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Abstract

American Psychiatric Association (APA) states that gaming addiction is an irresistible and compulsive drive by a person to be involved in a video game. We are going to find out what is the motive of a PUBG player to play for the game. This involves two hypotheses of the study. One is about whether religiosity level has any relationship with gaming addiction or not. The other is about motivation to play PUBG games. A survey technique was employed to collect the data. The Pearson correlation is -0.192. This value signifies a negative correlation between religion level and gaming addiction. A negative correlation suggests that as one variable (in this case, religion level) increases, the other variable (gaming addiction) tends to decrease, and vice versa. The magnitude of -0.192 indicates that the association is not extremely strong, but it is statistically significant. A strong association was observed between a high cultivation effect and a high motivation level.

Keywords: Players Unknown Battle Ground, Gaming Addiction, Motivation Level, Religiosity

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Title

Gaming Addiction: Investigation of Motivation to Play PUBG Game

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Abstract

American Psychiatric Association (APA) states that gaming addiction is an irresistible and compulsive drive by a person to be involved in a video game. We are going to find out what is the motive of a PUBG player to play for the game. This involves two hypotheses of the study. One is about whether religiosity level has any relationship with gaming addiction or not. The other is about motivation to play PUBG games. A survey technique was employed to collect the data. The Pearson correlation is -0.192. This value signifies a negative correlation between religion level and gaming addiction. A negative correlation suggests that as one variable (in this case, religion level) increases, the other variable (gaming addiction) tends to decrease, and vice versa. The magnitude of -0.192 indicates that the association is not extremely strong, but it is statistically significant. A strong association was observed between a high cultivation effect and a high motivation level.

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Introduction

The origins of Video Games can be traced back to the 1950s, but their significant commercial expansion occurred during the 1980s and 1990s, coinciding with the widespread adoption of personal computers, home gaming consoles, and portable gaming devices by the general public. The current surge in online video games has become a vital avenue for the industry's expansion in the

consumer market. This is mostly attributed to their availability on devices that are not exclusively dedicated to gaming, such as modern smartphones. The domain of Video Games has arisen as an enchanting and lively leisure industry in the contemporary environment. The profound importance of this phenomenon has had evident impacts on our society, particularly on the younger generation. The repercussions of video games can be categorized as either beneficial or negative,



depending on the nature of the games and the age group of the players (Xue-min, [2009](#)). Gaming addiction is characterized by persons experiencing an irresistible and compulsive drive to engage in video games. The American Psychiatric Association (APA) states that gaming addiction shares similarities with behavioral addictions, such as gambling addiction. Individuals struggling with gaming addiction may have a range of negative consequences, including challenges in managing the amount of time spent on gaming, neglect of personal responsibilities, and disengagement from social relationships. This addiction may significantly impair an individual's life, resulting in difficulties in relationships, employment, and mental well-being. Internet browsing and video gaming have grown in popularity among kids and teenagers. Throuvala et al. ([2019](#)) have expressed worries about the potential detrimental effects of gaming and internet addictions on one's physical and mental health. A recent poll conducted in the United Kingdom revealed that 53% of parents voiced concerns over their children's utilization of technology, exceeding anxieties about substance abuse, academic achievement, or sexual orientation. Online addiction is becoming widely acknowledged as a serious public health issue, especially among teenagers. This is notably the case in China, which has one of the highest levels of online and video game addiction (Cheng & Li, [2014](#)).

Literature Review

The study done by Salahuddin and Muazzam ([2019](#)) concluded that persons who develop an addiction to video games tend to lose interest in their real-life activities and instead focus solely on how to achieve more within the game. This troublesome behavior can lead to many psychological issues, disruptions in sleep patterns, difficulties in forming relationships, an inability to focus on little tasks, and other mental health disorders (Alimoradi et al., [2019](#)). In addition, there is a correlation between excessive gaming and increased levels of stress, changes in mood, and worse academic performance (Hawi et al., 2018). In addition, it has been found that excessive gaming and other types of excessive internet usage can greatly interrupt the sleep-wake cycle, leading to insomnia and various sleep problems (Lam, [2014](#)).

