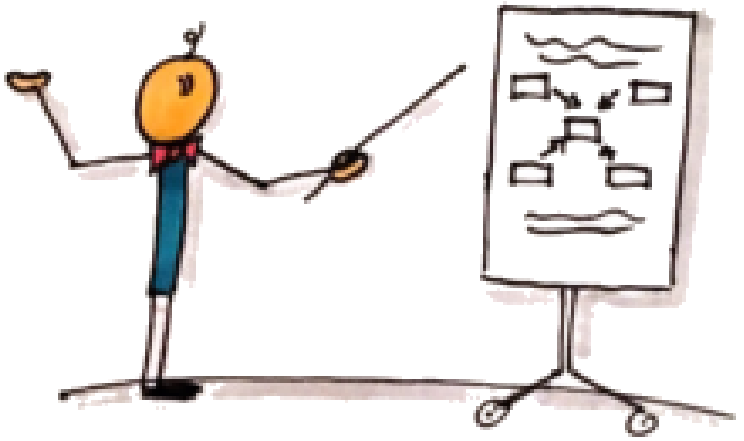
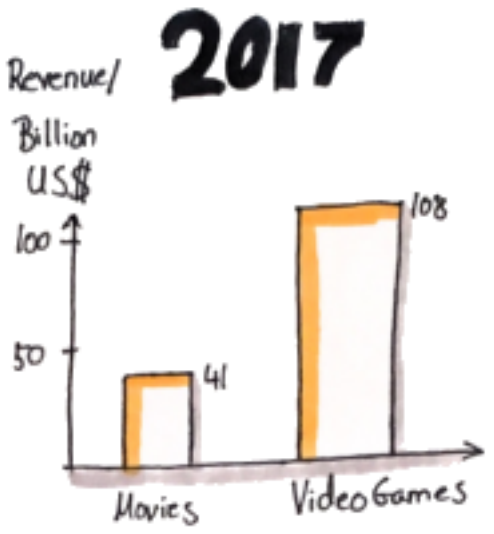
Video Games
– Motives & Barriers

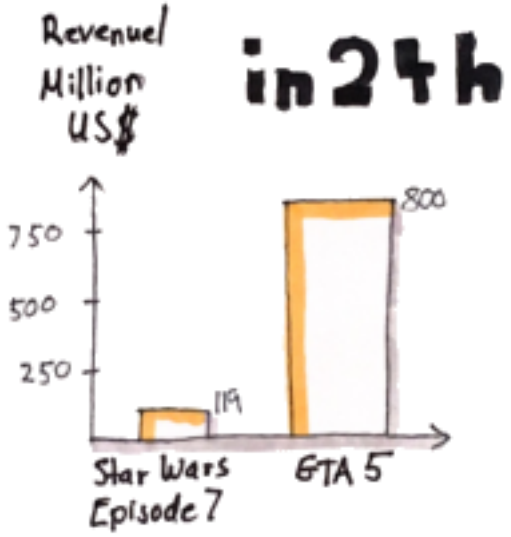


Lars Bartschat

Agenda

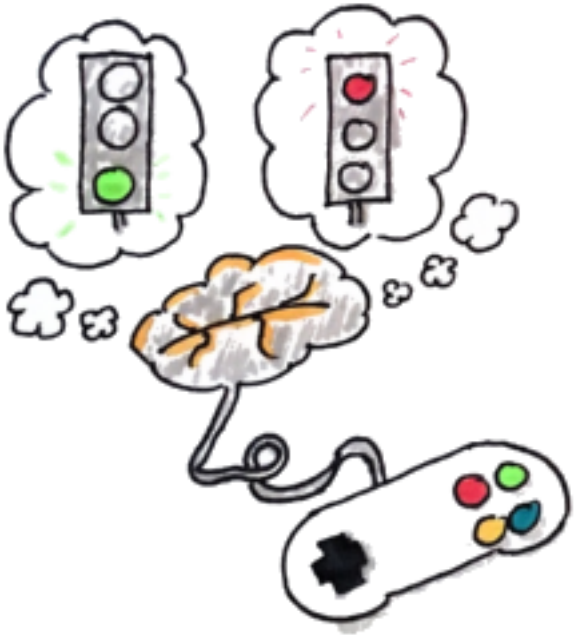
- Introduction
- Foundations
- Model Development
- Model Validation
- Conclusion





