Disentangling risk and harm: How to distinguish healthy engagement from problematic gaming behavior

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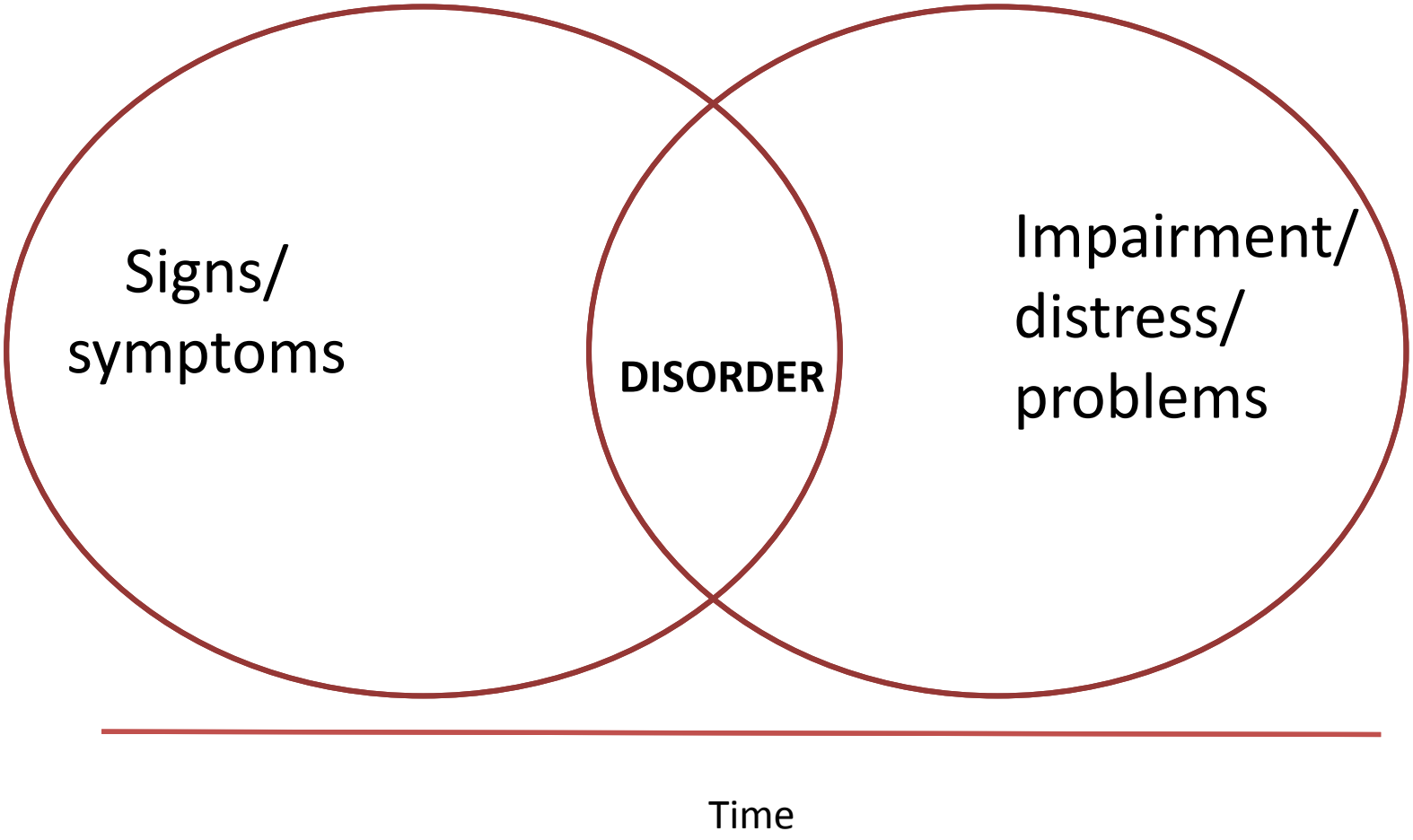
Problems defining disorder



