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Understanding Motivational Factors Influencing Intention to Play Esports Games in Türkiye

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Abstract

The purpose of this study is to investigate Turkish esports players' motivations for their intention to play esports games. The factors influencing esports players' intention to play esports games were tested with PLS-SEM. An online survey was conducted with 502 esports players to test the research model. The results demonstrate that fantasy, competition, and challenge statistically influence the intention to play esports games. In addition, it was determined that social interaction and diversion didn't have a statistically significant effect on the intention to play esports games. Challenge, competition, and fantasy motivations explain 65.5% of the variance in intention to play esports games. In particular, it has been determined that challenge motivation has a large impact on the intention to play. Examining the gaming motivations of Turkish esports players, who represent a different culture, differentiates the study from its counterparts. This study makes new theoretical and practical contributions by showing that fantasy, competition, and challenge play important roles to predict on the intention to play esports games.

Keywords: Online Games, Esports, Players, Motivations, Intention To Play Esports Games

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Türkiye'de Espor Oyunları Oynama Niyetini Etkileyen Motivasyonel Faktörleri Anlamak

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Öz

Bu çalışmanın amacı, Türk espor oyuncularının espor oyunlarını oynama niyetlerine yönelik motivasyonları araştırmaktır. Espor oyuncularının espor oyunlarını oynama niyetini etkileyen faktörler, PLS-SEM ile test edilmiştir. Araştırma modelini test etmek için 502 espor oyuncusuyla çevrimiçi bir anket yapılmıştır. Sonuçlar, fantezinin, rekabetin ve meydan okumanın istatistiksel olarak espor oyunları oynama niyetini etkilediğini göstermektedir. Ayrıca sosyal etkileşim ve oyalanmanın istatistiksel olarak espor oyunlarını oynama niyeti üzerinde "anlamlı bir etkisinin olmadığı" belirlenmiştir. Meydan okuma, rekabet ve fantezi motivasyonları, espor oyunları oynama niyetindeki varyansın %65,5'ini açıklamaktadır. Özellikle meydan okuma motivasyonunun oyun oynama niyeti üzerinde büyük etkisi olduğu tespit edilmiştir. Farklı bir kültürü temsil eden Türk espor oyuncularının oyun oynama motivasyonlarının incelenmesi, çalışmayı benzerlerinden farklılaştırmaktadır. Bu çalışma, fantezi, rekabet ve meydan okumanın espor oyunlarını oynama niyetini tahmin etmede önemli roller oynadığını göstererek yeni teorik ve pratik katkılar sağlamaktadır.

Anahtar Kelimeler: Çevrimiçi Oyunlar, Espor, Oyuncular, Motivasyonlar, Espor Oyunlarını Oynama Niyeti

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1. Introduction

Esports, one of the notable research areas of recent years, has been regarded as a research topic by many researchers with different aspects (Argan et al., 2006; Jonasson & Thiborg, 2010; Lee & Schoenstedt, 2011; Seo, 2013; Lee et al., 2014; Martončik, 2015; Ströh, 2017; Hamari & Sjöblom, 2017; Kocaömer, 2018; Jang & Byon, 2020; Hedlund, 2021). Many different topics such as game motivations, entertainment dynamics, leisure habits, esports gameplay intentions, esports sponsorship, esports players' types, and interaction types of players with other players are some of these researches.

With the increase in internet connection speed, online games have become an important platform where players spend time (Rahmawati et al., 2019). Esports, which have an important place among these online games, have increased their popularity with the pandemic. Due to the lockdowns and restrictions, people's normal lives were affected. One of the important areas affected was sports. Especially at a time when the whole world was affected by COVID-19, esports has become an alternative to traditional sports as it is accessible anytime and anywhere and does not require people to be together physically (Marta et al., 2021). The basic components of esports that increased the popularity with the pandemic include teams, professional players, leagues, events, consumers, game developers, brands, and media channels (Newzoo, 2015). Within the scope of this study, information about consumers is given as the motivations of esports consumers to play games are analyzed. Esports consumers are divided into three groups: those who play the game, those who watch the game, and those who both play and watch the game (Newzoo, 2015). Digital platforms can affect the behavior of consumers by creating an effective playground through esports. To Weiss (2011), esports provides content that pleases and satisfies the needs of consumers. In addition, esports, which allows a competitive environment, gives data on the maximization of consumer movements, provides the basis of needs, and affects the motivation of the players to continue playing the game (Weiss & Schiele, 2013; Wu et al., 2007; Yee, 2006).

