

# Author's Accepted Manuscript

Video Game Addiction in Emerging Adulthood:  
Cross-Sectional Evidence of Pathology in Video  
Game Addicts as Compared to Matched Healthy  
Controls

Laura Stockdale, Sarah M. Coyne



PII: S0165-0327(17)30112-X  
DOI: <http://dx.doi.org/10.1016/j.jad.2017.08.045>  
Reference: JAD9164

To appear in: *Journal of Affective Disorders*

Received date: 17 January 2017  
Revised date: 27 June 2017  
Accepted date: 14 August 2017

Cite this article as: Laura Stockdale and Sarah M. Coyne, Video Game Addiction in Emerging Adulthood: Cross-Sectional Evidence of Pathology in Video Game Addicts as Compared to Matched Healthy Controls, *Journal of Affective Disorders*, <http://dx.doi.org/10.1016/j.jad.2017.08.045>

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting galley proof before it is published in its final citable form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Video Game Addiction in Emerging Adulthood: Cross-Sectional Evidence of Pathology in  
Video Game Addicts as Compared to Matched Healthy Controls

Laura Stockdale and Sarah M. Coyne

This research was funded by a LUROP fellowship awarded by the Loyola University Chicago Office of the Provost.

\*Correspondences regarding this publication should be sent to Laura Stockdale School of Family Life 2086 JFSB Provo, UT 84602. (e) lstockdale@byu.edu (fx) 801-422-2069

## **Abstract**

### **Background**

The Internet Gaming Disorder Scale (IGDS) is a widely used measure of video game addiction, a pathology affecting a small percentage of all people who play video games. Emerging adult males are significantly more likely to be video game addicts. Few researchers have examined how people who qualify as video game addicts based on the IGDS compared to matched controls based on age, gender, race, and marital status.

### **Method**

The current study compared IGDS video game addicts to matched non-addicts in terms of their mental, physical, social-emotional health using self-report, survey methods.

### **Results**

Addicts had poorer mental health and cognitive functioning including poorer impulse control and ADHD symptoms compared to controls. Additionally, addicts displayed increased emotional difficulties including increased depression and anxiety, felt more socially isolated, and were more likely to display internet pornography pathological use symptoms. Female video game addicts were at unique risk for negative outcomes.

متن کامل مقاله

دریافت فوری ←

**ISI**Articles

مرجع مقالات تخصصی ایران

- ✓ امکان دانلود نسخه تمام متن مقالات انگلیسی
- ✓ امکان دانلود نسخه ترجمه شده مقالات
- ✓ پذیرش سفارش ترجمه تخصصی
- ✓ امکان جستجو در آرشیو جامعی از صدها موضوع و هزاران مقاله
- ✓ امکان دانلود رایگان ۲ صفحه اول هر مقاله
- ✓ امکان پرداخت اینترنتی با کلیه کارت های عضو شتاب
- ✓ دانلود فوری مقاله پس از پرداخت آنلاین
- ✓ پشتیبانی کامل خرید با بهره مندی از سیستم هوشمند رهگیری سفارشات