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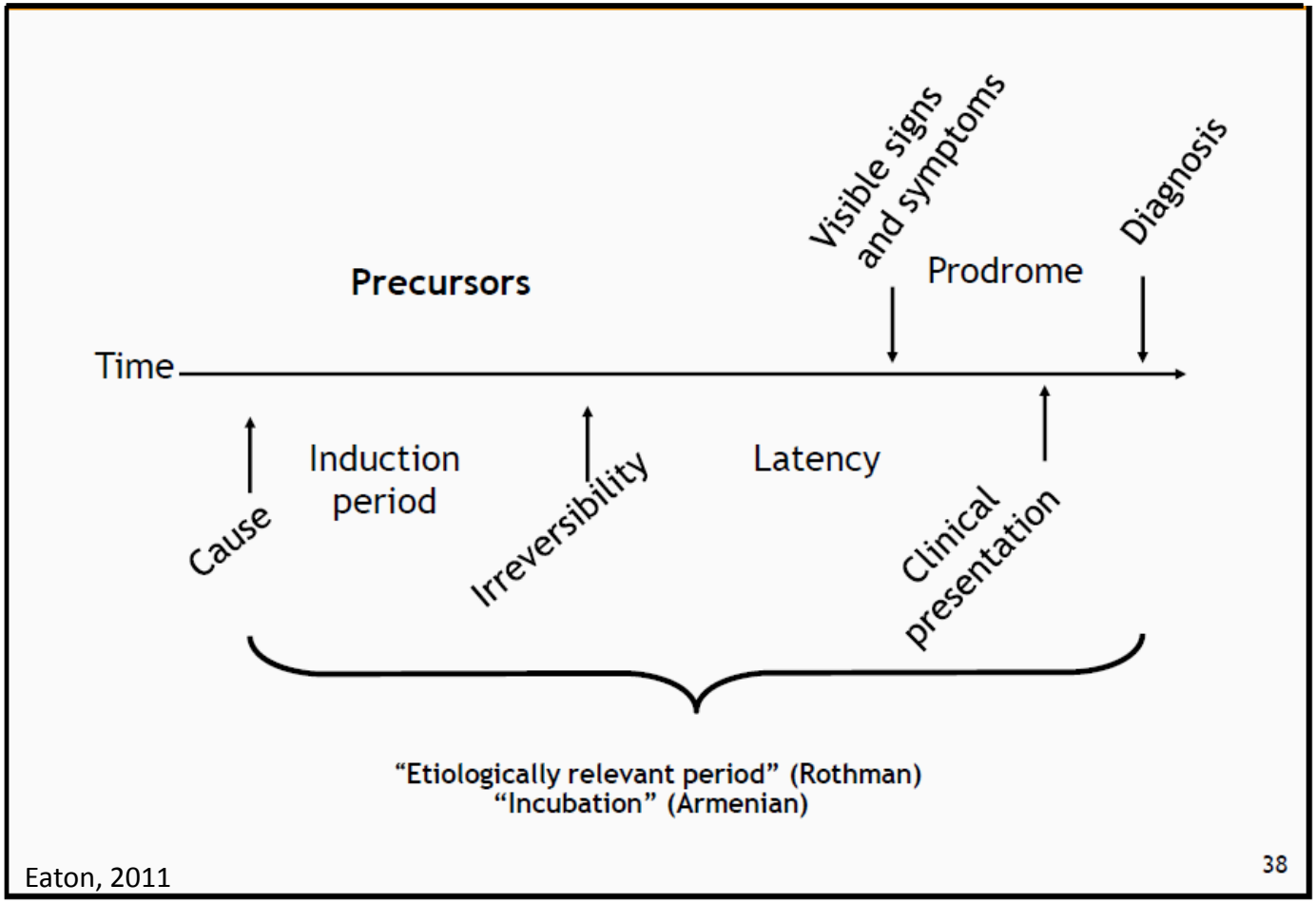
Etiologically relevant period



