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RUNNING HEAD: Problematic Internet Use Among MMO Gamers

Problematic Internet Use and Psychosocial Well-Being Among MMO Players

Abstract

The current study examined problematic Internet use (PIU) among people who play MMO games and sought to determine whether aspects of the MMO experience are useful predictors of PIU. The study sought to determine whether game-related variables could predict PIU scores after accounting for their relationships with psychosocial well-being. Novel methods allowed us, for the first time, to connect in-game behaviors with survey results of over 4,000 MMO players. The results revealed that MMO gaming variables contributed a substantively small, but statistically significant amount of explained variance to PIU scores.

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## Problematic Internet Use and Psychosocial Well-Being Among MMO Players

### *Overview*

For over a decade, researchers have sought to learn more about problematic Internet use (PIU) (for recent reviews see Morahan-Martin, 2007, 2008; Widyanto & Griffiths, 2007). One of the most consistent themes to emerge from the PIU literature is that individuals who report negative outcomes associated with their Internet use appear to be especially drawn to its interpersonal functions (Caplan 2002, 2003; Chak & Leung, 2004; Davis et al., 2002; McKenna & Bargh, 2000; Morahan-Martin & Schumacher, 2000, 2003; van de Eijnden, Meerkerk, Vermulst, Spijkerman, & Engles, 2008; Young, 1998; Young & Rogers, 1998). To date, however, PIU researchers have devoted relatively little attention to an increasingly popular and interesting form of online interpersonal behavior – playing massively-multiplayer online (MMO) games. In one recent review, Morahan-Martin (2008) noted that, although activities such as online socially interactive gaming may be important contributors to PIU, it is not clear how much influence they have. MMO games are relevant to PIU researchers for two reasons: a) MMO games are a popular form of Internet activity, and b) perhaps more than any other kind of computer game, interpersonal behavior and relationships are central features of the MMO experience. The current study examined the relationship between MMO gaming and PIU.

MMOs are a rapidly growing segment of Internet activity (Chan & Vorderer, 2006) with the total number of subscriptions now over 47 million (White, 2008). Moreover, individuals who subscribe to MMO games often engage in a variety of forms of computer-mediated interpersonal interactions with other players (Cole & Griffiths, 2007; Lo, Wang, & Fang, 2005; Taylor, 2006, Yee, 2007). A recent survey of MMO players found that, “for many players, the social aspects of the game were the most important factor in playing” (Griffiths, Davies, &

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3 Chappell, 2004, p. 87). MMO players typically band together to accomplish tasks, sometimes  
4 forming ad hoc groups, but most often joining longer-term associations known as “guilds”  
5 (Williams, Xiong, Zhang, Yee, & Nickell, 2006). Within these guilds, players interact intensely,  
6  
7 creating new relationships and managing pre-existing ones. Players need each other to progress  
8 in the game, so managing relationships and spending time with one another becomes an  
9 important means to an end, and often an end in itself. These interactions occur primarily through  
10 person-to-person instant messaging, through group-wide text channels, and over voice-based  
11 systems (Williams, Caplan & Xiong, 2007). Given that MMOs are a highly interpersonal online  
12 activity we argue that a closer look at PIU among MMO gamers will help advance the research  
13 on both phenomena. Although studies have examined problematic and even addictive aspects of  
14 MMO games themselves, only a few studies have specifically examined PIU among MMO  
15 gamers (e.g., Ng & Wiemer-Hastings, 2005; Yee, 2006). However, those studies have not  
16 controlled for the association that PIU and MMO gaming may both share with psychosocial  
17 well-being. In other words, both PIU and MMO gaming may be driven by depression or social  
18 anxiety. Thus, the previously reported associations between MMO use and PIU may be spurious,  
19 and be merely an artifact of the relationships both share with psychosocial well-being.  
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41 The study reported here sought to further integrate the PIU and MMO literatures by  
42 examining PIU among people who play MMO games to first determine whether their PIU levels  
43 are associated with broader Internet usage patterns. Then, the study examined whether game-  
44 related variables predict PIU scores after controlling for the influence of psychosocial well-  
45 being. To explore these two issues, the current study employed a unique method – combining a  
46 survey of thousands of MMO players with behavioral data obtained directly from the game  
47 servers.  
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3 The following paragraphs briefly demonstrate that psychosocial well-being has  
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5 significant associations with both MMO gaming and PIU. With these empirical associations  
6  
7 established, we parsed out these two factors to explore whether use of the game itself has an  
8  
9 impact on PIU. The results revealed that gaming variables contributed only a small, if  
10  
11 statistically significant, amount of explained variance to predicting PIU scores after controlling  
12  
13 for psychosocial well-being variables.  
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### 15 16 17 *Problematic Internet Use and Psychosocial Well Being* 18