The evaluation of sleep involves several aspects, including the ease of falling asleep, the duration of sleep, and the level of refreshment upon awakening. Previous investigation consistently shows that augmented time spent on online gaming leads to numerous disturbances regarding sleep, such as decreased quality of sleep, irregular sleep patterns, delayed sleep initiation, and excessive daytime drowsiness (Fosum et al., 2014; Canan et al., [2013](#)). While a significant body of literature often highlights the negative effect of excessive digital device use on the fitness and intellectual well-being of children and teens, it is vital to understand that appropriate media utilization also can yield advantages for college-elderly individuals. Such media intake allows them to acquire new information, interact in social interactions, and acquire peer assistance. The American Academy of Pediatrics recognizes the significance of maintaining a balanced technique to media use amongst faculty-aged children and teens, promoting different healthful behaviors along with media engagement. However, guiding children in the suitable use of media poses a substantial project for dad and mom. Consequently, many parents and educators accept as true that digital training, the promotion of online protection, and the prevention of online harms must be essential additives of the college curriculum throughout all age companies (Moreno et al., [2013](#)). In the modern digital generation, completely prohibiting using media among children and teenagers is impractical and unrealistic. Therefore, fostering digital competence will become important in making sure the responsible and beneficial use of digital media. The remarkably substantial prevalence of gaming worldwide, particularly among persons within the adolescent demographic, is unquestionably impressive and thought-provoking. This tendency may be ascribed to the continuous advancement in technology, which has led to the rise of video and online games that have an increasingly irresistible appeal and provide a heightened level of difficulty. These video games include finely produced visuals that are visually pleasing, depicting realistic images that blur the boundaries between the digital and real world. Moreover, the characters inside such games exhibit a notable level of practicality, demonstrating a degree of complexity that is

undoubtedly astonishing. In addition, the game systems have undergone significant enhancements, integrating intricate features that enhance the overall gameplay experience. It is important to acknowledge that a significant portion of the younger population engages in gaming without encountering any adverse consequences. It is important to note that there is a group of teenagers who struggle to find a balance between their involvement in gaming activities and their academic, familial, and social responsibilities. The recognition of gaming addiction as a challenging issue is a relatively recent development, as studies on this addiction did not arise until the 1980s, despite the availability of commercial games from the early 1970s (Griffiths [2012](#)). The significant proliferation of home gaming systems, online platforms, and affordable PC gaming devices played a pivotal role in drawing attention to the issue. Griffiths ([2012](#)) conducted a comprehensive analysis of existing research, which found that the occurrence of pathological gamers in selected populations ranges from 1.7% to more than 10%. Moreover, studies focusing on teenagers who are passionate about gaming have estimated that between 2% and 16% of adolescents exhibit indications of gaming addiction (Brunborg et al., [2014](#); Kuss and Griffiths, [2012a, b](#); Gentile et al., [2011](#)).

Owing to its possible detrimental effects on several aspects of physical health, gaming addiction poses a serious risk that must not be overlooked. Numerous health problems, including lack of sleep, irregular eating habits, physical stress and fatigue, obesity, mental health disorders, social incompetence, and alienation from friends and family, have been linked to this reliance (Brunborg et al. [2014](#); Choo et al. [2010](#)). A multitude of elements, encompassing both individual and environmental aspects, have been identified in studies on gaming addiction. Research has shown that a higher proportion of males participate in video and online gaming and are more susceptible to addiction compared to females (Desai et al. [2010](#) & Rehbein et al. [2010](#)). Indeed, around 56% of those who enjoy playing games are male, and among them, 26% are below the age of 18. The gender gap can be explained by the fact that male game addicts find the activity more exciting and entertaining than female, resulting in a higher likelihood of

engaging in extreme gaming behavior (Wood et al., [2004](#)). The social aspect is a crucial determinant of online gaming addiction among college students. Loneliness is a commonly experienced emotion that is often described as an unpleasant sensation resulting from changes in personal or societal needs and wants. Individuals who frequently experience loneliness often seek comfort by devoting a significant amount of their time to online gaming platforms. They believe that their difficulties in forming friendships, joining social groups, and presenting themselves in real life can be overcome through this virtual medium (Zhang & Kaufman, [2017](#)). Therefore, it may be stated that students who feel lonely are more inclined to participate in online gaming and, at the same time, experience a sense of loneliness.

