Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game Addiction in Middle School Students

# Details

## Year

2015

## Scope

Local

## Countries

Turkey

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

Pre-adolescents (11-13 Years old)

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## Data Set Availability

Not mentioned

# Goals

"The purpose of this study was to investigate the risk factors involved in online game addiction (OGA) among middle school students. The specific research questions were as follows:
Research Question 1: What is the level of PG and OGA in middle school students?
Research Question 2: Which sociodemographic variables are risk factors for PG and OGA among middle school students?
Research Question 3: Is SA a risk factor for PG and OGA?" (Karaca et al., 2020, 831)