In 2014, the video game industry achieved greater growth and enjoyed greater and more extensive audience than ever before (Denzau, C., & Peter, 2014). The growth in the industry has led the number of integration of videogames with the film and music industry. Contrary to these other forms of entertainment, videogames are unique in nature; videogames are “completed” through player interaction. Through both actualized and conceptual virtual reality (VR), videogames bring players and filmmakers into immersion. This is key to explain why players are encouraged to control and potentially share the goals of gameplay, scene, and in most cases, extreme cases develop personal identification with the characters. These findings suggest a potential role in the future of the entertainment industry.

### Getting into the Game:

The study assessed the following hypotheses: (i) players who create avatars that they idealize or idealized would be more likely to project personality dimensions into their avatar; (ii) the study specified that players who idealized their self-concept would project personality dimensions into their avatar based on the concept of the ideal self; (iii) the concept of presence presumes that the player can utilize videogames for the purpose of creating a virtual persona with whom they can identify; (iv) videogames are “completed” through player interaction.

The study attempted to identify a positive relationship between the player's ideal self, or in some cases an idealized concept of the avatar, and in more extreme cases develop personal identification with the characters. These findings suggest a potential role in the future of the entertainment industry.

### RESULTS

The results of the five correlation analyses (subject/disposition) showed four of the five personality dimensions showed significant correlation. The factor of emotional stability showed the strongest correlation between subject personality and subject openness (r = 0.535, p < .05), and it was approached, a trend significance of p = 0.08. Four of the five personality factors showed varying correlations; it is evident to conclude that personality is not uniform across the dimensions. Therefore, there is a strong positive correlation between an individual's own personality, and what they perceive as ideal.

### DISCUSSION

There appears to be a positive correlation between subject and subject openness with regard to their disposition toward these characteristics. This indicates a positive link between that a person perceives his or her personality and their disposition toward those characteristics. This indicates a positive link between that a person perceives his or her personality and their disposition toward those characteristics. This indicates a positive link between that a person perceives his or her personality and their disposition toward those characteristics.

While previous research points to a link between actual self and projected self through analysis of interaction and action statements, the study should lead individuals in a specific area of personality projection.

Factors indicate that players who may use videogames for entertainment and personal identification, the study should lead individuals in a specific area of personality projection. These results indicate that players may use videogames for entertainment and personal identification.

Subjects appear to use videogames in order to experience alternate personalities, instead of projecting actual or ideal self into their avatars.

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To review a digital version of the poster including a full list of references visit: IntoTheGamePoster.weebly.com

### Subject/Disposition

Correlation scatterplots of **Subject versus Disposition**

Scatterplots show correlation in all personality dimensions except Emotional Stability/ Neuroticism.

- **Extraversion**
  - r(52) = 0.383, p < .01
- **Openness to Experience**
  - r(52) = 0.327, p < .05
- **Agreeableness**
  - r(52) = 0.182, p > .05 (0.342)
- **Conscientiousness**
  - r(52) = 0.083, p > .05 (0.673)
- **Emo. Stability/Narcissism**
  - r(52) = -0.044, p > .05 (0.489)

### Subject/Avatar

Correlation scatterplots of **Subject versus Avatar**

Scatterplots only show correlation in Openness to Experience.

- **Extraversion**
  - r(52) = 0.372, p < .01
- **Openness to Experience**
  - r(52) = -0.033, p > .05 (0.681)
- **Agreeableness**
  - r(52) = 0.162, p > .05 (0.342)
- **Conscientiousness**
  - r(52) = -0.087, p > .05 (0.533)
- **Emo. Stability/Narcissism**
  - r(52) = -0.046, p < .001

### Avatar/Disposition

Correlation scatterplots of **Avatar versus Disposition**

Scatterplots only show correlation in Openness to Experience.

- **Extraversion**
  - r(52) = 0.994, p < .01
- **Openness to Experience**
  - r(52) = 0.934, p < .01
- **Agreeableness**
  - r(52) = 0.676, p > .05 (0.003)
- **Conscientiousness**
  - r(52) = 0.658, p > .05 (0.123)
- **Emo. Stability/Narcissism**
  - r(52) = -0.039, p > .05 (0.746)