Determination of esports players' levels of life engagement and future expectations in terms of various variables in Turkey

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Abstract

If we were to make a scientific definition, electronic sports; "The field of sports activities, in which people develop and train their mental or physical abilities using information and communication technologies, is one of the biggest types of entertainment. The aim of this study is to reveal the relationship between esports players' life engagement and their expectations from the future. A total of 243 people, 145 men and 79 women, aged 18.155 ± 1.05 years, residing in the Marmara region of Turkey, participated in the research, which was carried out as a descriptive and relational survey. In the research, the Life Engagement Scale and the Adolescent Future Expectations Scale were used. No difference was found between the overall score averages of the scale of life engagement and future expectation of esports players and the variable of father's education and income levels ($p> 0.05$). It has been determined that esports players whose mother's education level is secondary school have higher religion and society levels ($p< 0.05$). According to the gender variable, it was determined that the level of life engagement and future expectation of esports players differed between the sub-dimensions of the scale ($p< 0.05$). As a result of the research, a positive correlation was found between the esports players' life engagement and the mean score of the scale of future expectation and the sub-dimensions of the scale of future expectation ($p< 0.05$). It is recommended that similar studies be conducted in larger groups and in different regions.

Keywords: Esports, future prospects, life engagement

Türkiye'de espor oyuncularının yaşama bağlılık düzeylerinin ve gelecek beklentilerinin çeşitli değişkenler açısından belirlenmesi

Öz

Bilimsel bir tanım yapacak olursak elektronik spor; "Bilgi ve iletişim teknolojilerini kullanarak insanların zihinsel veya fiziksel yeteneklerini geliştirip eğittikleri spor faaliyetleri alanı en büyük eğlence türlerinden biridir. Bu çalışmanın amacı, espor oyuncularının yaşam bağlılıkları ile gelecekten beklentileri arasındaki ilişkiyi ortaya koymaktır. Tanımlayıcı ve ilişkisel tarama türü olarak gerçekleştirilen araştırmaya Türkiye'nin Marmara bölgesinde ikamet eden 18,155 ± 1,05 yaşlarındaki 145 erkek ve 79 kadın olmak üzere toplam 243 kişi katılmıştır. Araştırmada Hayata Bağlılık Ölçeği ve Ergenlerin Gelecek Beklentileri Ölçeği kullanılmıştır. Esporcuların hayata bağlılık ve gelecek beklentisi ölçeği genel puan ortalamaları ile baba eğitim ve gelir düzeyi değişkeni arasında fark bulunmadı (p>0,5). Annesi ortaokul mezunu olan esporcuların din ve toplum düzeylerinin daha yüksek olduğu belirlenmiştir (p<0,05). Cinsiyet değişkenine göre esporcuların yaşama bağlılık düzeyleri ve gelecek beklentileri ölçeğin alt boyutları arasında farklılaştığı belirlenmiştir (p<0,5). Araştırma sonucunda esporcuların yaşam bağlılıkları ile gelecek beklentisi ölçeğinin ortalama puanları ve gelecek beklentisi ölçeğinin alt boyutları arasında pozitif yönde bir ilişki bulunmuştur (p<0,5). Benzer çalışmaların daha büyük gruplarda ve farklı bölgelerde yapılması önerilmektedir.

***Anahtar Kelimeler:** Espor, gelecek beklentileri, yaşama bağlılık*

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Genişletilmiş Türkçe Özet, makalenin sonunda yer almaktadır.

