

Game Obsession and Player engagement focused on mobile gaming environments*

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Abstract—

Index Terms—engagement, obsession, mobile games

I. INTRODUCTION

The nature of obsession, most notably addiction, is a difficult thing to define concisely, as we don't know for certain what classifies as an addiction in an age of technological advancements. Over the years, the definition for addiction has been made to accommodate something which, in theory, cannot be applicable to its original definition. It is most prevalent in the games industry, with game addiction being classified as a medical condition. This, however, could be flawed, this paper will take a look at game obsession instead of addiction, and go over game addiction and player engagement based on game obsession instead of addiction, and challenging the classification of such terms.

II. BACKGROUND

A. Defining Obsession and why it's different from addiction

Gaming addiction can be defined in differing ways. One paper [2] defines gaming addiction with the uses and gratification theory and defines overall addiction with the medical paradigm, which has a larger emphasis on biological and psychological dependencies, which has been retrofitted to accompany the advancements of technology, and specifically in the mobile games industry. This paper also mentions that another study conducted came to the conclusion that it can be defined as the regular action of taking drastic actions in the game, such as buying in-game goods or features in a freemium game environment [1].

Gaming Obsession is differing to Gaming addiction because.

B. Impacts of Game Obsession

C. Causes of Game Obsession

III. METHODOLOGY

A. Ethics and safety

B. Hypothesis

C. Questions

D. Stats testing

IV. RESULTS

V. CONCLUSION

REFERENCES

REFERENCES

- [1] M. Abdelhamid X. Wang and G. L. Sanders. Exploring the effects of psychological ownership, gaming motivations, and primary/secondary control on online game addiction. pages 1–14, January 2021.
- [2] Jordan Ahmad Yasir and Anna Amalyah Agus. Effect of gaming addiction, game loyalty, and gamer motivation on intention to purchase online mobile in-game features: Case study of PUBG mobile. pages 1–9, Depok, Indonesia, 2021. IEEE.

VI. ADDENDUM