There are different studies in the literature analyzing the motivations of people to play games (Yee, 2006; Sherry et al., 2006; Hsu & Lu, 2004; Williams et al., 2008; Lee, 2009; Wu et al., 2010; Shin & Shin, 2011; Wei & Lu, 2014; Hamari & Keronen, 2017). The purpose of this study is to determine the effect of gaming motivations (social interaction, fantasy, diversion, competition, challenge) on the intention to play esports games. This study is one of the initial studies to examine the effect of the above-mentioned motivations on the intention to play esports

games. At that point, it is believed that examining the effect of Turkish esports players' gaming motivations on their intention to play esports games will be a significant source for similar studies. At the same time, understanding motivational factors influencing the intention to play esports games of Turkish players, who represent a different culture, and differentiate the study from its counterparts.

2. Research Model and Hypotheses

In this study, a research model is created with the assumption that motivational factors (Sherry et al., 2006; Kim & Ross, 2006) particular to online games or video games affect the intention to play esports. In light of this, the research model is demonstrated in Figure 1.

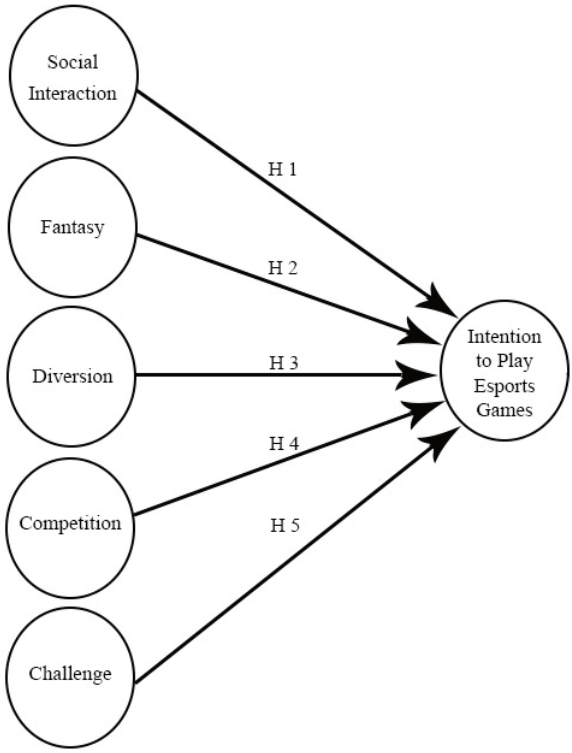


Figure 1. -Research Model-

The hypotheses for the research model are as follows:

There is a powerful social interaction in the essence of online games (Dongseong & Jinwoo, 2004; Tan et al., 2017). Many people play video games to interact with other people and obtain the information they are curious about (Sherry et al., 2006). It is also possible to say that social relations developed in games

increase the attractiveness of multiplayer games (Klimmt et al., 2009). Tan et al. (2017) conduct a survey interview with 233 people in their study on the role of MMORPG social interaction element in the intention to play games. According to the results, social interaction affects social motivation, and this is directly related to the process of attachment to the activity. Hamari et al. (2017) survey with 519 people in their research on in-game content, and at the end of the study, they find out a significant relationship between social interaction and continuity to play the game. Yee (2006) mentions that socialization and success in playing online games are important sources of motivation. In light of this, the first hypothesis of the study is as follows:

H1. Social interaction motivation significantly affects the intention to play esports games.

