



Problematic gaming risk among European adolescents: a cross-national evaluation of individual and socio-economic factors

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AGENDA

01

BACKGROUND AND AIMS

02

METHODS

03

MEASURES AND DATA ANALYSIS

04

RESULTS

05

DISCUSSION AND CONCLUSIONS

06

ESPAD DATA ACCESS

07

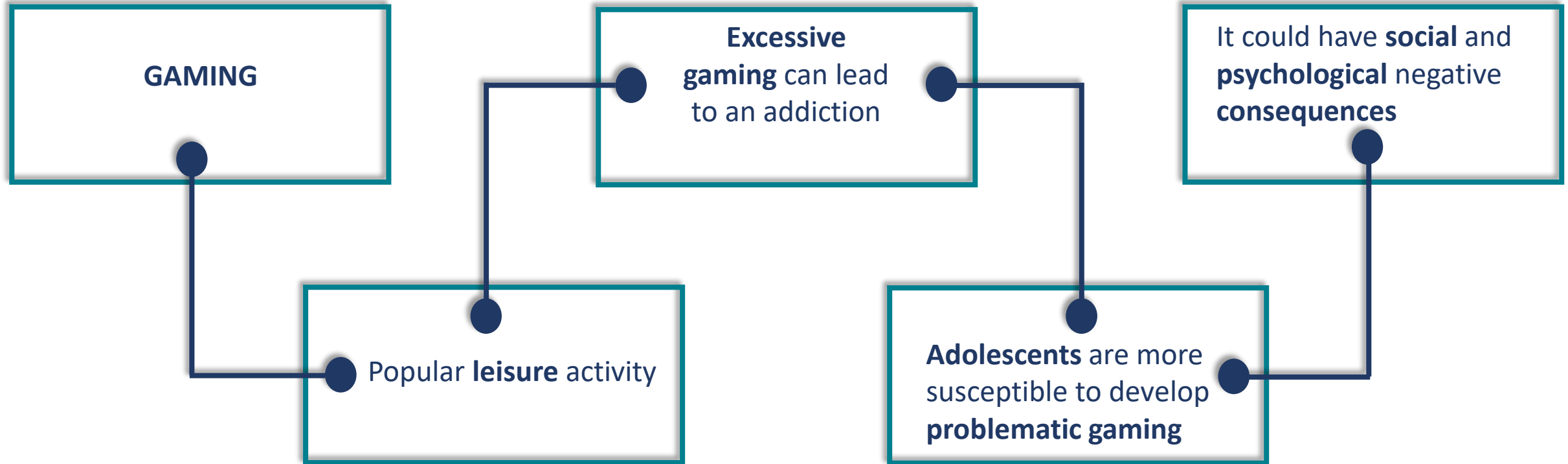
FUTURE DIRECTIONS



○ Background and aims





Background and aims



Contents lists available at ScienceDirect

Clinical Psychology Review

journal homepage: www.elsevier.com/locate/clinpsychrev

Review

Maladaptive player-game relationships in problematic gaming and gaming disorder: A systematic review

Daniel L. King^{a,b,*}, Paul H. Delfabbro^{a,b}, Jose C. Perales^c, Jory Deleuze^d, Orsolya Király^e, Elfrid Krossbakken^f, Joël Billieux^{g,h}



Review Article

Problematic gaming behaviour and health-related outcomes: A systematic review and meta-analysis