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20 PIU is a multidimensional syndrome that consists of cognitive, emotional, and behavioral  
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22 symptoms that result in difficulties with managing one's offline life (Caplan 2002, 2003, 2005;  
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24 Davis, 2001; Davis, Flett, & Besser 2002; Morahan-Martin & Schumacher, 2003). Although  
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26 researchers still disagree on the scope, nature, etiology, and effects of PIU (for reviews Morahan-  
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28 Martin, 2007, 2008; Widyento & Griffiths, 2007), the literature broadly suggests that symptoms  
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30 of PIU include using the Internet as maladaptive mood regulation, compulsive use of the  
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32 Internet, a preference for online social interaction, cognitive preoccupation with the Internet, and  
33  
34 negative outcomes due to Internet use (Caplan, 2005). La Rose et al (2003) argue that PIU  
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36 involves going online to alleviate negative moods, "to relieve stress, loneliness, depression, or  
37  
38 anxiety (p. 231)." Similarly, Spada et al. (2008) suggest it is using the Internet to reduce negative  
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40 emotional drives.  
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46 Thus far, the PIU literature suggests two important points. First, PIU is associated with  
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48 broader psychosocial well-being (Morahan-Martin, 2007, 2008; Spada et al., 2008). Studies  
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50 report significant correlations between PIU and loneliness (Amichai-Hamburger & Ben-Artzi,  
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52 2003; Caplan, 2002; Kubey, Lavin, & Barrows, 2001; Morahan-Martin & Schumacher, 2003),  
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54 depression (Ybarra, Alexander, & Mitchell, 2005; Young & Rogers, 1998), anxiety (Yu-yuan,  
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3 2007, Spada et al., Caplan, 2005), shyness (Chak & Leung, 2004; Roberts, Smith, & Pollock,  
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5 2000), aggression (Kim et al, 2008), introversion (Ebeling-Witte, Frank, & Lester, 2007) and  
6  
7 social skill deficits (Caplan, 2005). The cognitive behavioral model of PIU (Davis, 2001)  
8  
9 suggests that individuals who suffer from psychosocial problems are more likely to develop PIU.  
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12 Second, the cognitive and behavioral symptoms of PIU appear to be especially related to  
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14 online social interaction. Davis (2001) argues that PIU arises, to a large extent, from the unique  
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16 social environment available online. A study by Morahan-Martin and Schumacher (2000) found  
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18 that interpersonal uses of the Internet differentiated those with problematic use from those with  
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20 less problematic use. Morahan-Martin explains “there is a growing consensus that the unique  
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22 social interactions made possible by the Internet play a major role in the development of Internet  
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24 abuse” (2007, p. 335). As noted earlier, those who report negative outcomes due to their Internet  
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26 use are more likely to use the Internet for interpersonal activities (e.g., chatrooms, interactive  
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28 gaming, and instant messaging) and to go online to meet people, form relationships, and seek  
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30 emotional support (Morhan-Martin, 2007). Additionally, Caplan (2003, 2005) found that a  
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32 preference for online social interaction (over FtF conversation) was a significant predictor of  
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34 compulsive Internet use and of the extent to which individuals reported experiencing negative  
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36 outcomes due to their Internet use.  
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43 Although PIU researchers have examined a number of different online interpersonal  
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45 behaviors they have not devoted sufficient attention to one of the fastest growing and most  
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47 popular forms of online social activity, MMO gaming. Given the robust trend in the literature  
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49 documenting associations among psychosocial health, online interpersonal behavior, and PIU, a  
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51 worthwhile research question to pursue is whether some aspects of MMO gaming contributes  
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53 additional explained variance to models predicting PIU. But even more germane to the  
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3 theoretical framework of PIU researchers, MMOs are an ideal context to examine the  
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5 interpersonal aspects of the syndrome because they are highly social. The next section describes  
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7 the interpersonal features of MMOs, which may make them especially attractive to those who  
8  
9 exhibit PIU.  
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### 11 12 *Interpersonal Features of MMO Games*

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14 The predecessors of MMO games were text-based persistent worlds—known as multi-  
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16 user domains (MUDs)—where users interacted entirely via typed descriptions and chat.  
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18 Although early qualitative studies of MUDs touched upon both the potential therapeutic and  
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20 problematic outcomes of social interaction in these environments (Suler, 1996; Turkle, 1995),  
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22 these potential relationships have not been examined systematically. MMO games have a  
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24 number of interpersonal features which make them important sites for investigating these issues.  
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26 A number of researchers have examined interpersonal phenomena in MMOs including  
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28 examining the interactions between players (Cole & Griffiths, 2007; Duchenaut, Moore, &  
29  
30 Nickell, 2007), between avatars (Moore, Gathman, Duchenaut, & Nickell, 2007), and the social  
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32 processes that take place between individuals, avatars and the communities they play in (Taylor,  
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34 2006; Williams et al., 2006; Yee, 2006).  
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41 Some of the interpersonal features of MMOs are similar to other forms of online  
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43 interpersonal communication. As Lo, Wang, and Fang (2005) describe them, “players interact  
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45 with others anonymously and instantly and even form virtual interpersonal relationships and  
46  
47 organize virtual communities” (p. 15). Players also engage in rule-governed nonverbal actions to  
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49 signal emotions. Griffiths et al (2003) explain that “it is possible to ‘emote’ visually, i.e., signal  
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51 an emotional state by gesture such as kneeling, saluting, waving, etc. Within these self-contained  
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53 worlds, a rule-governed behavior emerges from the various interactions between players” (p. 83).  
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55 More recently, gamers have adopted digital voice technology to aid in their communication and  
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3 coordination. Although one study found generally positive social outcomes from voice use  
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5 (Williams et al., 2007), the potential for this modality of communication to create PIU is unclear.  
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7 Cole and Griffiths (2007) describe MMO games as “extremely social games” and as “highly  
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9 socially interactive environments providing the opportunity to create strong friendships and  
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11 emotional relationships” (p. 575).  
12