INTRODUCTION

The industrial revolution, technological developments and even the emergence of the internet are known to affect sports as well as in many fields. Sports have emerged because of these, many branches have emerged, they have used them in the change or application of the rules or the development of the materials used by the athletes. The term "Espor" or "Electronic Sports" became a part of our lives in the 1990s. It was first used in 1999 at the opening of Gamer Association (Wagner, 2006). After the development of technology, games, internet infrastructure and broadcasting systems over the internet, e-sports has become an increasingly widespread and rapidly growing sector (Hamari & Sjöblom, 2017). While discussing the present and future of Espor, it is necessary to determine the development of the sector and the current status of the video game market. It is argued that the emergence of e-sports is a natural result of globalization, neoliberalism and the spread of information technologies (Carter & Gibbs, 2013). Especially in the last decade of e-sports, the rate of players with the audience has increased (Leis & Lautenbach, 2020). If we make a scientific definition, electronic sports; "The field of sports activities in which people develop and educate people's mental or physical abilities by using information and communication technologies are one of the biggest forms of entertainment" (Wagner, 2006). Since Espor and competitive video games are part of human life, it is necessary to explain that video games are also part of human beings. On the other hand, espor and traditional sports have many organizational and structural similarities. In the study conducted on Espor players in 2021; Similar results were obtained for traditional athletes. (Poulus et al., 2021). The closing and opening of Espor tournaments of the International Olympic Committee is similar in many parameters (Hutchins, 2006). Espor means competing with each other both mentally and physically through these game platforms. For this reason, online games in the field of espor come to the fore. As an example of these games, Dota2, League of Legends, Starcraft 2, CSGO, and Fortnite and PUBG, which have gained popularity in recent years (Gül et al., 2019). In the academic community, the scientific research on competitive computer games that are accepted in the academic community is still in the initial stage (Sabtan et al., 2022). In the future, the esports sector will gradually grow within modern sports clubs and organizations. It is predicted (Üçüncüoğlu and Çakır, 2017).

The expectation of the future is a roadmap consisting of a bunch of perceptions that people create and create about themselves (Rotter, 1975). The future is the part that has not yet been experienced, but in which the individual dreams of living in line with his own thoughts, leading to the point of life. The future expectations of individuals are mental situations that include

thoughts, concerns and interests about the future (Şimşek, 2012); It is one of the main factors in the development-behavior of adolescent individuals (Seginer, 2003; Sipsma et al., 2012).

The vital expectations of human beings do not arise independently of society. These life goals can be thought of as a social product with the expectations of other individuals. Researchers often recommend studying the impact of social patterns and other individuals on the average lifespan of young people. Especially in the socialization periods of individuals in the youth period, socialization and the environment in which other individuals interact are effective in the formation of these goals. Cultural norms and the written and visual media, which are the carriers of these norms, determine what the desired and normal development goals can be, and there are criteria for the future expectations of adolescents. (Greene, 1990; Kuebli et al., 1998; Phinney et al., 2001). Future expectations are the determining factor affecting the existence and later life of adolescents and adults. The experiences of the individual throughout his life affect these expectations positively or negatively. Due to the stress experienced by individuals, it also directly affects their quality of life (Meyer et al., 2021).

Successful experiences enable people to fulfill the tasks they have undertaken throughout their lives in a positive way, increase their level of expectation for their next life and perform at a higher level (Tuncer, 2011a). According to Sipma et al. (2012), the measurement of adolescents' future expectations is mostly inconsistent and unconscious (Ramos et al., 2013).

Three basic theories regarding the future goals of young people were emphasized. It encompasses cognitive and mental processes associated with self-determination, future time perspective, and the development of future goals. Considering that individuals often have a limited amount of time throughout their lives, it is important to plan the present time correctly and make the right order in order to achieve future goals. Because people who face many possible developmental crises and tasks (death of relatives, divorce, immigration status, marriage and having children) throughout their lives may require a strong life commitment to cope with this situation effectively. It is thought that individuals' commitment to life is an effective factor in reaching their future goals. The process of developing a commitment to life includes an adventure that is directly or indirectly related to the individual's life goals (Erol & Ahmet, 2015).

In our research, it was aimed to examine the future expectations and life commitment of esports players residing in the Marmara region of Turkey according to various variables.

MATERIALS AND METHOD

Sample

A total of 224 esports players which defined randomly, 145 male and 79 female, residing in the Marmara region of Turkey participated in the study sample.

Data collection forms

A personal information form, future expectation and life commitment scales were used on the participants. The environmental factors have ignored because the samples was determined randomly

Life engagement scale

The Life Attachment Scale is a 6-item measurement tool developed by Scheier et al. (2006) in order to evaluate the goals of individuals in their lives. The Turkish validity and reliability study of the scale was conducted by Ugur and Akın (2015). The scale is a 5-point Likert-type scale ("1" I strongly disagree and "5" I completely agree). Items 1, 3 and 5 in the scale are reverse coded. Increasing score indicates a high level of life commitment. Cronbach Alpha internal consistency reliability coefficient was 0.74 (Erol & Ahmet, 2015). In our study, the Cronbach Alpha internal consistency coefficient was determined as 0.79.

