Predicting Internet Gaming Disorder symptoms in young adolescents: A one-year follow-up study

# Details

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## Sample

"The data for this study were collected as part of the Digital Youth Project (DYP), a longitudinal research project on online behaviors of Dutch adolescents. Adolescents in the first and second year of two public secondary education schools (grades 7 and 8) participated in two measurement waves with one-year interval between waves. The first measurement (T1) was conducted in February 2015 and the second in February 2016.
At T1, the sample (48.9% boys) averaged 13.90 years (SD = 0.74; range 11–15) of age. Most participants (82%) had a Dutch background, with both parents also born in the Netherlands. Of the 544 participants included at T1, 354 (65%) were also included at T2. " (Peeters et al., 2018, p. 257)

## Implications For Policy Makers About

Other

## Other PolicyMaker Implication

Identify adolescents who are at higher risk for developming a game disorder

# Abstract

Background and Aims
Problematic gaming behavior in adolescence is becoming a bigger societal problem. An increasing number of adolescents have difficulties in controlling their game play and are at risk for the development of Internet Gaming Disorder (IGD) symptoms already at a young age.

Design
In this longitudinal study, 354 adolescents (mean age = 13.9, 48.9% boys) were followed over 12 months. It was hypothesized that attention problems, social vulnerability, and life satisfaction uniquely and interactively predict increase in IGD symptoms.

Results
The findings of a zero-inflated model revealed main effects of social vulnerability (B = 0.297, SE = 0.142) and attention problems (B = 0.298, SE = 0.134) on IGD symptoms while controlling for gender differences. In addition, the effect of attention problems on IGD was the strongest among adolescents who were more socially vulnerable (B = −0.681, SE = 0.140) and less satisfied with life (B = −0.485, SE = 0.199).

Conclusions
Adolescents with attention problems might have difficulties in directing their attention towards other tasks, placing them at an increased risk for developing problematic gaming behavior. This risk is further exacerbated by social vulnerability and dissatisfaction with life.

# Outcome

"The findings of a zero-inflated model revealed main effects of social vulnerability (B ¼ 0.297, SE ¼ 0.142) and attention problems (B ¼ 0.298, SE ¼ 0.134) on IGD symptoms while controlling for gender differences. In addition, the effect of attention problems on IGD was the strongest among adolescents who were more socially vulnerable (B ¼ 0.681, SE ¼ 0.140) and less satisfied with life (B ¼ 0.485, SE ¼ 0.199)." (Peeters et al., 2018, p. 255)