

HOW COMMON IS ONLINE GAME USE ADDICTION? A PREVALENCE AND MOTIVES STUDY AMONG UNDERGRADUATE STUDENTS

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ABSTRACT

Online games are becoming more and more popular among young people, offering many attractive features that make young people prefer playing to learning, which has become a habit among young people. There are several motivations for getting someone to play online games. The present study was aimed at finding out the prevalence and relationship between online game addiction and motive of online game use among university students. This was a descriptive cross-sectional survey study. The subjects of the study were students of Semarang State University who were selected randomly (N =568). Univariate data analysis and bivariate correlation were employed. The result of the study showed that 245 students (45%) were categorized as having a low level of addiction. In other words, students of Semarang State University were not online game-addicted. The highest percentage of motive of online game use was recreation, while the lowest one was fantasy. Other data indicated that coping motive exhibited the most significant correlation with online game addiction. It can be said that online game that is viewed as able to fulfill the needs of entertainment or recreation can also become one of the coping strategies when students undergo various pressures or stress. However, the data exhibited that there were three students whose addiction level was categorized as very high. Accordingly, these three students should be treated to lower their addiction level.

Keywords: Game online, Addiction, Motives, Undergraduate Students.