

THE IMMERSION IN COMPUTER GAMES

IMERSIUNEA ÎN JOCURILE COMPUTERIZATE

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Abstract

At present, technology allows the creation of video games that are extremely realistic and captivating in their graphic and narrative manners of expression. The concept of immersion in a computer game refers to the voluntary entrance in the virtual space of the game and its action, associated with the partial suspension of the field of consciousness. There are a series of reasons which support the necessity of the empirical study of immersion. Some of them are the choice of video games as a leisure activity; their high level of realism; the relatively little research on the subject, and last but not least the personal experience of the phenomenon. One of the few motivational theories that offer the possibility of integrating the results of the study of immersion and of the variables related to it is the theory of self-determination. Thus, it becomes possible to investigate the pleasure of playing, including its physiological correlates, or the delimitation of some typologies of game players. Among the practical applications of the study of immersion, we would like to underline the possibility of increasing the attractiveness of instructional games, which are generally rejected by children and teenagers.

Keywords: immersion, computer games, self-determination theory

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