Adolescent future expectations scale

"Adolescent Future Expectations Scale" (EGDS) was used. The scale was adapted into Turkish by Tuncer in 2011. It is a Likert type scale and is a 25-item scale tool. The scale consists of five factors: "education and work", "society and religion", "family and marriage", "life and health" and "the future of my children". All items in the scale were encoded in a coding order between the scale item scores (1) "I strongly believe" and (7) "I strongly believe". The scale consists of co-factors such as education and work, marriage and family, religion and society, life and health. The Cronbach alpha coefficient of this four-factor structure was found to be 0.92 (Tuncer, 2011a). As a result of the data obtained from the participants, the Cronbach Alpha internal consistency coefficient was determined as ,916.

Data collection

A questionnaire was applied to the esports players by the researcher. The scales collected by the researcher were checked and transferred to the computer environment for analysis in the SPSS 25 package program.

Data analysis

ANOVA, T test, Pearson correlation tests were applied to the data obtained from the

participants in the study. Age of esports players participating in the research were 18.155 ± 1.05.

RESULT

Table 1. Sociodemographic characteristics of esports players (N=224)

		N	**%**
Gender	Male	145	64.7
	Female	79	35.3
Father Educational Status	Primary Education	86	38.4
	Secondary Education	102	45.5
	University	34	15.2
Mother Education Status	Primary Education	104	46.4
	Secondary Education	100	44.6
	University	20	8.9
Income status	Low	26	11.6
	Middle	163	72.8
	High	35	15.6
Game Type	Pubg	125	55.8
	Valorant	38	17.0
	League of Legends	61 224	27.2

Table 1 shows that 224 people participated in the research, 35.3% (N=79) were female, 64.7% (N=145) were male, and when father education was examined, 38.4% (N=86) It was determined that he was a primary school graduate. primary school, 45.5% (N=102) secondary school and 15.2% (N=34) university graduate. It was determined that 46.4% (N=104) of the mothers were primary school graduates, 44.6% (N=100) secondary school graduates and 8.9% (N=20) university graduates. taking into account the income status of the participants; It was determined that 11.6% (N=26) had low income, 72.8% (N=163) had medium income, and 15.6% (N=35) had high income. When evaluating the type of game the participants played, it was detected that 55.8% (N=125) PUBG, 17% (N=38) valorant, 27.2% (N= 61) League of Legends (Table 1).

Table 2. Comparison of the average scores of esports players in the engagement to life scale according to their demographic characteristics (N=224)

Life Engagement Scale				
Variables	Group	*N(224)*	X̄ ± SD	Test and Signifcance
Gender	Male	145	3.8 ±0.724	T: -1.914 ***p*: 0.035**
	Female	79	4.15±0.505	
Father Educational Status	Primary education	86	4.01±0.651	F: 1.161 *p:* 0.315
	Secondary education	102	4.11±0.644	
	University	34	3.92±0.679	
Mother Education Status	Primary education	104	4.04±0.721	F: 1.076 *p:* 0.343
	Secondary education	100	4.08±0.593	
	University	20	3.85±0.628	
Income status	Low	26	3.77±0.817	F: 2.599 *p:0.077*
	Middle	163	4.06±0.631	
	High	35	4.12±0.628	
Game Type	Pubg	125	4.13±0.682	F: 3.139 ***p:0.045***
	Valorant	38	3.99±0.568	
	League of Legends	61	3.88±0.640	

Bold values indicate statistical significance (p<0.05)

In Table 2, a statistically significant difference was found between the life commitment of esports athletes and the gender variable (t=-1.914; p<0.05). It is said that the level of commitment to life of the men participating in the study is lower than female participants. The perceptions of commitment of Espor athletes to life have not found a significant relationship according to the variable of the father's education status (F=1.161; p>0.05). It is seen that that esports athletes' perceptions of commitment to life did not differ according to the mother's educational status (F=1.076; p>0.05). It is seen that there is no significant relationship between the perceptions of esports athletes about life commitment according to the income status variable (F=2.599; p>0.05). According to the game type situation variable, a statistical difference was found between the perceptions of esports athletes about commitment to life (F=3.139; p<0.05).

It has been determined that players who play Pubg have higher levels of life engagement than players who play league of legends (Table 2).