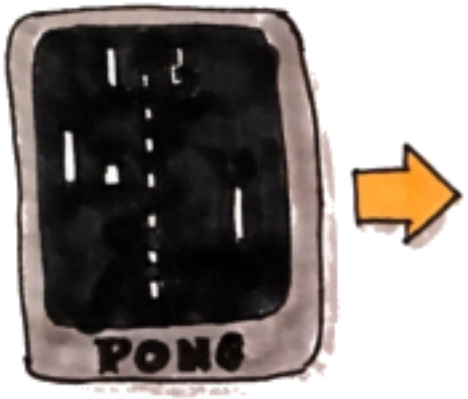
82 million Germans

34 million Gamers

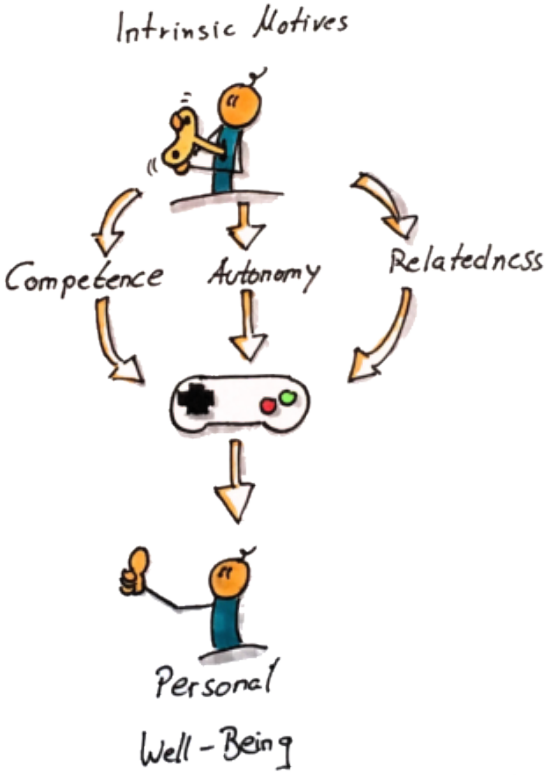


Industry Foundations

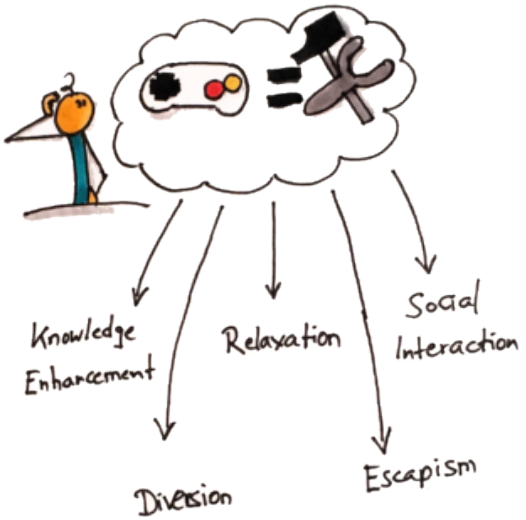
1970's

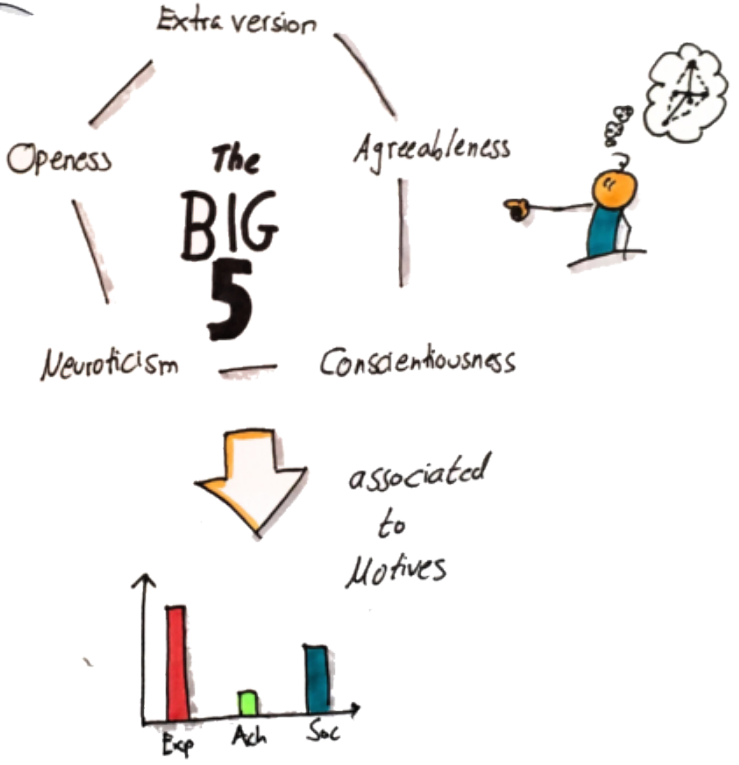


Self-Determination Theory

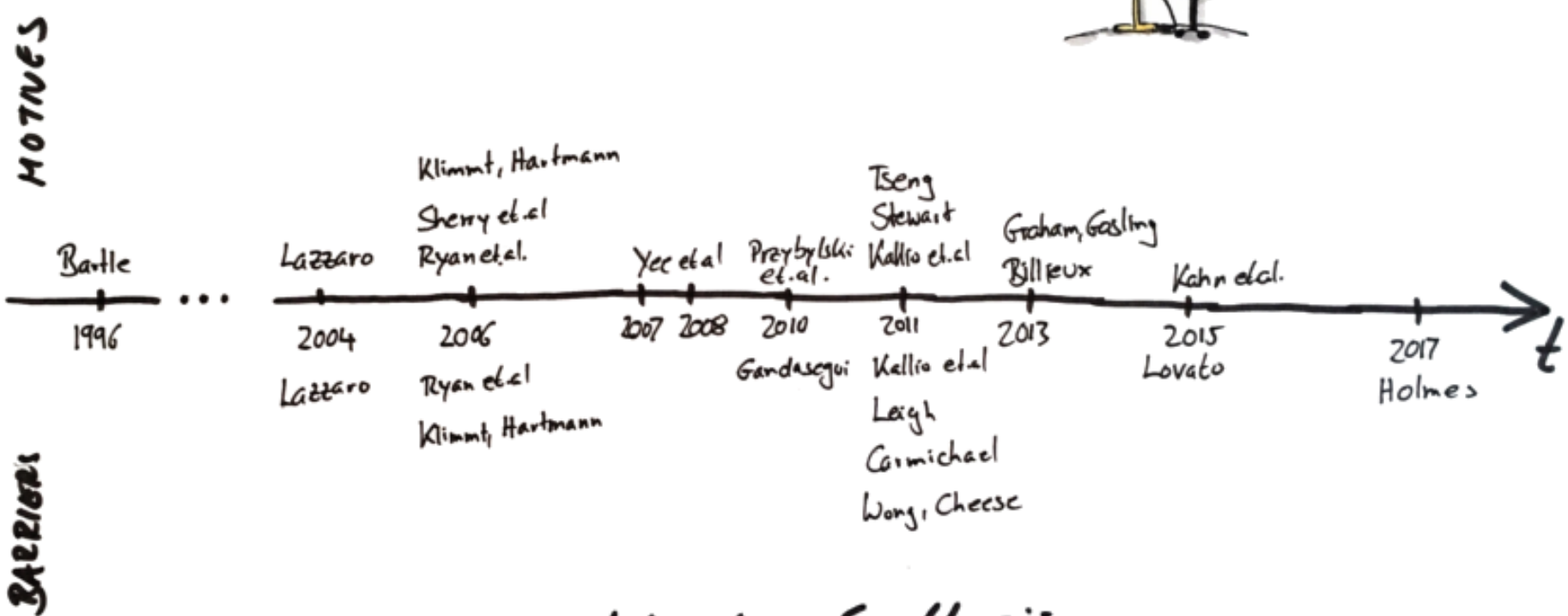


Uses & Gratifications Theory





