PERCEIVED INTER-PARENTAL CONFLICTS, AGGRESSION, AND PUB-G GAME ADDICTION AMONG ADOLESCENTS

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ABSTRACT

*The objectives of the current study are to investigate the relationship between inter-parental conflicts, aggression, and Player Unknown's Battle Grounds (PUBG), including finding out the predictors of PUBG game addiction among adolescents. Participants (N = 200) were approached through a purposive sampling technique studied in Lahore, Pakistan's government, and private colleges. The sample size was determined through an online G. Power calculator. The age ranges of the participants varied from 16-19 years, and they were enrolled in a group of humanities and social sciences. A demographic information sheet, inter-parental conflict scale, aggression questionnaire, and PUBG game addiction scale were used for the data collection. The reliability analysis results indicate a good to excellent level of internal consistency of the scales. Findings of the Person Product Moment Correlation indicate that inter-parental conflict has a highly significant positive relationship with aggression (r = .26 **) and PUBG game addiction (r = .37***), and aggression is significantly related to PUBG game addiction (r = .54***). The results of step-wise regression analysis retained the three models, accounting for 40 % of the collective variance. In that g, inter-parental conflict, aggression, and birth order significantly predicted the PUBG Game addiction among adolescents. The study's implication can be discussed in the cultural context of Pakistan by explaining the impact of modern technology on youth and how inter-parental conflict results in aggression and game addiction.*

Keywords: *Inter-parental conflicts, aggression, PUBG Game addiction, adolescents*

INTRODUCTION AND LITERATURE REVIEW

PUBG is an online multiplayer battle royale game developed and published by PUBG Corporation. It was created by Brendan Greene and released in 2017. Specific rules and mechanics of PUBG may have been updated or modified since the cutoff in September 2021. It is a new gaming trend in which the last man (or team) standing wins this shooter game. It can be played with friends or strangers. Since it is for 16-year-olds, 47% of players reported playing violent games and becoming addicted to internet gaming (Allahverdipour et al., 2010).

Psychology has focused on gaming problems or video game addiction, a very sensitive, challenging, and complex phenomenon. In DSM-5 revised text recognizes Internet Gaming Disorder (IGD) as a disease worthy of further research. It is characterized by impaired gaming control, prioritizing gaming over other activities, and continuing or increasing gaming despite unfavorable outcomes. These symptoms may severely affect personal, social, educational, and occupational functioning (American Psychiatric Association, 1994). The World Health Organization (WHO) recognizes gaming disorder as a mental health issue according to the International Classification of Diseases (ICD-11). It includes losing control of gaming, prioritizing gaming over other activities, and gaming despite

negative repercussions. These symptoms should significantly affect personal, family, social, educational, occupational, and other vital functions (World Health Organization, 2019).

Griffiths (2010) examines the role of context in online gaming excess and addiction through case studies and found that online gamers report playing 80 hours per week, which signals addiction. Griffiths reported two case studies demonstrating the environment's role in distinguishing problem gaming from addiction. This study's two gamers played up to 14 hours a day, although they differed in psychological motivation, gaming meaning and experience, and life goals. One gamer appears to be addicted to internet gaming, while the other does not. Two cases demonstrate that excessive gaming does not always signify addiction. Instead of time spent gaming, it should be defined by its harmful impacts. If a gamer spends 14 hours a day gaming and it does not negatively impact their lives, it is not an addiction.

Charlton and Danforth (2007) investigate the distinction between addiction and high engagement in online game playing. It suggests that high engagement does not necessarily equate to addiction and emphasizes the importance of differentiating between the two. They conducted online data on 442 gamers and concluded that computer-related addictions should not be studied or diagnosed using traditional addiction criteria as these findings affect Internet data collection methods.

