

Abstract

Background: Due to technological outbreak Massively Multiplayer Online (MMO) has become very popular leisure time occupation for people of various age ranging from not only children to also mid-age gamers. Although computer gaming is not officially classified as a disorder within ICD-10, it shows obvious signs of behavioral disorder. Despite there is a great number of research within this area, there is still lack of unified definition and classification. In addition to numerous publications in this field, there is still a space for additional research. One of those areas to explore is an impact on partner life and relationship.

Aims: The main objective of the thesis is to describe the impact of Massively Multiplayer Online gaming on partner relationship. Furthermore, the work will partially focus on the role of playing MMO games in a partnership and what the impact of playing Massively Multiplayer Online games are in the common social life of partners.

Methods and sample size: Qualitative research, where data has been collected from semi-structured interview, has been chosen. Subsequently the data has been extrapolated by method of Grounded Theory. Sample size was chosen based on online questionnaire with 733 participants out of those there were 5 male gamers and 4 female partners.

Results: The impact of Massively Multiplayer Online gaming on partner relationship was determined. Both positive and negative experiences were described in responses of interviewed participants. The most negative outcome of Massively Multiplayer Online gaming were the conflicts related to MMO gaming. On the other hand there was a positive impact in the sense that the partner of a gamer gained more free time for himself.

Conclusion: This thesis provided an insight into positive and negative aspects of Massively Multiplayer Online gaming on partner life and it offered a possibility to broaden further this topic. Computer gaming is more and more popular and there are obvious risk related to this phenomenon. That is why the growing attention show be paid to this area.

Key words: Massively Multiplayer Online gaming, partner life, consequences, risk behavior, addictive behavior on internet, games