Motivation to Play Video Games

Human motivation, an innate mechanism that promotes and sustains mental and physical activity, is the driving force behind the desire to engage in online gaming. Gerrig, Zimbardo, Campbell, Cumming, and Wilkes ([2011](#)) assert that this drive affects the course and fervor of a person's dream chasing. To comprehend the enhancement, maintenance, and management of addictive behaviors necessitates a thorough analysis of motivation since it is regarded as a crucial factor in this context. Lambe et al. ([2015](#)) and Stewart and Zack ([2008](#)) have also acknowledged motivation as a crucial factor in addictive behaviors, particularly in relation to seeking emotional relief or coping. The theories on addiction have placed significant emphasis on specific reasons related to emotional evasion or coping, as elucidated by Bresin and Mekawi ([2019](#)) and Jacobs ([1986](#)). In the realm of gaming, research on motives has utilized several categorizations and measurement tools, often overlapping and including distinct elements. Demetrovics et al. ([2011](#)), Lafrenière et al. ([2012](#)) & Yee ([2006](#)) have enhanced this collection of papers by employing unique methodologies. These gaming motivation models have been developed either through empirical research or solely based on theoretical frameworks. The empirical technique involves observing and evaluating the actions of Multi-User Dungeon (MUD) participants, as validated by Bartle ([1996](#)). Expanding on Bartle's ideas, Yee ([2006b](#)) developed

a 5-element model to assess gaming motives through exploratory component evaluation. This iteration comprises the elements of accomplishment, courtship, absorption, escapism, and manipulation. The Motivation to Play in Online Games Questionnaire (MPOGQ) played a crucial role in refining and popularizing Yee's version. The creation of this questionnaire involved the utilization of major constituent analysis on a significant sample of players involved in massively multiplayer online role-playing games (MMORPGs). Yee's model of hierarchy model of online gaming incentives consists of three second-order components and ten first-order factors. The three second-order dimensions are achievement, social interaction, and deep engagement. Achievement motives involve aspects of advancement, mechanisms, and rivalry within the sport. Social motives encompass the inclination to partake in social interactions, forge connections, and cooperate with other individuals. The primary factors contributing to immersion in a game revolve around the pleasure derived from engaging in exploration, assuming different roles, personalizing one's experience, and yearning to detach from reality. Yee (2006a) specified that each of these second-order items is divided into ten first-order parts.

H1: It is more likely that players with high religiosity levels are less addicted to PUBG

H2: It is more likely that players who play more PUBG games have a high level of motivation.

Methodology

The universe of proceedings from which the sample is taken is called as population. In this research, students from the Islamia University of Bahawalpur, who are active players of online PUBG games, are the universe of the study. Data for the research study was collected by using the Convenience Sampling technique. The Likert scale method was used to gauge respondents' preferences. To determine the effects, such as very lot, much, somewhat, rarely, and not at all, five sets were created. Following the completion of the questionnaire and the coding procedure, the data must be presented in tabular and graphical form and subjected to statistical tool analysis. SPSS version 22 was utilized for data analysis in order to

examine the correlation between the variables. With a 5% margin of error and a 95% confidence level, 1000 responses were thought to be the necessary sample size for the study. The period of the cross-sectional investigation was September 21, 2021, to November 22, 2021. Students from several disciplines at The Islamia University of Bahawalpur provided the data. Based on the uses and gratification hypothesis, Sherry et al. (2013) concentrated on the reasons why people use video games to fulfill their social and psychological requirements. Six primary scales that included questions for each scale comprised the motivation for playing video games. As a result, the six motivational dimensions included in the authors' scale were arousal, competitiveness, challenge, social contact, recreation, and fantasy. This scale had twenty questions in all, each with a 5 Likert scale that went from 1 (strongly agree) to 5 (strongly disagree). The responders with the lowest level of gaming motivation had scores between 20 and 100. A game addiction scale was developed by Van Rooij et al. (2012). A five-point Likert scale, with 1 representing never and 5 representing very often, is used to rate each of the seven GAS items. Higher GAS scores are indicative of more problematic online gaming usage. The seven Likert-type items that make up the GAS are (1 = never, 2 = seldom, 3 = occasionally, 4 = often, and 5 = very often), and they are all preceded by the phrase "During the last 6 months, how often..." For instance, "How often did you think about playing a game all day long during the last six months?" Higher scores on the GAS indicate a higher level of gaming addiction. The total score ranges from 7 to 35.