Eaton, 2011

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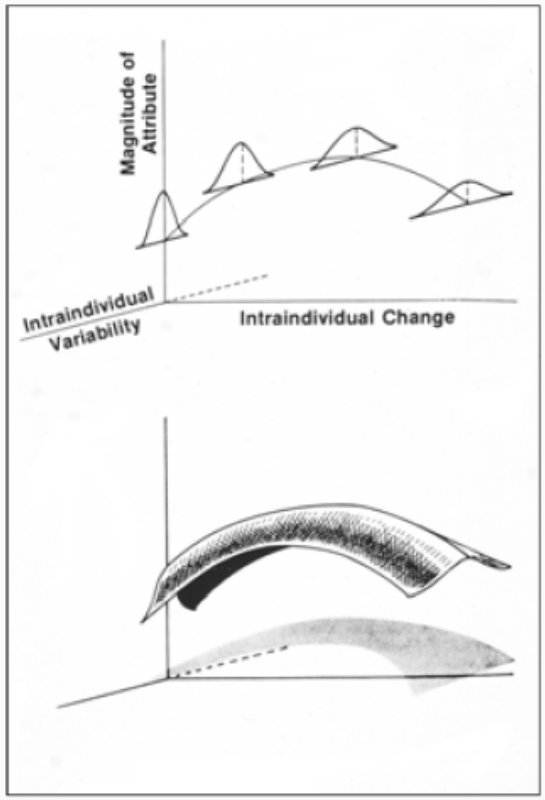
Onset & development:Flying stingray

- Growth is rarely linear
- Variation expands over the life course



Source: Nesseroade, J. R. (1990). The warp and the woof of the development fabric. In R. Downs, L. Liben, and D. S. Palermo (Eds.), *Visions of development, the environment, and the aesthetics: The legacy of Joachim F. Wohlwill*. Hillsdale, NJ: Erlbaum.

In Eaton, 2011

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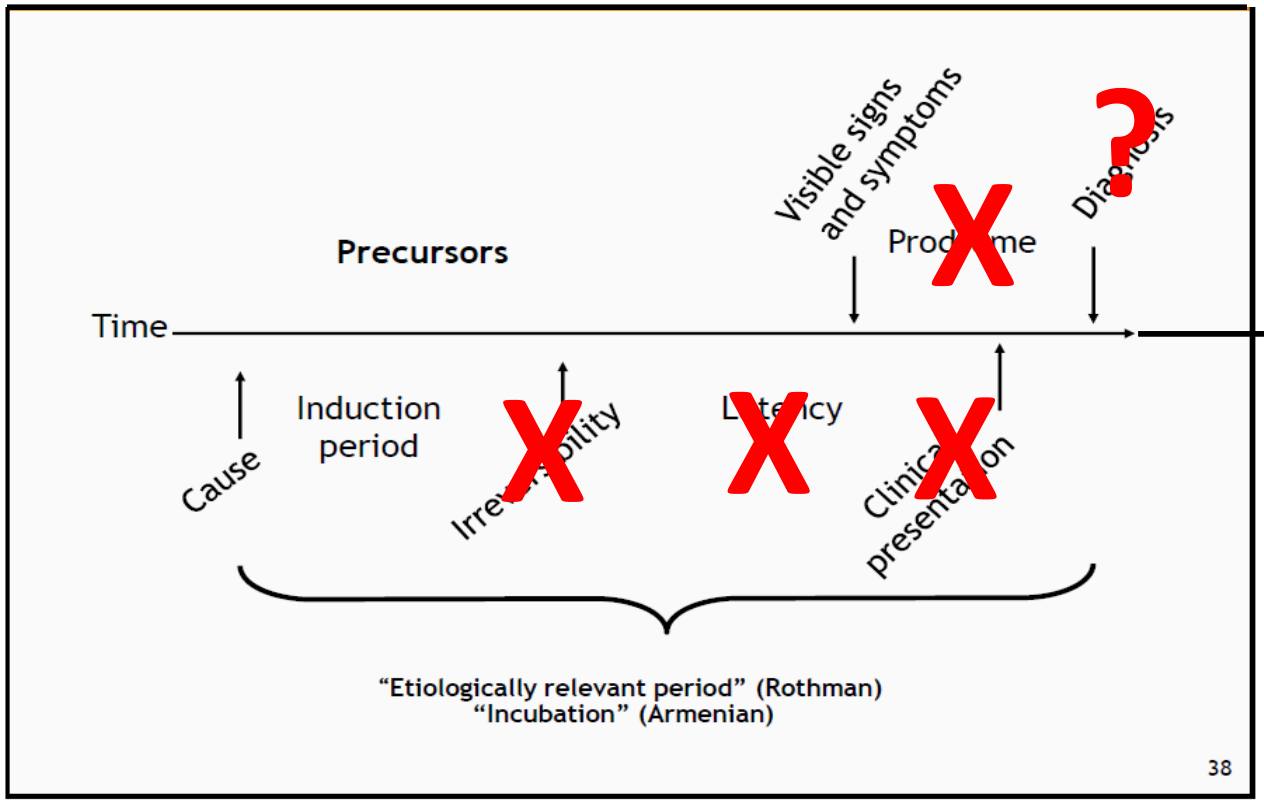
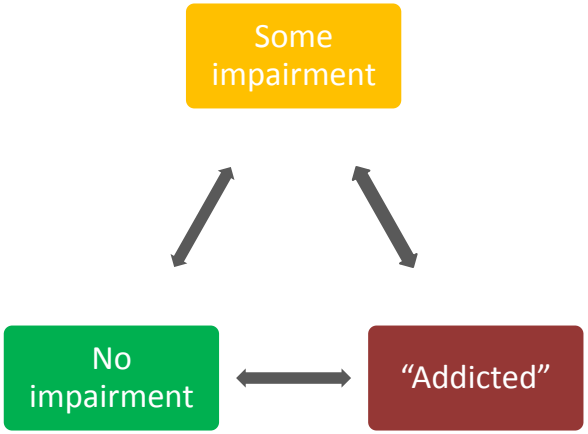
Flying stingrays





