Game Transfer Phenomena:
Transfer of experiences from video games

Angelica B. Ortiz de Gortari

LIÈGE université

What is Game Transfer Phenomena?

Game Transfer Phenomena (GTP) is a set of residual thoughts, feelings, sensations, impulses and sensorial perceptions (e.g., visuals, auditory, tactile, bodily, chronoceptive, etc.) associated with playing video games.

Modalities of GTP: Altered sensorial perceptions, automatic mental processes and behaviours and actions.

Main findings

- Prevalence of GTP: between 82% and 99%, being the lowest among Pokémon Go gamers [1-3]. Most gamers reported mild levels of GTP (i.e., few varieties of GTP and low frequency of manifestation) [3,5].
- Young gamers (18-22) and minors (15+) are more prone to GTP [1,2,3].
- No gender differences have been found [1,2,3].
- More gamers reported GTP as a positive experience [1], but 58% of those with severe levels of GTP (i.e., many varieties of GTP and high frequency of manifestation) reported distress and/or dysfunction [7].
- Experiencing GTP while playing appear to be more common with augmented reality games compared to non-AR games [3].
- Immersion in the game and gaming habits (particularly session length) is related to GTP, but not socializing while playing [2-4].

Compared studies

- English/Spanish speaking gamers (n=2,362). Most were male, students, aged between 18 and 27 years, and "hardcore" players [1].
- Turkish gamers (n=954). Most were male, high school students, Mage 17.6 (Sd=.88, Range 15-35), "advanced" gamers [2].
- English/Spanish speaking Pokémon Go gamers (n=1,313). 49.4% were female. Most were employed, Mage = 31,47 (Sd=10.03, Range 18 to 87) [3].

Material:
Online surveys based on the 20-items of the GTP Scale [8].

References & further readings

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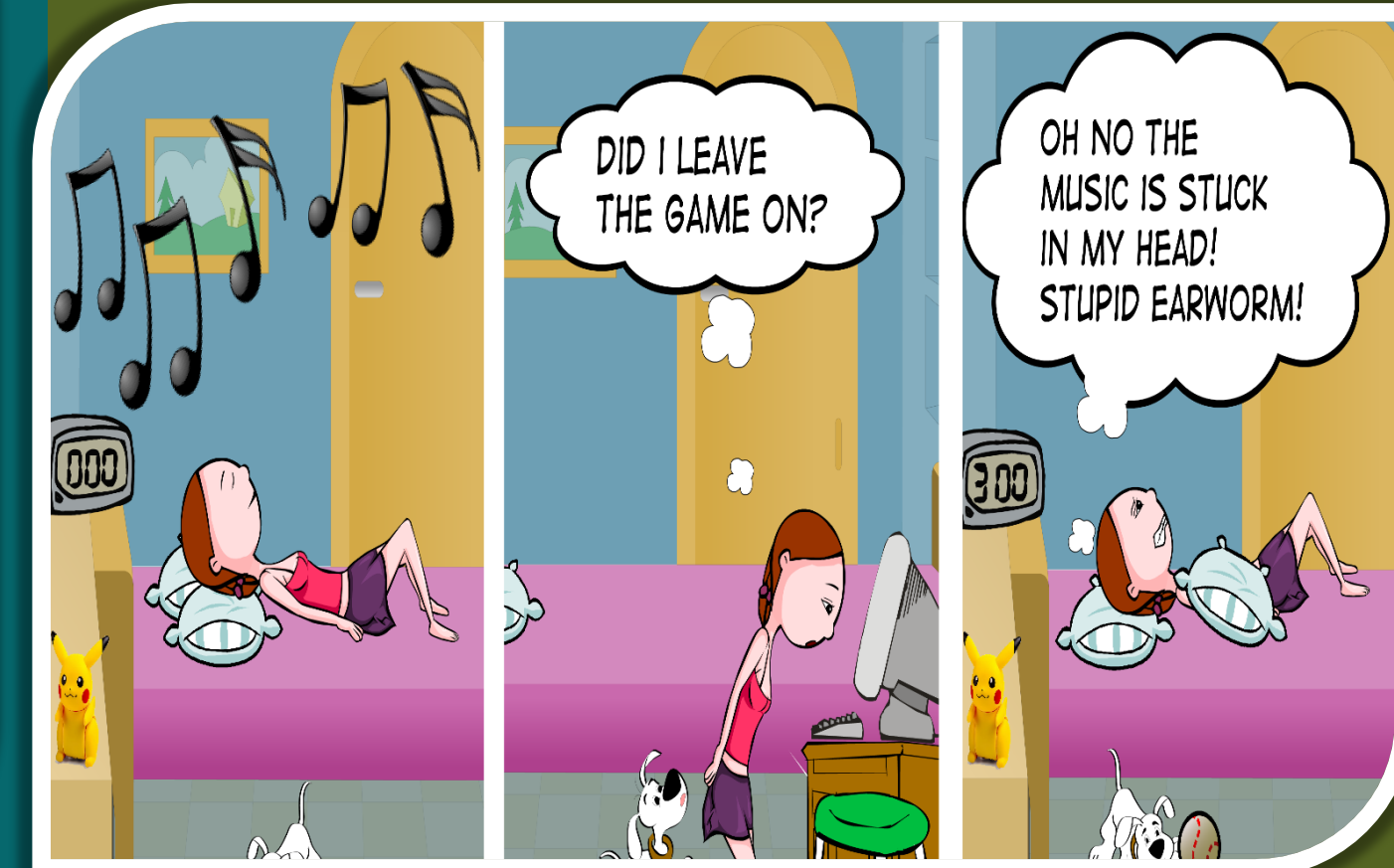
The most common GTP