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14 Cole and Griffiths (2007) also argue that positive social interaction is a necessary  
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16 ingredient for success in MMO games. Indeed, since many of the games’ tasks require the  
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18 cooperation of small and large groups of other players, the interpersonal aspects are unavoidable.  
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20 Moreover, a player seeking to avoid interpersonal contact could play a single-player game that  
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22 would feature better graphics, better game play and stronger storylines. Thus, it is perhaps not  
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24 surprising that a study of the game *Everquest* found that players reported the games’ social  
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26 features to be their favorite aspect of the game (Griffiths et al, 2004).  
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31 In keeping with the PIU literature reviewed earlier, some evidence suggests that these  
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33 interpersonal elements of MMOs might be associated with negative outcomes. For example, Ng  
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35 and Weimer-Hastings (2005) argue that “it is the social aspects inherent in [MMOs] that draw in  
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37 the ‘hard core’ players who show patterns of [Internet] addiction” (Ng & Wiemer-Hastings,  
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39 2005, p. 112-113). Another study found that MMO game usage was positively associated with  
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41 both social anxiety and negative interpersonal outcomes (Lo, Wang, & Fang, 2005). On the other  
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43 hand, Cole & Griffith (2004) suggest that the social aspects of MMOs may also be responsible  
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45 for a number of beneficial outcomes, although these may not be mutually exclusive. Indeed,  
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47 practicing clinicians have explicitly stated that online gaming can both help and hurt an  
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49 individual at the same time (Allison, Wahide, Shockley, & Gabbard, 2006) and thus problematic  
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51 usage does not preclude concurrent therapeutic usage. In this sense, problematic usage may be  
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3 thought of as a maladaptive solution--an attempt to solve one problem and inadvertently creating  
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5 a larger problem elsewhere.  
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8 *Predicting the Outcomes of Psychosocial Well Being, Internet Use, and MMOGaming*  
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10 The model tested in this study is additive. We assume that general Internet use will  
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12 continue to play a role, and that MMO players also spend time online doing other things. If so,  
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14 any baseline PIU effects stemming from general Internet use need to be accounted for before  
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16 exploring the nuances of MMO play. As noted above, research has consistently shown that  
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18 psychosocial well-being and social uses of the Internet use are both strong positive predictors of  
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20 PIU. Since the MMO gaming factors are additions to a base model, we hypothesize replications  
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22 of the broader patterns, followed by these additional, more specific factors. Therefore, to begin  
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24 with the first step:  
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29 H1: The amount of Internet use will be a positive predictor of PIU.  
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32 H2: Interpersonal uses of the Internet will be positive predictors of PIU.  
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34 Although Yee's game research included other variables in his model predicting  
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36 problematic use such as gender, age, and time spent online, the analysis did not take into  
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38 consideration the role that psychosocial well-being (e.g., depression, anxiety, loneliness,  
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40 introversion, etc) might play in the relationship. Given the additive approach used here, these  
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42 base states also needed to be included as a second step that encompassed the psychological  
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44 profile of the players. A number of studies have found low social skill, shyness, introversion, and  
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46 social anxiety to all be positively related to PIU (Anolli, Villani, & Riva, 2005; Caplan, 2005,  
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48 Chak & Leung, 2004; Ebeling-Witte et al., 2007; Roberts, Smith, & Pollock, 2000) and suggest  
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50 that individuals' who experience social difficulties are more likely to report higher PIU scores:  
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55 H3: Indicators of psychosocial well-being will be significant positive predictors of PIU.  
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3           There has also been extensive research on aggression effects and video games more  
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5 generally (Bushman & Huesmann, 2006; Sherry, 2001). Work using the General Aggression  
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7 Model (GAM) predicts that time spent in violent games leads to aggressive thoughts, behaviors  
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9 and cognitions (Anderson, 2004; Anderson & Dill, 2000). Although the only study of online  
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11 games and aggression to date found no such effects (Williams & Skoric, 2005), the potential  
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13 connection suggests that aggression variables are worth including in any study because Kim et  
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15 al. (2008) suggest a link between aggression and PIU. Thus:

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19 H4: Aggression will be a positive predictor of PIU

