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Crowdsourcing phenomenology for Internet Gaming Disorder

Conference Paper · March 2016


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
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CONCLUSIONS (Phase 1)



Gamers proposed novel Internet Gaming Disorder criteria:

- Loss of reality/dissociative attitude
- Games control/determine your schedule-interval reinforcement ratios
- Avoiding socializing/cancelling in person plans
- Continuing when physically exhausted
- Speaks too much about the game

Gamers did not highly rank some traditional IGD criteria:

- Preoccupation
- Tolerance
- Unsuccessful attempts to control the participation in Internet games
- Use of Internet games to escape or relieve a negative mood (e.g., feelings of helplessness, guilt, anxiety)
- Has jeopardized or lost a significant relationship, job, or educational or career opportunity because of participation in Internet games

BACKGROUND

In 2013, the American Psychiatric Association proposed Internet gaming disorder (IGD) as a Emerging Measure in DSM 5. However, attempts to standardize measurement of IGD have been criticized for a lack of transparency on how consensus was developed around the wording of proposed items. Many researchers specializing in video game addiction have expressed concern that the proposed criteria do not reflect the unique aspects of heavy video game use and the gaming culture that differentiate IGD from previously-known addictive disorders. Research design that reflects the input of multiple stakeholders may improve transparency and increase the value of research by ensuring that culturally-specific norms and deviance are included. A collaborative learning approach may help ensure that future research (1) reflects perspectives of researchers, gamers, clinicians and others who understand cultural norms around gaming (and deviations from these norms) and (2) considers the unique aspects of the gaming experience that may drive abnormal behavior.

AIMS

Test the usability and feasibility of low-cost, technology-assisted forms of discussion and consensus in samples of gamers and researchers by:

1. Conducting computer-assisted in-person discussions and voting at gaming, public health, and communications conferences
2. Moderating discussions and measuring consensus development using a low-cost discussion board platform

METHODS

Phase 1: In-person presentation

- **Sample:** 21 video game fans attending a panel presentation at MAGfest (Music and Gaming Festival), Washington DC, February 2016
- **Procedure:** Panel presentation with brainstorming and ranking of criteria using nominal group technique
- **Data Analysis:** Frequency and consensus of ranks, process evaluation

Phase 2: Online survey and discussion board (ongoing)

