

# **Fun for all Ages? University Students' Video Game Habits and the Medium's Potential for Dependency and Addiction**

**Abstract:** While a large amount of scholarly research regarding video games has been devoted to children and/or variables such as aggression and violent behavior, little existing research investigates adult video game players and other social impacts of the medium. This survey examines the video game use habits of university students. In addition to obtaining basic information about the medium's use among a sample of 175 college students, the survey gathered data regarding time and money committed to the medium by users, video game players' displacement of other activities and the potential for users' addiction to the pastime.

Statistical analysis found that a majority of the sample used video games at least once a week, with regular users committing fairly significant amounts of time and money to the medium. Although the majority of regular players did not report serious problems with displacement of other activities, dependency or addiction, responses indicated that these concerns did exist to a degree among a sizeable minority of regular video game players. Also found and discussed were a considerable gender gap in use of video games and the possible existence of third-person effects in users' attitudes toward addiction.

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