Rehbein et al. (2015) examine the prevalence of internet gaming disorder in German adolescents. It applies the DSM-5 criteria for diagnosing gaming disorder and provides insights into the prevalence rates in a representative sample. Eleven thousand three ninth-grader adolescents (mean 14.88, 51.09 percent male) were 13–18 years old. DSM-5 diagnosed 1.16 percent of respondents with internet game addiction. They were more likely to self-identify as "addicted to gaming," skip more classes, have lower grades, have difficulties sleeping, and spend more time gaming. 'Avoid unpleasant emotions' (5.3%) and 'preoccupation' (3.91%) were the most often reported DSM-5 criteria, but they were rarely associated with IGD diagnosis. "Give up other activities," "tolerance," and "withdrawal" were DSM-5 IGD criteria. According to the Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition, 1.16 percent of adolescents in a representative sample of German schools have internet gaming disorder (IGD). They have more disability than non-IGD people. In this age range, intolerance, withdrawal, and a desire to "give up other activities" help diagnose IGD. Gentile et al. (2011) revealed that 8.5% of American children and adolescents between the ages of 8 and 18 showed signs of pathological video game use. Rehbein et al. (2015) reported a prevalence of 1.2% for Internet gaming disorder among German teenagers, using the DSM-5 criteria. Adolescents in the Netherlands have a prevalence rate of about 4% for problematic video gaming. Lemmens et al. (2015) reported that ten percent of young people who play video games regularly show signs of addiction in South Korea, a country with a large gaming population (Beranuy et al., 2009).

Perspectives and theoretical frameworks in the study of game addiction provide valuable insights into the underlying mechanisms, risk factors, and treatment approaches. The cognitive-behavioral perspective (Griffiths & Pontes, 2014) focuses on how thoughts, beliefs, and behaviors contribute to developing and maintaining game addiction. It explores cognitive distortions, maladaptive coping strategies, and the reinforcement and reward systems associated with gaming. This perspective emphasizes the role of learning processes, cognitive biases, and the influence of environmental cues in perpetuating addictive gaming behaviors. The socio-cultural perspective (Kardefelt-Winther, 2014) considers the influence of social and cultural factors on game addiction. It examines how societal norms, peer pressure, social isolation, and the availability and acceptance of gaming within a given culture contribute to addictive gaming behaviors. This perspective acknowledges the impact of social contexts, social support networks, and the need for belongingness on game addiction. The bio-psycho-social perspective (Dong et al., 2013) integrates biological, psychological, and social factors in understanding game addiction. It considers individual predispositions, such as genetics, personality traits, neurobiology, and underlying mental health conditions, alongside psychological and social factors. This perspective recognizes the complex interaction between these domains and their contribution to the development and maintenance of game addiction.

Self-Determination Theory (Ryan et al., 2006) explores the role of psychological needs and motivation in game addiction. It posits that individuals with unfulfilled basic psychological needs for autonomy, competence, and relatedness may be more susceptible to addictive gaming behaviors. This perspective highlights the importance of providing supportive environments that foster autonomy, competence, and social connection as protective factors against game addiction. The Uses and Gratifications Theory (Bowman & Perkis, 2018) explores why individuals engage in specific media activities, such as gaming, by emphasizing the gratifications or psychological needs they seek to fulfill. Individuals may use games to satisfy escapism, social interaction, achievement, or relaxation. Understanding the underlying gratifications sought from gaming can provide insights into the addictive aspects of games and how they meet specific psychological needs.

The Flow Theory, proposed by Mihaly Csikszentmihalyi (Sweetser & Wyeth, 2005), suggests that individuals experience optimal engagement and enjoyment when they are in a state of flow characterized by focused immersion and a sense of control. In the context of game addiction, individuals may become addicted to the flow state experienced during gameplay. The challenging nature of games, combined with immediate feedback and clear goals, can create an immersive and rewarding experience that contributes to addictive behavior. The Self-Regulation Theory (Kardefelt-Winther, 2014) emphasizes the role of self-regulatory processes in addictive behaviors. It suggests that individuals struggling to regulate their thoughts, emotions, and behavior may be more vulnerable to game addiction. Self-regulation involves setting goals, inhibiting impulses, managing time effectively, and balancing gaming and other life domains. Weak self-regulation skills can contribute to excessive gaming and addictive behaviors. These theoretical frameworks contribute to understanding game addiction by examining different psychological processes and motivations underlying addictive gaming behaviors. They provide valuable insights into why individuals may engage in excessive gaming and help inform prevention and intervention strategies.

The relationship between inter-parental conflicts, aggression, and PUBG game addiction has not been extensively studied (Hess, 2022). However, inter-parental conflicts could contribute to increased aggression in individuals, which may be associated with a higher risk of developing problematic gaming behaviors, including addiction to games like PUBG. Aggression can serve as a way to cope with emotional distress or escape from real-life conflicts, and video games, including PUBG, may provide an outlet for individuals to express or alleviate aggressive tendencies (Jeon et al., 2021).

