
VIDEO GAME ADDICTED PATIENTS OF AN INPATIENT TREATMENT CENTER FOR ADDICTION – A DESCRIPTION ACCORDING TO DSM-IV-TR MULTIAXIAL DIAGNOSTIC

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Introduction. Internet Gaming Disorder is listed in DSM-5 under *conditions for further studies* and is defined by nine criteria adapted from pathological gaming and addiction. Given this call for further structured research, it seems necessary to have a detailed look at the affected persons.

Objectives. We interviewed 20 male adolescents (14 to 20 years old) of an inpatient treatment center for Addictions and Pathological Video Gaming.

Aims. We aimed at a description of video game addicted patients regarding their addiction, video gaming behavior, comorbidities (Axis I, II), medical peculiarities, cognitive abilities, environmental abnormalities and experiences of impairment.

Methods. SCID-I, -II as well as a semi-structured Interview for video game addiction were conducted and analyzed according to common standards. Cognitive performance and symptoms of ADHD were assessed.

Results. All subjects could be identified as excessive video gamer or internet users. In addition, most of them fulfilled criteria of a current video game addiction. Most patients showed average IQ-scores. Some patients fulfilled criteria of either an Axis I or an Axis II disorder (mostly anxiety and affective disorder or defiant oppositional behavior), others showed disorders on both Axes. Only a few patients didn't show any comorbidity. Furthermore, family conflicts or bullying experiences were often reported.

Conclusion. Video game addiction was shown to lead to suffering and to neglecting important areas of life. Other comorbid mental disorders as well as family conflicts and bullying experiences need to be considered in this population. We claim for longitudinal research to untangle the question of causality.