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22           Another important psychosocial factor is the player's social milieu. There is a robust, if  
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24 not always consistent, literature on social and emotional support as a buffer for stress (Cohen &  
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26 Wills, 1985). The buffer hypothesis states that individuals with strong social and familial  
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28 networks will be better able to cope with and resist the stresses and strains of modern life, and of  
29  
30 difficult events (Cohen & Hoberman, 1983). Buffers can either be material—such as financial  
31  
32 support—or psychological. We focus on the latter here, as we are chiefly interested in  
33  
34 psychological and interpersonal processes. Social support is often measured in terms of  
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36 community sensibility; those who experience greater connections to their communities have a  
37  
38 greater sense of belonging, which is thought to provide both a general elevated mood and access  
39  
40 to crucial information streams needed to cope with changes and stressors (Cohen & McKay,  
41  
42 1984). We would therefore expect a sense of community derived from traditional face to face  
43  
44 relationships to provide a buffer from PIU:

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48 H5a: Deriving sense of community from face to face relationships at school and work will be a  
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50 negative predictor of PIU.  
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3 The literature on the relationship between preference for online social interaction and  
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5 negative outcomes due to Internet use (e.g., Caplan 2003) suggests the that those who prefer  
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7 online social interaction are more likely to experience negative outcomes due to their Internet  
8  
9 use. Thus, we predicted the following regarding PIU and depending on online relationships for  
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11 one's sense of community:  
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14 H5b: Deriving a sense of community from online relationships will be a positive predictor of  
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PIU.

Whereas the first step of our predictive model of PIU includes general Internet usage of  
the player and the second step involves psychological and social background, the final step  
moves to game-centric predictors of PIU. If there is an impact from playing an MMO, it should  
be noticeable over and above what we might expect to find after testing a baseline PIU model  
with general Internet use and well-being as predictors. Therefore we asked whether game-related  
variables might explain any further variance in a model. The most basic element would include  
amount of time playing the game:

RQ1: Is the amount of time one spends playing an MMO game a positive predictor of PIU?

The second element is based on the notion of communication modality noted earlier. If  
PIU is indeed tied to social aspects of CMC, then particularly social forms of MMO play might  
play a key role. As noted earlier, voice users appear to be among the more socially bonded in  
MMO play (Williams, Caplan, & Xiong, 2007). Thus:

RQ2: Is the use of voice technology when playing an MMO game a positive predictor of  
PIU?

The other potential game-related variables include individuals' motivations for playing an  
MMO. A number of articles have documented the potentially unhealthy or problematic aspects

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3 of online gaming (Charlton & Danforth, 2007; Chappell, Eatough, Davies & Griffiths, 2006;  
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5 Griffiths, Davies & Chappell, 2003, 2004; Kim, Namkoong, Ku, & Kim, 2008; Lo et al., 2005;  
6  
7 Morahan-Martin, 2008; Ng & Wiemer-Hastings, 2005; Wan & Chiou, 2006; Yee, 2006). In  
8  
9 summarizing this line of research, Charlton and Danforth (2007) suggest that three  
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11 characteristics of MMOs might foster problematic or addictive game use: a) the achievement  
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13 model used--MMOs induce operant conditioning via variable-ratio reinforcement schedules, b)  
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15 the social nature of MMOs may foster social reinforcement and c) the immersive nature of  
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17 MMOs might represent an addictive potential. Consistent with Turkle's (1995) work on MUD  
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19 play, Charlton and Danforth (2007) suggest that the problematic aspects of MMO gaming had  
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21 less to do with pleasure-seeking (i.e., euphoric feelings) and more to do with escapism afforded  
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23 by the games' immersive qualities. The characteristics that Charlton and Danforth (2007)  
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25 propose foster problematic game use are conceptually similar to the to the three MMO  
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27 motivations (achievement, social, and immersive) proposed by Yee (2006).  
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34 The achievement motivation involves one's desire to gain power, advance rapidly, and  
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36 accumulate in-game status or wealth. The social motivation pertains to forming meaningful long-  
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38 term relationships with other players, deriving satisfaction from participating in group efforts in  
39  
40 the game, and the desire to help or chat with other players in the game. Finally, the immersion  
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42 motivation consists of role-playing with other players, customizing the appearance of one's  
43  
44 characters, and finding and knowing things about the game that most other players don't know  
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46 about, and escapism (i.e., using the game to relax, escape from real life, or to avoid real life  
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48 problems). Yee's (2006) research further suggests that these three motivations may be associated  
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50 with PIU.  
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3 Yee (2006) argues that the above motivations “may clarify whether certain players are  
4 more susceptible to problematic usage” (p. 772). In the same study, Yee found that participants’  
5 motivations were associated with scores on a variation of Young’s (1998) diagnostic  
6 questionnaire for Internet dependence. Additionally, among the different motivational variables  
7 examined, Yee found that escapism (a form of immersion) and advancement (a form of  
8 achievement) were both significant predictors of PIU, although the effect of escapism was close  
9 to twice the magnitude of the effect of achievement. Therefore, it is reasonable to suggest that  
10 these game-related motivations might join playing time and voice use as possible additional  
11 predictors of PIU:  
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24 H7: Motivations for game play will predict PIU.

