

Gaming in youngsters:

The project of National Centre on Addiction and Doping
National Institute of Health

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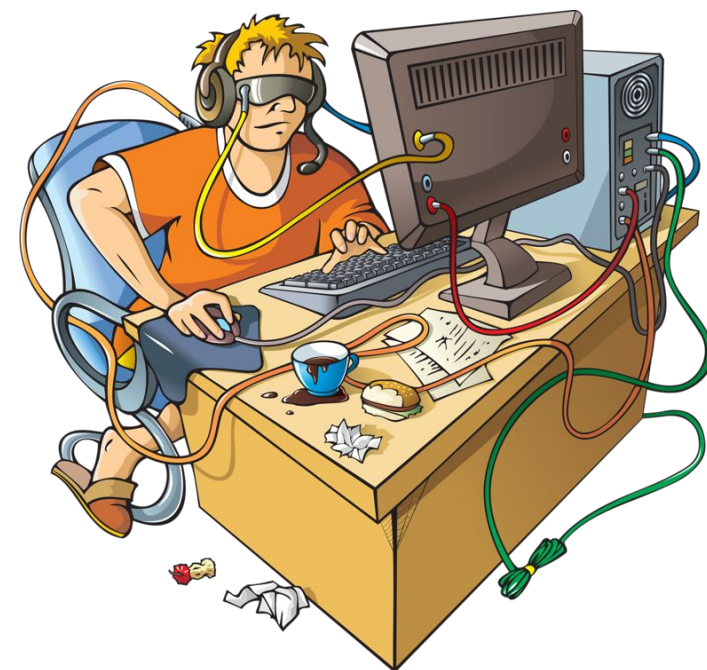


CENTRO NAZIONALE
DIPENDENZE E DOPING



Governo italiano
Dipartimento politiche antidroga
Presidenza del Consiglio dei Ministri

Youth and Internet Gaming Disorder. Findings from the Gen Z Study (2021-2024)

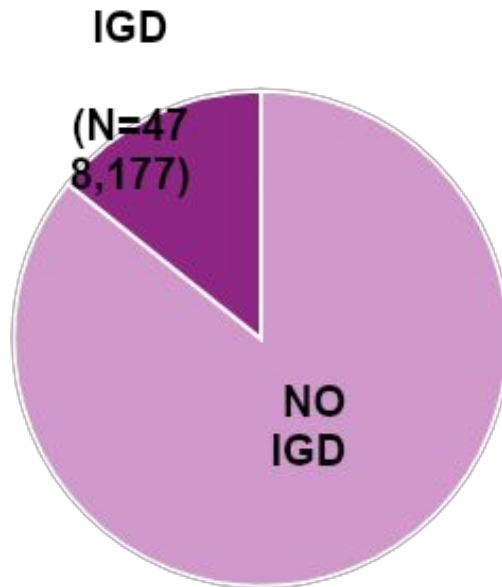


GEN Z Study -Collected Questionnaires (October–December 2022)

Type of school	Participating Schools N.	Collected Questionnaires N.	Final Questionnaires After Data Quality Control
Lower Secondary Schools	64	4,140 (100%)	3,623 (87.4%)
Secondary Schools	81	6,041 (100%)	5,132 (84.9%)
Total	145	10,181 (100%)	8,755 (85.9%)

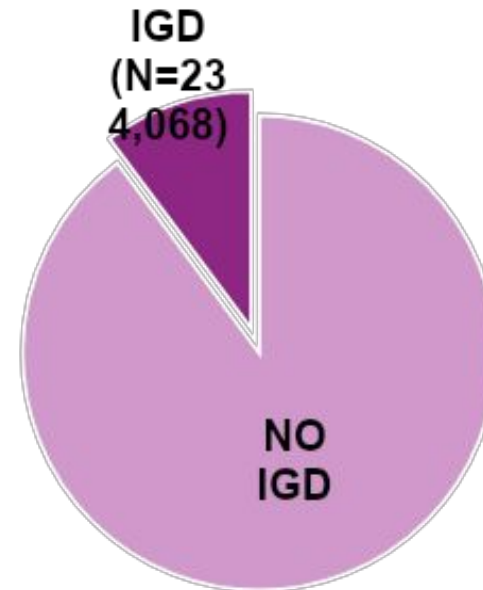
Internet Gaming Disorder (IGD): prevalence

Students 11–13 Years

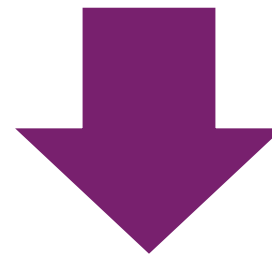


Lower Secondary Schools
N = 3623

Students 14–17 Years



Secondary Schools
N = 5132



* Internet Gaming Disorder Scale Short-Form (IGDS9-SF; Monacis et al.,2016)

