

Abstract

Title: Motivation for playing games and motives behind different types of games

Objectives: The aim of this work is to give an overview of the principles of motivation, explain motivation for playing games, compare and create a summary of information and theories about motivation for playing games. Then the aim is to create an overview of motives in different types of games.

Methods: This is a theoretical work with use of a method of analysis and synthesis. After an analysis and comparison of the literature review it is synthesized into shorter integrated form. Then we use deduction to link underlying motives to different game types.

Results: We found that motivation is a very complex process that is difficult to study. The professional public is not in unison in questions of games definition, classification, purpose and motivation for it, except that children's play serves learning. The inquiry of motivation could be accelerated by the fairly new field of affective neuroscience.

Keywords: needs, play, game classification, game categorization, game purpose.