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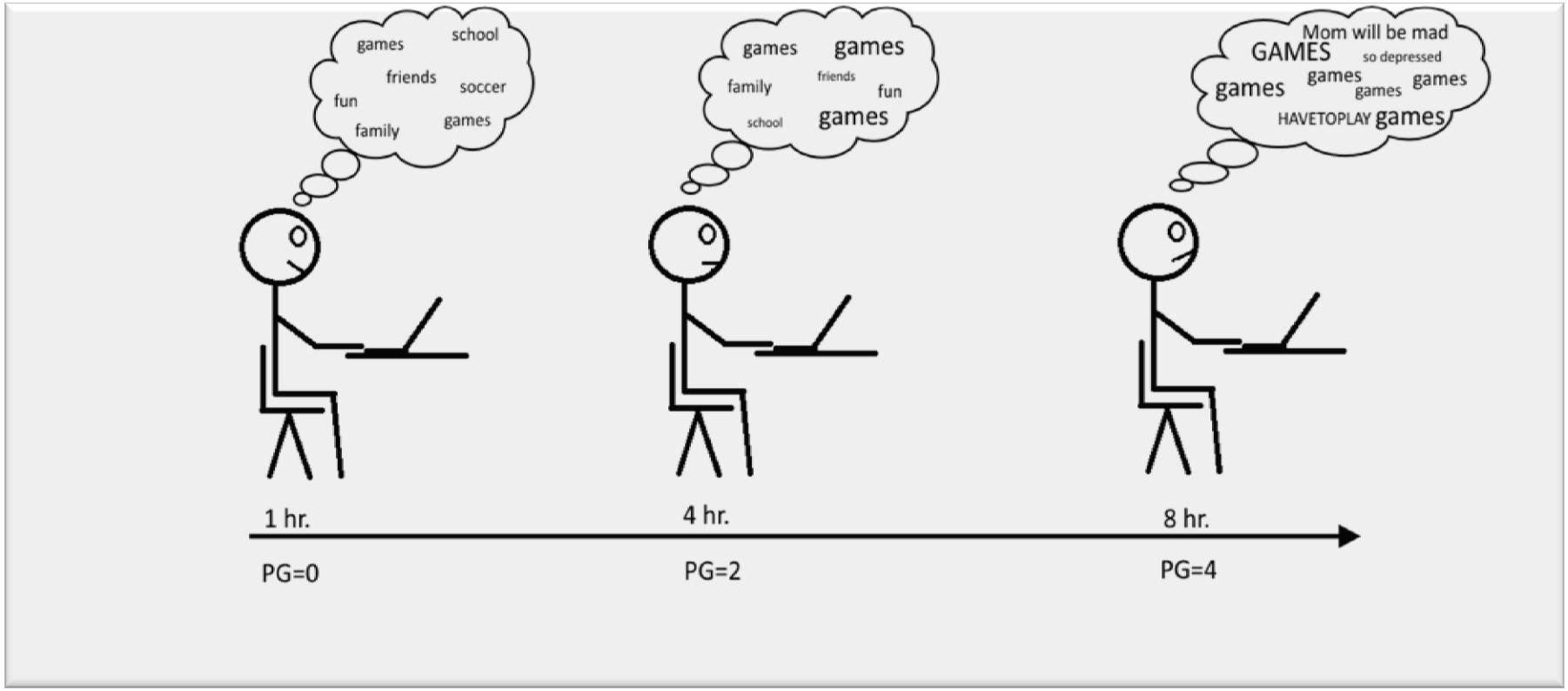
IGD as continuous domain



