

Approach-Avoidance and Intrinsic-Extrinsic Motivation of Adolescent Computer Games Players

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Abstract : The period of adolescence is a time when young people are becoming more and more active and conscious users of the digital world. One of the most frequently undertaken activities by them is computer games. Young players can choose from a wide range of games, including action, adventure, strategy, and logic games. The main aim of this study is to answer the question about the motivation of teenage players. The basic question is what motivates young players to play computer games and what motivates them to play a particular game. Fifty adolescents aged 15-17 participated in the study. They completed a questionnaire in which they determined what motivates them to play, how often they play computer games, and what type of computer games they play most often. It was found that entertainment and learning English are among the most important motives. The most important specific features related to a given game are the knowledge of its previous parts and the ability to play for free. The motives chosen by the players will be described in relation to the concepts of internal and external as well as approach and avoidance motivation. An additional purpose of this study is to present data concerning preferences regarding the type of games and the amount of time they spend playing.

Keywords : computer games, motivation, game preferences, adolescence

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