Literature Overview

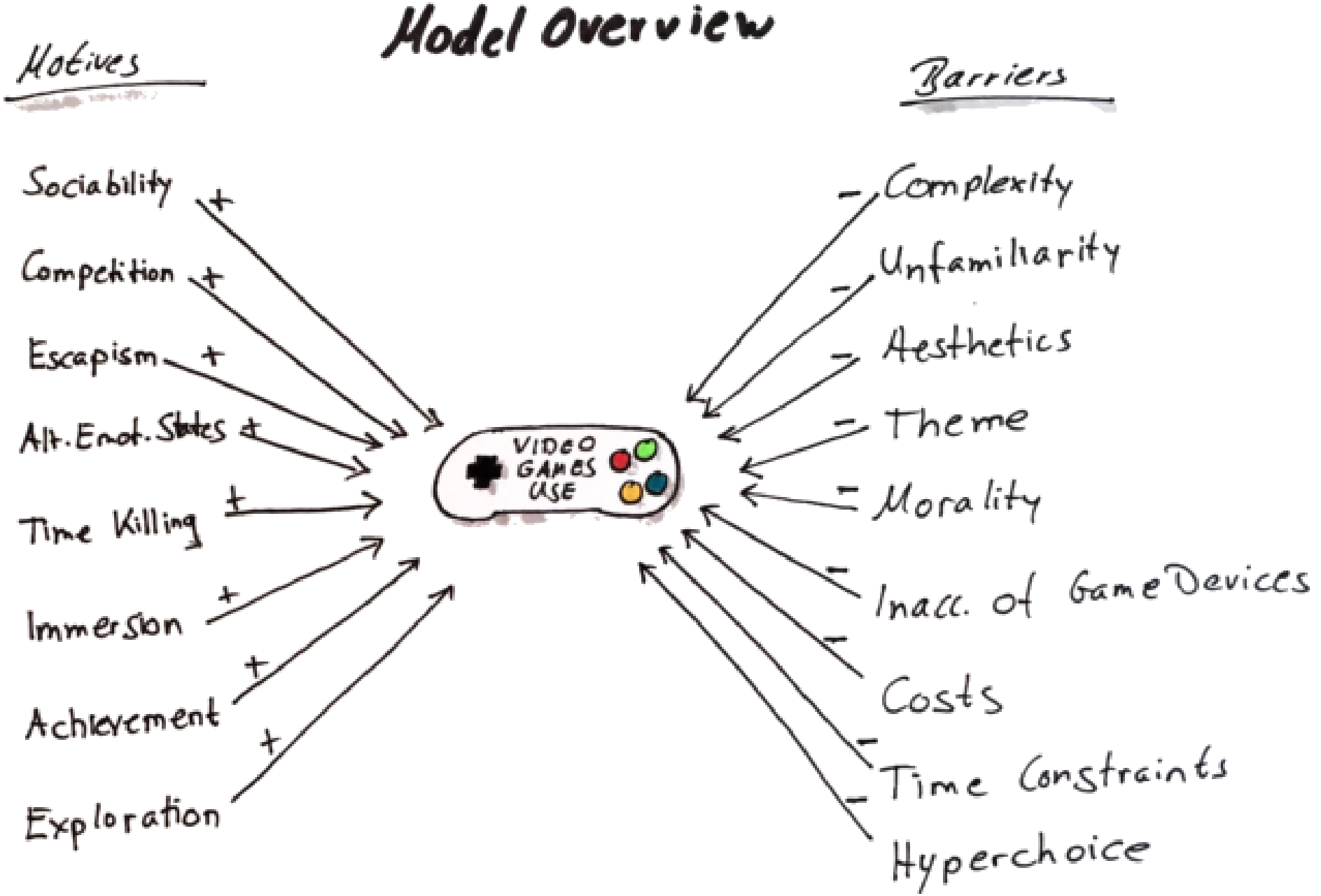


Literature Synthesis

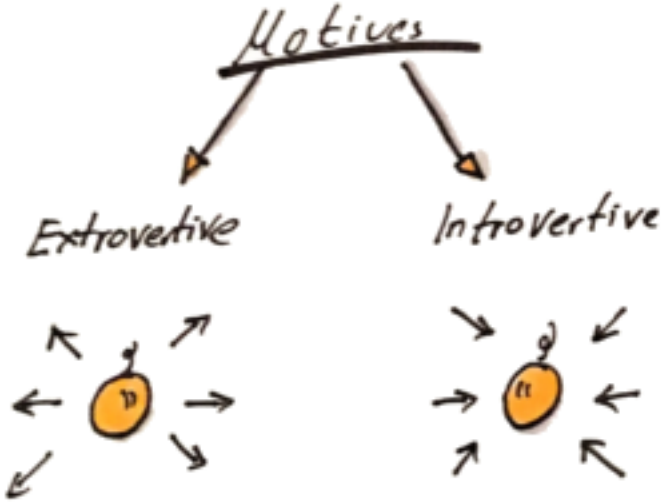
Motives

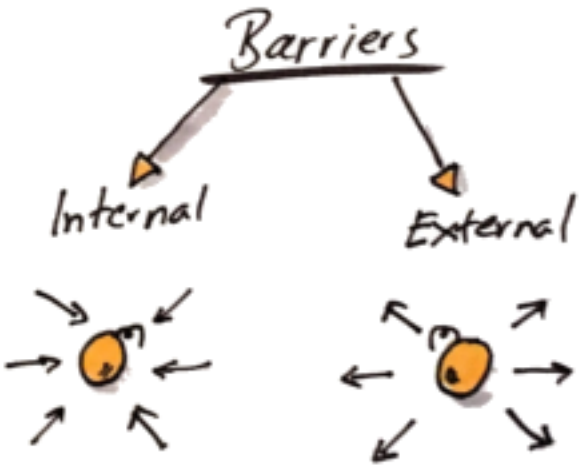
Barriers

Model Overview

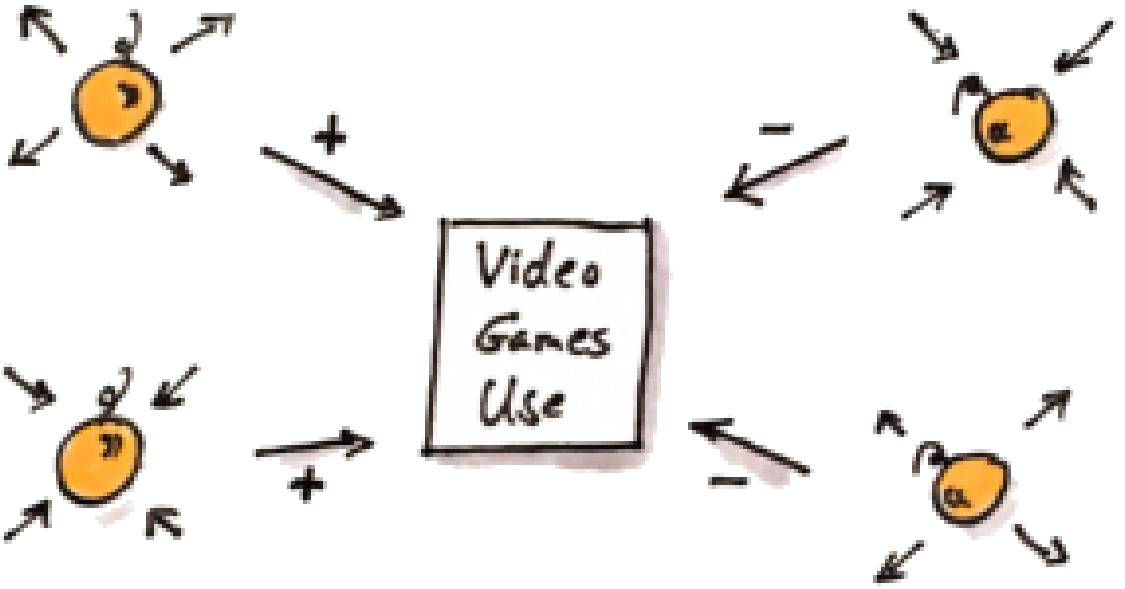


Motives & Barriers - Direct Effects



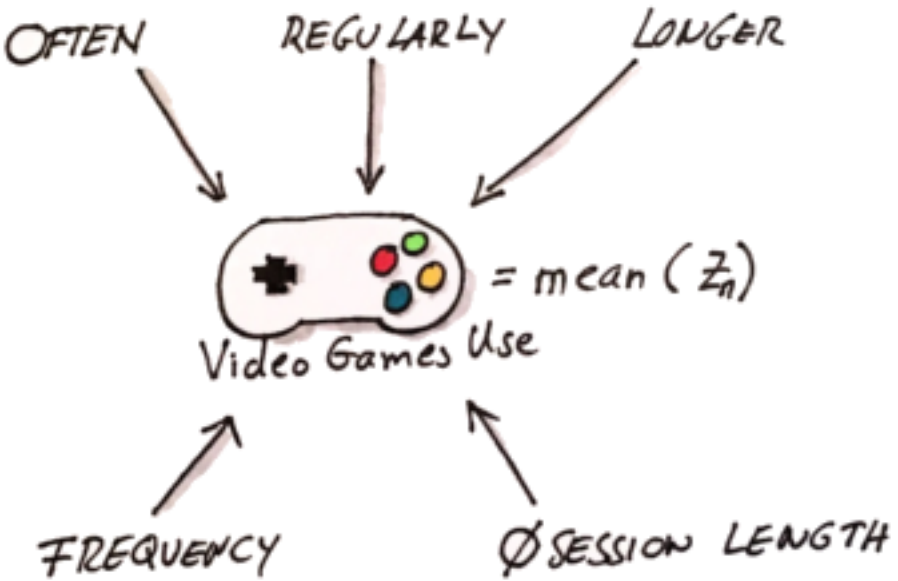


