

CONTENTS

<i>ACKNOWLEDGMENTS</i>	ix
<i>INTRODUCTION</i>	xi
1. THE EMOTIONAL EXPERIENCE OF GAMES TODAY	1
2. GAMES AND THE NEED FOR COMPETENCE	15
3. GAMES AND THE NEED FOR AUTONOMY	39
4. GAMES AND THE NEED FOR RELATEDNESS	65
5. IMMERSION AND PRESENCE	81
6. DANGEROUS WATERS: THE ADDICTIVE UNDERTOW OF GAMES	97
7. THE APPEAL AND PERILS OF AGGRESSION IN VIDEO GAMES	119
8. GAMING BEYOND ENTERTAINMENT	139
9. RELATING TO GAMES: A PRACTICAL ROAD MAP	155
<i>INDEX</i>	175