Experiencias en el uso de videojuegos ¿qué relación tienen con los rasgos de la personalidad?.

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EXPERIENCIAS EN EL USO DE VIDEOJUEGOS ¿QUÉ RELACIÓN TIENEN CON LOS RASGOS DE LA PERSONALIDAD?

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RESUMEN

En la investigación de la psicología de los videojuegos, el análisis de los rasgos de la personalidad de los gamers es de gran interés dada la hipótesis de que éstos predeterminan parcialmente las conductas de uso de videojuegos (Jeng & Teng, 2008; Zammitto, 2001). En este trabajo se estudió la asociación de distintas experiencias negativas y positivas en el uso (determinadas mediante un consenso cultural; Snodgrass et al., 2017) y la personalidad en una muestra de 197 gamers argentinos (M=30.2 años; DE=9.34; 64.97% varones). Todas las asociaciones se controlaron por edad y género de acuerdo a lo sugerido por de la Iglesia (2023). El rasgo extraversión se asoció de manera inversa con experiencias negativas; agradabilidad presentó una asociación inversa con experiencias negativas y directa con experiencias positivas; con responsabilidad se encontraron asociaciones inversas con experiencias negativas; el neuroticismo se asoció de manera inversa con experiencias positivas y de manera directa con experiencias negativas; y, apertura a la experiencia se asoció de manera directa con una gran variedad experiencias positivas. Todos los rasgos presentaron algún rol en el tipo de experiencia vivenciada al jugar videojuegos y el rasgo apertura a la experiencia pareciera ser aquel con mayor protagonismo.

Palabras clave

Videojuegos - Gaming - Personalidad - Experiencias positivas - Experiencias negativas

ABSTRACT

GAMING EXPERIENCES: WHAT IS THEIR RELATIONSHIP WITH PERSONALITY TRAITS?

In gaming psychology research, the analysis of gamers' personality traits is of great interest given the hypothesis that these partially predetermine gaming behavior (Jeng & Teng, 2008; Zammitto, 2001). In this study, the association between different positive and negative gaming experiences (as determined through cultural consensus; Snodgrass et al., 2017) and personality traits, were examined in a sample of 197 Argentinean gamers (M=30.2 years; SD=9.34; 64.97% male). All associations were controlled for age and gender, as suggested by de la Iglesia (2023). Extraversion was inversely associated with negative experiences; agreeableness had an inverse association with negative experiences and a direct association with positive experiences; inverse associations were found between conscientiousness and negative experiences; neuroticism was inversely associated with positive experiences and directly associated with negative experiences; and openness to experience was directly associated with a wide variety of positive experiences. All traits played some role in the type of experiences experimented while playing video games. Openness to experience appeared to be the trait with greatest prominence.

Keywords

Video games - Personality - Positive experiences - Negative experiencias - Gaming

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