ABSTRACT

The thesis concerns factors that affect the intensity of MMORPG playing and the gaming addiction symptoms. In the theoretical part, I discuss approaches to the excessive and problematic gaming. I argue for the shift of perspective from gaming addiction disorder toward self-regulation, time perspective, activity theory and habitual regulation. Two inventory-based studies were conducted in order to empirically verify the effect of proposed variables on MMORPG usage. First, the significant role of Time Perspective (TP), measured by Zimbardo Time Perspective Inventory (ZTPI), has been confirmed. Second, the habitual regulation had been identified to significantly affect the usage. The habits related to usage were measured by the new psychometrical tool – Cues Sensitivity Scale (CSS). TP and habits influence the usage together – the effect of TP is partially mediated through Cues Sensitivity as well as through the players' deliberate regulation of playing time. All measured variables showed stability in time (measured after three years in subset of respondents). Data was analyzed with statistical methods, mainly with Partial-Least-Squares Path-Modelling (PLS-PM). The part of the data – respondents' strategies of playing time regulation – were analyzed qualitatively.