

## A Personality-Based Behavioral Analysis on eSports

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**Abstract :** E-sports and e-gaming have emerged in recent years since the increase in internet use have become universal and e-gamers are the new reality in our homes. The excessive involvement of young adults with e-sports has already been revealed and the adverse consequences have been reported in researches in the past few years, but the issue has not been fully studied yet. The present research is conducted in Greece and studies the psychological profile of video game players and provides information on personality traits, habits and emotional status that affect online gamers' behaviors in order to help professionals and policy makers address the problem. Three standardized self-report questionnaires were administered to participants who were young male and female adults aged from 19-26 years old. The Profile of Mood States (POMS) scale was used to evaluate people's perceptions of their everyday life mood; the personality features that can trace back to people's habits and anticipated reactions were measured by Eysenck Personality Questionnaire (EPQ), and the Trait Emotional Intelligence Questionnaire (TEIQue) was used to measure which cognitive (gamers' beliefs) and emotional parameters (gamers' emotional abilities) mainly affected/ predicted gamers' behaviors and leisure time activities?/ gaming behaviors. Data mining techniques were used to analyze the data, which resulted in machine learning algorithms that were included in the software package R. The research findings attempt to designate the effect of personality traits, emotional status and emotional intelligence influence and correlation with e-sports, gamers' behaviors and help policy makers and stakeholders take action, shape social policy and prevent the adverse consequences on young adults. The need for further research, prevention and treatment strategies is also addressed.

**Keywords :** e-sports, e-gamers, personality traits, POMS, emotional intelligence, data mining, R

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