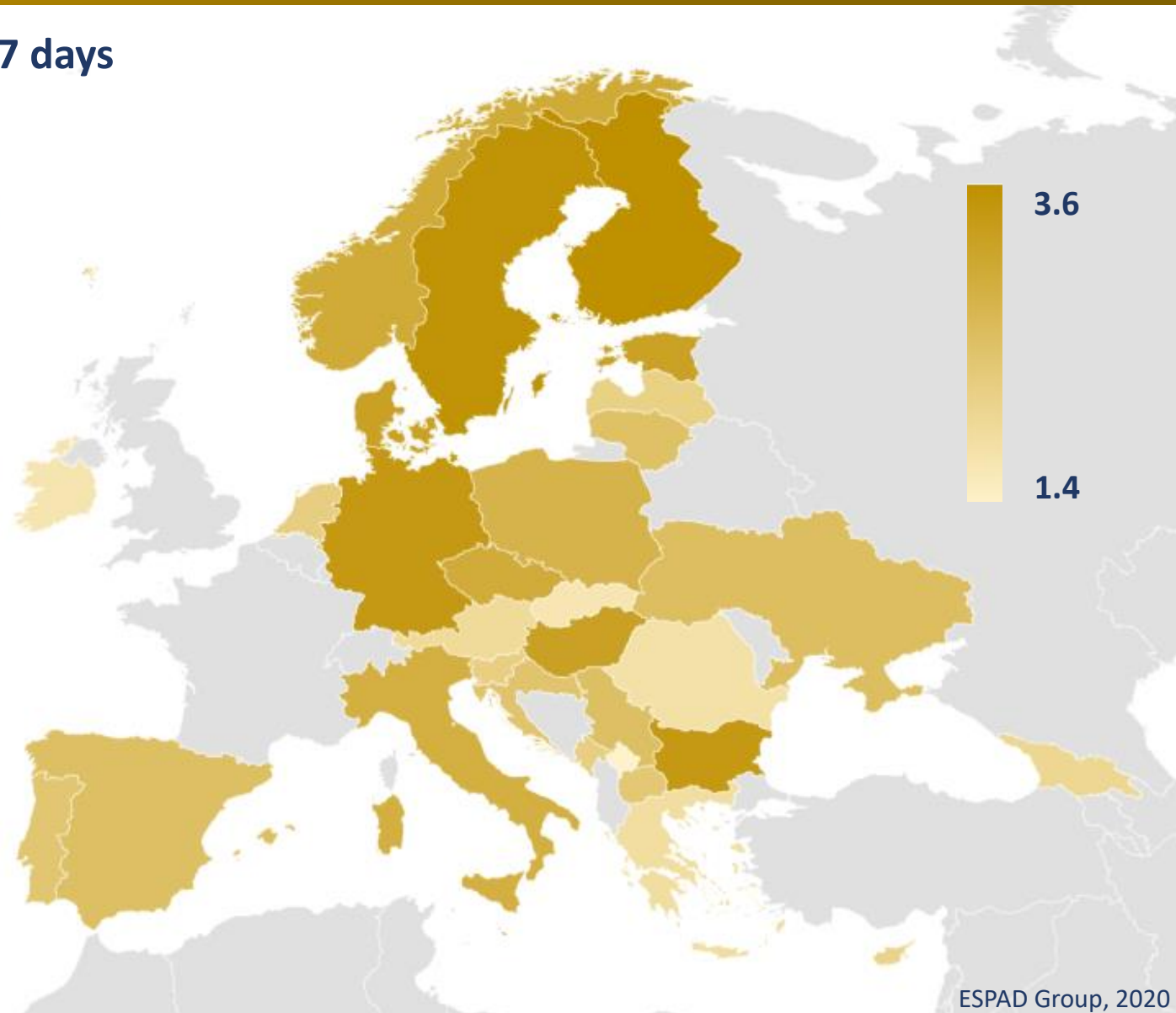
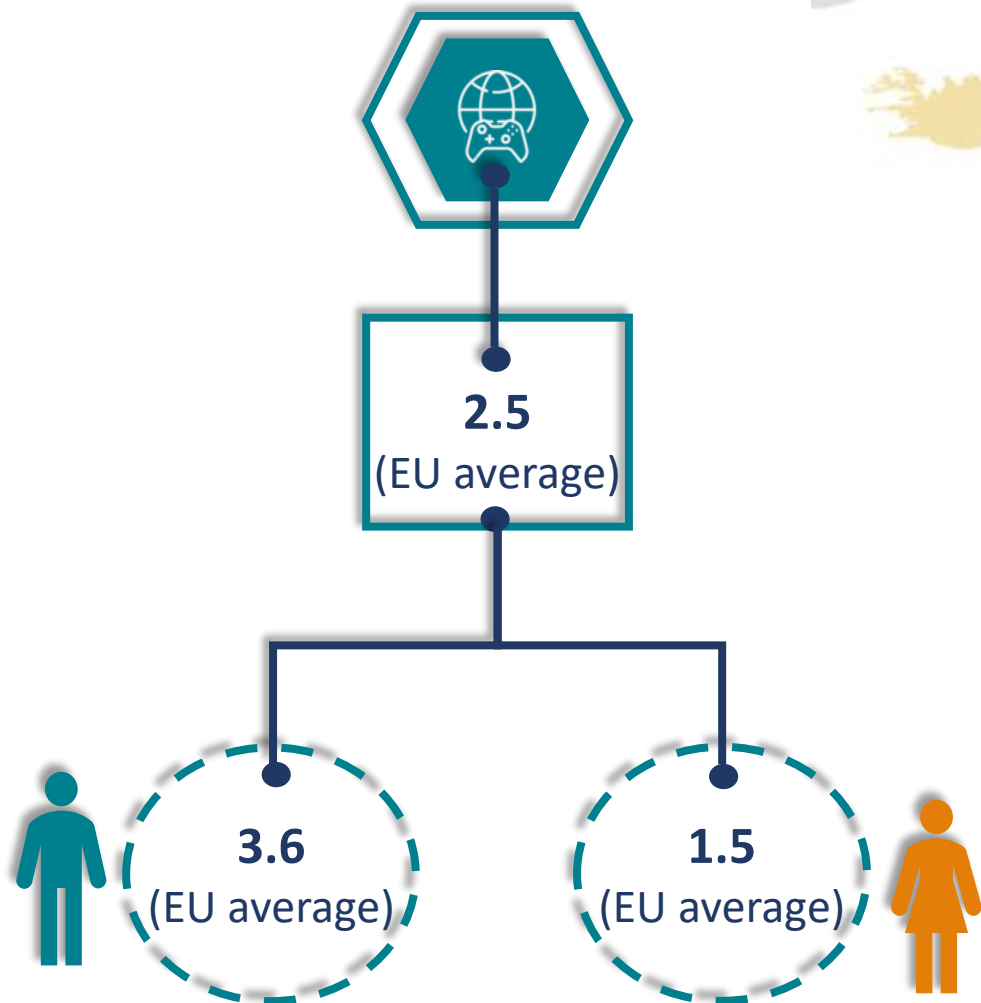
Niko Männikkö¹, Heidi Ruotsalainen², Jouko Miettunen³, Halley M Pontes⁴ and Maria Kärräinen²



