CORRELATES OF PROBLEMATIC GAMING – IS THERE SUPPORT FOR PRONENESS TO RISKY BEHAVIOUR?

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## Sample

"1150 children and adolescents from different elementary and high schools in both rural and urban areas. Their ages ranged from 11 to 21 (M=14.77, SD=2.259). In terms of gender, 533 participants were identified as male (46.3%). All students were either in the sixth (24.9%) or eighth (25.6%) grades of elementary school, or in the second (27.7%) or fourth (21.9%) grades of high school. A total of 363 (32.1%) participants said they never play games, so they were excluded from further analysis." Šincek et al, 2017, 304

## Implications For Parents About

Parenting guidance / support

# Abstract

Background: This paper explores problematic Internet gaming in the context of other forms of risky behaviour. The basic premise is that children and adolescents at risk will display different types of risky behaviour in various settings. Subjects and methods: Children and adolescents (N=1150) were surveyed about (cyber)violence, problematic gaming (habits, motives and symptoms), self-disclosure via Facebook and self-esteem.
Results: Regular gamers were more violent both face-to-face and via the Internet, and were more prone to problematic gaming than occasional gamers. Those who played games for more than five hours per day (9% of respondents) were classified as potentially problematic gamers. They experienced and committed more violence both face-to-face and via the Internet, were more involved in self-disclosure and had more problematic gaming symptoms than those who played for less than five hours a day, but these groups did not differ in self-esteem. Participants could choose from a list of eight different motives for their gaming; those motivated by peer communication, a sense of control, relaxation, conformism, self-efficacy and to distract from problems reported more symptoms of problematic gaming than those not motivated by these factors. Gender, age, self-esteem, self-disclosure and
committing violence contributed to explaining the variance in problematic gaming, accounting for about 26% of its variance. Boys, lower self-esteem, more self-disclosure and committing both types of violence more regularly were connected with reporting more symptoms of problematic gaming. The results will be discussed in the context of a general proneness to risky behaviour.
Conclusion: Committing violence against peers (both traditional and cyber) predicts significantly problematic gaming. This supports the premise that children and adolescents at risk are prone to exhibiting different forms of risky behaviour in different settings.

# Outcome

"Based on how often participants played games, they were divided into occasional (playing games sometimes; n=546; 47.5%) or regular (playing games
every day; n=223; 19.4%) gamers. Furthermore, boys were more likely to be regular gamers than girls. Regular gamers gained higher results in problematic online gaming, traditional school bullying and cyberbullying than occasional gamers. Of the regular gamers, 71 participants stated that
they played for more than five hours per day, and were thus classified as potentially problematic gamers. Furthermore, boys were more likely to play games than
girls, and the girls who play games spend less time playing than boys. Boys provided higher results in problematic online gaming, traditional school bullying and cyberbullying than girls. There were no gender differences in self-disclosure and self-esteem. It was found that elementary school students reported lower levels of traditional school bullying, cyberbullying and self-disclosure. Potentially problematic gamers experienced and committed more violence both face-to-face and via the Internet. They were also more involved in self-disclosure, had more problematic gaming symptoms than those who played for less than five hours daily, and earned lower grades." Šincek et al, 2017, 306