

Abstrakt v aj

Background

The problem of substance addiction replacement to another type of addiction is a well-known phenomenon. What is the perception of respondents' eyes on the shift from substance addiction to computer gaming? Exploring the issue of substance use substitution and the process of replacement, the reasons, mechanisms and circumstances of addiction replacement from the subjective perspective of users.

Formulation of objectives, methodology, research population

Qualitative research was conducted. Interviews conducted in the form of narrative analysis, supplemented by semi-structured interview. The research population consisted of a mixed sample of five respondents with a positive substance dependence that was not of active duration and a current experience of computer gaming that may not have met the criteria of dependence. The questions were aimed at understanding the process of addiction replacement from substance dependence to computer games through the users' perspectives.

The main results

Respondents found the same manifestations in computer gaming as in substance addiction. Compared to substance addiction, they perceived an addiction replacement to computer games with less detachment. It was not possible to describe the replacement phases because it is a gradual process that the respondents did not associate with the addiction replacement for a long time. Respondents who had undergone any type of treatment indicated little education about the problem of substance to non-substance addiction replacement, while they emphasized a great deal of information about substance to non-substance addiction replacement. The health and financial impacts were incomparably less with computer gaming than with substance addiction. They saw computer gaming as a positive way to reduce risky contacts and as a means to facilitate abstinence from substance dependence. Most respondents did not feel the need to use substances while playing computer games.

Conclusion and recommendations

Playing computer games should be considered as a risk area for possible addiction replacement. Patients perceive playing computer games as a positive activity that helps rather than threatens them. Their environment supports them in their thinking and creates another area for possible risky behaviour. I recommend that the results of the research be taken into account in prevention and treatment programs with addicts.

Keywords: substance addiction, gaming, addiction replacement, qualitative analysis, narrative research, semi-structured interview