Self-Concept Deficits in Massively Multiplayer Online Role-Playing Games Addiction

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Introduction

During the last two decades, access to the Internet has spread tremendously. Between 2000 and 2011 alone, the number of Internet users increased from 260 million to 2.1 billion [1]. Paralleling this development, an expanding number of people have started to engage in online computer games and a small but significant proportion have developed an online game addiction. Among the wide range of games available, ‘massively multiplayer online role-playing games’ (MMORPGs) have been found to pose the highest risk for developing a pattern of addictive usage [2–4]. In these type of games, among which World of Warcraft (WoW) and Guildwars are the most commonly played [3], users engage in a virtual reality via a