Those who play online games are motivated to use information technologies with fantasy thinking and pleasure orientation (Wu & Holsapple, 2014). Games become meaningful through fantasies that users can empathize with characters or stories about them (Zillmann & Cantor, 1972). Souza and Freitas (2017) conduct a survey interview with 600 electronic game players in their research on the intention to play and payout of electronic players. In this study, it is examined which features of the games influence the players to play and pay for them. At the end of the study, it is determined that fantasy, challenge, and entertainment positively affect the intention to play. Previous research on online gaming also explains that fantasy is a significant motivation for people to play online games (Jansz et al., 2010; Xu, 2014). In light of this, the second hypothesis of the study is as follows:

H2. Fantasy motivation significantly affects the intention to play esports games.

In the contemporary age, electronic games can be seen as an escape or relaxation area due to workload, stress, and many other socio-cultural effects (Souza & Freitas, 2017). In this process, users can play games for reasons such as their features, distraction, or entertainment (Albrechtslund & Dubbeld, 2005; Kim & Soojin, 2011). Features such as ease of use, content structure, attractiveness, and enjoyment of the game can affect the duration of the game and the intention to stay in the game (Rodrigues et al., 2016; Chen et al., 2016; Souza & Freitas, 2017). Within the framework of the idea of procrastination, the reason for the attractiveness of online games can be explained as relaxing, reducing boredom and stress, or making it easier to escape from some situations related to social life (Lucas & Sherry, 2004). In light of this, the third hypothesis of the study is as follows:

H3. Diversion motivation significantly affects the intention to play esports games.

Competition refers to the person or people performing specific actions to achieve certain goals (Salvador & Costa, 2009). Jin (2014) interviews 560 people through a survey in his study on users' motivation to play games. He investigates which motivations lead the players to the games, and at the end of the study, it is indicated that the social network players seek fantasy, entertainment, and competitive struggle while playing these games. In their study on the scale of playing video games, Kahn et al. (2015) interview 18,627 players of League of Legends (LoL) and 18.819 players of Chevaliers' Romance 3 through a survey. In the competitive dimension of the study, a positive relationship is found between self-identification and competitor typology. From this point of view, it can be mentioned in this study that the competitive motivation of the person influences the intention to play the games. In light of this, the fourth hypothesis of the study is as follows:

H4. Competition motivation significantly affects the intention to play esports games.

Merikivi et al. (2017) conclude that difficulty is effective in their studies in which they research what makes playing mobile games enjoyable all the time. Difficulty positively affects the perceived pleasure in the game process (Schüler, 2007). Users who are motivated by challenge desire to continue playing games to move to the "next level" or increase their success in the game (Giammarco et al., 2015). Besides, if the skill levels of the players are higher than their difficulties with the game, the motivation of the players may not continue to play games. On the other hand, if the difficulties are above their skill level, players may become more anxious to continue to play games (Liu, 2017). In light of this, the fifth hypothesis of the study is as follows:

H5. Challenge motivation significantly affects the intention to play esports games.

3. Method

3.1. Data Collection & Participants

The survey was used as a data collection technic to understand the general opinions and characteristics of LoL players. The data were collected through an online questionnaire created over Google Forms. The unit of analysis was LoL players who stated they played LoL. Since LoL is an online game, it was preferred to collect data over the internet. To reach LoL players, the questionnaire form was shared on Instagram and Twitch by two gaming influencers. The study procedures received approval from the research ethics committee of Süleyman Demirel

University in Turkey.

We ran a pilot test to make sure the questionnaire items were understood. The pilot test was applied to 100 respondents before the main study. The main data were collected during two weeks (14-27 September 2020) and 544 respondents completed the survey. Data collection was conducted in Turkey. Participants who reported that they played LoL were included in this study. The analysis phase started with a total of 502 valid responses. Participants were mostly men (95%). Female participants comprised 5% of our data. Respondents' average age was 18.45 and their average playtime per week was 11.17 hours. Demographic information of LoL players is presented in Table I.