Internet Gaming Disorder (IGD)* - prevalence and gender differences

Students 11–13 Years

Students 14-17 Years

Explora Analyses

Internet Gaming disorder: factors significantly associated (11-13 yrs)



MALE GENDER



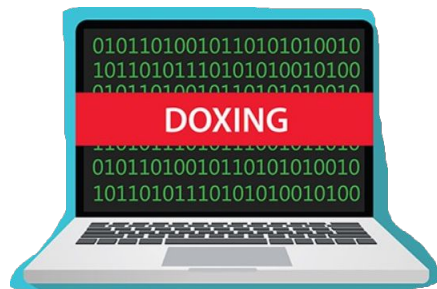
SOCIAL ANXIETY



DEPRESSION



READING
LITTLE OR
NOT AT ALL



DOXING



SOCIAL CHALLENGE

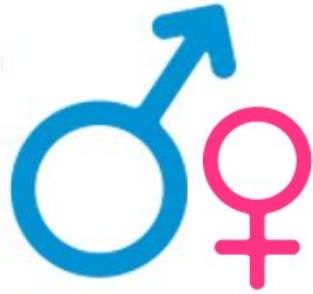


IMPULSIVITY



LOW SCHOOL
PERFORMANCE

Internet Gaming Disorder: factors significantly associated (14-17 yrs)



MALE GENDER



SOCIAL ANXIETY



DEPRESSION



DOXING



AGE



LOW SCHOOL PERFORMANCE



NOT EATING FRUITS AND VEGETABLES

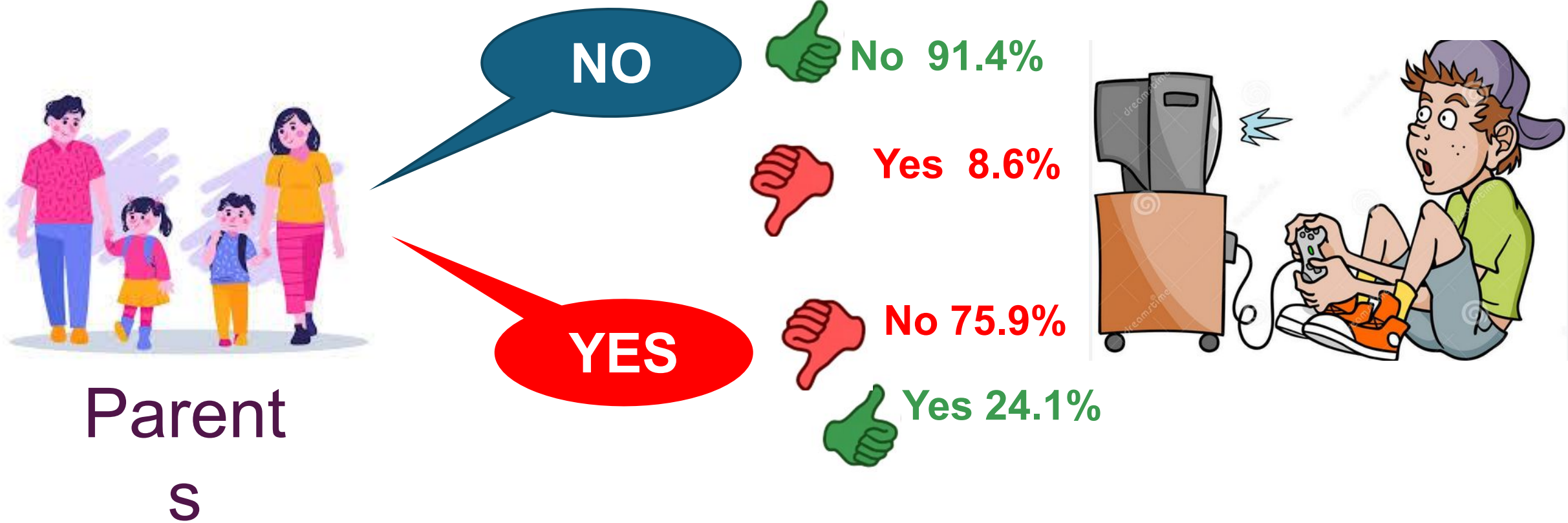


IMPULSIVITY



NOT PRACTICING COMPETITIVE SPORTS

Internet Gaming Disorder: Parents' Perception



Thank you for your attention!

<https://usciredalgioco.iss.it/it/uscire-dal-gioco/>

<https://dipendenzainternet.iss.it/>

