

FLOW EXPERIENCE IN VIDEOGAME GENRES

ABSTRACT: The thesis Flow experience in videogame genres focuses on the critical dialogue with Csikszentmihalyi's concept of the flow phenomenon. The flow is a standard term for the optimal mental state during playing videogames. The author of this text discusses the original conception of flow as a universal state in all types of activities. He acknowledges a high probability of various ways of experiencing that occurs in relation to different genres and types of activities. With help of qualitative research inspired by the narrative methodology based on eight interviews with videogame journalists, he aims to present a revised dimensional model of flow experience. This thesis indicates three basic types of flow – climax,ilinx and ludic trance – that can be examined on the basis of the ten dimensions of flow (interactivity, intentionality, challenge, exploration, time urgency of executive operations, attention, level of consciousness, experience of power, source of stimulation and value). The author opines that the revised model of flow is the first step towards a deeper understanding of the diversity of involvement in videogaming which can serve a further research of the optimal experience and categorization of playing styles corresponding with these three different forms of flow.