Examining the Factors Contributing to Adolescents’ Online Game Addiction

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## Sample

The study group consists of high school students from the districts of Sakarya, İzmir, İstanbul and Muğla that are acquaint-ed with or addicted to online games. Criterion sampling method among non-random sampling methods was used during the re-search. In this regard, research data were gathered from the high school students that play online games. 150 male and 64 female participants (214 in total) were involved in the research. 143 of the participants are Anatolian high school students, 7 are science high school students, 56 are vocational school students, and 8 are teacher high school students. 51 of the participants are 9th grade, 35 are 10th grade, 83 are 11th grade and 45 are 12th grade students (age range: 14-17).

# Abstract

In this study, it was aimed to examine the level of online game addiction among high school students in terms of basic psychological needs, sensation seeking and some variables. The study group of the study consisted of 214 high school students, 150 of whom were male and 64 female. Data from the study were collected using the Online Game Addiction Scale, the Basic Psychological Needs Scale, and the Sensation Seeking Scale. The dependent variable of the research is the online game addiction, while the independent variables are the search for excitement, basic psychological needs, gender, the type of online game the individual learns online and the type of online game played. Multiple regression analysis was used to determine whether the independent variables predicted the dependent variable. In addition, it was determined by independent sample t test whether the level of online gaming addiction differed according to sex, and at the same time whether the individual was different according to the type of online game or not was also examined by one way variance analysis. According to the result of correlation analysis, it has been found that there is a positive and significant relationship between online gaming addiction and the sensation seeking and basic psychological needs. Besides, it was also determined that the level of online game addiction differ statistically significantly depending on the variables such as gender, from whom the game was learned and the type of online game.

# Outcome

A positive significant correlation between online game ad-diction and sensation seeking (r = .25), autonomy (r = .25), competence (r = .51) and relatedness (r = .85) was found. Sensation seeking (β= .04) did not predict game addiction at a statistically significant level. On the other hand the needs for autonomy (β= .47), competence (β= .10) and relatedness (β= .50) predicts online game addiction