

Contents

1	Introduction	1
2	Theoretical background	5
2.1	The perspective of self-determination theory	5
2.2	The role of context in the perception of feedback	6
2.3	Failing and uncertainty in games	8
3	Experiment 1 (with compensation)	11
3.1	Method	11
3.2	Results Experiment 1	13
3.3	Discussion Experiment 1	30
4	Experiment 2 (without compensation)	35
4.1	Results Experiment 2	35
4.2	Comparison of Experiment 1 and Experiment 2	51
4.3	Discussion Experiment 2	53
5	General Discussion	57
5.1	Implications	60
5.2	Limitations	60
5.3	Future Research	61
5.4	Conclusion	62