Research (Westrupp et al., 2018) on inter-parental conflicts has found that exposure to high levels of conflict in the family environment can adversely affect adolescents, including increased risk for various psychological and behavioral issues. Witnessing inter-parental conflicts may contribute to higher levels of aggression in individuals, as conflict exposure can serve as a model for aggressive behavior or result in emotional distress. On the other hand, video game addiction and aggression, studies (Hauge & Gentile, 2003) have indicated a correlation between excessive gaming and increased aggression. However, the relationship between the two variables is complex and can be influenced by multiple factors. Hence research is limited in investigating the direct relationship between inter-parental conflicts, aggression, and PUBG game addiction (Kim et al., 2008). Therefore, the current study is planned to fill the study gap by exploring these phenomena through the following objectives and hypotheses

Objectives

1. To determine the level (low and high) of perceived inter-parental conflicts, aggression, and PUB-G game addiction among adolescents.
2. To determine the relationship between perceived inter-parental conflicts, aggression, and PUB-G game addiction among adolescents.
3. To investigate the predictors of PUB-G game addiction among adolescents.

Hypotheses

1. There will be a significant positive relationship between perceived inter-parental conflicts, aggression, and PUB-G game addiction among adolescents.

2. Perceived inter-parental conflicts, aggression, and demographic variables will predict PUB-
G game addiction among adolescents.

METHODS

The current study unfolded the levels (low and high) of inter-parental conflicts, aggression, and PUB-G game addiction among adolescents. An inter-relationship between study variables was found, and predictors of PUB-G game addiction were investigated.

Sample and Sampling Techniques

The purposive sample technique was used. Participants (*N* = 150) were calculated through an online G. Power calculator. Information on demographic variables is presented in the following table 1:

***Table 1**: Personal Information Characteristics of the Study Participants (N = 200)*

Variable	*Categories*	*f*	*Variable*	*Categories*	*f*
Age	*M* = 19.76, *SD* = 2.70		Father Profession	Private Job	90
Gender	Men	60		Labor	110
	Women	140	Experience of Romantic Love	Yes	120
Birth Order	1-4	80		No	80
	5-7	120	Monthly House Hold Income PKR 10000-90000		
Siblings	1-4	102	Intimate Relationship Status	Committed with University Fellows	70
	5-8	98		Engaged/single	15/ 115
Humanities		78	Living with	Parents	140
Social Sciences		122		Hostels	60
Mother Profession	Working	67	Hours to playing PUBG Game	5-8 hours	106
	Non-working	133		9-12 hours	94

Table one illustrates the personal information data of participants of the age, gender, relationship status, monthly income of the household, and other information on the demographic variables.

Measures

Data were collected through the following instruments:

Demographic Information Sheet

Participants' age, gender, education, and all other demographic characteristics are recorded on the personal information sheet.

Perception of Inter-Parental Conflict Scale (PIPCS)

The children's perception of the inter-parental conflict scale (Moura et al., 2010) measured children/adolescents' inter-parental conflict and their adjustment to these problems. This scale is designed to measure Children's Perceptions of Inter-Parental Conflict ranging from 9-17 years but in later studies, it has been applied to 18-25 years and early adulthood (Bickham & Fiese, 1997; Reese-Weber & Hesson-McInnis, 2008). It has 48 items measuring seven dimensions, including frequency (sample item: I often see my parents arguing. Item numbers: 1, 9, 14, 17, 26, and 34), intensity (sample item: When my parents argue, they yell a lot. item number: 4, 12, 21, 30, 35, 37, and 42), Resolution (sample item: Even after my parents stop arguing they stay mad at each other. Item number 2, 10, 18, 27, 38, and 45), Threat (sample item: I get scared when my parents argue. Item number: 6, 15, 23, 32, 39, and 44), Coping Efficacy (sample item: I do not know what to do when my parents have arguments. Item number: 5, 13, 22, 31, 43, and 48), Content (sample item: My parents frequently argue about. Item number: 3, 19, 28, and 36), and Conflict Properties (item number 1, 2, 12, 18, 26, 27, 35, and 38), and Self-Blame (item number: 8, 16, 25, 40, and 47). It has reverse items 1, 2, 5, 8, 12, 18, 22, 26, 27, 38, 35, 8, and 47. It has three possible answers ranging from 1 = valid, 2 = true, and 3 = false. Mean scores established cutoffs: high scores indicate

high perceived inter-parental conflicts, and low scores indicate low perceived conflicts. In the current study, the accumulative scores of PIPCS were applied instead of subscales. The Cronbach's Alpha reliability coefficient of the scale on the current sample is found satisfactory.