	Frequency (F)	Percent (%)		Frequency (F)	Percent (%)
Gender			**Education Level**		
Women	25	5	Primary- Secondary School	10	2
Men	477	95	High School	300	59.8
Total	502	100	Bachelor	180	35.9
			Masters- Doctorate	12	2.4
			Total	502	100
How many years have you been playing LoL?			**Age**		
Below 1 year	69	13.7	Below 15	60	12
2-3 years	170	33.9	16-20	343	68.3
4-6 years	200	39.8	21-25	80	15.9
Above 7 years	63	12.5	Above 26	19	3.8
Total	502	100	**Total**	502	100

Table I. Demographic information of LoL players

3.2. Measures

To measure the six factors in this study, items were adopted from the literature. Fantasy, competition and challenge constructs were taken from the study conducted by Sherry et al. (2006). Diversion constructs and social interaction were taken from the study of Kim and Ross (2006). The intention to play construct was

taken from the study of Wu and Liu (2007).

The questionnaire form included three parts. The first part included questions to determine the motivations of LoL players to play games, the second part consisted of questions to determine the intention to play LoL, and the third part included demographic questions.

4. Analysis and Results

The data were analyzed initially with SPSS 23. Demographic data and the results of Harman's single factor test were obtained by SPSS. A measurement model and structural model evaluation were conducted through PLS-SEM. Analyzes were performed by using Smart PLS (v. 3.3.3) (Ringle et al., 2015). Within the scope of this study, all analyzes were conducted using the consistent PLS algorithm.

4.1. Measurement Model Evaluation

Internal consistency, indicator reliability, discriminant validity, and convergent validity were examined to assess data reliability and validity. Indicator reliability was evaluated through outer loadings. Internal consistency was assessed with Cronbach's alpha (α), rho_A, and composite reliability (CR). Outer loadings of each item should be above the minimum value of 0.70 (Hair et al., 2010). All factor loadings of items were above 0.70, except for two items (SI2, C1). Since the outer loading of SI2 was 1.016, it was excluded from the study. The outer loading value of C1 was slightly lower than 0.7. We retained this indicator in the study because there was no significant change in average variance extracted (AVE) and CR values if we deleted this indicator (Hair et al., 2010). After one item was deleted, indicator reliability was restored. CR for each construct ranged from 0.88 to 0.96. CR of each construct was found to be above 0.70 (Fornell & Larcker, 1981; Hair et al., 2017; Hair et al., 2010). Thus, CR values were acceptable. α, and rho_A of each construct were above 0.70. α was greater than the recommended threshold of 0.70 (Hair et al., 1998). These results indicate acceptable reliability. All relevant values are displayed in Table II.

Constructs&Items	Outer Loadings	(α)	rho_A	CR	
Social Interaction					
SI1	.84	.88	.89	.88	Kim & Ross, 2006
SI2	Deleted				
SI3	.73				
SI4	.95				
Fantasy					
F1	.87	.92	.92	.92	Sherry et al., 2006
F2	.81				
F3	.85				
F4	.92				
Diversion					
D1	.90	.92	.92	.92	Kim & Ross, 2006
D2	.95				
Competition					
C1	.69	.88	.89	.88	Sherry et al., 2006
C2	.79				
C3	.94				
C4	.79				
Challenge					
CH1	.83	.89	.89	.89	Sherry et al., 2006
CH2	.75				
CH3	.78				
CH4	.89				
Intention to Play					
IP1	.93	.96	.96	.96	Wu & Liu, 2007
IP2	.93				
IP3	.95				

Table II. Outer loadings, α, rho_A, and CR results of constructs

Convergent validity of observed variables and latent variables was evaluated with outer loadings and AVE. All standardized outer loadings met the acceptable criteria. AVE ranged from 0.65 to 0.88. Each construct must have an AVE above 0.50 (Hair et al., 2010; Fornell & Larcker, 1981). These results indicate acceptable convergent validity. AVE values are displayed in Table III.

	AVE	**a**	**b**	**c**	**d**	**e**	**f**
a. Social Interaction	0.71	**0.84***					
b. Fantasy	0.74	0.44	**0.86***				
c. Diversion	0.85	0.50	0.50	**0.92***			
d. Competition	0.65	0.43	0.53	0.46	**0.81***		
e. Challenge	0.67	0.53	0.45	0.49	0.69	**0.82***	
f. Intention to play	0.88	0.44	0.45	0.41	0.49	0.79	**0.94***

Table III. The square root of average variance extracted and correlations among constructs

* "Bold values are the square roots of the average variance extracted. Other values are correlations among constructs".

