Figure 1.
GIS Path Diagram.

Assessment of Scale Reliability

To evaluate the internal consistency reliability of the GIS, inter-item correlation values were examined, and Cronbach's alpha and McDonald's omega coefficients—among the most widely used reliability estimates in the literature (Bayık & Gürbüz, 2016) were calculated.

Reliability Analyses of the Gamer Identity Scale

Based on the analyses, the internal consistency index, Cronbach's alpha, was found to be at a reasonable level ($\alpha = .83$) (Kılıç, 2016). Similarly, McDonald's omega was 0.83, and values above 0.60 are considered acceptable for reliability (Büyüköztürk, 2012).

In Figure 2, the inter-item correlation values of the GIS are visualized using a correlation heat map generated in Jamovi. In the heat map, the strength of associations among variables is represented on a color scale, where red indicates lower correlations and green indicates higher correlations. This visual inspection was used to evaluate the intensity of linear relationships among the items.

In Table 6, the psychometric properties of the original GIS and its Turkish adaptation are compared.

Table 5.
Factor Loadings of the GIS Items

Item	Factor Loading	Original Form
I have numerous goals related to gaming	0.45	0.68
Gaming is a central factor to my self-concept	0.51	0.70
For me, being a gamer means more than just gaming	0.62	0.69
Gaming is something I think about often	0.64	0.70
I am proud of being a gamer	0.61	0.77
I do things that will help me in gaming	0.49	0.77
I am in groups that allow me to talk to others in gaming	0.63	0.69
I feel a strong connection with the gamer community	0.74	0.64
I am an active member of a gamer community	0.73	0.65

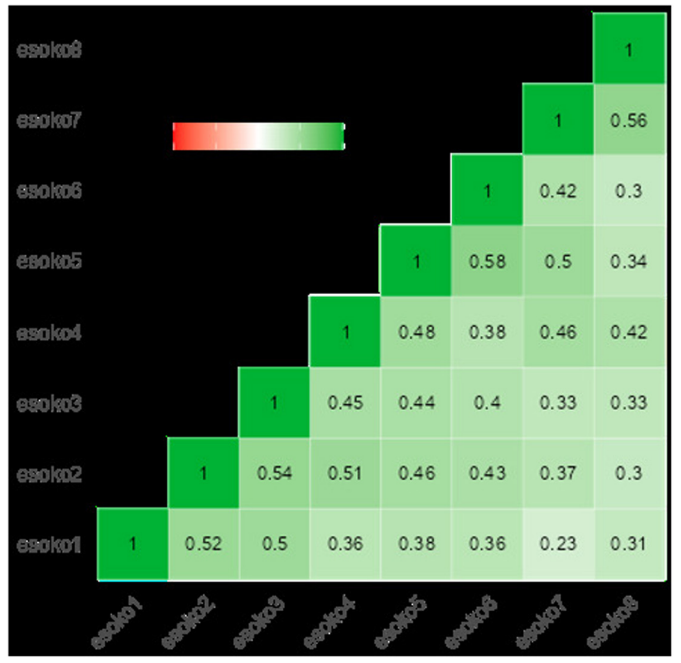

Figure 2.
Inter-Item Correlations of the GIS.

Discussion and Conclusion

The purpose of this study was to adapt the GIS into Turkish. The findings indicated that the scale was successfully adapted as a single-factor, nine-item instrument. The analyses demonstrated that the scale is a valid and reliable measurement tool, and it has been introduced to the literature as an instrument that can be used to assess gamer identity in esports and gaming research.

In the translation process into Turkish, Kendall's Coefficient of Concordance among experts was found to be 0.84 ($p < .05$), indicating a high level of agreement in expert ratings. The CFA results further demonstrated that the single-factor structure of the GIS is also valid in the Turkish sample. The model fit indices were as follows: $\chi^2/df = 1.79$, RMSEA = 0.05, CFI = .98, TLI = .98, and SRMR = .055. These indices fall within commonly accepted thresholds in the literature and support the scale's construct validity (Kline, 2011). A CFI value above 0.90 indicates good fit; an SRMR value below 0.06 indicates excellent fit; and an RMSEA value below 0.05 indicates excellent fit (Büyüköztürk, 2014). Overall, these findings indicate

Table 6.
Psychometric Comparison of the Original and Turkish Adapted Versions

Indicator	Original Scale	Turkish Adaptation
χ^2/SD	χ^2/SD = 3.18	χ^2/SD = 1.79
RMSEA	0.08	0.05
CFI	0.95	0.98
TLI	0.93	0.98
SRMR	0.037	0.055
Range of factor loadings	0.65-0.77	0.45–0.74
Cronbach's α	0.90	0.83

that the scale demonstrates good model fit and confirms its factor structure.

The factor loadings of the scale items ranged from 0.45 to 0.74. A factor loading of 0.45 or higher is generally expected; however, for a limited number of items, this threshold may be relaxed to 0.30 (Büyüköztürk, 2012). In the present study, items 1 and 6 exhibited moderate factor loadings, whereas the remaining items showed high factor loadings. The scale's Cronbach's α was 0.83. Reliability coefficients of 0.70 or higher are considered sufficient for the reliability of test scores (Büyüköztürk, 2012), indicating that the scale demonstrates high internal consistency. In addition, inter-item correlations ranged from 0.25 to 0.58.

The findings are consistent with previous scale adaptation studies reported in the literature. For example, the fact that the GIS yielded a factor structure and reliability coefficients comparable to those obtained for the original scale developed by Yim et al. (2023) supports its validity within the Turkish cultural context. Moreover, similar to studies examining the role of gamer identity in esports—such as Bányai et al. (2020), which investigated the effects of identity-related factors on motivations and career planning—the GIS may be considered a suitable instrument for use in future research addressing related topics.

The most important limitation of this study is that it was conducted using convenience sampling, which may have resulted in a sample that does not fully represent the target population and, consequently, limits the generalizability of the findings. Moreover, the gender distribution was not balanced, and the results are restricted mainly to participants with a particular age profile (M = 21.47) and income level; therefore, future research should employ larger and more inclusive samples and examine whether the scale remains valid across different age groups, income strata, and geographic regions. In addition, because data were collected via an online survey (Google Forms), participation was limited mainly to individuals active in specific social media groups. Despite these limitations, the adapted scale may serve as an important measurement tool for future studies seeking to identify different gamer profiles and to investigate issues such as psychological well-being, team identification/commitment, and competitive motivations in esports.

Data Availability Statement: The data that support the findings of this study are available on request from the corresponding author.

Artificial Intelligence Usage Statement: The authors declared that no Artificial Intelligence tool was used in the preparation of the manuscript.

Ethics Committee Approval: Ethical committee approval was received from the Ethics Committee of University of Bartın (Approval no: 2024-SBB-0904, Date: November 6, 2024).

Informed Consent: Written informed consent was obtained from the participants included in this study.

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