



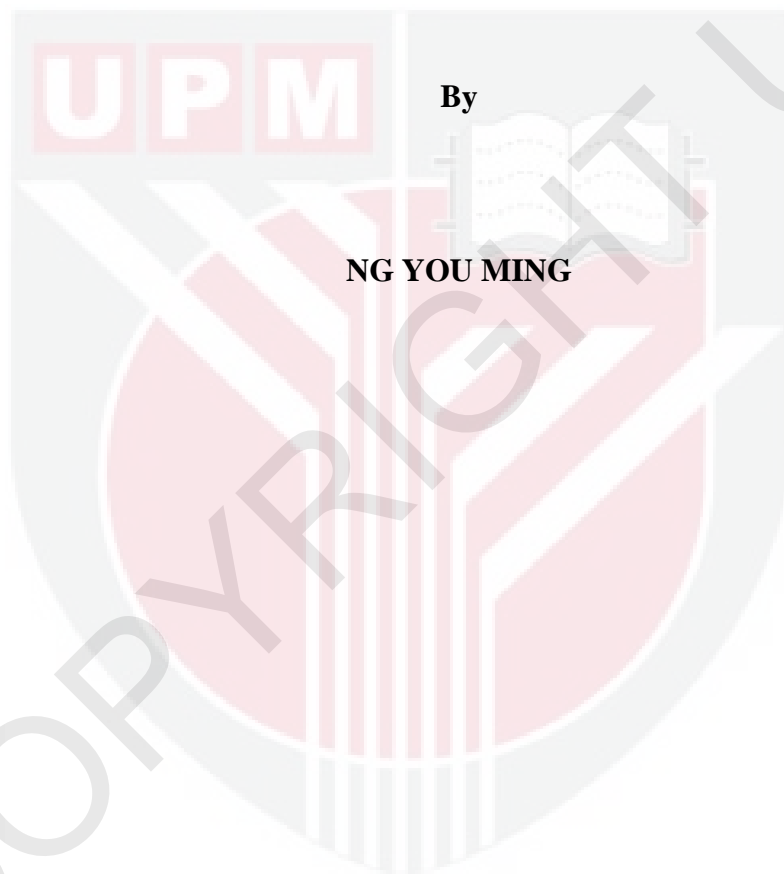
UNIVERSITI PUTRA MALAYSIA

**PSYCHOLOGICAL AND SOCIAL GRATIFICATION FACTORS RELATED
TO PATHOLOGICAL GAMING AMONG UNDERGRADUATE STUDENTS**

NG YOU MING

IPSS 2011 1

**PSYCHOLOGICAL AND SOCIAL GRATIFICATION FACTORS RELATED
TO PATHOLOGICAL GAMING AMONG UNDERGRADUATE STUDENTS**



**Thesis Submitted to the School of Graduate Studies, Universiti Putra
Malaysia, in Fulfillment of the Requirements for the Degree of Master of
Youth Studies**

July 2011

Abstrak Tesis Yang Di Kemukakan Kepada Senat Universiti Putra Malaysia Sebagai
Memenuhi Keperluan Untuk Ijazah Master Sains

**KEPUASAN PSIKOLOGI DAN SOSIAL YANG BERKAITAN DENGAN
PERMAINAN VIDEO SECARA PATOLOGI DALAM KALANGAN
MAHASISWA**

Oleh

NG YOU MING

Julai 2011

Pengerusi : Profesor Madya Bahaman Abu Samah, PhD

Fakulti : Institut Pengajian Sains Sosial

Permainan video adalah sejenis hiburan yang umum dan menerima sambutan hangat dalam kebanyakan golongan usia. Ia sebenarnya telah menjadi sebahagian daripada aktiviti seharian kebanyakan remaja pada masa kini. Namun, baru-baru ini banyak kajian telah menunjukkan bahawa kegiatan hiburan seperti ini boleh menyebabkan akibat negatif dari segi fizikal dan emosi terhadap pemain. Tujuan utama kajian ini adalah untuk mengenalpasti kepuasan psikologi dan sosial yang berkaitan dengan permainan video, khususnya permainan video secara patologi dalam kalangan mahasiswa. Pendekatan persampelan rawak berstrata telah digunakan dan sejumlah 255 borang soal selidik telah dikumpulkan dari pengumpulan data keratan lintang. Keputusan korelasi Pearson telah menunjukkan bahawa ketujuh-tujuh faktor