Overt Aggression Scale (OAS)

The overt Aggression Scale (García-León et al., 2002) consists of a 29-item designed to measure the different dimensions of the hostility/anger/aggression construct. It consists of 4 subscales that assess: (a) anger, (b) hostility, (c) verbal aggression, and (d) physical aggression. These factors were called: (a) Anger with Resentment (items 3, 4, 7, 8, 11, 12, 16, 22, and 25); (b) Verbal Aggression (items 2, 6, 10, 13, 14, 15, 18, and 19); (c) Physical Aggression (items 1, 5, 9, 17, 27, and 29); and (d) Suspicion (items 20, 23, 26, and 28). The OAS is a clinician-rated scale that assesses the frequency and severity of aggressive behaviors in individuals. It used the five-point Likert response format ranging from strongly disagree to agree strongly. Inter-reliability of the scale on the current sample was found satisfactory. Cumulative scores of the scale were used for the analysis instead of subscales. Values of the median were used to determine the low and high scores on the construct.

UBG Addiction Test (PAT)

PUBG Addiction Test (D'Souza et al., 2019) consists of 34 items having the following seven subscales (1) disengagement having item number 1-6 and the sample item is “I get frustrated when I cannot finish the PUBG game” (2) lack of control has item number 7 to 12 and sample item is “I get stressed out after playing PUBG” (3) Excessive use has item number from 13-15 with sample item “I have befriended more by playing PUBG” (4) Obsession subscale has item number 16 to 20 and sample item is “I have lost friends due to PUBG game” (5) Distress has item number 21-24 with sample item “ I get irritated when someone interferes while playing PUBG” (6) escaping has item number 25-27 with sample item “I play PUBG to escape from the problem" and (7) Over enthusiasm and impulsive use has item number 28-34 with sample item "I have had dreams relating to PUBG.". It used the five-point Likert response format ranging from strongly disagree to agree strongly. Inter-reliability of the scale on the current sample was found satisfactory. Cumulative scores of the scale were used for the analysis instead of subscales. Values of the median were used to determine the low and high scores on the construct.

Procedure

Permission to conduct the study was sought from the Institutional Review Board of Lahore Leads University (LLU). The Ethical Review Committee of LLU ensured the study parameters according to APA 7th edition before executing the study. Permission from the higher authorities of different private and government colleges was taken to collect the data. Detail introduction and study purpose were discussed with the volunteer participants before taking their written and verbal informed consent. Data were collected in group (classes) form and individually (library) through paper penciled mode, handover, and returned the booklet the same day after its completion. The booklet consisted of personal information demographic sheet, the Perception of Inter-Parental Conflict Scale (PIPCS), the Overt Aggression Scale (OAS), and the PUBG Addiction Test (PAT) was used for the data collection. Data were screened before entering the software of SPSS -24 version to detect the patterns, missing values, floor, and sealing effects, and fifteen questionnaires were discarded. Descriptive statistical analysis was used to check the normality assumption, compute the demographic variables, and determine the low and high scores on the study variables. Reliability analyses were run to investigate the psychometric properties of the scales. Person Product Moment Correlation Analysis was run to determine the relationship between perceived inter-parental conflicts, aggression, and PUBG Game addiction among adolescents. Step-wise regression analysis was used to identify the predictors of PUBG game addiction.

RESULTS

The current study investigated the levels (low and high) of inter-parental conflict, aggression, and PUB-G gaming addiction in adolescents. The interdependence of research factors was discovered, and predictors of PUB-G game addiction were explored.