Note. Correlations are significant at $p < .001$ level.

We examined cross-loadings, the "Fornell-Larcker criterion" (FL criterion), and the "heterotrait-monotrait ratio of correlations" (HTMT) to evaluate discriminant validity. It was observed that all items had higher loadings on their associated factors (Hair et al., 2017). The square root of the AVE of each construct was higher than the correlations between the corresponding construct and all other constructs (Jöreskog & Sörbom, 1996; Fornell & Larcker, 1981; Hair et al., 2017). The HTMT values should be below 0.90 (Henseler et al., 2015). In light of this, these results reveal that discriminant validity is accepted. FL criterion is shown in table III. HTMT values are shown in Table IV.

	Challenge	**Competition**	**Diversion**	**Fantasy**	**Intention to play**	**Social interaction**
Challenge						
Competition	0.70					
Diversion	0.49	0.46				
Fantasy	0.45	0.53	0.50			
Intention to play	0.79	0.49	0.41	0.44		
Social interaction	0.53	0.43	0.50	0.43	0.44	

Table IV. The HTMT values

Common method bias was investigated with three tests. First, Harman's single-factor test was assessed. The total variance extracted by a consideration was below the recommended 50% threshold (Podsakoff et al., 2003). Second, there were no extremely high correlated factors in our study (Table III). The correlations between factors were lower than 0.90 (Pavlou et al., 2007). Third, the variance inflation factor (VIF) values were assessed. VIF values of our model ranged from 1.61 to 2.27 below the acceptable threshold of 3.3 (Kock, 2015). These results demonstrate that common method bias was not an issue.

4.2. Structural Model Evaluation

After the measurement model met all the criteria, PLS-SEM was conducted to test our hypothesized relationships (bootstrapping sample: 5000). Assessment criteria in this study contain the statistical importance and relevance of the path coefficients, the coefficient of determination (R^2), effect size (f^2), and the cross-validated redundancy measure (Q^2) (Hair et al., 2019; Hair et al., 2017). Before assessing the structural model, VIF must be examined for collinearity (Hair et al., 2019). VIF values were below 3 (Hair, Ringle, & Sarstedt, 2011; Hair et al., 2019). This indicates that there was no collinearity issue.

The results of structural equation modeling showed that fantasy (H2 $\beta = 0.156$, $p < 0.001$), competition (H4 $\beta = -0.175$, $p < 0.01$) and challenge (H5 $\beta = 0.846$, $p < 0.001$) significantly affected intention to play esports games. A moderate percent (65.5%) of intention to play esports games was explained by fantasy, competition, and challenge.

Besides, social interaction (H1 $\beta = 0.000$, $p > 0.05$), and diversion (H3 $\beta = 0.001$, $p > 0.05$) did not influence intention to play esports games. Figure 2 illustrates the estimates in the path diagram. Table V also demonstrated the summarized SEM results. Consequently, three hypotheses were supported, and two were not supported.

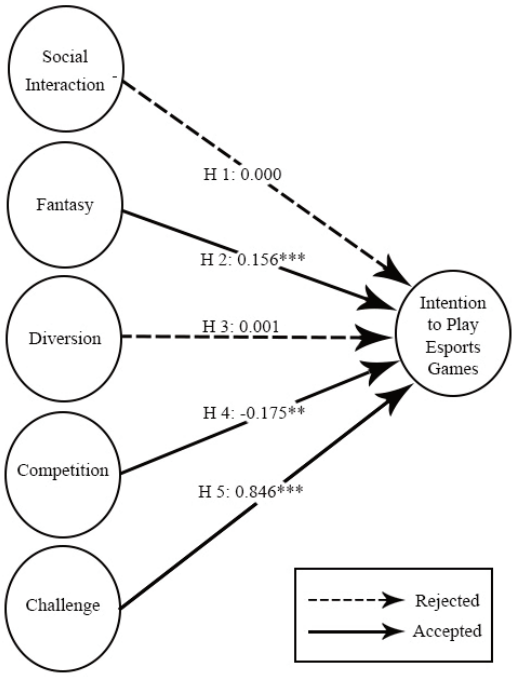
Hypothesis	**Path Coefficients (β)**	**t-values**	**Support**
H1: Social Interaction-Intention to play esports games	0.000	0.005	No
H2: Fantasy-Intention to play esports games	0.156	3.513***	Yes
H3: Diversion-Intention to play esports games	0.001	0.023	No

