

Predictors of Gaming Disorder Among University Students

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Abstract

The number of individuals playing online competitive games is increasing day by day. Although these games are sometimes played for purposes such as socializing or having fun, they can sometimes lead to negative consequences such as gaming disorder. Playing online games is common among university students. Therefore, the aim of this study is to reveal the variables that lead to gaming disorder in university students who play online games. For this purpose, data were collected from 1014 university students who actively play online games. 64.5% of the students were male, 35% were female and 0.5% did not want to specify their gender. Their average age is 22.82 (sd=4.21). Based on the results, competition, fantasy and coping game playing motivations, age of the students and time spent playing games were found to be predictors of gaming disorder among online gamers. Socialization and enjoyment motivations were not significant predictors of gaming disorder. All variables together explained 35% of the variance in gaming disorder.

Keywords: gamers, gaming motivation, online video games, time spent on game