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25th International Congress on Psychological Counseling and Guidance

25. Uluslararası Psikolojik Danışma ve Rehberlik Kongresi



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ABSTRACT BOOK

Kitap içeriğinin tüm sorumluluğu yazarlarına aittir.

Bu kitabın basım ve yayım hakları Türk PDR Derneği'ne aittir. Anılan kuruluşun izni olmadan kitabın tümü ya da bölümleri, kapak tasarımı; mekanik, elektronik, fotokopi, manyetik, kayıt ya da başka yöntemlerle çoğaltılamaz, basılamaz, dağıtılamaz.

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Tel: (0553) 173 23 89

E-Posta: info@turkpdorder.org

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Turkish Adaptation of the Basic Needs in Games Scale (BANGS)

Lisansüstü Öğrencisi Mustafa SUBAŞI, Lisansüstü Öğrencisi Emre GÜRKAN, Arş. Gör. Hakan KARAMAN, Prof. Dr. Sefa BULUT, Doç. Dr. Evgeny N. OSİN

Recent research has increasingly paid attention to video games and gaming experiences. Players' basic psychological needs have been a major focus in gaming research, particularly based on self-determination theory. However, available instruments are limited in terms of measuring need frustration, including relatedness feelings in games, providing inadequate validity, and not being specific to gaming contexts. The Basic Needs in Games Scale (BANGS) attempts to overcome these limitations and evaluates basic needs (i.e., autonomy, competence, and relatedness) in games. The BANGS measures the satisfaction and frustration of each need in games. The present research investigated the psychometric properties of the Turkish BANGS, focusing on video gaming experiences in general and in a particular game regarding the past two weeks. To test the psychometric properties, the current research employed confirmatory factor analyses, Pearson's correlation tests, and Cronbach's alpha and McDonald's omega for reliability scores. The confirmatory factor analysis indices for the video gaming experiences in general were as follows: [$\chi^2 = 190.99$, $df = 120$, $p = .00$], CFI = .97, TLI = .96, RMSEA = .05, SRMR = 0.05. The confirmatory factor analysis indices for the video gaming experiences in a particular game were as follows: [$\chi^2 = 221.14$, $df = 120$, $p = .00$], CFI = .96, TLI = .95, RMSEA = .06, SRMR = 0.04. The reliability scores of the BANGS subscales ranged from .60 to .91, while the majority of the subscales were higher than .80. The results supported the structural validity and reliability of the Turkish BANGS.

Keywords: *Video games, basic psychological needs, self-determination theory, scale adaptation, need frustration*
