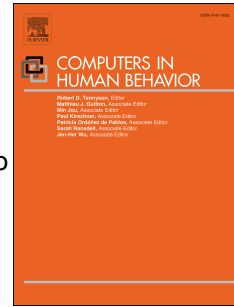


Accepted Manuscript

Satisfaction and frustration of basic psychological needs in the real world and in video games predict internet gaming disorder scores and well-being

Johnie J. Allen, Craig A. Anderson



PII: S0747-5632(18)30092-X

DOI: [10.1016/j.chb.2018.02.034](https://doi.org/10.1016/j.chb.2018.02.034)

Reference: CHB 5397

To appear in: *Computers in Human Behavior*

Received Date: 20 September 2017

Revised Date: 19 February 2018

Accepted Date: 22 February 2018

Please cite this article as: Allen J.J. & Anderson C.A., Satisfaction and frustration of basic psychological needs in the real world and in video games predict internet gaming disorder scores and well-being, *Computers in Human Behavior* (2018), doi: 10.1016/j.chb.2018.02.034.

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Satisfaction and Frustration of Basic Psychological Needs in the Real World and in Video

Games Predict Internet Gaming Disorder Scores and Well-Being

Johnie J. Allen and Craig A. Anderson

Iowa State University

Download English Version:

<https://daneshyari.com/en/article/6836017>

Download Persian Version:

<https://daneshyari.com/article/6836017>

[Daneshyari.com](https://daneshyari.com)