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26 The current test offers the additional ability to look more closely at these motivation  
27 predictors, beyond their ability to round out a predictive PIU model, and to begin to examine  
28 some of the mechanisms at play within an MMO. As noted by practicing clinicians (Allison,  
29 Wahide, Shockley, & Gabbard, 2006), MMOs may encourage the formation of a maladaptive  
30 solution by allowing the player to escape temporarily while causing the source problem to fester  
31 over time. The high predictive value of escapism from Yee’s (2006) study is consistent with this  
32 clinical observation. As for the achievement motivation, players who enjoy progression and  
33 reaching goals may be more susceptible to the elaborate behavioral conditioning in MMOs. In  
34 these games, players are constantly rewarded for a variety of accomplishments—killing a  
35 monster, reaching the next level, crafting an item, completing a quest, and so forth. Progress bars  
36 for most goals are also shown and due to the large number of concurrent goals, players are  
37 constantly close to one accomplishment or another. In the early stages of the game, these  
38 reinforcement structures provide rapid rewards to shape behaviors and then gradually increase in  
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3 time needed to reach those accomplishments. What took minutes at low levels of the game  
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5 require hours of play at higher levels. Thus, players with a high achievement motivation may be  
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7 more likely to devote an increasingly larger amount of time in completing in-game goals. Still, in  
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9 light of Yee's findings, we might expect that the immersion motivation is a stronger predictor of  
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time needed to reach those accomplishments. What took minutes at low levels of the game require hours of play at higher levels. Thus, players with a high achievement motivation may be more likely to devote an increasingly larger amount of time in completing in-game goals. Still, in light of Yee's findings, we might expect that the immersion motivation is a stronger predictor of PIU than the other two forms of motivation:

H8: The immersion motivation will be a stronger predictor of GPIU than the achievement motivation.

## Methods

The method reported here is the first to use a combination of self-report survey data along with in-game data collected by commercial servers. For the current study, server-based data provided the precise amount of time each week that the participants spent playing the game. This unobtrusive collection is novel to the research area, and provides a significantly higher degree of accuracy than self-reporting. The balance of the measures came from an original survey of players conducted with the cooperation of the game developer.

The current study focused on the MMO *EverQuest 2 (EQ2)*. *EQ2* is a popular MMO that is representative of mainstream titles. The game represents the mainstay of the MMO market—fantasy role playing games—which altogether account for 85% of all MMO subscriptions (White, 2008). The game operator, Sony Online Entertainment, agreed to cooperate with the research team, and to provide access to data from the game's large back-end databases. Sony further worked with the research team to help field the large survey described below. This collaboration yielded a large stratified sample and established trust with the potential survey takers. Most importantly, it allowed the linkage of survey data with unobtrusively collected game-based behavioral data.

### *Sampling and procedures*

Players have the option of playing on one of four main server types, each corresponding to slight preferences in the rule sets. The sample covered one server for each of these four types, and the study invited all players to participate in a survey if they logged in during the study time window. If they agreed, players were directed to a separate website linked to their account information. The survey results were then downloaded to a private computer and linked with the time-played variables for each player's account.

After providing consent, players completed an online web-based survey that took about 25 minutes. There was no cover story for the instrument, and players were not offered money as an incentive. Instead, they were promised a special in-game item as compensation. This item, the "Greatstaff of the Sun Serpent" was created by Sony for the study. According to the Sony team, the item was made to be desirable for players of all levels because of its rarity, and it proved to be a valuable recruiting tool for the survey. A total of 7,129 players participated in the survey in just over two days. After removing cases with missing values for the variables in current study, the final sample size was 4,278 (81% male). Participants ranged in age from 18 to 65 ( $M = 32.47$ ,  $SD = 8.73$ ).

### *Measures*

To estimate the amount of time participants spent using the Internet, the survey asked participants to a single item that asked them how many hours they spent on the Internet or email in a typical week, not counting when they used it for work. The participants reported spending an average of 30 hours ( $SD = 19.75$ ) using the Internet per week.

The study also examined how the participants used the Internet for social and informational purposes. Participants were asked to rate, on a scale ranging from (1) "never" to