H4: Competition-Intention to play esports games	-0.175	2.876**	Yes
H5: Challenge- Intention to play esports games	0.846	15.329***	Yes

Table V. Results of hypothesis testing

Notes. *p < 0.05, **p < 0.01, *** p < 0.001

Figure 2. Structural model path coefficients.



Notes. *p < 0.05, **p < 0.01, ***p < 0.001

The effect size between latent variables was reported because it helps to understand how much an exogenous variable contributes to an endogenous variable. f^2 values for the challenge, competition, and fantasy were respectively 0.91, 0.04, and 0.04. f^2 values of 0.02, 0.15, and 0.35 sequentially, mean small, medium, and large effects (Cohen, 1988). These values mean large effects for the challenge and small effects for competition and fantasy. There was no effect of diversion(f^2: 0.000), and social interaction (f^2:0.000).

Blindfolding in SmartPLS was conducted to analyze the predictive relevance of the model. The omission distance was 7. This was a recommended distance of between 5 and 10 (Hair et al., 2011). Since cross-validated redundancy (Q^2) is greater than 0, it shows that the path model has pronostic power for the endogenous variables (Hair et al., 2017; Sarstedt et al., 2017). Values greater than 0, 0.25, and 0.50 means small, medium, and large predictive power (Hair et al, 2019). Q^2 for intention to play was respectively 0.509. Q^2 value for intention to play means large predictive relevance.

5. Discussion & Conclusions

In this study, research is conducted to determine the Turkish esports players' motivations for the intention to play esports games. Assuming that culture may be a significant variable on game playing motivations, the motivations of Turkish players who represent a different culture are examined apart from similar studies. In addition, the inclusion of five different motivations in the model while creating the research model, and examining the influence of these motivations on the intention to play esports games makes the research different from similar studies.

As a result of the analysis, statistically significant effects of fantasy, competition, and challenge on the intention to play are found. Moreover, it is determined that social interaction and diversion do not have a statistically important effect on the intention to play games. Challenge, competition, and fantasy motivations demonstrate 65.5% of the variance for intent to play games.

As a result of the analysis, it is seen that similar findings have been obtained from some studies in the literature, as well as different results. These findings are examined below. Since there is no study directly related to the effect of dimensions such as challenge, competition, fantasy, social interaction, and diversion on the intention to play esports, the findings of the study are examined with the findings that may be closely related.

The hypothesis that social interaction influences intention to play is rejected. Social interaction motivation is a significant factor in the intention to play social mobile games(Wei & Lu, 2014), time spent in the game(Sherry et al., 2006; Jansz & Tanis, 2007), and motivation to continue playing online games(Wu et al., 2010). Unlike these findings, other researchers have found out that social interaction does not affect the time spent in esports games (Lee & Schoenstedt, 2011), and the intention to play mobile location-based augmented reality (MLAR) games (Hamari et al., 2018). In the light of this information, it has been determined that the social interaction dimension is not a significant factor in the intention to play esports in this study.

The hypothesis that the diversion variable affects the intention to play is rejected. In other words, while diversion is expected to affect the intention to play esports, no significant effect has been determined. An important effect of diversion motivation on time spent in video games and esports has been identified in the literature (Sherry et al., 2006; Lee et al., 2011). Lee and Schoenstedt (2011) conclude in their study that diversion does not affect the time spent in esports games.

While social interaction and diversion variables are expected to have statistically significant effects on intention to play, the results are the opposite of what is expected. The main reasons for this are the fact that people from different cultures create the sample, particularly esports players are taken into consideration, and LoL is preferred as an esports example. In their study that uses the meta-analysis method, Hamari and Keronen (2017) reveal that different types of games can have various motivations for use. In light of this, the fact that different types of games are taken into account can be shown as the reason for the above results to be opposite to what is expected. It is beneficial to examine the results in this direction for esports and LoL, which is a MOBA game type.