Altered visual perceptions
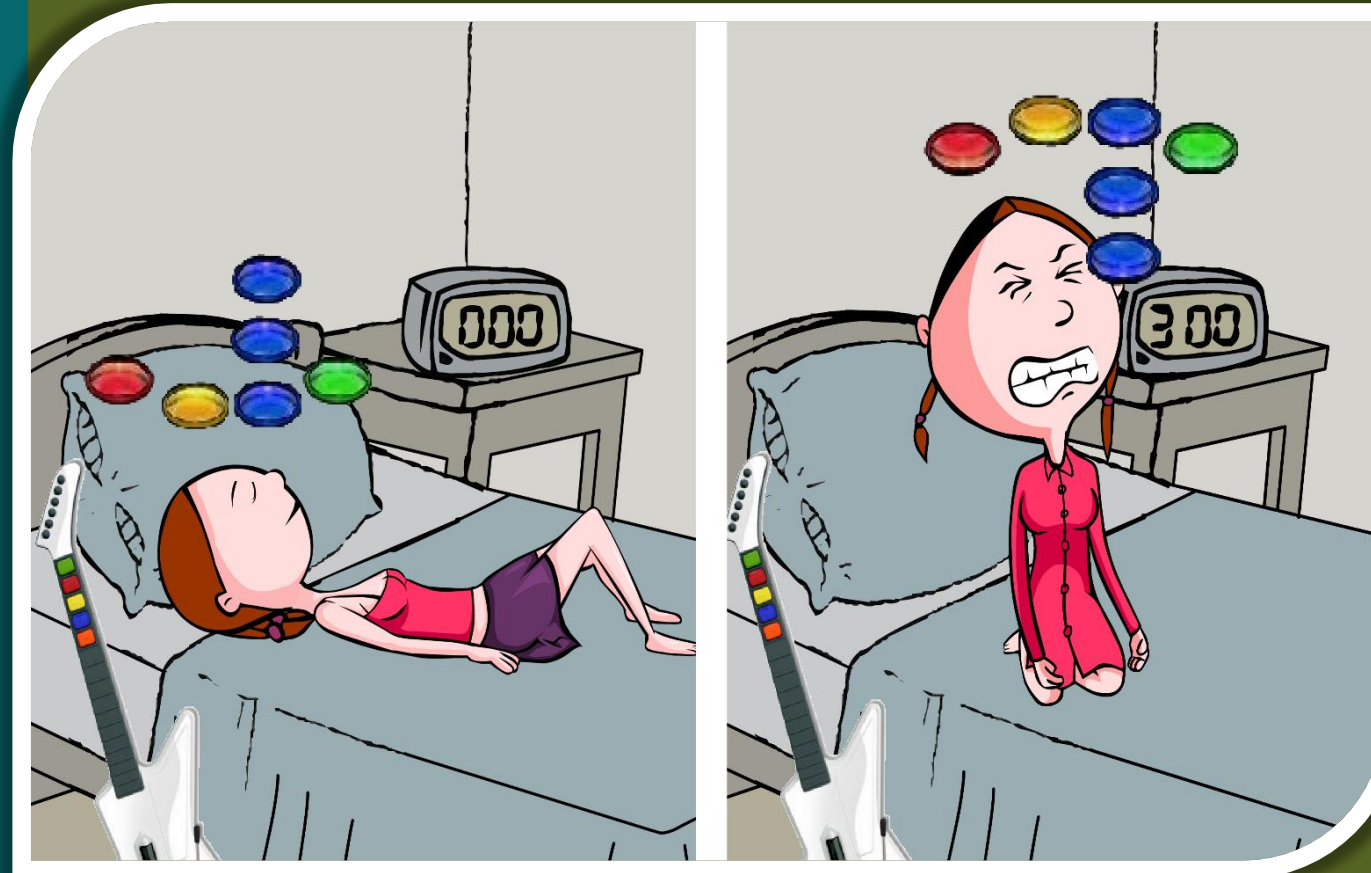
- Visualised/seen video game images with closed eyes [1,2,3]