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3 (5) “frequently,” four single-item questions asking how frequently they used the Internet for  
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5 finding information about national or international events, sending instant messages, meeting  
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7 someone new, and visiting forums.  
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10 Psychological well-being was assessed with several items. Loneliness was measured with  
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12 the UCLA Loneliness Scale (Russell, Peplau, & Cutrona, 1980). In the current study, the UCLA  
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14 scale was reliable ( $\alpha = .92$ )<sup>1</sup>. Introversion was assessed with an updated and abridged version of  
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16 the extraversion subscale of the Revised Eysenck Personality Questionnaire (*EPQRA*; Francis,  
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18 Brown, & Phillipchalk, 1992) ( $\alpha = .79$ ). Participants responded to single-item “yes or no”  
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20 questions about whether they had ever been diagnosed with depression (22.20% responded yes),  
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22 anxiety (15.90% responded yes), behavioral addiction (3.20% responded yes), and substance  
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24 addiction (5.30% responded yes). Aggression was measured with two subcales (physical and  
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26 verbal aggression) from the Aggression Questionnaire (Buss & Perry, 1992) (verbal  $\alpha = .77$ ;  
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28 physical  $\alpha = .73$ ).  
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34 Finally, the last indicator of psychosocial well-being, sense of community, was assessed  
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36 with standard question forms from the National Election Study. Participants were asked to rate  
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38 the extent they agreed with three statements about where they derived their sense of community  
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40 from. For each item, participants responded on a three point scale: (1) “No, I don’t agree”, (2) “It  
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42 depends/I have no strong feelings,” or (3) “Yes, I do.”: “The people I work with or go to school  
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44 with give me a sense of community,” “The people I have met online give me a sense of  
45  
46 community,” and “The people in my neighborhood give me a sense of community.”  
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50 PIU was measured with the Generalized Problematic Internet Use Scale 2 (Caplan, 2005).  
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52 The GPIU2 consists of 15 items that tap 5 components of PIU: preference for online social  
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54 interaction, using the Internet for mood regulation, compulsive Internet use, cognitive  
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3 Step 1, the Internet use and control variables accounted for 14% of the variance in PIU scores. At  
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5 Step 2, indicators of psychosocial well-being were entered into the model. Consistent with H3,  
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7 the psychosocial well-being variables accounted for a significant increase of 22% in the  
8  
9 explained variance in PIU scores. Finally, at Step 3, the MMO game variables were added into  
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11 the model. With regard to RQ1, the analysis revealed that the game-related variables accounted  
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13 for a significant, but small, additional 2% in explained variance in PIU scores.  
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16  
17 TABLE 1 ABOUT HERE  
18

19 The results of the final step of the regression analysis were used to test the hypotheses  
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21 presented earlier (see Table 1). As predicted the amount of Internet use was a positive predictor  
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23 of PIU. Additionally, consistent with the hypotheses presented earlier, social uses of the Internet  
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25 were significant positive predictors of PIU. The information-gathering form of Internet use  
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27 (news gathering) was not significant.  
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31 As noted above, the addition of the set of psychosocial predictor variables in Step 2  
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33 resulted in a significant increase in the model's  $R^2$  value. Moreover, the predictions regarding the  
34  
35 psychosocial variables were largely supported. Loneliness and introversion were significant  
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37 positive predictors of PIU. Additionally, depression, substance addiction, and behavioral  
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39 addiction diagnoses were all positive predictors of PIU. However, there was no association  
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41 between having a diagnosis of anxiety and PIU.  
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45 The analysis also revealed that physical and verbal aggression were both significant  
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47 positive predictors of PIU. As predicted, deriving a sense of community from classmates and co-  
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49 workers was a negative predictor of PIU whereas, deriving a sense of community from people  
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51 met online was a significant positive predictor.  
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3 week. Neither the achievement motivation nor the social motivation variables were significant  
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5 predictors of PIU. Although the overall effect size for the gaming variables was small, an  
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7 examination of the regression coefficients is suggestive.  
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10         The fact that the immersion motivation was the strongest gaming predictor is not  
11  
12 surprising in light of the research by Yee (2006) reviewed earlier. Recall that Yee found that the  
13  
14 association between PIU and the immersion motivation was twice as strong as the associations  
15  
16 between PIU and the other two motivation factors. Yee's results, along with the current findings,  
17  
18 suggest that those who use MMO games for escapism and immersion are more likely to also  
19  
20 exhibit PIU, even after controlling for the influences of age, internet use patterns, and well-being.  
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22 These findings are consistent with Turkle's (1995) assertions about escapism—although some  
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24 use immersion for positive exploration and creativity, many apparently are finding unhealthy  
