Video game addiction - epidemiology, mechanisms and prevention

# Details

## Year

2016

## Scope

National

## Countries

Norway

## Type

Empirical research – Experiment/Intervention

## Methodologies

Experimental / Quasi-experimental

## Researched Groups

Families

## Children Ages

Adolescents (14-18 Years old)

## Funder

Research Council of Norway

## Funder Types

National Research Council

## Has Formal Ethical Clearance

## Consents

Consent obtained from parents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## URL

https://prosjektbanken.forskningsradet.no/project/FORISS/240053?Kilde=FORISS=Ar=bar=projects=no=score=desc=30=0=240053

## Data Set Availability

Not mentioned

# Goals

In the 5th ed. of the diagnostic manual for mental disorders published by the American Psychiatric Association (2013) criteria for Internet Gaming Disorder (video game addiction) were proposed, under Conditions for Further Study. Accordingly we aim to add knowledge about the validity of this condition.