Factorized Model



Research Methodology

Measuring the Dependent Variable



Measuring the Independent Variables

	I disagree	...	I agree
Item_1	O O O O		O
Item_2	O O O O		O
Item_3	O O O O		O

Sample Description

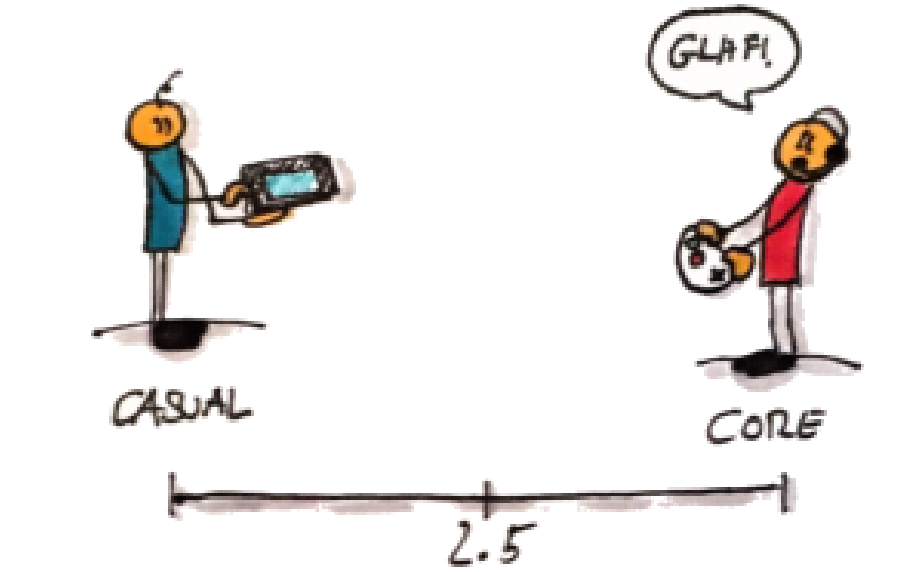
Results

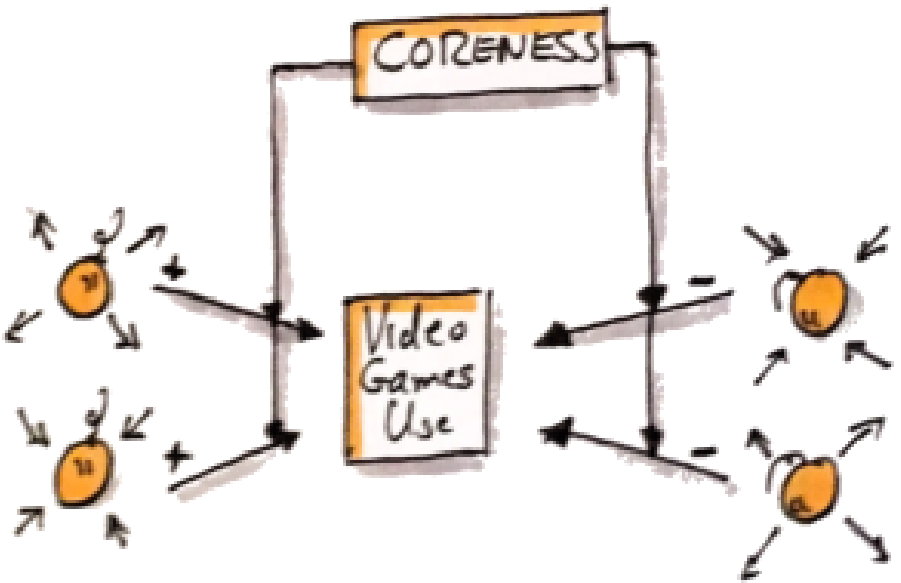
Reliability & Unidimensionality of Scales

