

Prevalence and the Results of the Czech Nationwide Survey and Personality Traits of Adolescence Playing Computer Games

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Abstract : The paper introduces the research project which is focused on evaluating the level of pathological relation towards computer or video games playing (including any games played by using a screen such as a mobile or a tablet). The study involves representative sample of the Czech adolescents between ages 11 and 19. This poster presents the psychometric indicators of the new psychologic assessment method (mean, standard deviation, reliability, validity) which will be able to detect an acceptable level of games' playing and at the same time will detect and describe the level of gaming which might be potentially risky. The prevalence of risky computer game playing at Czech adolescents in age 11 to 19 will be mentioned. The research study also aims to describe the personality profile of the problematic players with respect to the digital games. The research area will encompass risky behaviour, aggression, the level of self-esteem, impulsivity, anxiety and depression. The contribution will introduce a new test method for the assessment of pathological playing computer games. The research will give the first screening information of playing computer games in the Czech Republic by adolescents between 11-19 years. The results clarify what relationship exists between playing computer games and selected personality characteristics (it will describe personality of the gamer, who is in the category of 'pathological playing computer games').

Keywords : adolescence, computer games, personality traits, risk behaviour

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