Unge og looping-effekten af computerspilafhængighed

Engl. transl.: Youth and the looping-effect of computer games addiction

# Details

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## Sample

- 3 interviews with young men/boys
- recruited through snowball effect method
- Spring 2010 + fall 2011

# Abstract

In this article I set out to investigate the social construction of computer game addiction in young people’s everyday life. On the basis of qualitative inter- views with three Danish teenage boys the article analyses how worries of com- puter game addiction is being produced and reproduced in social situations as well as how young people adapt to and resist the classification of computer game addiction. On the one hand the young people adapt the classification in order to get control of their gaming. On the other hand there is a risk of pathologization as their conduct may be linked to adaptive strategies related to family or school problems.

# Outcome

Computer games addiction, or: ’Internet Gaming Disorder’ (IGD) should maybe be interactively classified. Social processes are influencing young gamers in complex ways concerning IGD and a looping effect is taking place.