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Video gaming in a hyperconnected world: A cross-sectional study of heavy gaming, problematic gaming symptoms, and online socializing in adolescents

Michelle Colder Carras, Antonius J. Van Rooij, Dike Van de Mheen, Rashelle Musci, Qian-Li Xue, Tamar Mendelson

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Video Gaming in a Hyperconnected World: A Cross-sectional Study of Heavy Gaming,

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Michelle Colder Carras, Ph.D., Antonius J. Van Rooij, Ph.D., Dike Van de Mheen, Ph.D., Rashelle Musci, Ph.D., Qian-Li Xue, Ph.D., and Tamar Mendelson, Ph.D.

Drs. Michelle Colder Carras, Tamar Mendelson, and Rashelle Musci are with the Department of Mental Health, Johns Hopkins Bloomberg School of Public Health in Baltimore, Maryland, USA; Drs. Antonius Van Rooij and Dike Van de Mheen are with IVO Addiction Research Institute in Rotterdam, The Netherlands and Erasmus MC, University Medical Center in Rotterdam, The Netherlands. Dr. Van Rooij is also with iMinds-MICT-Ghent University, Department of Communication Sciences in Belgium and Dr. Van de Mheen is with Maastricht University, Department of Health Promotion in Maastricht, The Netherlands. Dr. Qian-Li Xue is with the Department of Medicine, School of Medicine, Johns Hopkins University, Baltimore, Maryland and the Center on Aging and Health, Johns Hopkins Medical Institutions, Baltimore, Maryland.

Running head: GAMING IN A HYPERCONNECTED WORLD

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