

A survey of potential Internet Gaming Disorder extended to screen use in a community sample

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Background → DSM-5: Internet Gaming Disorder (IGD) proposed as "Condition for

- further study
- →9 criteria / cut-off proposed = 5 criteria : Translated (Petry et al. 2014) → Extension of the concept of IGD to all screens use?
- → Martignas city council: request to survey local screen use

Martianas city

- Sub-urban city in Aquitaine, France (Bordeaux area)
- 7400 inhabitants
- Good standard of living (average household income: 42.000 euros/y)



Objective

- To describe screen use in a community sample of a medium-sized city in Aquitaine, France
 - All types of screens
 - All screen use modalities
 - Adolescents + Adults and Children (children data not show
- To explore for potential Screen Use Disorder based on DSM-5 Internet Gaming Disorder
 - · All types of screens
 - Adolescents + Adults

Method

Task force: SANPSY Univ. Bordeaux. Addiction Clinic CH Ch. Perrens -CHU Bordeaux. Aquitaine region expert center on pathological Gambling, Martignas city council and population representatives

Study design: cross-sectional survey

Population: 7400 inhabitants Martignas city

2 specific questionnaires designed by the task force

- Adolescents/adults (≥12 v.o); self-questionnaire
- Children (<12 v.o); parent-filled questionnaire
- Anonymous
- Close-ended responses: 5-15 minutes to complete
- Note for presentation of the study and confidentiality

Television, computer, smartphone, tablets, handled game console

- Screens use: availability, frequencies and moments, context, main purposes
- Screens Use Disorder: adaptation of the 9 DSM-5 Internet Gaming Disorder criteria

Dissemination and retrieval of questionnaires: Martignas local institutions

Descriptive analyzes: SANPSY

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Results

Data collected: Response rate 37% (893/2400 questionnaires) 835 usable questionnaires, 348 adolescents/adults

Participants: N=348, mean age = 26 y.o. (SD=19), 56% women Age min: 12 y.o.; max: 84 y.o.

Screen use

Widespread access and regular use ("almost every day") of all types of screens in daily life activities; Regular users: up to 10 hours/day Table: distribution of subjects by age and screens use:

						game console
Ados ≤18	191	100%	87%	70%	63%	53%
19-25	23	100%	91%	78%	65%	22%
26-45	57	100%	84%	77%	47%	33%
46-60	52	100%	54%	44%	38%	12%
>60	18	100%	50%	28%	22%	6%
Total	341	100%	80%	66%	55%	39%

Screen Use Disorder (9 IGD criteria adapted)

- · Prevalence of each criteria ranged from 2% to 18% ("unable to cut hack") All types of screens and activities
 - Main problems reported: sleep, vision & weightproblems.
 - neglecting important activities, arguments with others
- · Repartitions of subjects by number of criteria:
 - = 1 criteria: 22% (n=76)
 - ≥ 1 criteria: 38% (n=132)
 - ≥ 2 criterion: 16% (n=56)
 - > 3 criterion: 6% (n=21)
 - ≥ 4 criterion: 2% (n=7) ≥ 5 criterion: 1% (n=5) current threshold for IGD

Discussion

- Level of equipment and regular use important for all types of screens, for recreational & work related activities Important proportion of adolescents/adults with at least 1 positive
- Video games were not the only use of screens reported as
- "Addiction" was rare (≥ 5 critères, 1%)
- Diagnosis would remain rare if threshold was lowered to 4 as for Gambling Disorder

Conclusion

- Potential Screen Use Disorder should be considered for further studies
- Optimal threshold value for diagnosis to be further studied



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