

Thesis: Targeting the Real life Impact of Virtual interactions: The Game Transfer Phenomenon 42 video games players' experiences.

By Angelica B. Ortiz de Gortari

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The objective of the study was to investigate how the immersion in the virtual world influence the player during the game and afterward. In this study 42 frequent video games players between 15 and 21 years old were interviewed. Participants were divided in two groups according to their age. In general no significant difference was found among participants of different age. Immersion and change of mood states were found. Playing video games showed benefits in the players' lives and their cognitive skills, but also conflicts and bizarre experiences were reported by the players. Giving place to what I have called *The Game Transfer Phenomenon (GTP)*, which occurs when video games' elements are associated with real life elements hence triggering thoughts, sensations and behaviors in video game players, was reported by most players in different ways and intensities. The players' experiences were classified as intentional or automatic experiences. The analysis by type of the narrations shows how youth integrated video games in their daily life. They used video games for daydreaming and as a medium for interacting with others, but also video games memories have been experienced by the players as intrusive thoughts, sensations, impulses, reflexes, optical illusions and in some cases even resulted in automatic behaviors and dissociations. Also, aggression, violence, perception of the world as a dangerous place, desensitization to violence and risk behavior were found in the analysis of the narrations' contents.

Keywords: video games, mental process, stimulus association, alteration of sensoperception, automatic thoughts, fantasies, desensitization to violence