

Title of Thesis	Depression and Motivation of Gaming as Predicators of Internet Gaming Disorder (IGD) Symptoms among Local Youths
Name	Valentino Santok Ling
Program	BA (Hons) Business Administration (In collaborations with UCSI)
Date of Submission	April 2021
Student Thesis Code	2021/APR/UCSI/BABA/01

ABSTRACT

The usage of Internet gaming was increasing enormously which was risky to prompt the development of Internet Gaming Disorder (IGD). Present study was a cross-sectional, descriptive study that aimed to examine the predictive effects of depression and motivation of gaming (achievement, social and immersion) on Internet Gaming Disorder (IGD) symptoms among Malaysian youths who play multiplayer online battle arena (MOBA) games. A total of 698 participants were recruited in this study by using non-probability sampling method, more specifically purposive sampling by distributing the online survey via social media like gaming groups in Facebook. The participants recruited are those who being MOBA gamer, youths aged from 18 to 29 years old ($M = 21.91$ years), and with gaming experience of at least 12 months. There were more males ($N = 502$; 71.9%) than females participated in the present study ($N = 196$; 28.1%). In the final sample, there were 173 Malays (24.8%), 398 Chinese (57.0%), 105 Indians (15.0%), and 22 with other races (3.2%). The findings revealed that depression, achievement motivation, and immersion motivation significantly and positively predict IGD's symptoms among Malaysian youths, while social motivation not significantly, negatively predicts IGD's symptoms. Present study contributed the new findings for future studies to explore more on this topic, and also provide useful information to

relevant authorities to implement effective interventions for the youths, in order to promote a healthier and more positive gaming behaviour.