# Identifying University Faculty Attitudes in Online Games

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## Abstract

The purpose of this study was to identify and categorize the perceptions of university faculty before we allocate the resources to design, develop, and implement digital game-based learning in high education institution in Taiwan. Q-methodology was conducted for this study because it is a quantitative analysis of subjective data. Thirty faculty members from a university were surveyed and asked to rank-order 30 statements about online games. Factor analysis was used to identify the number of factors and the correlation study attempts to identify the individuals who are highly correlated with one another in each specific factor. In this study, the data were processed and analyzed following the usual steps of Q-methodology by using the PQMethod software. Three operant factor types were identified. It is concluded that respondents' attitudes about online gaming are not affected by age or by hours spent online daily, but by gender and prior game-playing experiences.