kepuasan psikologi dan ketiga-tiga faktor kepuasan sosial berkorelasi secara signifikan dengan permainan video secara patologi. Jumlah purata waktu bermain adalah 10.66 jam seminggu dan sekitar 14% responden menunjukkan ciri-ciri permainan video secara patologi yang sederhana ke tinggi. Hasil daripada analisis regresi pelbagai (stepwise) menunjukkan tiga daripada sepuluh pemboleh ubah tak bersandar telah meramal dengan signifikannya permainan video secara patologi. Adalah didapati sebanyak 52% varian dari permainan video secara patologi boleh dijelaskan oleh tiga faktor, iaitu Persahabatan, Persaingan dan Hiburan & rekreasi. Kesimpulannya, kajian ini menegaskan kesahihan teori kegunaan dan kepuasan sebagai proses yang memimpin kepada permainan video secara patologi. Ini menyiratkan bahawa individu yang terlibat dalam penggunaan permainan video secara patologi dipengaruhi oleh keinginan batin mereka, konflik batin, penilaian diri yang negatif, dan emosi negatif yang menyusulnya. Justeru itu, mereka cenderung melibatkan diri dalam permainan video yang memberi mereka kepuasan yang segera.

Abstract of the thesis presented to the Senate of the Universiti Putra Malaysia in fulfillment of the requirements for the award of the degree of
Master of Science

**PSYCHOLOGICAL AND SOCIAL GRATIFICATION FACTORS RELATED
TO PATHOLOGICAL GAMING AMONG UNDERGRADUATE STUDENTS**

By

NG YOU MING

July 2011

Chairman : Profesor Madya Bahaman Abu Samah, PhD

Faculty : Institute for Social Science Studies

Playing video games is a familiar form of entertainment which is well supported by most of the age groups. In fact, it has become a part of daily life activity of most contemporary youth nowadays. However, many recent researches have shown that this type of pastime activity can bring about a number of negative physical and emotional consequences to the gamers. The main objective of the current study was to identify the psychological and social gratifications that are related to video game playing, specifically pathological gaming among undergraduate students. Cluster sampling approach was used and a total of 255 questionnaires were collected from a cross-sectional data collection. The results of Pearson correlation have indicated that all the seven psychological gratification and three social gratification factors were

significantly correlated with pathological gaming. The average amount of playing time is 10.66 hours per week and about 14% of respondents showed moderate to high level of pathological gaming symptoms. Besides, stepwise multiple linear regression further indicated three out of the ten predictors significantly predict pathological gaming and about 52% variance of pathological gaming was explained by three factors, namely Companionship, Competition and Entertainment & leisure. As a conclusion, the present study confirms the validity of uses and gratification theory as a process leading to pathological gaming, implying that individuals with pathological usage of video games are influenced by their inner desires, inner conflicts, negative self-evaluations, and consequent negative emotions. Hence, they tend to indulge in video games, which provide them with immediate satisfaction.

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I certify that a Thesis Examination Committee has met on () to conduct the final examination of Ng You Ming on his thesis entitled “Psychological and Social Gratification Factors Related to Pathological Gaming among Undergraduate Students” in accordance with the Universities and University Colleges Act 1971 and the Constitution of the Universiti Putra Malaysia [P.U.(A) 106] 15 March 1998. The Committee recommends that the student be awarded the degree of master.

Members of the Thesis Examination Committee were as follows:

Jegak Anak Uli, PhD

Associate Professor
Faculty of education
Universiti Putra Malaysia

Ismail Baba, PhD

Associate Professor
School of Social Sciences
Universiti Sains Malaysia

Muhammad Pauzi Abd Latif, PhD

Senior Lecturer
Faculty of Modern Languages and Communication
Universiti Putra Malaysia

Nobaya Ahmad, PhD

Associate Professor
Faculty of Human Ecology
Universiti Putra Malaysia

BUJANG KIM HUAT, PhD
Professor and Deputy Dean
School of Graduate Studies
Universiti Putra Malaysia

Date:

This thesis was submitted to the Senate of Universiti Putra Malaysia and has been accepted as fulfillment of the requirement for the degree of master. The members of the Supervisory Committee were as follows:

Bahaman Abu Samah, PhD

Associate Professor
Institute for Social Science Studies
Universiti Putra Malaysia
(Chairman)

Steven Eric Krauss, PhD

Associate Professor
Institute for Social Science Studies
Universiti Putra Malaysia
(Member)

Turiman Suandi, PhD

Professor
Faculty of Educational Studies
Universiti Putra Malaysia
(Member)

HASANAH MOHD GHAZALI, PhD

Professor and Dean
School of Graduate Studies
Universiti Putra Malaysia

Date:

I declare that the thesis is my original work except for quotations and citations which have been duly acknowledge. I also declare that it has not been previously, and is not concurrently, submitted for any other degree at Universiti Putra Malaysia or at any other institution.



NG YOU MING

Date: 25 July 2011

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