NURSING STUDENTS' DIGITAL GAME ADDICTION AND EXAMINATION OF RELATED VARIABLES

Background
The fact that individuals choose digital games and spend most of their daily lives playing digital games, especially in order to spend time with their friends in the virtual environment in universities, where interpersonal interaction and communication are more common, shows how important digital games are today [1-3].

Aim(s)
This study was carried out with the aim of examining nursing students' addiction to digital gaming and related variables.

Methods
The universe of the research consisted of 1665 nursing students in total, studying in the nursing faculties and nursing departments of three universities, two states, and one foundation in Istanbul in the 2020-2021 academic year and the sample was 774 students determined by power analysis. The sample selection criteria included being a nursing student, continuing education and training actively, playing computer/video games, and not having communication problems. Data were collected through the Student Information Form, the Digital Game Addiction Scale [4], and the Digital Game Play Motivation Scale [5]. Ethics committee approval (Approval Code:70800) was obtained for the study. Data analysis was performed using SPSS 24 (IBM SPSS Statistics) package program. Data analysis was performed using the Mann-Whitney U test, Kruskal-Wallis H test, Spearman correlation, and Bonferroni post hoc test.

Results
It was observed that 83.7% of the students were female, the mean age was 20.03±1.72 years, and the mean BMI was 21.98±2.90 kg/m. The Digital Game Addiction Scale score of 12.65±4.29 and The mean scores of the Digital Game Playing Motivation sub-dimensions were 12.60±4.51 in Success and Revitalization, 23.63±9.34 in Curiosity and Social Acceptance. It was determined that the uncertainty in game desire was 15.25±6.08. A statistically significant positive correlation was found between the students' Digital Game Addiction Scale and Digital Game Motivation Scale Achievement and Energizing, Curiosity, Social Acceptance, and Uncertainty in Game Desire sub-dimension mean scores ($p<0.05$).

Discussion
It was determined that there is a relationship between the digital addiction of nursing students and their motivation to play digital games, and some individual characteristics are effective in playing digital games.

Implications and future perspectives
With this study, it can be suggested to reduce the time students spend in digital games, to determine their psychosocial situations specific to the preferred digital game genres, and direct them to guidance counseling units. Therefore, further studies should evaluate game addiction among parents, especially as an important stakeholder in the university education process.

References
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