The hypothesis that the fantasy variable affects the intention to play is accepted. Previous studies on online gaming also show that fantasy is a significant motivation for people to play online games(Jansz et al., 2010; Xu, 2014). Within the scope of this study, it is seen that the fantasy variable affects the intention to play esports. Unlike the findings in this study, Jansz and Tanis (2007) find out that the fantasy variable does not affect the time spent on playing games. In addition, another study similar to the study of Jansz and Tanis(Lee & Schoenstedt, 2011) demonstrates that the fantasy variable does not affect the time spent on esports games.

The hypothesis that the competition variable affects the intention to play is accepted. Competition affects time spent on playing games(Jansz & Tanis, 2007), time spent on playing esports games (Lee & Schoenstedt, 2011), and the use of esports(Weiss & Schiele, 2013). Similarly, in the study of Sherry et al. (2006), competition is identified as a significant determinant of playing video games. Considering the competitive nature of esports, the emergence of a negative effect is a vital result while it is expected to be an important positive determinant of the intention to play. For instance, in the research of Weiss and Schiele (2013), it is determined that competition has a negative impact on the use of esports. On the other hand, in another study, it is determined that competition does not affect the intention to play MLAR games(Hamari et al., 2018). This consequence

can be elucidated by the fact that players from different cultures are included in the sample, and different types of games are examined, as aforementioned. This is an issue that should be carefully considered for future scientific studies.

The hypothesis that the challenge variable affects the intention to play is accepted. A significant reason to play video games is a challenge(Sherry et al., 2006). In other studies, it is concluded that challenge significantly affects the use of esports(Weiss & Schiele, 2013) and the intention to play MLAR games(Hamari et al., 2018). Unlike these findings, Jansz and Tanis(2007) find out that challenge does not significantly affect the time spent on playing games in their research. It should also be considered that the game examined in the study of Jansz & Tanis(2007) is an FPS Type online game, and a MOBA-type game is analyzed in this study. However, the findings are seen to be compatible with the studies of Weiss & Schiele(2013), Sherry et al.(2006), and Hamari et al.(2018).

Within the scope of this study, determining the motivations behind the intention to play is important data for game developers. In particular, it has been determined that the motivation of the challenge has a great effect on the intention to play. A good comprehension of the motivations behind the intention to play games can allow game developers to attract more new players to their games. In this context, game developers' development of challenging games can dramatically increase the players' intention to play that game; it can also enable them to keep people who play their games.

These results are important for the literature, as there is no study examining the effect of motivational dimensions on the intention to play esports games within the scope of the research. However, the uses of media motivations vary according to media, genre, and culture (Sherry et al., 2006). Therefore, the effect of the related motivation dimensions on the intention to play is peculiar to a country with a different culture such as Turkey offers considerable opportunities for comparative analyses to be made in the future.

6. Limitations and Recommendations

The fact that the participants are Turkish esports players can be regarded as an obstacle to the generalization of the study to other cultures. The results may have been affected by the cultural characteristics of Turkish society. Therefore, this study can be repeated in other cultures and countries. In addition, the selection of LoL as an example in terms of representing esports is another limitation of the study. The results obtained within the scope of the study may have been affected by the selected game or game type. In this context, it may be beneficial

to study different game genres similarly or together. Another limitation is the inclusion of five motivational concepts in the model, and the determination of the effect of these concepts on the intention to play. The number of these concepts can be increased in other studies. In addition, it is seen that the popularity of esports has increased more rapidly due to COVID-19 (Cranmer et al., 2021). Consequently, it may be a significant research topic to analyze the effects of gaming motivations on intention to play in global pandemics such as COVID-19.

Çıkar Çatışması Beyanı

Makale yazarları herhangi bir çıkar çatışması olmadığını beyan etmiştir.

Araştırmacıların Katkı Oranı Beyan Özeti

Yazarlar makaleye %28 (1.Yazar), %26 (2.Yazar), %24 (3.Yazar) ve %22 (4.Yazar) oranında katkı sağlamış olduklarını beyan ederler.

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