Instrumentos de medida del trastorno de juego en internet en adolescentes y jóvenes según criterios DSM-5: una revisión sistemática

Engl. transl.: Measurement instruments of Internet gaming disorder in adolescents and young people according to DSM-5 criteria: a systematic review

# Keywords

* Assessment
* Internet Gaming Disorder (IGD)
* youth and adolescents
* DSM-5

# Details

## Year

2020

## DOI

10.20882/adicciones.1277

## Issued

2019

## Language

English

## Volume

32

## Issue

4

## Start Page

## End Page

## Authors

Bernaldo-de-Quirós M.;Labrador-Méndez M.;Sánchez-Iglesias I.;Labrador F.

## Type

Journal article

## Journal

Adicciones

## Publisher

Socidrogalcohol

## Topics

* Risks and harms
* Other
* Wellbeing

## Sample

A bibliographic search was carried out from January 2012 to May 2018 in PsycINFO, Academic Search Premier, PubMED and Web of Science databases, using the following Boolean logic terms and operators: (video gam\* OR online gam\* OR internet gam\* OR computer gam\* OR internet OR internet use) AND (addict\* OR problem\* OR pathological OR excessive or compulsive OR disorder\* OR depend\*) AND (measurement\* OR psychometric\* OR assessment), in an attempt to reproduce the systematic review by Kuss and Griffiths (2012). Searches were made in the keyword field or meSH terms.
The inclusion criteria were: (a) that the main subject of the article was the measurement instrument, (b) that IGD was assessed, (c) that minors were included as participants, (d) that it was an original article or clinical study and (e) that was published in English or Spanish. The exclusion criteria were: (a) that the main topic of the article was the analysis of explanatory models or associated or IGD risk factors, (b) that the instrument assessed Internet addiction in general without a specific section on IGD, (c) that only participants older than 18 years were included, (d) that it was a systematic review, meta-analysis or case study.
The database search strategy located 361 articles. After eliminating 190 duplicate entries, the remaining 171 were subjected to the inclusion and exclusion criteria by reading titles and abstracts, with 159 being eliminated for not meeting the criteria and 12 being selected for exhaustive analysis through a complete reading. After consulting the bibliographies of these articles, seven further articles were submitted to the selection criteria. Finally, 13 articles meeting the criteria were included in the review.

## Implications For Stakeholders About

Researchers

# Abstract

The inclusion of Internet Gaming Disorder (IGD) in the DSM-5 has generated controversy over its diagnosis, and it, therefore, seems necessary to establish a clear cut-off point to identify when excessive gaming becomes problematic. Such identification is especially difficult in adolescents and young people, who frequently dedicate a great deal of time to online games. The goal of this systematic review was to analyze the instruments developed to assess IGD in adolescents and young people since its inclusion in the DSM-5. We identified 13 studies which included validations of seven assessment instruments for IGD in adolescents and young people. Each instrument and its validations in different languages are described. In comparison to previous reviews, a lower diversity of assessment instruments, a reduction in the number of items and a more uniform form of measurement was observed, maintaining high internal consistency and good criterion validity. However, problems related to sample selection, the lack of sensitivity and specificity studies, and the establishment of cut points and profiles of gamers remain. Advances in the analysis of the psychometric qualities of the instruments and their validation in different countries are needed, and cultural differences should be considered in order to allow the prevalence of this problem to be compared.

# Outcome

The inclusion of Internet Gaming Disorder (IGD) in the DSM-5 has generated controversy over its diagnosis, and it, therefore, seems necessary to establish a clear cut-off point to identify when excessive gaming becomes problematic. Such identification is especially difficult in adolescents and young people, who frequently dedicate a great deal of time to online games. Results show changes have been detected in terms of reduced heterogeneity and shorter measurement instruments, adapted for the most part to the DSM5 criteria. The 5-point Likert scale is the most frequently used response format. Conversely, the only instrument found for clinical use employs the dichotomous form and the clinical judgment of the therapist. The instruments which seem to enjoy the broadest acceptance internationally are those developed in the United Kingdom. Bernaldo de Quirós et al. (2020: 299 ) highlight that "IGDS9-SF instrument is the most widely used, with the greatest number of translations to different languages and validations, although a more complete study of its psychometric qualities is lacking". In parallel, the authors state that "the scarcity of publications utilizing samples of young people and adolescents has led to the need to include some studies in which responses are not distinguished by the age of the participants" (Bernardo de Quirós et al., 2020: 300). The authors make clear recommendations for detection of the problem in large populations and the application of prevention programs in schools such as "the use of a brief, highly sensitive self-report instrument and, after detection, a test with high specificity
able to reduce false positives and confirm a diagnosis involving clinical judgment" (Bernardo de Quirós et al., 2020: 300). In parallel and with the aim of improving communication and collaboration between researchers and professionals at an international level, the authors recommend "making the instruments and their authors accessible through web pages seems an appropriate strategy, as is the case of the instruments developed in the United Kingdom" (Bernardo de Quirós et al., 2020: 300)".
[Text translated and adapted by the coder]