

ADDICTIVE BEHAVIOUR ON THE INTERNET

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Abstract: This doctoral thesis is about addictive behaviour on the Internet which is studied on three different levels: general population level (quantitative approach), and some of the results of this study are more described on a group level and an individual level (qualitative approach). First paper is a quantitative study which deals with addictive behaviour on the Internet on the general level by providing its prevalence in the general population in the Czech Republic and compares some of the results with those in Chile and Sweden. The second paper is a qualitative study which maps motivation of addictive behaviour on the Internet in the group of MMORPG players and the third article is a case study of the development of addictive behaviour on the Internet and its treatment. It has been found that in the general population in the Czech republic 3.7% of Internet users were at risk and a total of 3.4% could be described as having developed addictive behaviour on the Internet, that players of MMORPG with addictive behaviour on the Internet play in order to relaxation, self-realization, social contact and coping with boredom and motives for limiting online games were realizing one's absorption in the game, health reasons, impulses from the environment and impulses from the game. The treatment of addictive behaviour on the Internet should not only focus on the symptom of addictive behaviour on the Internet, but also on the basic approach of the client to himself and to the world and that schizoid features may be personality structure frequently represented among persons with addictive behaviour to the Internet.

Key words: Internet, Internet addiction, prevalence, motivation, online games, psychotherapy