

Abstract

Background: Internet gaming disorder is a relatively new diagnosis. Research in this area is developing dynamically, and the number of studies conducted is growing, focusing not only on the disorder in general, but also on its impact on the lives of addicted gamers. Laical and professional public debate on the potential impact of non-substance addictions on social relations.

Aim of the research: The research focuses on the perception of partnerships by players who meet criteria for an online gaming disorder and a subjective assessment of the impact of the disorder on the partners themselves.

Set and selection methods: The research file was created by combining simple purposeful selection with criteria and method of a snowball. Two scales were used as criteria for inclusion in the file - diagnostic criteria for Internet gaming disorder according to DSM-V. and Abbreviated versions of the gambling addiction questionnaire (Lemmens et al., 2009), as well as male gender and age 20-35 years. The sample consists of 9 men who meet the criteria.

Methods of working with data: Data were obtained by semi-structured interview using online video call or chat. The data was transcribed. Systematization was performed by open coding. A combination of interpretative-phenomenological and narrative analysis was used to analyze the data. Data are presented by case studies, their analyzes and analyzes of thematic categories.

Results: Addicted players describe the various impacts of their game playing on partnerships, their establishment, course or termination. All players have described certain positive and negative effects of the game on partnerships, whether personally felt or mediated by partners.

Conclusions: The work brings many new topics for research. This is a highly complex and extensive area. It describes in detail several cases in which it finds similar characteristics in the field of partnerships. All respondents described certain negative

effects of playing games on partnerships, both on their establishment, maintenance or playing the game as a reason for ending the relationship.

Implications: The work is a qualitative preliminary research, as such it does not contain results applicable in practice. However, it opens new research topics and draws attention to the important topic of partnerships in behavioral addictions. I propose to prepare partial in-depth analyzes of topics in the work described as establishing relationships, parenthood.

Keywords

partnerships, young adulthood, disorder of playing internet games, online games