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26 escapism instead. The results also lend support to the argument made in the PIU literature that  
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28 PIU arises from a desire to avoid real-world social interaction and, instead, engage in online  
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30 social behavior (Caplan, 2003, 2005, Morhan-Martin & Schumacher, 2000).  
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36         On the other hand, it was surprising that the achievement motivation did not emerge as a  
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38 significant predictor of PIU as found in Yee's earlier study (2006). One possible reason is that  
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40 our measures for achievement didn't isolate and directly measure the need for structured  
41  
42 advancement, but instead measured a set of related variables such as desire for competition,  
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44 power, and optimization. The importance of the need for structured advancement is something  
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46 that future studies may examine more specifically. Nevertheless, the findings here do confirm  
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48 Yee's earlier study (2006) in showing that immersion factors are the best predictors of  
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50 problematic usage.  
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3       The second-strongest gaming predictor was the use of voice technology. This finding is  
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5 consistent with the results for the players' sense of community – deriving one's sense of  
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7 community from online relationships was a positive predictor of PIU. If voice use and online  
8  
9 sense of community predict PIU, this lends further weight to the early research assumption that  
10  
11 online community is inevitably weaker and more problematic than its FTF counterpart (Kraut,  
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13 Patterson, Lundmark, Kiesler, Mukhopadhyay & Scherlis, 1996; Nie, 2001)—a finding that  
14  
15 received empirical support in early MMO work as well (Williams, 2006). These results further  
16  
17 suggest that the voice-using players are among the most social players. This may be putting them  
18  
19 at higher risk of PIU outcomes. Ironically, the players foregoing voice, i.e. the less social ones,  
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21 may be avoiding PIU outcomes because they have weaker social connections—normally a  
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23 negative situation.  
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29       The amount of time participants spent playing *EQ2* turned out to be the weakest  
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31 significant gaming predictor. This finding reinforces arguments made in the PIU literature that it  
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33 is not the quantity of the activity, per se, that may be problematic – rather, it is the quality, or  
34  
35 perhaps the interaction effects. A more nuanced explanation may lie in the social atmosphere of  
36  
37 different forms of Internet use. PIU may be so driven by interpersonal mechanisms that the  
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39 relative paucity of community in MMOs provides something of an inadvertent shield against PIU  
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41 outcomes. The finding on voice, i.e. the more strongly tied players had the worse PIU outcomes,  
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43 supports this idea. In other words, the MMO relationships and communities that aren't  
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45 particularly robust may provide a silver lining because, as Caplan (2003, 2005) and Morahan-  
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47 Martin (2007) note, PIU is more likely among those who prefer online social contexts. A test of  
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49 this assumption would be to compare users of some hypothetically richer online social  
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51 environment, e.g. Facebook, with MMO players. If PIU is indeed driven more by the social  
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3 atmosphere than by the everyday tasks and functions of the environment, we would expect to  
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5 find that MMO players have comparable (or even lower) PIU rates than their Facebook  
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7 counterparts because their social environments are less compelling. We would expect the  
8  
9 Facebook users to have stronger social ties, and perhaps less loneliness than the MMO players.  
10  
11 So, a direct test should be made of the social atmosphere and the simultaneous positive and  
12  
13 negative outcomes. Hypothetically, loneliness and PIU may function on a sliding scale in that the  
14  
15 richer social environments would lead to less loneliness and higher PIU, while the poorer  
16  
17 environment would lead to more loneliness but lower PIU.  
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22 The findings also lend support to the growing body of empirical data on PIU and  
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24 psychosocial well-being. Consistent with prior work, the current study found that loneliness,  
25  
26 introversion, aggression, addiction, and depression were significant predictors of PIU and that  
27  
28 loneliness was the single most influential predictor in the model. Interestingly, a previous  
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30 diagnosis of anxiety disorder was not a significant predictor. The community variables add  
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32 additional information to the current literature since these variables had not been examined in  
33  
34 relation to PIU.  
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38 The current study's findings also reinforce the extant literature indicating that  
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40 interpersonal uses of the Internet and psychosocial well-being predict PIU. With regard to online  
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42 social behavior and PIU, our findings are consistent with previous research: the results revealed  
43  
44 that IM use, using the Internet to meet new people, and participating in forums were all significant  
45  
46 predictors of PIU. On the other hand using the Internet for information purposes (i.e., for news)  
47  
48 was negatively related to PIU. Additionally, we found that deriving a sense of community from  
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50 online relationships predicts PIU while having a sense of community from face to face  
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52 relationships predicted lower PIU scores. These findings are consistent with Caplan's arguments  
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3 that a preference for online social interaction plays an important role in PIU (Caplan 2003,  
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5 2005).

