

# The Mind of a Gamer: Is Personality Related to Gaming Preferences?

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## ABSTRACT

Is there a link between personality and the reasons people play video games? We created gaming categories based on the motivations for playing and the types of games played such as social, addictive, competitive gamer, and immersive gaming styles. We found significant relationships between personality traits and some gaming styles.

## BACKGROUND

- Are there different kinds of gamers ?
- What aspects of video games motivate people to play?
- Are there personality characteristics that are related to a person's preferences and choices of video games?
- Prior attempts to classify/organize gamers by type have been limited.

## METHODS

**Participants:**  
**Exploratory Factor Analysis** ( $n= 218$ , 141 males, 76 females, 1 non-response, with ages ranging from 18-64  $\mu=27.67$ )

**Correlations with Personality Big 5** ( $n= 71$ , 54 males, 17 females with ages ranging from 18-64  $\mu=28.17$ )

**Procedure:**  
**Exploratory Factor Analysis:** We generated a set of 88 questions designed to capture different motivations for playing video games, and collected responses online using Amazon's Mechanical Turk.

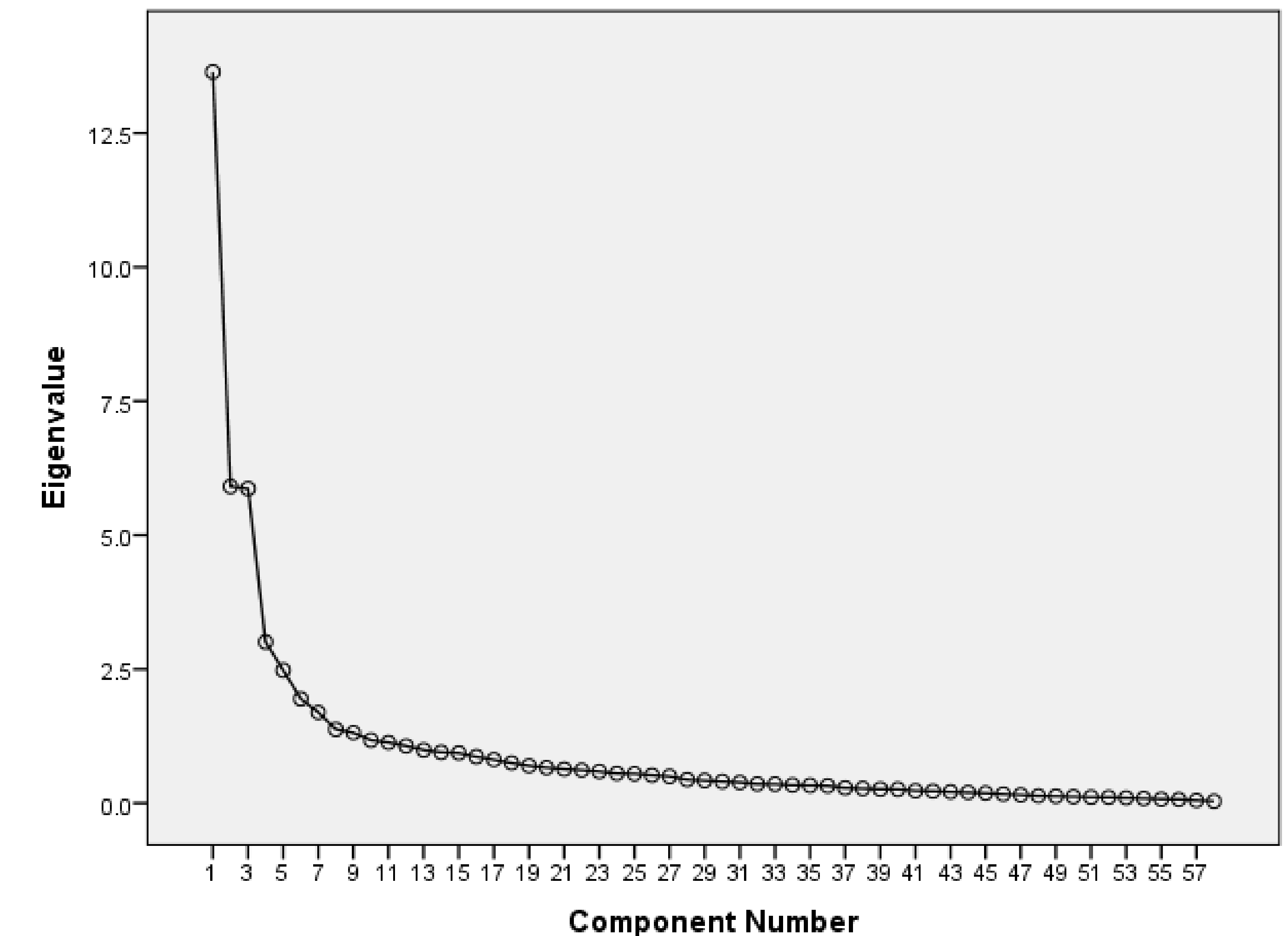
**Personality Study:** After refining the survey down to 38 questions we began collecting a second set of responses and included the short Big 5 Inventory (John, & Srivastava, 1999).

## RESULTS

We conducted a principal components analysis with a promax rotation. We identified 6 factors.

- **Social Gamer**
  - "When gaming , I prefer interacting with other players as opposed to playing by myself"
  - "When gaming, I enjoy working with other players to accomplish a goal"
- **Addictive Gamer**
  - "I neglect housework to play video games"
  - "(If currently a student) I neglect homework to play video games"
- **Problem Solver**
  - "I enjoy unlocking new areas or locations"
  - "I enjoy taking time to figure things out in an environment"
- **Immersive Gamer**
  - "I enjoy games where my choices impact the story"
  - "I enjoy games that give me choices as a character within its world"
- **Competitive Gamer**
  - "I am concerned with my Win/Loss ratio"
  - "I am concerned with my statistics in certain games"
- **Achievement-based Gamer**
  - "I seek achievements or trophies"
  - "I enjoy being able to demonstrate my collection (trophies, equipment, perks)"

Scree Plot



	Social Gamer	Addictive Gamer	Problem Solver	Immersive Gamer	Competitive Gamer	Achievement Gamer
<b>Neuroticism</b>	-.30*	.20	-.18	-.17	.05	-.12
<b>Extraversion</b>	.16	-.17	.14	.09	.01	.15
<b>Openness</b>	.10	-.20	.39*	.49*	.09	.10
<b>Agreeableness</b>	.09	-.33*	.10	.24*	-.13	-.06
<b>Conscientiousness</b>	-.09	-.56*	.18	.15	-.14	.05

\*  $p < .05$

## DISCUSSION

- While Social Gamers are less neurotic, there was no relationship with extraversion or agreeableness.
- Addictive and Immersive Gamers showed the strongest relationships to personality.
- Neither the Competitive nor Achievement based categories showed any systematic relationship to personality

## REFERENCES

John, O., & Srivastava, S. (1999). The Big-Five Trait Taxonomy: History, Measurement, and Theoretical Perspectives. In L. Pervin and O.P. John (Eds.), *Handbook of personality: Theory and research, 2nd ed.*, New York: Guilford.