Results

The study showed the Cronbach alpha of 0.882 showing the good reliability of the questionnaire of the study. From the study, it can be observed that the mean age of the participants in the study is 20 years with a standard deviation of approximately 1.34 years. The gender distribution shows that 820 (82.0%) of the respondents are male, while 180 (18.0%) are female. This suggests a significant gender imbalance in the sample, with a majority being male. The education level of the participants is divided into four categories. The majority of respondents, 638 (63.8%), have an education level

under matric (indicating education below high school). 172 (17.2%) have a matriculation level of education, 106 (10.6%) are undergraduates, and 84 (8.4%) are graduates. This reveals that the sample is predominantly composed of individuals with lower levels of education.

Table 1*Motivation Levels Variables*

Motivation Level Variables	Categories	N = 1000	%
I want to show my friends that I'm the best in the game.	Strongly agree	624	62.4%
	Agree	226	22.6%
	Neutral	112	11.2%
	Disagree	27	2.7%
	Strongly disagree	11	1.1%
I always want to play again when I lose to somebody in an effort to win.	Strongly agree	605	60.5%
	Agree	234	23.4%
	Neutral	99	9.9%
	Disagree	50	5.0%
	Strongly disagree	12	1.2%
Whenever I lose my close friend, I become irritated.	Strongly agree	540	54.0%
	Agree	251	25.1%
	Neutral	110	11.0%
	Disagree	84	8.4%
	Strongly disagree	15	1.5%
Being the fastest and most proficient player in the game is vital to me.	Strongly agree	562	56.2%
	Agree	238	23.8%
	Neutral	116	11.6%
	Disagree	65	6.5%
	Strongly disagree	19	1.9%
I am proud when I become an expert in certain parts of a game.	Strongly agree	605	60.5%
	Agree	225	22.5%
	Neutral	96	9.6%
	Disagree	58	5.8%
	Strongly disagree	16	1.6%
I find reaching the next level to be really rewarding.	Strongly agree	506	50.6%
	Agree	280	28.0%
	Neutral	124	12.4%
	Disagree	68	6.8%
	Strongly disagree	22	2.2%
I keep playing until I win the game or finish a level.	Strongly agree	600	60.0%
	Agree	228	22.8%
	Neutral	97	9.7%
	Disagree	58	5.8%
	Strongly disagree	17	1.7%
I discovered that working with video games can be fun in fresh and inventive ways.	Strongly agree	630	63.0%
	Agree	216	21.6%
	Neutral	82	8.2%
	Disagree	55	5.5%
	Strongly disagree	17	1.7%
I get together with my pal because we play video games together.	Strongly agree	591	59.1%
	Agree	256	25.6%
	Neutral	106	10.6%

