

## **Abstract**

**BACKGROUND:** Playing computer games is a favourite way to have fun since the end of the 20<sup>th</sup> century. The age of users rises together with the development of games and many gamers are nowadays middle-aged. Despite the growing number of research dealing with the issue of playing computer games, this phenomenon lacks a comprehensive definition and method of diagnosis. In some diagnostic tools, the conflict between gamers and a close person is the main and key criterion.

**AIM:** The main aim of the research is to describe the symptoms of conflict in the close relationships of computer games players. A partial goal is to compare conflicts in close relationships in addicted or threatened by addiction gamers and non-addicted gamers.

**METHODS:** The concept of the research is based on a qualitative research methodology. Respondents were recruited using the snow ball selection method and selected by targeted selection based on predefined criteria. The research sample consisted of 36 respondents. 18 were computer games players and 18 were close persons. All respondents took part in a semi-structured interview. The obtained data was analyzed using the pattern capture and comparison method.

**RESULTS:** Symptoms of conflict in the close relationships of computer game players have been described by individual manifestations of the conflicts. Respondents described several conflicts that were divided into two groups according to their severity. Less severe manifestations included: complaints reproach, threats, arguments and resignation. Respondents also described more serious manifestations of conflicts such as: insults, aggressive ideas, and destruction of things. The results show that with the increasing degree of dependence, the frequency and severity of conflicts are increasing. The most common reason for conflict was, according to respondents, the preference of playing games before the time spent with a close person. Time spent in the game was a frequent reason for the conflict. Even strategies used by the close persons to cope with the issue of playing computer games by their partners or close persons could significantly affect the form of the conflict.

**CONCLUSIN:** This research thesis has provided a detailed insight into the ongoing conflicts in relationships between a computer game player and his close person, and highlighted the unequal attitude in diagnosing addiction to computer games.

### **Key words:**

Conflict, gaming addiction, diagnostic, close relationship, online games, offline games