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Counseling and
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AN INTERPRETIVE PHENOMENOLOGICAL INQUIRY INTO FULFILLMENT OF
CHOICE THEORY'S FOUR BASIC PSYCHOLOGICAL NEEDS THROUGH
CONSOLE VIDEO GAME ENGAGEMENT (219 pp.)

Co-Directors of Dissertation: Steve Rainey, Ph.D.
Betsy Page, Ed.D.

This study sought to understand how people satisfy needs by engaging in console-based video games and ultimately help counselors understand clients' need fulfillment by video games. Data has been collected on the players' experiences and thoughts on how console-based video games meet the four basic psychological needs of choice theory. After reviewing the participants' data, patterns and themes have been generated and reported from the dialog of the participants. These patterns and themes were used to inform professional counselor readers how to assist video game playing clients understand their basic psychological needs more efficiently.