

This thesis examines the motivation of players of video games for their playing, and the strategy of these players for overcoming feelings of depression, using the methods of grounded theory. The first part deals with the approach of sociology and selected studies towards the issue of video games and mental disorders, to which I then relate the findings of my own research at the final chapter. In the second part of this work I present what methodology has been used and how. In the final part I lead a discussion about the findings and outcomes of my research.