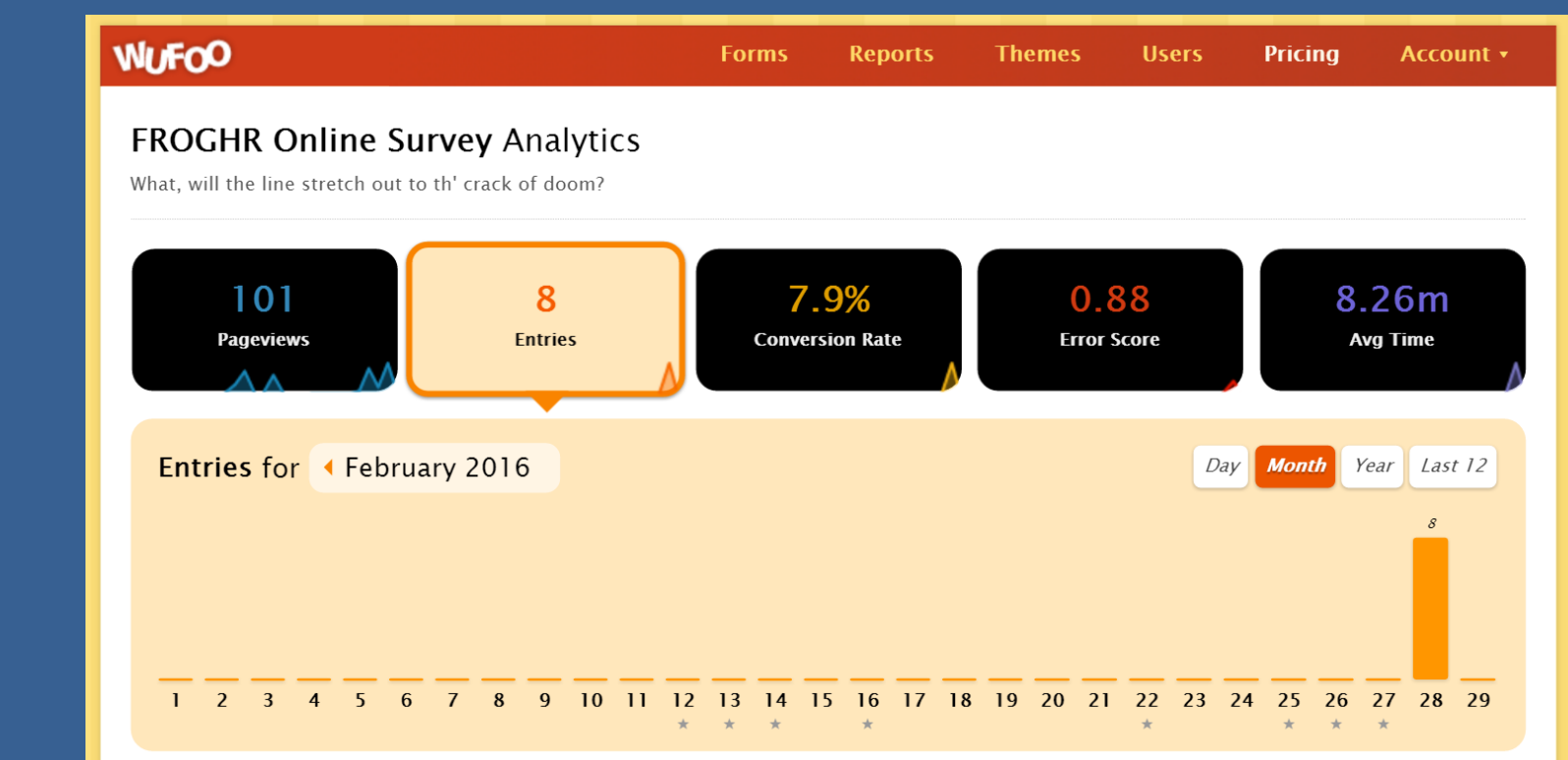
- **Sample:** Web-based recruitment through social media targeting gamers, developers, researchers, clinicians, educators and others
- **Procedure:** Novel survey of stakeholder group, gaming experience, and attitudes toward gaming
- Discussion board as an emergent process:
 - Seeded initially with results of MAGfest panel
 - Current tasks for users
 - Brainstorm and discuss IGD criteria
 - Suggest other topics of importance
- **Data Analysis:** Modified Delphi process for ranking and consensus
 - Analysis of frequency and consensus, usability of web products, and process evaluation

