PROBLEMATIC INTERNET USE (PIU) AND INTERNET GAMING AMONG COLLEGE AND UNIVERSITY STUDENTS WORLDWIDE

# Details

## Year

2018

## Scope

Multinational

## Countries

* Croatia
* Italy
* Sweden
* Poland
* Portugal
* Serbia
* Turkey
* Other

## Type

Empirical research – Quantitative

## Methodologies

Online quantitative methods (e.g. Online survey)

## Researched Groups

Other

## Other Researched Group

Young adults

## Children Ages

Other

## Other Childrens Age Group

17–40, Mean age in years 21.6

## Funder

International Child Mental Health Study Group (ICMH–SG)

## Funder Types

Other

## Other Funder Type

Non-profit organisation

## Has Formal Ethical Clearance

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## URL

https://www.icmhsg.org/index.php/projects/?fbclid=IwAR36rQU6rBdnGHvNMiPUCGvtcQy1dG9cfytIeR911Ch\_6E731tqmvix2UKY

## Data Set Availability

Not mentioned

# Goals

"The 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 college/university students from different countries worldwide." (Stevanović et al., 2020, p. 43)