Assessing the symptoms of Internet Gaming Disorder among college/university students: An international validation study of a self-report

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Risks and harms

## Sample

3270 college/university students
Gender (female), 2095 (64.15%)
Age range 17–40
Mean age in years (SD) 21.6 (3.1)

## Implications For Stakeholders About

# Abstract

The present study evaluated the psychometric properties of a self-report scale for assessing Internet Gaming Disorder (IGD) symptoms according to the DSM?5 and ICD?11 among 3270 college/university students (2095 [64.1%] females; age mean 21.6 [3.1] years) from different countries worldwide. Croatian, English, Polish, Portuguese, Serbian, Turkish, and Vietnamese versions of the scale were tested. The study showed that symptoms of IGD could be measured as a single underlying factor among college/university students. A nine item symptom scale following DSM?5, and a short four-item scale representing the main ICD?11 symptoms, had sound internal consistency and construct validity. Three symptom-items were found non-invariant across the language samples (i.e., preoccupation with on-line gaming, loss of interests in previous hobbies and entertainment, and the use of gaming to relieve negative moods). This study provides initial evidence for assessing IGD symptoms among college/university students and will hopefully foster further research into gaming addiction in this population worldwide especially with taking into account language/cultural differences.

# Outcome

"Summarizing, this study confirmed that the proposed nine DSM symptoms of IGD could be measured as a single underlying factor among college/university
students. Nine items representing the DSM–5 and a four-item scale representing the ICD–11 symptoms were found to be unidimensional measures with sound
internal consistency and construct validity. In addition, the IGD construct was gender invariant, although some symptoms could be sensitive to language/
cultural influences." (Stevanović et al., 2020, p. 57)