"When I was playing *Dance Dance Revolution* every day I would see scrolling arrows whenever I closed my eyes. (Babur)"
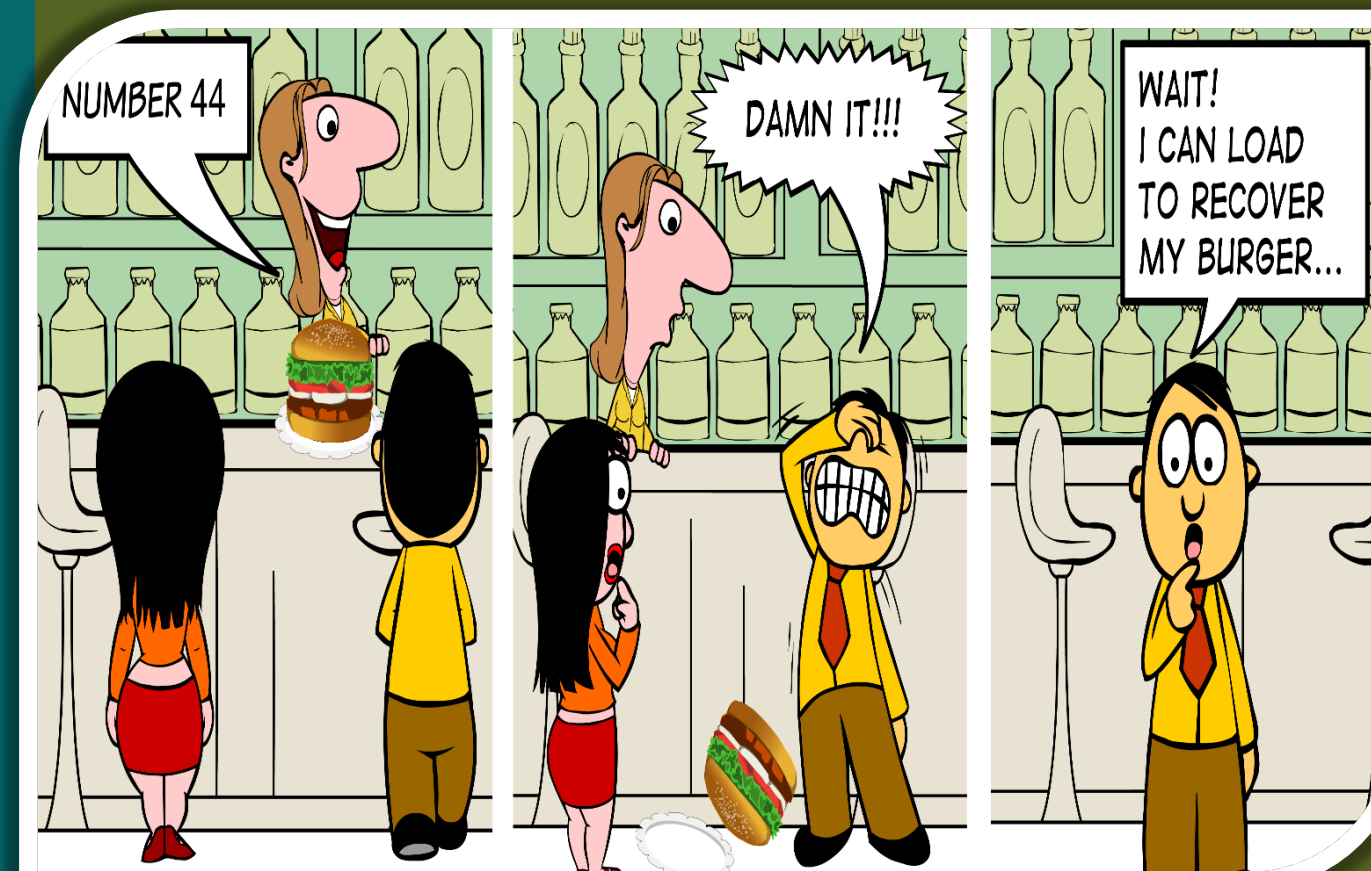
Altered auditory perceptions

- Heard replays of music from a video game [1,2,3]

I played *The Sims 3* for too long and tried to sleep, I could not get the music out of my head. (Yoell)

Automatic mental processes

- Thought about using video game elements [1]
- Wanted/felt the urge to do something as in a game triggered by a game-related cue [3]
- Still in the mind-set of a video game [2]