Motivation Level Variables	Categories	N = 1000	%
My pals and I like to play video games together quite a bit.	Disagree	29	2.9%
	Strongly disagree	18	1.8%
	Strongly agree	628	62.8%
	Agree	243	24.3%
	Neutral	89	8.9%
When I have free time, I like to play video games.	Disagree	25	2.5%
	Strongly disagree	15	1.5%
	Strongly agree	611	61.1%
	Agree	232	23.2%
	Neutral	86	8.6%
I spend too much time playing video games instead of doing other things.	Disagree	53	5.3%
	Strongly disagree	18	1.8%
	Strongly agree	601	60.1%
	Agree	226	22.6%
	Neutral	104	10.4%
Through video games, I like to do things that I would not be able to do in real life.	Disagree	55	5.5%
	Strongly disagree	14	1.4%
	Strongly agree	574	57.4%
	Agree	231	23.1%
	Neutral	111	11.1%
I can assume to be someone or somewhere else when I play video games.	Disagree	65	6.5%
	Strongly disagree	19	1.9%
	Strongly agree	518	51.8%
	Agree	262	26.2%
	Neutral	130	13.0%
I enjoy playing video games as they enable me to perform things that would otherwise be unable to do.	Disagree	70	7.0%
	Strongly disagree	20	2.0%
	Strongly agree	510	51.0%
	Agree	270	27.0%
	Neutral	132	13.2%
The thrill of taking on a different persona in a game excites me.	Disagree	68	6.8%
	Strongly disagree	20	2.0%
	Strongly agree	565	56.5%
	Agree	238	23.8%
	Neutral	103	10.3%
I play video games because it stimulates my emotions.	Disagree	63	6.3%
	Strongly disagree	31	3.1%
	Strongly agree	623	62.3%
	Agree	199	19.9%
	Neutral	91	9.1%
I play video games because it excites me.	Disagree	58	5.8%
	Strongly disagree	29	2.9%
	Strongly agree	565	56.5%
	Agree	238	23.8%
	Neutral	115	11.5%
I feel playing video games will raise my level of adrenaline.	Disagree	63	6.3%
	Strongly disagree	19	1.9%
	Strongly agree	677	67.7%
	Agree	202	20.2%

Motivation Level Variables	Categories	N = 1000	%
Video game playing keeps me on the edge of my seat.	Neutral	84	8.4%
	Disagree	20	2.0%
	Strongly disagree	17	1.7%
	Strongly agree	629	62.9%
	Agree	233	23.3%
	Neutral	87	8.7%
	Disagree	24	2.4%
	Strongly disagree	27	2.7%

Our study provides a comprehensive view of the motivations and behaviors of gamers. It's evident that a significant portion of respondents are driven by a strong desire to prove their gaming skills among their peers, emphasizing the competitive nature of the gaming community. Emotional investment in gaming experiences, particularly when playing against friends, is also prevalent, highlighting the social and personal impact of gaming. Gamers place a high value on excellence, often striving to excel and surpass others in skill and speed, and taking pride in mastering various aspects of the game. Progression in gaming is seen as a rewarding aspect, and many players are committed to seeing a game through to its completion or victory. Gaming offers an avenue for creativity and exploration, with a majority of players enjoying novel approaches to gameplay. Furthermore, it serves as a primary means of gathering with friends, underscoring its social aspect. The data also reveals that some individuals prioritize gaming over other responsibilities, and for a significant percentage of players, gaming can serve as a diversion from more pressing duties.

Gaming's appeal as a form of escapism, where players can assume alternate identities and experience the unattainable, is clearly highlighted. The emotional and excitement factor associated with gaming is a significant motivator for many, offering a source of intense stimulation and exhilaration. Additionally, gaming is associated with an adrenaline rush and is known for its thrilling and suspenseful nature, keeping players engaged and excited.

From Table 3, it can be observed that a strong desire to prove gaming prowess among peers is evident in 62.4% (n = 624) of respondents, with 22.6% (n = 226) agreeing and 2.7% (n = 27) disagreeing. This underscores a strong motivation for competition. The competitive nature of gamers

is further highlighted as 60.5% (n = 605) strongly agree with immediately wanting to play again after a loss, while 23.4% (n = 234) agree, and 5.0% (n = 50) disagree, revealing a strong urge to overcome losses and improve gaming performance.

The emotional impact of gaming competition within social circles is explored, with 54.0% (n = 540) strongly agreeing, 25.1% (n = 251) agreeing, and 8.4% (n = 84) disagreeing when they lose to a friend. This shows that players are emotionally invested in gaming experiences, especially when playing against friends.

The importance of excellence in gaming is emphasized, as 56.2% (n = 562) strongly agree, 23.8% (n = 238) agree, and 6.5% (n = 65) disagree, indicating a strong motivation to excel and surpass others in skill and speed. A sense of achievement in gaming is prevalent, with 60.5% (n = 605) strongly agreeing, 22.5% (n = 225) agreeing, and 5.8% (n = 58) disagreeing when mastering game elements.