Table 3. Comparison of the average scores of esports players in the scale of future expectations according to their demographic characteristics (N=357)

			Future Expectation		Business and Education		Marriage and Family		Religion and Society		Health and Life	
		N(224)	X̄ ± SD	Test and Signifcance	X̄ ± SD	Test and Signifcance	X̄ ± SD	Test and Signifcance	X̄ ± SD	Test and Signifcance	X̄ ± SD	Test and Signifcance
Gender	Male	145	5.38±0.965	T: 0.595 *p:* 0.552	5.55±1.20	T: -1.080 *p:* 0.298	5.26±1.05	T: 3.036 ***p: 0.002***	5.90±1.26	T: 0.317 *p:* 0.752	4.77±1.32	T: 0.533 *p:* 0.595
	Female	79	5.31±0.901		5.72±1.07		4.79±1.13		5.84±1.33		4.68±1.13	
Father Educational Status	Primary education	86	5.33±1.01	F: 0.544 *p:* 0.581	5.56±1.27	F: 0.413 *p:* 0.663	5.11±1.25	F: 0.261 *p:* 0.771	5.84±1.25	F: 1.727 *p:* 0.180	4.70±1.33	F: 0.117 *p:* 0.890
	Secondary education	102	5.42±0.875		5.69±1.03		5.11±1.03		6.00±1.11		4.77±1.22	
	University	34	5.23±0.985		5.52±1.25		4.96±0.898		5.53±1.79		4.67±1.18	
Mother Education Status	Primary education	104	5.39±0.883	F: 1,587 *p:* 0.207	5.63±1.14	F: 0.682 *p:* 0.506	5.86±1.11	F: 1.707 *p:* 0.184	5.09±1.24	F: 3.198 ***p: 0.043***	4.92±1.20	F: 2.095 *p:* 0.126
	Secondary education	100	5.39±0.932		5.64±1.13		6.02±1.06		5.18±1.11		4.59±1.23	
	University	20	5.00±1.23		5.32±1.36		5.23±1.18		4.68±2.03		4.51±1.54	
Income status	Low	26	5.160±1.05	F: 0.669 *p:* 0.513	5.240±1.29	F: 1.534 *p:* 0.218	5.150±1.10	F: 0.237 *p:* 0.789	5.920±1.04	F: 0.677 *p:* 0.509	4.410±1.29	F: 1.121 *p:* 0.328
	Middle	163	5.370±0.932		5.640±1.10		5.060±1.13		5.920±1.22		4.760±1.20	
	High	35	5.430±0.910		5.730±1.28		5.200±0.970		5.640±1.69		4.870±1.45	
Game Type	Pubg	125	5.49±0.861	F: 0.669 ***p: 0.027***	5.77±1.06	F: 2.749 *p:* 0.066	5.23±1.06	F: 0.895 ***p: 0.001***	5.95±1.27	F: 0.514 *p:* 0.599	4.84±1.13	F: 1.173 *p:* 0.311
	Valorant	38	5.04±1.14		5.36±1.33		4.51±1.17		5.84±1.26		4.49±1.45	
	League of Legends	61	5.28±0.923		5.44±1.19		5.19±1.03		5.75±1.34		4.69±1.35	

Bold values indicate statistical significance (p<0.05)

While there is no difference in the future expectations of esports athletes, work and education, religion and society, health and life sub-dimensions, there is a difference according to the gender variable in the sub-dimension of marriage and family (t =3.036; p<0.05). It is seen that that male esports players have higher marriage and family levels than female esports players (Table 3).

It was found that there was no relationship between the future expectation perceptions of esports athletes and the father's educational status variable (F=0.544; p>0.05). It is seen that the perceptions of esports athletes regarding the sub-dimensions of work and education were not related to the variable of father's educational status (F=0.413; p>0.05). It is seen that there was no relationship between the esports athletes' perceptions of marriage and family sub-dimensions and the variable of father's education level (F=0.261; p>0.05). It is seen that esports athletes' perceptions of religion and society sub-dimensions were not related to the variable of father's educational status (F=1.727; p>0.05). It is seen that the perceptions of esports athletes regarding the sub-dimensions of health and life were not related to the variable of father's educational status (F=0.117; p>0.05) (Table 3).

