

Abstract

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

Student: Sean May

Degree: Master of Arts

College: College of Communication Information and Media

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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.