Problem gaming from the perspective of treatment

# Details

## Year

2018

## Issued

2018

## Language

English

## Start Page

## End Page

## Editors

Enevold J.;Thorhauge A. M.;Gregersen A.

## Authors

Prax P.;Rajkowska P.

## Type

Book chapter

## Book title

What’s the Problem in Problem Gaming?: Nordic Research Perspectives

## Publisher

Nordicom

## Place

Gothenburg

## Topics

* Internet usage, practices and engagement
* Wellbeing
* Risks and harms

## Sample

Youth social workers, parents, and school-age children in two Swedish cities.

## Implications For Parents About

## Implications For Stakeholders About

## Other Stakeholder Implication

Social work professionals

# Abstract

"[T]he aim of this chapter is to contribute...with two perspectives on problem gaming, i.e. that of the people who are treating problem gaming every day as well as that of the people who receive treatment, the latter of which are arguably those most impacted by it. Our findings make it possible to problematize the definitions of problem gaming in the existing literature, along the lines of other
chapters of this anthology. Finally, the chapter will discuss some of the implications of these different perspectives on problem gaming for treatment, identity construction, and societal power structures." (Authors, 91-92)

# Outcome

"[F]rom the perspective of the three groups of interview- ees, treatment professionals, parents and gamers, problem gaming is defined through the negative effect the gaming behavior has on other areas of life, which then leads to suffering on the side of the gamer. Problem gaming is not seen as the one aspect that needs to be removed from a gamers life in order to resolve it; instead, the gamers life needs to be refilled with the elements that have been lost due to problem gaming." (Authors, 104)