The sense of progression in gaming is highlighted, with 50.6% (n = 506) strongly agreeing, 28.0% (n = 280) agreeing, and 6.8% (n = 68) disagreeing, indicating that advancing to the next level is seen as a rewarding aspect of gameplay. Players' commitment to seeing games through to completion or victory is also evident, as 60.0% (n = 600) strongly agree, 22.8% (n = 228) agree, and 5.8% (n = 58) disagree.

The creativity and exploration aspect of gaming is embraced, with 63.0% (n = 630) strongly agreeing, 21.6% (n = 216) agreeing, and 5.5% (n = 55) disagreeing when it comes to enjoying new and creative ways to work through video games. The social aspect of gaming is further underlined, as 59.1% (n = 591) strongly agree, 25.6% (n = 256) agree, and 2.9% (n = 29) disagree when using video games as a reason to get together with friends. Often, players and friends unite in group gaming

experiences, as 62.8% (n = 628) strongly agree, 24.3% (n = 243) agree, and 2.5% (n = 25) disagree.

The tendency to prioritize gaming over other responsibilities is revealed, with 61.1% (n = 611) strongly agreeing, 23.2% (n = 232) agreeing, and 5.3% (n = 53) disagreeing. Gaming as a diversion from pressing responsibilities is further extended, as 60.1% (n = 601) strongly agree, 22.6% (n = 226) agree, and 10.4% (n = 104) disagree.

The escapism offered by gaming is highlighted, with 57.4% (n = 574) strongly agreeing, 23.1% (n = 231) agreeing, and 6.5% (n = 65) disagreeing. The appeal of adopting alternate identities in virtual environments is also underscored, as 51.8% (n = 518) strongly agree, 26.2% (n = 262) agree, and 7.0% (n = 70) disagree. Gaming as an outlet for experiences not possible in real life is further reinforced, as 51.0% (n = 510) strongly agree, 27.0% (n = 270) agree, and 6.8% (n = 68) disagree.

The thrill of taking on different personas in gaming is indicated, with 56.5% (n = 565) strongly agreeing, 23.8% (n = 238) agreeing, and 6.3% (n = 63) disagreeing. Gaming's emotional impact is further highlighted, as 62.3% (n = 623) strongly agree, 19.9% (n = 199) agree, and 5.8% (n = 58) disagree. The excitement factor in gaming is also emphasized, with 56.5% (n = 565) strongly agreeing, 23.8% (n = 238) agreeing, and 11.5% (n = 115) disagreeing.

The adrenaline rush associated with gaming is evident, as 67.7% (n = 677) strongly agree, 20.2% (n = 202) agree, and 2.0% (n = 20) disagree. Gaming's thrilling and suspenseful nature is further underlined, as 62.9% (n = 629) strongly agree, 23.3% (n = 233) agree, and 2.7% (n = 27) disagree, indicating that gaming often keeps players engaged and excited.

Table 2

Opinion of Respondents about Gaming Addiction of PUBG game (N = 1000)

Gaming Addiction variables	Categories	N = 1000	%
Have you considered spending the entire day playing a game?	Never	304	30.4%
	Rarely	157	15.7%
	Sometimes	142	14.2%
	Often	322	32.2%
	Very often	75	7.5%
Have you been playing games for longer periods of time?	Never	248	24.8%
	Rarely	167	16.7%
	Sometimes	154	15.4%
	Often	402	40.2%
Did you use video games as a way to escape reality?	Very often	29	2.9%
	Never	285	28.5%
	Rarely	144	14.4%
	Sometimes	180	18.0%
Have there been failed attempts by others to limit your gaming?	Often	344	34.4%
	Very often	47	4.7%
	Never	270	27.0%
	Rarely	156	15.6%
	Sometimes	158	15.8%
Did you feel disappointed about not being able to play?	Often	389	38.9%
	Very often	27	2.7%
	Never	278	27.8%
	Rarely	126	12.6%
	Sometimes	178	17.8%
	Often	404	40.4%
	Very often	14	1.4%
	Never	322	32.2%

