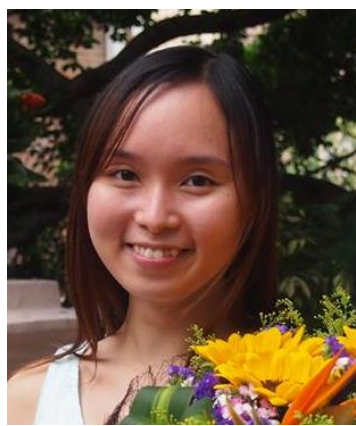


Departmental Seminar

Perceived Video Game Realism and its Role in a Social-Perceptual Model of Internet Gaming Disorder

11:30 a.m. – 12:30 p.m. | August 8, 2017 (Tuesday)

Rm 813, 8/F, The Jockey Club Tower | Centennial Campus | The University of Hong Kong



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Abstract

Digital advances as virtual reality enable video gaming to be a highly realistic experience. Yet, there is limited research conducted on children's perceptions of video game realism. In three studies, we address this research gap. In Study 1, a measure assessing the perceptions of similarity between the real and game worlds, namely, the Perceived Game-Reality Resemblance Scale (PGRS), was constructed and validated. In Study 2 and 3, the validated PGRS was utilized in testing a newly proposed mechanism of Internet gaming disorder—the social-perceptual model. The proposed model hypothesizes that the social environment surrounding children shapes their perceptions of video games; then, these perceptions influence whether or not children engage in problematic gaming. Specifically, the proposed model suggests that children's perceptions of video game realism serve a mediating role in parental bonding and Internet gaming disorder. The social-perceptual model received initial support in the longitudinal Study 2. Further evidence of the validity of the social-perceptual model was obtained in cross-sectional Study 3, which had an aim to explore if maternal and paternal bonding had different roles in the proposed model. The results unveiled that they might have different roles. Implications and future directions for research and interventions will be discussed.

~All are Welcome~