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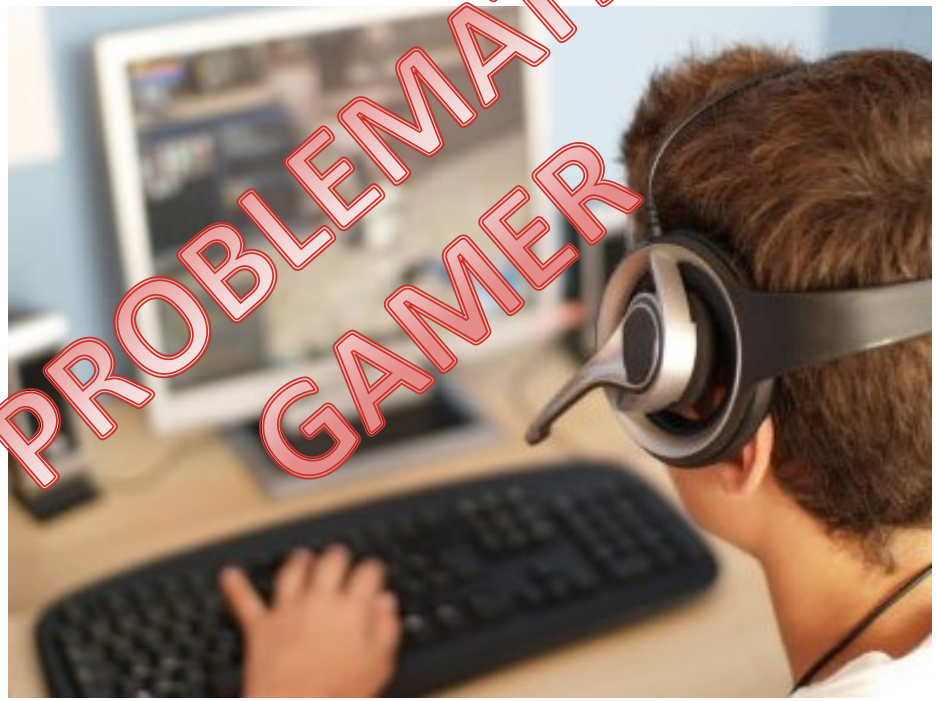

Heavy gamer subtypes?

