

COOPERSMITH SELF-ESTEEM INVENTORY

Reference:

Coopersmith, S. (1967). *The antecedents of self-esteem*. San Francisco: W. H. Freeman & Co.

Description of Measure:

A 50-item measure of attitudes toward oneself. The inventory was originally designed to measure children's self-esteem. However, it was modified by Ryden (1978) for use on adults. For each item, participants answer whether the statement provided is "like me" or "not like me".

Abstracts of Selected Related Articles:

Ryden, M. B. 1978. An adult version of the Coopersmith Self-Esteem Inventory: Test-retest reliability and social desirability. *Psychological Reports* 43:1189–1190

A version of S. Coopersmith's (1967) Self-Esteem Inventory, modified for use with adults, was found to have a test-retest reliability of approximately .80 for 32 adult women over periods of 6-58 wks. Correlation of the scores with the Marlowe-Crowne Social Desirability Scale for 51 college students was .47. Use of the Lie scale on the Self-Esteem scale to identify Ss whose self-reports were markedly influenced by a social desirability factor reduced this correlation to .32.

Kokenes, B. (1978). A factor analytic study of the Coopersmith Self-Esteem Inventory. *Adolescence*, 13, 149-155.

Assesses the construct validity of the Coopersmith Self-Esteem Inventory using a variation of Thurstone's Orthogonal Rotation technique. Also attempted to obtain data on the sources of self-esteem which contribute to global self-esteem. It was hoped that data would reflect the comparative importance of the home, peers, and the school to the global self-esteem of pre-adolescents and adolescents.

Fling, S., Smith, L., Rodriguez, T., Thorton, D., Atkins, E., & Nixon, K. (1992). Videogames, aggression, and self-esteem: A survey. *Social Behavior and Personality: An International Journal*, 20, 39-46.

A survey was administered to 153 sixth through twelfth graders. It included items on videogame play plus self-esteem and aggression scales. Teachers also rated the children on self-esteem and aggression. Amount of videogame play correlated with aggression and not with self-esteem. About 47% of the sample said some videogames might foster anger or aggression. Among other results was evidence that boys play videogames more than girls and are more aggressive than girls. Self-esteem and aggression were positively correlated on teacher ratings but negatively on self-ratings.

Sample Questions

Directions: Below, you will find a list of statements about feelings. If a statement describes how you usually feel, put an X in the column "Like Me." If the statement does not describe how you usually feel, put an X in the column "Unlike Me." There are no right or wrong answers.

| | Like Me | Unlike Me |
|---|--------------------------|--------------------------|
| 1. Things usually don't bother me. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. I find it very hard to talk in front of a group. | <input type="checkbox"/> | <input type="checkbox"/> |

For more information about the [Coopersmith Self-Esteem Inventory](#), including purchasing and licensing information, visit Mindgarden.com.