"After playing *Katamari Damacy*, I had a sudden urge to roll over things. This is not good when you are driving. Rows of orange cones should not look like a golden opportunity." (Panter44)
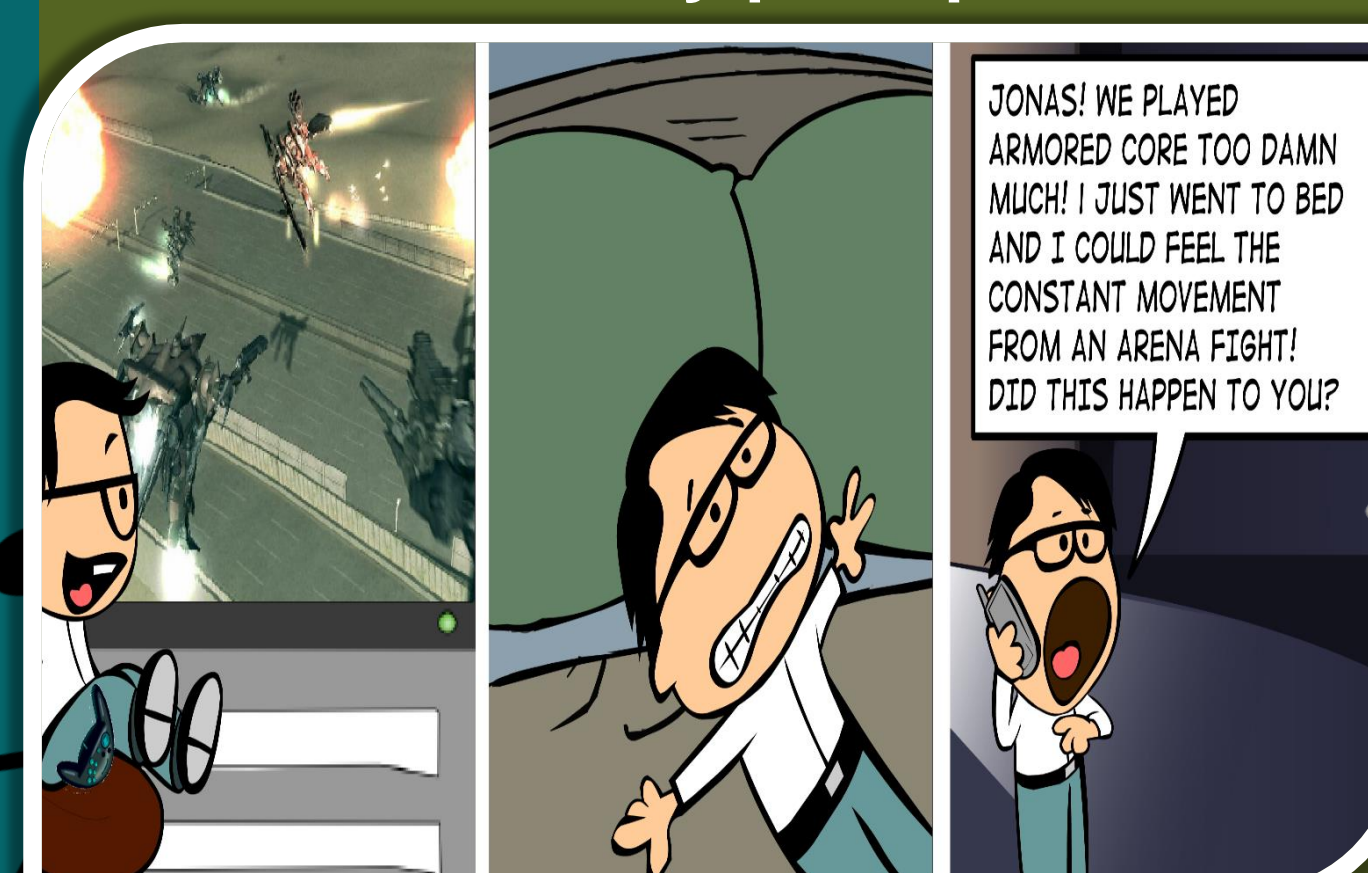
Actions and behaviours

- Unintentionally sang, shouted or said something from a video game [1,2,3]

"I had been playing lots of war games. We had to get the students in a line so I was trying to tell the other teacher to go first and I said 'you take point. I will cover rear'." (Rocksdeal)

Altered body perceptions

- Bodily sensations of movement as being in a video game [1]
- Tactile sensation associated with a video game [3]
- Perceived time and body differently [3]

"I played *Just Cause 2* a lot…I thought 'It would be so awesome if I could [tie a] hook to that car and get to town that away' and felt like pressing the 'F' [button on the game pad] …" (Milton)

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