### 6 7 *Limitations*

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10 The current study was the first to use a within-game measure of time spent. As such it  
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12 improves on the validity of prior work. Ironically, though, time spent playing the MMO did not  
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14 play much of a role in the outcomes. The study's chief limitation was its cross-sectional nature.  
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16 Without a control group and without accounting for the impact of time, we cannot say whether  
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18 players with problematic tendencies come to MMOs, or whether MMOs create problematic  
19  
20 tendencies. However, given the very small substantive impact of game-related variables in the  
21  
22 model, it would seem that future research would more profitably explore the online social  
23  
24 variables and personality backgrounds within experimental designs.  
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### 28 29 *Conclusion*

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31 Although the game-related variable findings are interesting, it is important to qualify the  
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33 above discussion by reminding the reader that these variables had a substantively small effect on  
34  
35 PIU scores. We do not suggest that these small impacts on PIU are negligible or unimportant.  
36  
37 Indeed, to the partner or parent of someone experiencing problematic outcomes related to  
38  
39 Internet use, any additional impact is unwelcome. What we do want to highlight, however, is that  
40  
41 the game-related impacts appear to be a very small part of the overall complex. The  
42  
43 overwhelming influence on PIU scores in the current study was psychosocial well-being and  
44  
45 other online activities, and we suggest that any efforts at intervention or therapy start there. If  
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47 36% of the outcomes can be explained by being online and having a certain psychological  
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49 profile, and only 2% can be explained by time played and the reasons for playing, we suggest  
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51 that corrective action (and further research) focus on the 36%. However, the potential interaction  
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3 of personality with the game environment is an unknown here: Is it that players with a certain  
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5 profile are attracted to MMOs, and that these players then have poor outcomes? This is a  
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7 hypothesis that calls for experimental testing.  
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10           Indeed, this resonates with the observations of practicing clinicians (Allison, Wahide,  
11  
12 Shockley, & Gabbard, 2006) who have noted that problems with MMOs can be conceptualized  
13  
14 as maladaptive solutions. People who bring their problems online may find temporary relief, but  
15  
16 the long-term reliance on MMOs may lead to an aggravation of the source problem. For  
17  
18 example, people with social anxiety may leverage MMOs for accessible and superficial  
19  
20 relationships, discouraging them from forming stable relationships face-to-face which they  
21  
22 increasingly perceive to be risky and threatening. Others may go online in search of escapism  
23  
24 that ultimately stops them from addressing some original problem. In this sense, MMOs might be  
25  
26 problematic for players with these pre-existing profiles or conditions. However, we caution  
27  
28 against looking at online gaming problems as fundamentally technological. Such an approach  
29  
30 may very well distract practitioners from examining and understanding the root causes that lie  
31  
32 outside of the virtual world. As we mentioned, it is the 36% of non-gaming-related variables,  
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34 rather than the 2% of gaming-related variables, that we should focus our attention on. What our  
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36 data suggest is that problematic Internet usage is mostly driven by factors outside of the Internet.  
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Table 1. Hierarchical Regression on Problematic Internet Use Scores Among Everquest 2

Players

Model	Variables	Std. $\beta$	$t$	Model $R^2$	$R^2\Delta$
1				.14	.14***
	Age	-.114	-7.60***		
	Sex (0M, 1F)	.002	.15		
	Internet Hours per Week	.172	11.63***		
	Use Internet for News	-.091	-6.21***		
	Use Internet for Instant Messaging	.073	4.64***		
	Use Internet to Meet New People.	.146	9.37***		
	Use Internet to Visit Forums	.091	6.12***		
2				.36	.22***
	Age	-.079	-5.93***		
	Sex (0M, 1F)	.057	4.40***		
	Internet Hours per Week	.088	6.77***		
	Use Internet for News	-.047	-3.71***		
	Use Internet for Instant Messaging	.075	5.48***		
	Use Internet to Meet New People.	.080	5.85***		
	Use Internet to Visit Forums	.071	5.49***		
	Loneliness	.323	21.37***		
	Introversion	-.055	3.77***		
	Diagnosed Depression	.033	2.18*		
	Diagnosed Anxiety	.022	1.48		
	Diagnosed Substance addiction	.054	3.98***		

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Model	Variables	Std. $\beta$	$t$	Model $R^2$	$R^2\Delta$
3	Diagnosed Behavioral addiction	.066	4.93***	.38	.02***
	Physical Aggression	.138	9.04***		
	Verbal Aggression	.076	5.03***		
	Sense of Community from People I Work With or Go to School With	-.036	-2.78**		
	Sense of Community from People Met Online	.149	11.29***		
	Age	-.067	-4.99***		
	Sex (0M, 1F)	.057	4.36***		
	Internet Hours per Week	.068	5.20***		
	Use Internet for News	-.041	-3.24**		
	Use Internet for Instant Messaging	.066	4.83***		
	Use Internet to Meet New People.	.065	4.76***		
	Use Internet to Visit Forums	.049	3.77***		
	Loneliness	.312	20.79***		
	Introversion	-.077	5.26***		
	Diagnosed Depression	.034	2.26*		
	Diagnosed Anxiety	.023	1.55		
	Diagnosed Substance addiction	.052	3.94***		
	Diagnosed Behavioral addiction	.068	5.13***		
	Physical Aggression	.127	8.40***		
	Verbal Aggression	.078	5.24***		
Sense of Community from People I Work With or Go to School With	-.030	-2.36*			

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Model	Variables	Std. $\beta$	$t$	$Model R^2$	$R^2\Delta$
	Sense of Community from People Met Online	.119	8.72***		
	EQ2 Hours Per Week	.034	2.61**		
	Voice Use in Game	.080	5.91***		
	Game Achievement Motivation	.022	1.69		
	Game Social Motivation	.023	1.49		
	Game Immersion Motivation	.090	6.56***		

\*  $p < .05$ , \*\*  $p < .01$ , \*\*\*  $p < .001$

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31 <sup>1</sup> Due to a typographical error on the survey, one of the UCLA loneliness items had to be  
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33 dropped from analysis. The variable was computed using 19, rather than 20, of the original scale  
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35 items. Removing this single item from our analyses did not change the overall reliability of the  
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37 loneliness scale.

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39 <sup>2</sup> The three motivation subscales each consisted of relatively few items (the achievement and  
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41 social motivation scales consisted of 3 items and the immersion scale consisted of four items).  
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43 Since Chronbach's alpha is influenced by the number of items in a subscale, scales with few  
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45 items are likely to produce low estimates of internal consistency. Thus, in addition to computing  
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47 each subscale's reliability estimate, we also tested the subscale items' intraclass correlations ( $\rho$ )  
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49 to establish internal consistency. All three subscales' intraclass correlation coefficients  
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51 achievement,  $\rho = .40$ , social,  $\rho = .52$ , and immersion,  $\rho = .28$ , were significant at  $p < .05$ .  
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