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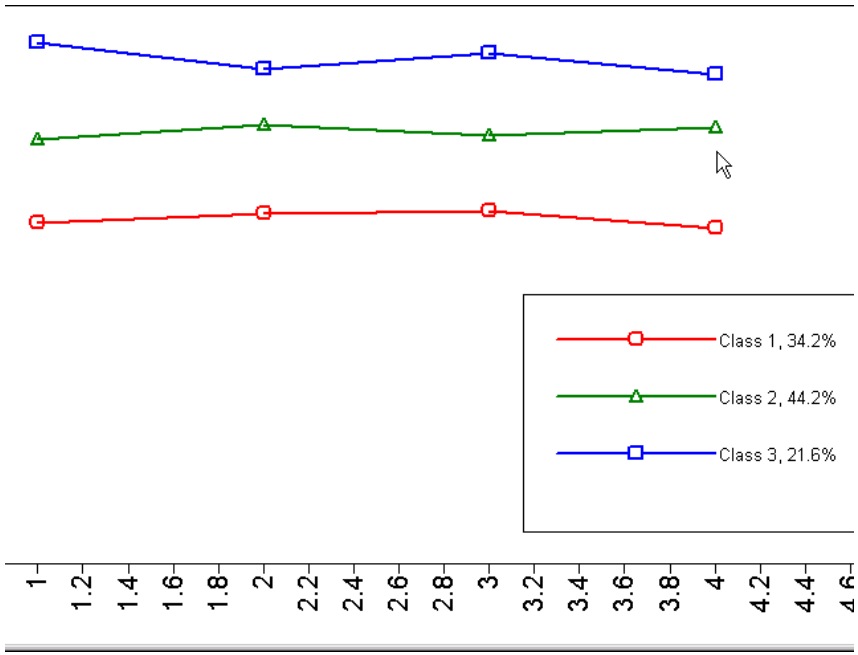
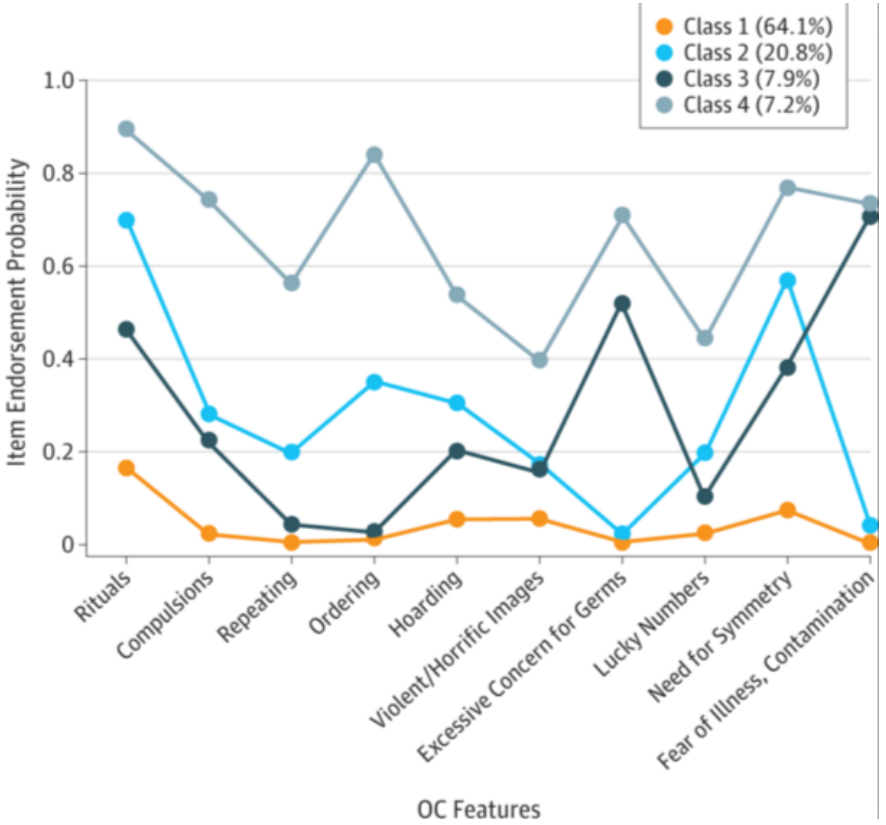
A person-centered approach



UCLA: Statistical Consulting Group.