Gaming Addiction variables	Categories	N = 1000	%
Did you ever argue with family or friends about how much time you spent playing video games?	Rarely	182	18.2%
	Sometimes	209	20.9%
	Often	236	23.6%
	Very often	51	5.1%
	Never	277	27.7%
Have you given up on important tasks like work, school, or sports in favor of playing games?	Rarely	141	14.1%
	Sometimes	153	15.3%
	Often	380	38.0%
	Very often	49	4.9%

Considering the gaming addiction level, the study observed that the majority of respondents reported that they either never or rarely thought about playing games all day long, suggesting that constant preoccupation with gaming is not a widespread issue among the surveyed group. However, a considerable number of participants reported thinking about games often or very often, indicating a significant subset of individuals who may be more addicted or obsessed with gaming. A similar pattern emerges in terms of spending increasing amounts of time on games. A significant portion of respondents reported rarely or never experiencing this, while a notable proportion admitted to doing so often, indicating a potential issue with excessive gaming. The desire to play

games to escape from real life is prevalent, with a substantial number of participants reporting doing so often or very often. This suggests that gaming can serve as a form of escapism for many individuals. Attempts by others to reduce game use, such as by family or friends, were reported by a significant proportion of respondents. The frequency of such attempts ranged from rarely to often, indicating that family and friends often intervene to address gaming-related concerns. Feeling bad when unable to play games was less common, with most respondents falling into the "never" or "rarely" categories. However, a small percentage indicated that they often experienced negative emotions when unable to play, which could be a sign of addiction.

Table 3

Cross-tabulation between gaming addiction and gaming disorder

Gaming Addiction * gaming Disorder Cross-tabulation					
		Gaming disorder		Total	
		Low gaming disorder	High gaming disorder		
Gaming addiction	Low gaming addiction	N	311	161	472
		%	31.1%	16.1%	47.2%
	High gaming addiction	N	202	326	528
		%	20.2%	32.6%	52.8%
Total		N	513	487	1000
		%	51.3%	48.7%	100.0%

The results from the table of the Chi-Square test of association suggest that gaming disorder and gaming addiction are significantly associated since the p-value = 0.000 < 0.05 level of significance. In

practical terms, this means that individuals with higher levels of gaming disorder are more likely to exhibit higher levels of gaming addiction, and vice versa.

Table 4

Cross-tabulation between gaming Addiction and Religiously Level

Gaming Addiction * Religion-level Cross-tabulation					
			Religion level		Total
			Low religion level	High religion level	
Gaming addiction	Low gaming addiction	N	201	271	472
		%	20.1%	27.1%	47.2%
	High gaming addiction	N	326	202	528
		%	32.6%	20.2%	52.8%
Total		N	527	473	1000
		%	52.7%	47.3%	100.0%

The p-value is 0.000, marked with three asterisks (***) indicating very high statistical significance. The p-value is crucial because it tells us the probability of obtaining these results by random chance. In this case, a p-value of 0.000 means that the observed association between religion level and gaming addiction

H1: It is more likely that players with high religiosity levels are less addicted to PUBG.

The table presents a cross-tabulation of gaming addiction and religion level among a total of 1000 respondents, categorizing them into "low religion level" and "high religion level." In the first category, "low gaming addiction" and "low religion level," there were 201 individuals, accounting for 20.1% of the total sample. These individuals exhibit a lower level of both gaming addiction and religiosity. On the other hand, 271 individuals (27.1% of the total) fell into the "low gaming addiction" and "high religion level" category, indicating that they have a lower propensity for gaming addiction but a higher level of religiosity. Moving on to the second row, there were 326 individuals (32.6% of the sample) in the "high gaming addiction" and "low religion

level" categories, showing a higher inclination towards gaming addiction but a lower level of religiosity. In contrast, 202 individuals (20.2% of the total) were categorized as having both "high gaming addiction" and "high religion level," suggesting that they are more prone to gaming addiction and also have a higher level of religiosity.

