Differences in Self-Evaluation of Female and Male Students Concerning the Motives for Playing Online Video Games

Abstract

The paper aims at determining the differences in self-evaluation of the motives for playing online video games among university students. The presence of differences between the two genders was built on the assumption that in our cultural environment various gender roles, such as rebellion, non-conformity and refusal to comply with norms, are more typical of the male gender role, and also when it comes to playing online video games. The results of the survey have shown that there are differences between female and male students concerning the motives for playing online video games, which suggests the need to record these indicators, in particular the negative ones, within the university environment.

Keywords: online video games, students, gender, motive

Introduction

The Sexual Selection Theory (Pawlowski, Atwal and Dunbar, 2008) predicts that males will tend to behave in ways that are more risky than females. Numerous studies have noted that young males are more inclined to behave in more risky ways than females, in particular with regard to conflict (Campbell, 1999; Daly and Wilson, 1988; Wilson and Daly, 1993), drug-taking (Tyler and Lichtenstein, 1997) and outdoor activities (Howland et al., 1996, Wilson et al., 1996). Psychological theories explain this in the way that females find risky situations more stressful than males do (Kerr and Vlaminkx, 1997).