It is seen that there is no relationship between the perceptions of the esports players about the future expectation and the mother's education level variable (F=1.587; p>0.05). It is seen that there is no significant relationship between the perceptions of esports athletes regarding the sub-dimensions of work and education according to the mother's educational status variable (F=0.682; p>0.05). There is no significant difference between the perceptions of esports athletes regarding the sub-dimensions of marriage and family to the mother education level variable (F=1,707; p>0.05). A statistical difference was found between the perceptions of esports athletes about religion and society sub-dimensions according to the mother's education status variable (F=3.198; p<0.05). The difference was that the sub-dimensions of religion and society were higher in mothers who graduated from secondary school compared to mothers who graduated from university. It is seen that that the perceptions of esports athletes regarding health and life sub-dimensions are not related to the mother education status variable (F=2.095; p>0.05) (Table 3).

It was found that the future expectation perceptions of esports athletes did not differ according to the income status variable (F=.669; p>0.05). In addition, it was found that the esports players' perceptions of work and education, marriage and family, religion and society, health and life sub-dimensions did not differ according to the variable of income status (Table 3).

It was found that the perceptions of esports players about the general averages of future expectations are different according to the game type situation variable (F=3.669; p<0.05). It is seen that the perceptions of marriage and family sub-dimensions differ according to the game type variable (F=6,895; p<0.05). It is seen that the perceptions of esports athletes regarding the

sub-dimensions of work and education did not differ according to the game type situation variable (F=2.749; p>0.05). It was detected that esports players playing pubg have higher future expectation levels than esports players playing valorant. Esports players playing Pubg and League of Legends were found to have higher marriage and family sub-dimensions than players playing valorant. It is seen that the perceptions of esports athletes about the sub-dimensions of health and life, work and education, religion and society, health and life were not statistically different according to the game type situation variable (Table 3).

Table 4. The relationship between the mean score of the scale of life engagement of esports players and the future expectation of the scale and its sub-dimensions

		Future Expectation Scale (Total)	Business and Education	Marriage and Family	Religion and Society	Health and Life
Life Engagement Scale (Total)	r	0.515[**]	0.572[**]	0.293[**]	0.246[**]	0.323[**]
	p	**0.000**	**0.000**	**0.000**	**0.000**	**0.000**

Bold values indicate statistical significance (p<0.05)

According to Pearson correlation analysis, it was determined that there is a moderately positive (r: 0.515 p<0.50) relationship between esports players' life engagementand their future expectations. It has been determined that there is a moderately positive relationship between life commitment and future expectation sub-dimensions (p<0.5) (Table 4).

DISCUSSION AND CONCLUSION

It is a sport that is accepted and supported in many countries today. This value is also developing rapidly in our country. While discussions continue around the world whether e-sports are a sport or not, e-sports has already created its own ecosystem has completed. With the development of technology, the internet and video games have become indispensable in our lives has become a part of it. However, millions of people in Turkey have online and offline they have been involved in e-sports on platforms and gyms (Atıcı et. al., 2023).

Within the scope of this research, a total of 224 people, 145 male and 79 female esportsmen, were examined in terms of their commitment to life and future expectations and various variables.

In our study, it was observed that there was a significant relationship between the adolescent's future expectation, marriage and family sub-dimensions according to the gender variable of the esports players in our sample (p<0.05). It is seen that the difference between marriage and family sub-dimensions is in favor of male esports players. A significant difference was found between their perceptions of their level of commitment to life in terms of gender

variable (p<0.05). According to the results obtained from the participants, it was determined that the level of commitment to life of male individuals was lower than that of females. It was observed that there was no relationship with the future expectation in terms of gender variable of the esports players participating in the research (p>0.05). In a study, it was determined that fathers' levels of life satisfaction were lower than mothers' perceptions of life satisfaction (Yavuz & Gümüşkaya, 2021). In the study conducted by Tuncer in 2011, it was determined that there was a significant difference between the gender variable and the levels of future expectation. The difference was found to be in favor of female participants. (Tuncer, 2011b). It is seen that there is no significant relationship between the father's education level variable and the levels of commitment to life and future expectation (p>0.05). In the study conducted by Tuncer in 2011, it was determined that there was no difference between the father's educational status and the level of future expectation of the participants (Tuncer, 2011b).

