

Exploring Game Transfer Phenomena in young people

By Angelica B. Ortiz de Gortari

Aims and Objectives

To better understand the psychological engagement mechanism behind video games and video game effects on players.

This was done examining the effects of video game playing during and after the game.

More specifically, experiences in the virtual world that somehow influence players' mood states and mental processes were examined (such as fantasies, thoughts, and players' behaviours).

This is what the authors (Ortiz de Gortari, Aronsson & Griffiths, 2011) describe as Game Transfer Phenomena (GTP).

What are GTP?

GTP occur when video game elements are associated with real life elements triggering subsequent thoughts, sensations and/or behaviour among players.

Methods

Participants: Forty-two Swedish frequent video game players aged between 15 and 21 years.

Criteria selection: Participants have to play at least 10 hours per week, play different games, and be aged between 15 to 21 years.

Data collection: In-depth interviews. The majority were done online through instant messaging systems, mainly *MSN Messenger*.

Data analysis: Thematic Analysis. Some data were quantified to show the prevalence of GTP.

Published data: Blog. <http://playersexperiences.wordpress.com>

References

Ortiz de Gortari, A. B., Aronsson, K., & Griffiths, M. D. (in-press). Game Transfer Phenomena in Video Game Playing: A qualitative interview study. *International Journal of Cyber Behavior, Psychology and Learning*.

Research Platform & Research steps

1. Forums Recruit participants



2. E-mail Schedule interview & further questions



3. Instant Messaging Interview platform



4. Blog Publishing & getting feedback



Findings

Players' experiences were classified as either:

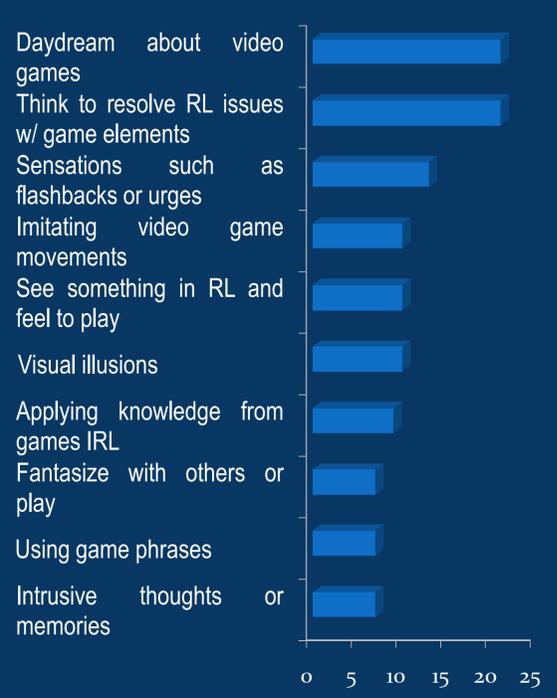
- Automatic GTP experiences
- Intentional GTP experiences

In **automatic GTP** experiences, players responded to Real Life (RL) elements and game events in similar ways. These experiences occurred as intrusive thoughts or images.

A automatic GTP not only appeared and then disappeared, but some players also integrated them into their day-to-day information processing routines or schemas.

In **intentional GTP** experiences, some players integrated video games into their daily interactions. For instance, they used one-liners from video games with friends, modelled game movements or game characters, and/or made jokes with video games content. Also, some players tried to do things in real life as in the games.

Main GTPs



Conclusions

Based on a relatively small number of video game players, the findings suggest that playing video games intensely can be associated with the elicitation of automatic thoughts, altered perception of real life scenes, altered sensory perceptions, and dissociative experiences.

Modern video games' realistic scenes appear to trigger associations between the two worlds among some individuals. The personal characteristics of the individual may influence the presence of Game Transfer Phenomena (GTP) experiences, although, different individuals experienced similar phenomena in the same games.

GTP examples

Automatic GTP

Automatic thoughts

"After completing 'Prince of Persia, when I accidentally dropped a sandwich ... I instantly reached for the "R2" button. My middle finger twitched, trying to reach it. Only to discover that I didn't have a PS2-controller in my hands" (Milton, 19)

Analyzing real life environments

"I can still like try to find good camper spots IRL with out thinking about it like, ooh, that would be a nice spot to be a sniper but then I realize that I don't need camper spots In Real Life" (Linus, 19)

Alteration of sensoperception

"When I got my adrenaline pumping I started seeing health bars above people's heads. It was mostly when I played football in school in the breaks. We were losing and when we start winning... I started to see stuff almost like some kind of "bar" when I look down ... something strange" (Charlie, 17).

Automatic behaviour

"When playing a lot of 'Grand Theft Auto' I felt like I was still in the game. So I walked to the bike and thought about taking it when I realized what I was doing" (Simon, 15)

Intentional GTP

Daydreaming

"I wander around in the 'World of Warcraft'. I don't think of anything special... when I'm about to go to sleep and you're clearing your head and relaxing" (Alexandra, 19)

Joking with others

"I've played a lot of 'Final Fantasy XI' with two of my friends. We use to joke around about how we gain a skill or rise a level in whatever we do, such as cooking, cleaning, etc" (Sixten, 21)

Apply knowledge from the games

"Sometimes I would bake 'World of Warcraft' food IRL. They have a lot of different breads so I would try to make those IRL like pumpnickel, but also easier food like cinnamon rolls" (Adam, 15)