

Different Frames of Players and their Empathy as Motive of Prosocial Behavior in Digital Games

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Abstract

Advanced technologies used in games allow players to behave freely in the game world. Like in the real world, there may be complex motives for a behavior. Although how a player behaves in a game is afforded by the games rules, motives may differ depending on the type of player. For example, a player who regards the game as mere rule-based play may behave differently as compared to a player who perceives the game as another reality with its own rules and sociality. This study focuses on understanding players prosocial behavior in games and empathy as their motive. A survey was conducted to look at the relationships between prosocial behavior, empathy, and different types of players (depending on their interpretation of gameplay). The results showed that the type of player did not affect their levels of empathy, but it moderated the effect of empathy on prosocial behavior toward other characters.