Table 2: *Psychometric Properties of the Inter-Parental Conflict, Aggression, and PUBG Game Addiction Scales (N = 200)*

Variables	K	α	M	SD	Actual	Potential	Skew	Kurt.
Inter-Parental Conflict Scale	48	.89	47.15	10.79	4-90	48-240	-.69	.60
Aggression Scale	29	.86	90.07	11.90	67-137	29-145	.98	.53
PUBG Game Scale	34	.92	99.08	19.04	34-143	34-170	-.53	.97

Note: K = number of scale items. Skew = Skewness, Kurt. = Kurtosis

Descriptive statistics, reliability analysis, and normality assumptions are displayed in Table 2, which indicates the total number of items of the study measures, mean, standard, actual, and potential values of the scales. Findings also illustrated that the scores of skewness and Kurtosis are within the limited ranges which fulfill the normality assumptions, and the data can be subjected to hypothesis testing. Cronbach Alpha reliability coefficients of the Inter-Parental Conflict scale (α = .89), Aggression questionnaire (α =. 86), and PUBG addiction Scale (α = .92) varied from very good-excellent.

Table 3: *Low and High Scores of Inter-Parental Conflict, Aggression, and PUBG Game Addiction Among Adolescents (N = 200)*

Sr. #	Variables	Low Scores	High Scores
1	Inter-Parental Conflict Scale	100	101
2	Aggression Scale	111	91
3	PUBG Game Scale	101	99

Results of descriptive statistical analysis showed that participants scored on inter-parental conflict are high while competitively low on the aggression and PUBG Game scales. The values of high scores on inter-parental conflicts, aggression, and PUBG Game addiction indicate that the participants experienced severe levels of problems related to these constructs, which required serious attention to resolve to reduce the challenges of new technology.

Table 4: *Inter-correlation between Inter-Parental Conflict, Aggression, and PUBG Game Addiction Among Adolescents (N = 200)*

Variables	Aggression	PUBG
Inter-Parental Conflict	.26**	.37***
Aggression		.54**
PUBG Game Addiction		

Findings reported in Table 4 extracted from the Person Product Moment Correlation indicate that inter-parental conflict has a highly significant positive relationship with aggression (r = .26, p < .001) and PUBG game addiction (r = .37, p < .000) and aggression is significantly related to PUBG game addiction (r = .54 p < .000). The magnitude of the relationship varied from medium (.26) to high (.54), which means the relationship between study variables is acceptable.

Table 5*: Predictive Variables of BUBG Game Addiction among Adolescents (N = 200)*

Models	Predictive Variables	*B*	*SE*	*B*	*t*	*p*	R	ΔR^2
Model 1	(Constant)	97.89	8.40		11.64	.000	.45	.02
	Inter-parental	.02	.17	.01	.15	.002		
Model 2	(Constant)	10.69	14.72		.72	.003	.55	.31
	Inter-parental	.17	.14	.09	1.17	.002		
	Aggression	.89	.13	.55	6.74	.000		
Model 3	(Constant)	1.09	15.13		.07	.001	.58	.03

	Inter-parental	.22	.14	.12	1.54	.123		
	Aggression	.90	.13	.57	6.98	.000		
	Birth Order	1.72	.79	.17	2.16	.033		

Results of the Step-wise regression analysis reported in Table five explained that a value of Durbin-Watson (on the current sample is 2.48: normal range lower than one and above 3) indicates that the current data fulfill the assumptions of the analysis. It retained the three model structure, and the values of model 1 illustrate that R^2 = .30, *F* (1, 199) = .03, *P* < .002, or model 2 values of R^2 = .30, *F* (2, 198) 22.74=, *p* < .000, and for the model 3 values of R^2 = .34, *F* (3, 197) = 17.27, *p* < .000. Three models collectively accounted for 40% of the variances, which means 60 % of unknown other factors that can predict the PUBG Game addiction among adolescents of Lahore, Pakistan. Values of the t-test ranged from .15 to 11.64, indicating that all predictors significantly contributed to the model. The magnitude of the relationship is found satisfactory. Values of unstandardized beta coefficients showed that the predicted variables have a significant positive relationship with the outcome variable.

