



## ABSTRACT

**Name of institution:** De La Salle University – Dasmariñas, Dasmariñas City, Cavite

**Title:** Multiverse of Gamers: Game World Vs. Real World – A Study on the Psychological Needs of Gamers

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### OBJECTIVES OF THE STUDY

#### A. GENERAL

This study was primarily undertaken to determine if video games really satisfy the three basic psychological needs of the gamers, namely: competence, autonomy, and relatedness.

#### B. SPECIFIC

Specifically the study sought to answer the following questions:

1. What is the demographic profile of the respondents in terms of sex, age, education and status?
2. Do gamers feel more competent in the Real world or Game world?
3. Where do gamers feel more Autonomous in the Real world or Game world?



4. Do Gamers get more sense of Relatedness in the Real world or Game world?

## **METHODOLOGY**

The respondents of the study were five (5) gamers who play seven (7) hours and above. The study used qualitative research method and utilized descriptive research design.

The research instrument that was used in this study was self-made interview questionnaire; hence, it was validated.

## **MAJOR FINDINGS**

The following findings were drawn from the study:

1. That majority of the respondents are in their adolescent and young adult stage. It can also be gleaned in the table that all of them are living with their both parents and that their frequency of playing mostly ranges from 4 to 8 hours a day.
2. Four (4) of the five (5) respondents agreed that they feel more competent while playing video games than in real life when asked about how often they feel competent in a day and when asked where they feel more competent between the real world and the gaming world.
3. All five (5) of the respondents indicated that they feel autonomous in the game world than in the real world. Video games provide the illusion of omnipotence. Omnipotence is a far greater form of freedom; this entails the over-all power to control once life in every aspect. In our world where freedom in our everyday lives is arguably non-existent or an illusion, our respondents feel drawn to the omnipotence that video games provide.



4. Four (4) of the five (5) respondents stated that they feel more significant to the people in their real lives compared to character or other people they interact with in games.

