The relationship between mental well-being and dysregulated gaming: A specification curve analysis of core and peripheral criteria in five gaming disorder scales

# Details

## Year

2018

## Scope

Multinational

## Countries

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

## Funder

The first author was supported by the EPSRC Centre for Doctoral Training in Intelligent Games Games Intelligence (IGGI) [EP/S022325/1]. The second author received funding from the ZonMw project [#531004006, Preventieprogramma 5].

## Funder Types

National Research Council

## Consents

Consent obtained from children

## Informed Consent

Consent obtained

## Ethics

Ethical considerations not mentioned

## Data Set Availability

Not mentioned

# Goals

1. What is the strength of the relationship between dysregulated gaming severity and
psychological well-being?
2. How much variability in the size of that effect can be attributed to analytical choices,
including the selection and operationalization of the criterion variable (dysregulated
gaming severity), outcome variable (well-being), and the in/exclusion of various
covariates (demographics, gaming motivations, and need satisfaction in games)?
3. Are dysregulated gaming core criteria more strongly associated with decreased mental
well-being than engagement criteria?