Model Testing - Model 1

Model Testing - Model 2 (factorized)

Post-Hoc Analysis - Game Type as Moderator?





Model Testing - Model3

<3 ☑

		B	β	t-stat.	p	VIF
Sign.	Intercept	0.007		0.098	0.922	
	Intrav. Motives	0.373	0.447	9.601	0.000	2.026
	Extrav Motives	0.124	0.149	4.030	0.000	1.348
	Int. Barriers	-0.121	0.145	-3.465	0.000	1.763
	Ext. Barriers	-0.085	0.102	-2.736	0.001	1.291
	Coreness	0.298	0.357	6.477	0.000	2.584
non-Sig.	IA Coren. x Intro. Mot.	-0.087	0.099	-2.769	0.006	1.195
	IA Coren. x Extr. Mot	-0.015	0.018	-0.532	0.595	1.128
	IA Coren. x Int. Barr.	-0.022	0.026	-0.722	0.471	1.283
	IA Coren. x Ext Barr.	-0.036	0.044	-1.268	0.206	1.217
	Gender	0.044	0.023	0.551	0.551	1.217

R^2	0.734
R^2 (adj)	0.724
F-Stat.	72.268
Prob (F-Stat.)	0.000
Durbin-Watson	1.962

DV: Video Games Use
N = 273

Discussion of Results

Implications

Limitations

Future Research

https://github.com/bartschat

- Thesis incl. all references
- Presentation

Contact: bartschat@mailbox.org

DISCUSSION