DISCUSSION

The current study hypothesizes that perceived inter-parental conflict, aggression, and PUBG Game addiction are significantly correlated. These variables, including demographic information characteristics, will predict PUBG Game addiction among adolescents. Results supported the hypothesis and showed a significant positive relationship between the study and predictive variables, significantly contributing to the outcome variables. Results aligned with the previous scientific literature such that Grych and Fincham (1990) reported a significant positive relationship between inter-parental conflicts and adolescents' social and personal development. However, inter-parental conflicts' frequency, intensity, content, and conflict resolution strategies determine adolescents' outcomes and behavioral disturbances. Emotional security theory (Cummings & Davies, 2010), attachment theory (McLEOD, 2009), inter-generational violence theory (Widom & Wilson, 2014), control theory (Glad & Ljung, 2000), resource theory (Goode, 1971), exosystemic factor theory (Ryan, 2001), and social isolation theory (Machielse, 2017) describe that exposure to destructive inter-parental conflict increases the risk of emotional reactivity and internet game addiction among adolescents. In the findings of other countries, such as in the Chinese context, inter-parental conflict has often been identified as a significant contributing factor to teenage Internet addiction (Yang et al., 2016). The inter-parental conflict has a pervasive source of strain in family interactions. Family variables and teenage Internet addiction correlate significantly (Ko et al., 2011). Wei et al. (2020) discovered that frequent inter-parental conflict significantly predicts teenage aggression and Internet addiction. According to Van Eldik et al. (2020), family factors, such as parental education level, parent-adolescent relationship, and parental restriction of Internet use, were linked to a higher risk of adolescent Internet addiction when parents have a worse relationship (Anjum et al., 2021; Mubashir et al., 2023).

Inter-parental conflicts strongly predict emotional issues in teenagers, including aggression, anxiety, and depression (Johnson et al., 2001). Xu et al. (2012) reported that Online Game Addiction (OGA) symptomatology is reportedly a severe public health issue due to the Internet's explosive growth associated with parental conflict. In collectivistic cultures where children are entirely dependent on their parents, this problem must be solved (McKernan & Lucas-Thompson, 2018). Zhang et al. (2017) found a link between delinquency, internet addiction, and family disputes. The perceived frequent and intense inter-parental conflict reportedly triggered teenagers' psychological distress. Zhou et al. (2017) reported that teenagers probably use the Internet as a getaway to deal with intense emotions and negative experiences. The inter-parental conflict has been identified as a strong predictor of adolescent internet addiction (Ko et al., 2015). When Terres-Trindade and Mosmann (2015) compared youth with and without internet addiction, they observed that those with internet addiction had higher levels of inter-parental conflict and lower levels of IQ. According to the Person-Affect-Cognition-Execution model (Brand et al., 2016), children who witness frequent verbal or physical disputes between their parents are likelier to

engage in addictive behavior. Inter-parental conflict is a significant risk factor for adolescent internet and social media addiction (Li et al., 2014).

Beranuy et al. (2009) revealed that Internet and phone addiction increases psychological suffering. Maladaptive Internet and cell phone use explains psychological suffering. Gentile et al. (2011) conducted a two-year longitudinal panel study of 743 children in Singapore's general elementary and secondary school population (N = 743), grades 4 (711), 7 (916), and 8 (664) participated. Weekly game time, impulsivity, social competence, depression, social phobia, anxiety, and academic success were considered risk and protective factors for pathological gaming. It was found to be nine percent and linked to depression, anxiety, social phobias, and poor academic performance. In contrast, risk factors were higher gaming, weaker social competence, and greater impulsivity. This study found that "addiction" to video games is a chronic illness lasting years.

Király et al. (2014) provide an overview of the concept, risk factors, and potential treatment approaches for online gaming addiction. Xu et al. (2018) conducted a study to determine the loyalty factors regarding PUBG Game in 119 college students. The operator must consider the game design and user social experience. Nawaz et al. (2020) found that online gaming addiction, loneliness, and narcissism were negatively correlated in PUBG players. They believed playing online games might improve users' social skills and relationships, helping them act contrary to narcissism. Therefore, it is a dire need to conduct such more studies to understand the challenges of modern technologies and deal with traditional patterns of inter-parental conflicts resulting in aggression among adolescents in the cultural context of Pakistan.

CONCLUSION

The current study revealed that participants' scores (low and high) depicted a clear picture of the challenges of perceived inter-parental conflicts, aggression, and PUBG game addiction. It highlighted a significant positive relationship between perceived inter-parental conflicts, aggression, and PUBG Game addiction among adolescents. These factors, including demographic variables (birth order), significantly predicted the PUBG Game addiction.

Practical Implications of the Study

These studies contribute to understanding game addiction by exploring various aspects, such as context, prevalence rates, diagnostic criteria, assessment tools, and differentiation from high engagement. They provide valuable insights into game addiction's nature, impact, and measurement, aiding in developing prevention and intervention strategies. It is important to note that these studies represent a sample of the research on game addiction, and further exploration of the literature is recommended for a comprehensive understanding of the topic.

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