While there was no difference between maternal education status and commitment to life, a difference was found between religion and society sub-dimensions (p<0.05). The difference is that there is a difference in the religion and society sub-dimension of secondary school graduate mothers compared to university graduate mothers. When the literature is examined, as a result of the research conducted in 2015, it is seen that the education level of the university and high school graduate mothers is higher than the secondary and primary school graduate mothers according to the religion and religion sub-dimensions (Topaktaş, 2015). When examined in the literature, it shows parallelism with our results. It is seen that there is no determinant relationship between the level of commitment to life and future expectation from the income status variable (p>0.05). As a result of the test made in terms of game type variable, a difference was found between the perceptions of the esports players participating in the research on the sub-dimensions of commitment to life, future expectation, marriage and family (p<0.05). It has been determined that the level of commitment to life of those who play League of Legends game is higher than those who play pubg. It was determined that those who play Pubg have higher future expectations than esports players who play League of Legends. Esports players who play Pubg game have higher perceptions of marriage and family sub-dimensions than valorant players, and League of Legends players compared to valorant players. It has been determined that there is a strong positive relationship between esports players' commitment to life and their perceptions of future expectations (r: 0.515 p<0.50). In addition, it has been determined that there is a positive relationship between the sub-dimensions of the future expectation scale and the level of commitment to life.

As a result, it is noteworthy that there are changes in the levels of life and future expectations of the individuals' work and education sub -dimensions according to the gender variable of individuals. Espor players are thought to give importance to marriage and family dimension. It is seen that there is no change in the level of loyalty to life in the level of father's education level and the future expectation in all sub -dimensions. It is seen that there is no change in terms of loyalty to life in mother education situations. It was observed that there is no difference between the family income of espor players. differences have been determined according to the type of game played by espor players. ın the field, there was no study of the relationship between the life commitment of espor players in the literature and the expectations of the future. It is thought that our study will give priority to the following studies.

As a result, it is noticed that there are changes in the level of life engagement and future expectations in the sub-dimension of work and education of esports players according to the gender variable of individuals. It is thought that esports players give importance to the marriage and family dimension. It is seen that there is no change in the level of life engagement and in all sub-dimensions of future expectation in the father's education level variable. It seems that there is no change in the maternal education status of the individuals in terms of commitment to life, but only in the dimensions of religion and society. It has been determined that there is no difference in the family income status of esports players. Differences have been determined depending on the type of game played by esports players. As a result of the literature review, no study was found in the literature that directly indicates the relationship between esports players' life engagement and future expectations. For this reason, it is thought that our research will be an example for future studies.

GENİŞLETİLMİŞ ÖZET

GİRİŞ

Sanayi devrimi, teknolojik gelişmeler ve hatta internetin ortaya çıkışının birçok alanda olduğu gibi sporu da etkilediği bilinmektedir. Spor da bunlardan dolayı birçok branş ortaya çıkmış, kuralların değiştirilmesinde ya da uygulanmasında veya sporcuların kullandığı malzemelerin geliştirilmesinde bunlardan yararlanılmıştır. "Espor" ya da "Elektronik Spor" tabiri 1990'lı yıllarda hayatımızın bir parçası oldu (Wagner, 2006). Teknolojinin, oyunların, internet altyapısının ve internet üzerinden yayın sistemlerinin gelişmesiyle birlikte e-spor giderek yaygınlaşan ve hızla büyüyen bir sektör haline geldi (Hamari & Sjöblom, 2017). Özellikle e-sporun son on yılında oyuncuların seyirciyle buluşma oranı arttı (Leis ve Lautenbach, 2020). Bilimsel bir tanım yapacak olursak elektronik spor, bilgi ve iletişim teknolojilerini kullanarak insanların zihinsel veya fiziksel yeteneklerini geliştirip eğittikleri spor faaliyetleri alanı en büyük eğlence türlerinden biridir (Wagner, 2006). Espor ve rekabetçi video oyunları

insan yaşamının bir parçası olduğuna göre video oyunlarının da insanın bir parçası olduğunu anlatmak gerekir. Öte yandan espor ile geleneksel sporların organizasyonel ve yapısal olarak pek çok benzerliği bulunmaktadır. Gelecekte espor sektörü modern spor kulüpleri ve organizasyonları bünyesinde giderek büyüyeceği tahmin edilmektedir. Literatür taraması sonucunda, literatürde espor oyuncularının yaşam bağlılıkları ile gelecek beklentileri arasındaki ilişkiyi doğrudan gösteren bir çalışmaya rastlanmamıştır. Bu nedenle araştırmamızın bundan sonraki çalışmalara örnek olacağı düşünülmektedir.

