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Computer Games and Gamers through the Narratives

Perspectives of computer game players about games and themselves, and about others' attitudes towards games and gamers are the subject of this article. This article is from a qualitative research in which a group of heavy players (no=18) are interviewed in Iran-Tehran. The interviewees are either from a group of available young men between 18 and 28 years in Tehran's game-nets or in the place of competition of computer games (2009). The comparison of the two groups of attitudes towards computer games and gamers generally suggests that there is a conflict between them. In spite of the positive attitudes of interviewees towards themselves and computer games and being proud of themselves, they believed that the majority of Iranian society has a negative attitude towards them and computer games. In this paper, these findings in more details are discussed.