Problem gaming from the perspective of treatment

# Details

## Year

Not reported

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Qualitative

## Methodologies

Interview

## Researched Groups

* Children
* Parents
* Social workers
* Youth workers

## Consents

## Informed Consent

Consent obtained

## URL

https://www.diva-portal.org/smash/get/diva2:1229758/FULLTEXT01.pdf

## Data Set Availability

Not mentioned

# Goals

"This chapter describes an interview study which aimed to address the lack of re- search mentioned above. In line with the focus of this anthology on problem gaming in everyday life, the aim of this chapter is to contribute to this discussion with two perspectives on problem gaming, i.e. that of the people who are treating problem gam- ing every day as well as that of the people who receive treatment, the latter of which are arguably those most impacted by it." (Authors, 91)