YÖNTEM

Tanımlayıcı ve ilişkisel tarama türü olarak gerçekleştirilen araştırmaya Türkiye'nin Marmara bölgesinde ikamet eden 18.155 ± 1.05 yaşlarındaki 145 erkek ve 79 kadın olmak üzere toplam 243 kişi katılmıştır. Araştırmada yaşama bağlılık ölçeği ve ergenlerin gelecek beklentileri ölçeği kullanılmıştır. Araştırmacı tarafından toplanan ölçekler SPSS 25 paket programında kontrol edilerek analiz edilmek üzere bilgisayar ortamına aktarılmıştır. Araştırmaya katılanlardan elde edilen verilere ANOVA, T testi, Pearson korelasyon testleri uygulandı.

BULGULAR

Araştırmaya katılan espor oyuncularının yaşları 18.155 ± 1.05'tir. Esporcuların hayata bağlılık ve gelecek beklentisi ölçeği genel puan ortalamaları ile baba eğitim ve gelir düzeyi değişkeni arasında fark bulunmadı (p>0,5). Annesi ortaokul mezunu olan esporcuların din ve toplum düzeylerinin daha yüksek olduğu belirlenmiştir (p<0,5). Anne eğitim durumunun din ve toplum düzeyleri üzerinde önemli etki olduğu düşünülmektedir. Cinsiyet değişkenine göre esporcuların yaşama bağlılık düzeyleri ve gelecek beklentileri ölçeğin alt boyutları arasında farklılaştığı belirlenmiştir (p<0,5). Araştırma sonucunda esporcuların yaşam bağlılıkları ile gelecek beklentisi ölçeğinin ortalama puanları ve gelecek beklentisi ölçeğinin alt boyutları arasında pozitif yönde bir ilişki bulunmuştur (p<0,5). Araştırmaya katılan bireylerin yaşama olan bağlılık düzeyleri arttıkça geleceğe ait beklenti düzeylerinde arttığı düşülmektedir.

TARTIŞMA VE SONUÇ

Espor günümüzde birçok ülkede kabul edilen ve desteklenen bir spordur. Bu değer ülkemizde de hızla gelişmektedir. Dünya çapında e-sporun bir spor olup olmadığı tartışmaları devam ederken, e-spor zaten kendi ekosistemini oluşturmuş durumda. Teknolojinin gelişmesiyle birlikte internet hayatımızın vazgeçilmezi haline gelmiş ve video oyunları da onun bir parçası haline gelmiştir. Ancak Türkiye'de milyonlarca insan çevrimiçi ve çevrimdışı olarak platformlarda ve spor salonlarında e-spor etkinliklerine katılmaktadır (Atıcı vd., 2023). Bu araştırma kapsamında 145'i erkek, 79'u kadın olmak üzere toplam 224 esporcunun hayata bağlılıkları ve gelecek beklentileri ve çeşitli değişkenler açısından incelenmiştir. Sonuç olarak espor oyuncularının çalışma ve eğitim alt boyutunda bireylerin cinsiyet değişkenine göre hayata bağlılık düzeyleri ve gelecek beklentilerinde değişim olduğu fark edilmiştir. Espor oyuncularının evlilik ve aile boyutuna önem verdiği düşünülmektedir. Baba eğitim düzeyi değişkeninde hayata bağlılık

düzeyi ve gelecek beklentisinin tüm alt boyutlarında bir değişiklik olmadığı görülmektedir. Bireylerin anne eğitim durumlarında hayata bağlılık açısından bir değişiklik olmadığı, sadece din ve toplum boyutunda bir değişiklik olduğu görülmektedir. Espor oyuncularının aile gelir durumlarında herhangi bir farklılık olmadığı belirlendi. Espor oyuncularının oynadığı oyun türüne göre farklılıklar belirlendi. Literatür taraması sonucunda literatürde espor oyuncularının hayata bağlılıkları ile gelecek beklentileri arasındaki ilişkiyi doğrudan gösteren bir çalışmaya rastlanmamıştır. Bu nedenle araştırmamızın gelecekte yapılacak çalışmalara örnek olacağı düşünülmektedir.

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Tasarım *Design*	Yöntem ve araştırma desenini tasarlamak *To design the method and research design.*	Semra ÇETİN
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Tartışma ve Yorum *Discussion and Commentary*	Elde edilen bulguların değerlendirilmesi *Evaluation of the obtained finding*	Mehmet KOÇ