Abstract

Thesis: Continue? What Keeps People Motivated While Playing Role-Playing Video Games

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This study looks at the motivating factors present in single-player Role-Playing video games through the lens of Self-Determination Theory research. Through identifying how the games being tested (Bloodborne, The Witcher 3, and Diablo 3) facilitate a person’s perception of feelings of competence, autonomy, and relatedness, this research will contribute to a larger discussion of User Experience in video games by presenting and isolating those factors.