The final row displays the total number of individuals in each category. There were 527 individuals (52.7% of the total sample) in the "low religion level" category, while 473 individuals (47.3% of the total sample) were in the "high religion level" category, giving an overall view of the distribution of religion levels in the entire sample. This table provides valuable insights into the relationship between gaming addiction and religious level. It appears that gaming addiction and religious level are not evenly distributed across the sample, indicating that there may be some association or interaction between these factors. The table shows that respondents with a high level of religion have a low addiction level to gaming PUBG and those respondents who have a high level of gaming PUBG have a low level of religion.

Table 5

Chi-square test of Association between religion level and Gaming addiction of PUBG

Association between religion level and Gaming addiction of PUBG			
	Value	Degree of Freedom	p-value
Pearson Chi-Square	36.694	1	0.000***

In interpretation, the results of this Pearson Chi-Square test indicate a statistically significant association between religion level and gaming

addiction related to PUBG. This means that the two variables are not independent, and there is a notable relationship between them within the

studied population. The results suggest that individuals with different levels of religiosity may have different propensities for gaming addiction concerning PUBG.

The Pearson correlation coefficient (Pearson's R) is -0.192. This value signifies a negative correlation between religion level and gaming addiction. A negative correlation suggests that as one variable (in this case, religion level) increases, the other variable (gaming addiction) tends to decrease, and

vice versa. The magnitude of -0.192 indicates that the association is not extremely strong, but it is statistically significant.

The p-value is 0.011, marked with three asterisks (***) indicating very high statistical significance. In this case, a p-value of 0.011 means that the observed association between cultivation level and gaming motivation. A strong association was observed between a high cultivation effect and a high motivation level.

Table 6

Chi-square test of Association between the level of cultivation and motivation

Chi-Square Tests			
	Value	Degree of Freedom	p-value
Pearson Chi-Square	13.057	4	0.011

H2: It is more likely that players who play more PUBG games have a high level of motivation

In the study, motivation levels are categorized as low, median, and high, and their relationship with the cultivation effect is explored through three levels: low, medium, and high. Within the low motivation level, which comprises 2.9% of the total dataset (29 individuals), there are subsets of individuals with low (2.9%), medium (2.0%), and high (0.7%) cultivation effects. Similarly, the median motivation level accounts for 5.1% of the dataset (51 individuals), whereas percentages for low, medium, and high cultivation effects are 5.1%, 2.5%, and 0.8%, respectively. The high motivation level, the largest group at 20.3% (203 individuals), includes 20.3% with low cultivation effects, 22.3% with medium cultivation effects, and a significant 43.4% (434 individuals) with high cultivation effects. This data underscores the relationship between motivation and the cultivation effect, revealing a pattern where higher motivation is associated with a higher likelihood of a high cultivation effect. It's evident from research of cultivation which explains that viewers' perception of reality can be influenced by watching television through its various aspects (Shanahan & Morgan, 1999). Viewers' perceptions are changed with the procedures of resonance, mainstreaming, and the content of the programs. The strong point of these methods and effects rests on the number of hours viewers spend watching television (Gerbner et al., 1986).

Conclusion

In conclusion, our research study provides valuable insights into the reliability of the questionnaire, the demographics of the participants, their religious beliefs, and their motivations and behaviors as gamers. Firstly, the Cronbach alpha of 0.882 demonstrates the good reliability of the study's questionnaire, indicating that it effectively measures the intended variables. Demographically, our study revealed that the majority of participants were young, with an average age of 20 years. There was a significant gender imbalance, with a higher proportion of male participants. Additionally, a large portion of the sample had lower levels of education, and more participants resided in urban areas than rural areas. The majority of participants spent a substantial amount of time playing PUBG, with over 65% playing for more than 4 hours. In the realm of religious beliefs, the data indicated a widespread belief in the positive influence of religion on individual well-being but also revealed nuanced perspectives among respondents. The majority of participants expressed confidence in religion's role in guiding human prosperity and happiness. However, when it came to participation in religious gatherings, satisfaction with what they believed God had given them, and belief in religious principles, there was a varied range of responses, suggesting a moderate consensus among participants. Furthermore, our study provided a

comprehensive view of gamers' motivations and behaviors. It highlighted the competitive nature of the gaming community, emotional investment in gaming experiences, the pursuit of excellence, and the significance of progression in gameplay.

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