Clinical validation of the C-VAT 2.0 assessment tool for gaming disorder: A sensitivity analysis of the proposed DSM-5 criteria and the clinical characteristics of young patients with ‘video game addiction’

# Details

## Year

2013

## Scope

National

## Countries

Netherlands

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

* Pre-adolescents (11-13 Years old)
* Adolescents (14-18 Years old)
* Young adults (19-24 Years old)

## Funder

Volksbond Foundation Rotterdam

## Funder Types

Foundation

## Consents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## Data Set Availability

Not mentioned

# Goals

"Clinicians struggle with the identification of video gaming problems. To address this issue, a clinical assessment tool (C-VAT 2.0) was developed and tested in a clinical setting. The instrument allows exploration of the validity of the DSM-5 proposal for ‘internet gaming disorder’." (van Rooij et al., 2017, p. 269)