## Accepted Manuscript

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PII: S0747-5632(18)30092-X

DOI: 10.1016/j.chb.2018.02.034

Reference: CHB 5397

To appear in: Computers in Human Behavior

Received Date: 20 September 2017

Revised Date: 19 February 2018

Accepted Date: 22 February 2018

Please cite this article as: Allen J.J. & Anderson C.A., Satisfaction and frustration of basic psychological needs in the real world and in video games predict internet gaming disorder scores and well-being, *Computers in Human Behavior* (2018), doi: 10.1016/j.chb.2018.02.034.

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Satisfaction and Frustration of Basic Psychological Needs in the Real World and in Video

Games Predict Internet Gaming Disorder Scores and Well-Being

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