Scherrer et al., 2015

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Sample & Methods

- EU.NET study – 7 countries in Europe (Tsitsika et al., 2012).
- 5632 adolescents who gamed at least monthly
    - Avg. age 15.8, 63% male
- Latent class analysis of *Scale for the Assessment of Internet and Computer game Addiction—Gaming Module* (AICA-S-gaming, Wolfling et al. 2011)
    - 10 items measuring addictive use of games
    - 6 items measuring problems

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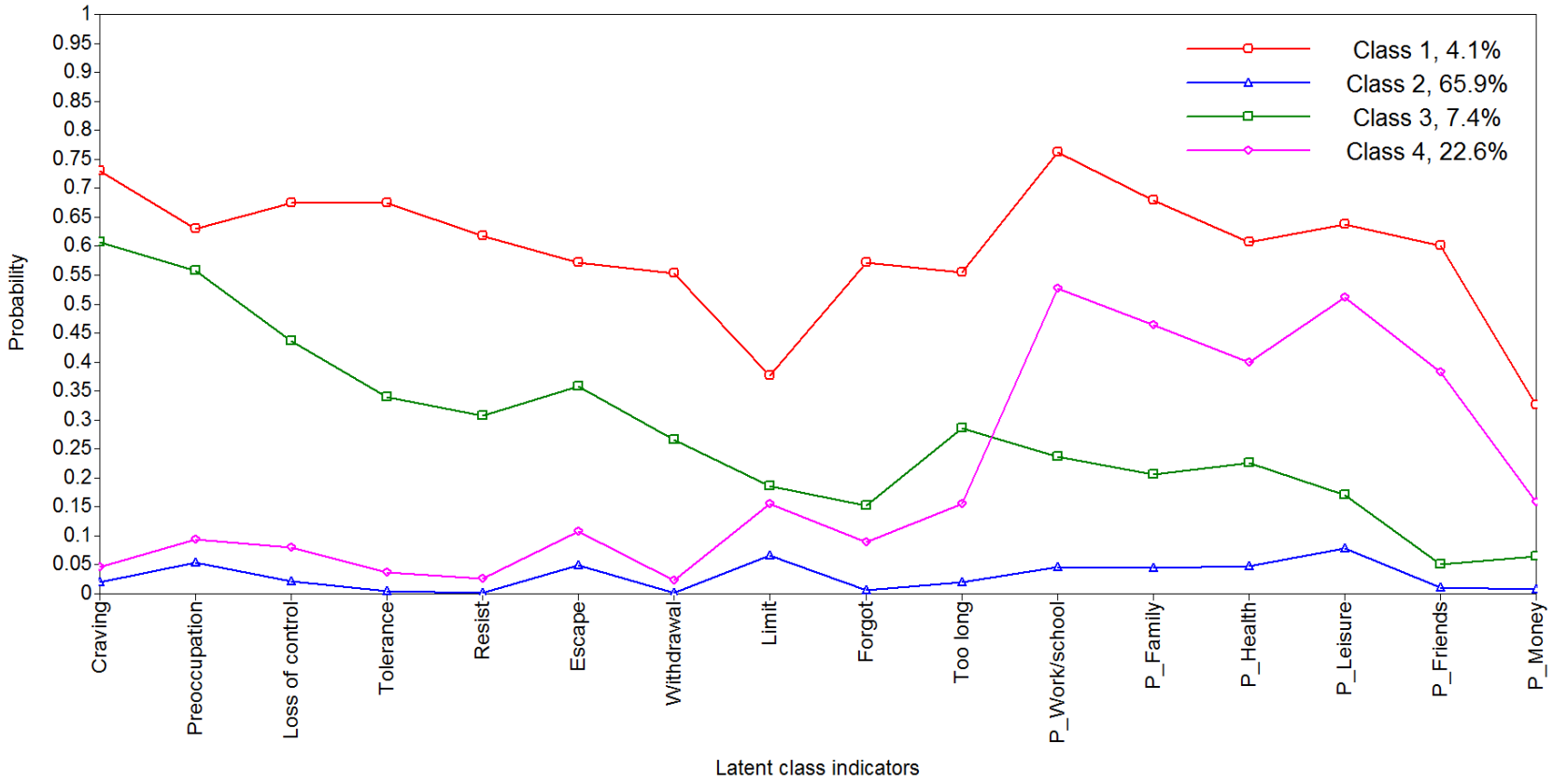
Results

Classes and conditional probabilities for 4-class model



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Discussion

Person-centered analysis shows that some people have symptoms without problems

- Lack of specificity

Some also have problems without a lot of symptoms

- Who are these people?

The criteria are not sufficient

Problems related to gaming seem to represent a unique construct that needs more formative development/description

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Questions?

Thank You!

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