RESULTS

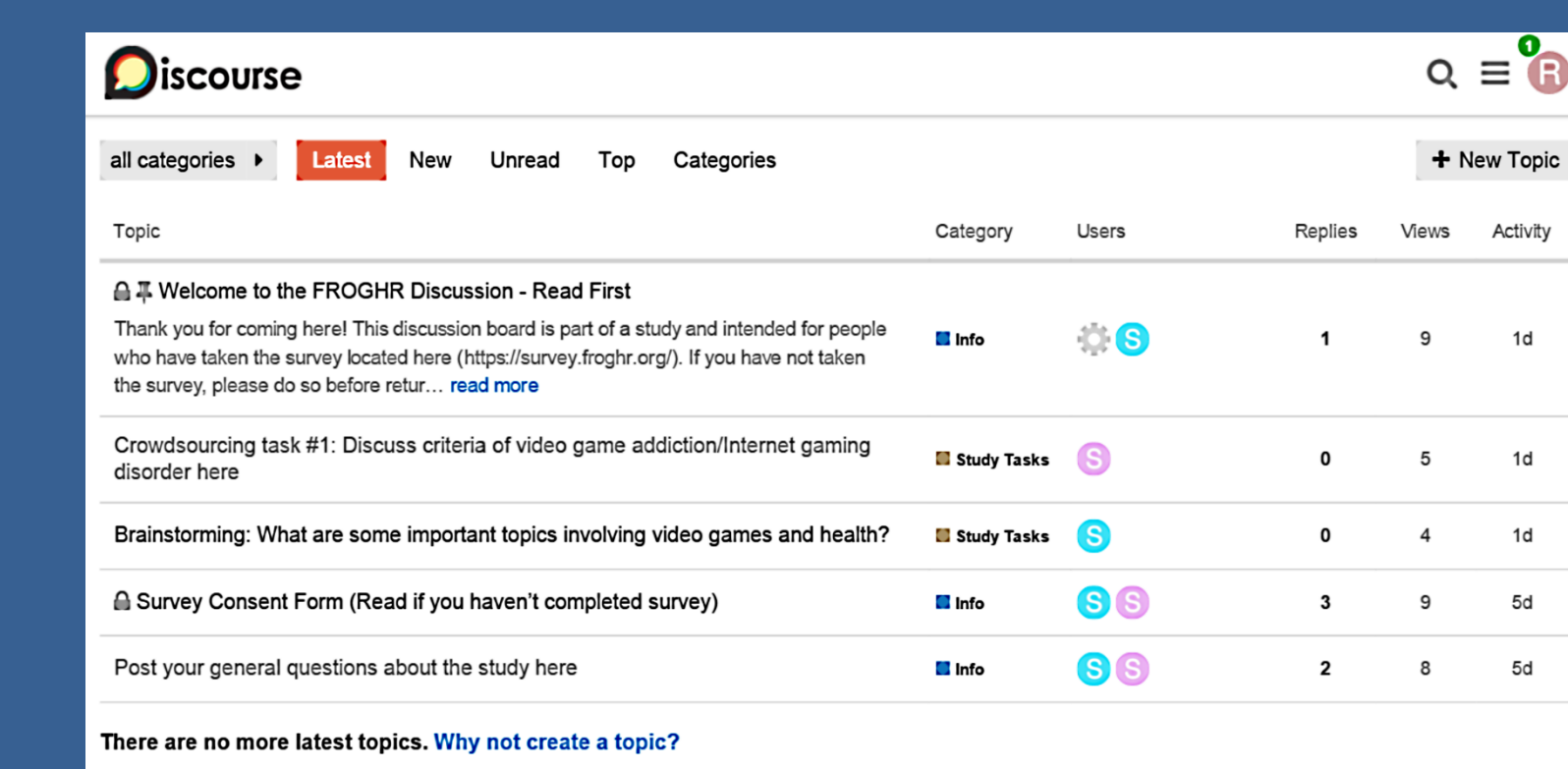
Phase 1: Gamers' rankings of "gaming addiction" criteria (times ranked)

1. Neglect needs/responsibilities/don't feed kids (15)
2. Eat/sleep/health/hygiene (8)
3. Continuing to use after recognizing problem (9)
4. Loss of reality/dissociative attitude (13)
5. Aggression when not able to play (7)
6. Loss of interest in other activities (9)
7. Lying (7)
8. Stress when not playing/withdrawal (12)
9. Denial of there being a problem (7)
10. Avoiding socializing/cancelling in person plans (9)

SURVEY AND DISCUSSION BOARD



Easy-to-access survey analytics



Mobile-friendly, simple discussion board

LIMITATIONS

- Self-selected sample (but best for this task)
- No access to technology for initial presentation
 - Presenters prepared with paper and pencil
 - Difficult to get immediate results
- Technical difficulties left less time for consensus development
- Edgerank algorithm (Facebook) limits viewing of recruitment posts
- Discussion board setup was resource-intensive, delayed study start

ACKNOWLEDGMENTS

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