

## **Conditions leading to addiction and avoidance of massively multiplayer online role playing games (MMORPGs) among game addicts**

Neil Anthony C. Rusia and Rotacio S. Gravoso

<sup>2</sup>*Department of Development Communication, Visayas State University, Baybay City, Leyte 6521-A, Philippines;*

### **ABSTRACT**

Interviews with 23 massively multiplayer online role-playing games (*MMORPGs*) addicts revealed that they were addicted to the games because they lacked worthwhile activities, *MMORPGs* offer online game features and deep online experience, they were interested in technological trends and gained personal satisfaction from playing *MMORPGs*, and due to their exposure to the game through the mass media, peers and relatives. Respondents said that playing *MMORPGs* is advantageous because it recreational entertaining; enhances interaction and socialization among peers and new acquaintances; promotes knowledge and improves players' computer skills; neutralizes mood and relieves stress; serves as an escape from problems; improves self-confidence and develops self-expression; enhances trading skills and provides business opportunities; improves English communication skills; provides bragging rights among gamers; and it provides deeper online experience. However, *MMORPGs* are disadvantageous because they negatively affect gamers' health, academic performance and analytical skills, relationship with peers, friends and family; these games expose them to deceit, distrust, cheating and sham; leads to financial setback; and develops negative personality among players.

Respondents said that they quit playing due to the monotony and software flaws of the *MMORPGs* and the games' financial, time and health effects. Other reasons cited were their diversion of their attention to other activities and influence of people they consider significant to them. To quit playing, respondents re-oriented their priorities, diverted their attention, sought guidance from significant others, and set themselves to quit the game. When they quit *MMORPGs*, they felt that they were able to improve management of their finances, became mature, and improved their academic performance, family and peer relationship, and health conditions.

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*Correspondence:* R. S. Gravoso *Address:* Department of Development Communication, Visayas State University, Baybay City, Leyte, Philippines 6521-A. *Telephone:* (053)335-2625 *E-mail:* gravoso\_ph@yahoo.com.ph.