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DOI: 10.1177/1359105317740414
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SAGE

Background and aims

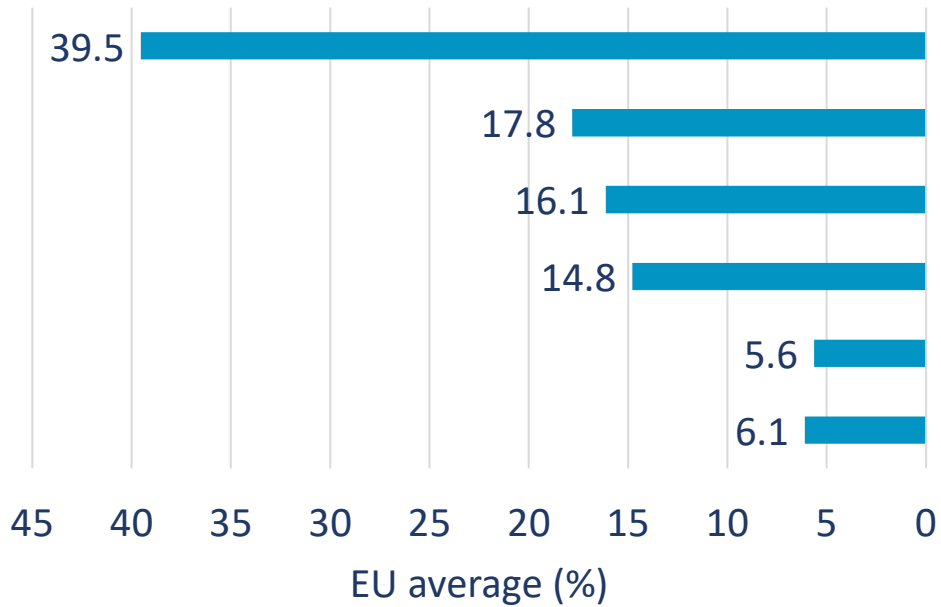
Average number of days on games during the last 7 days



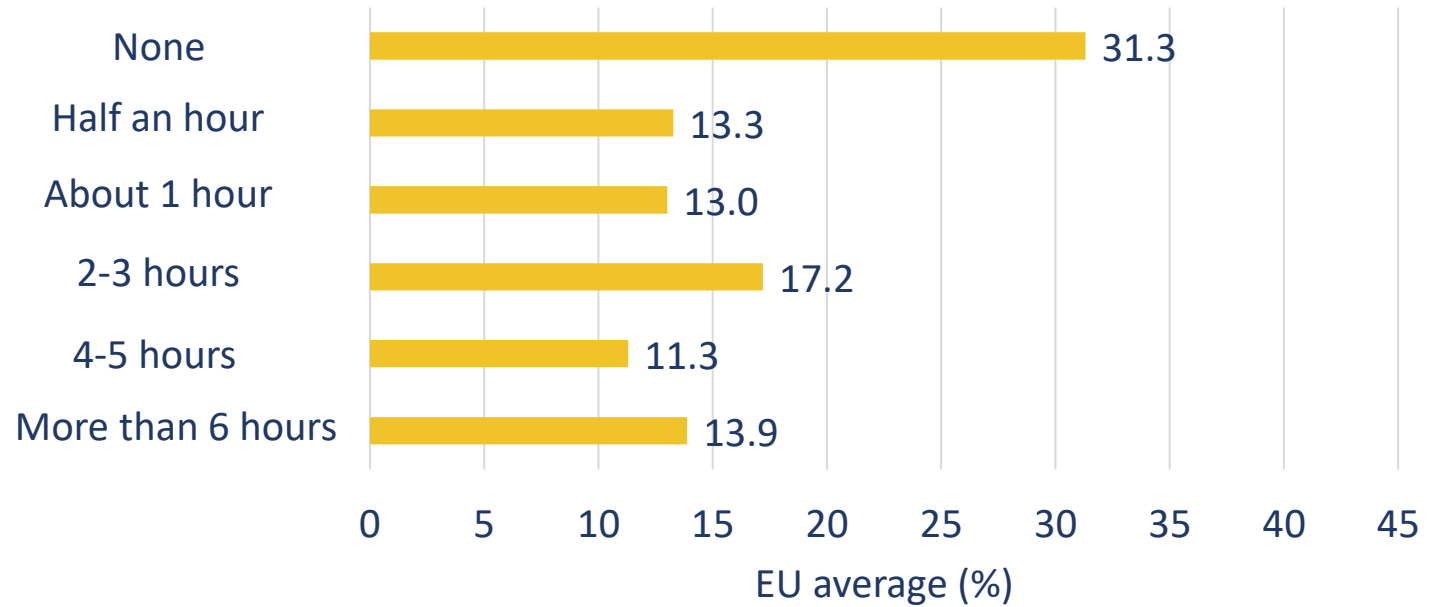


Hours spent on gaming in the last 30 days

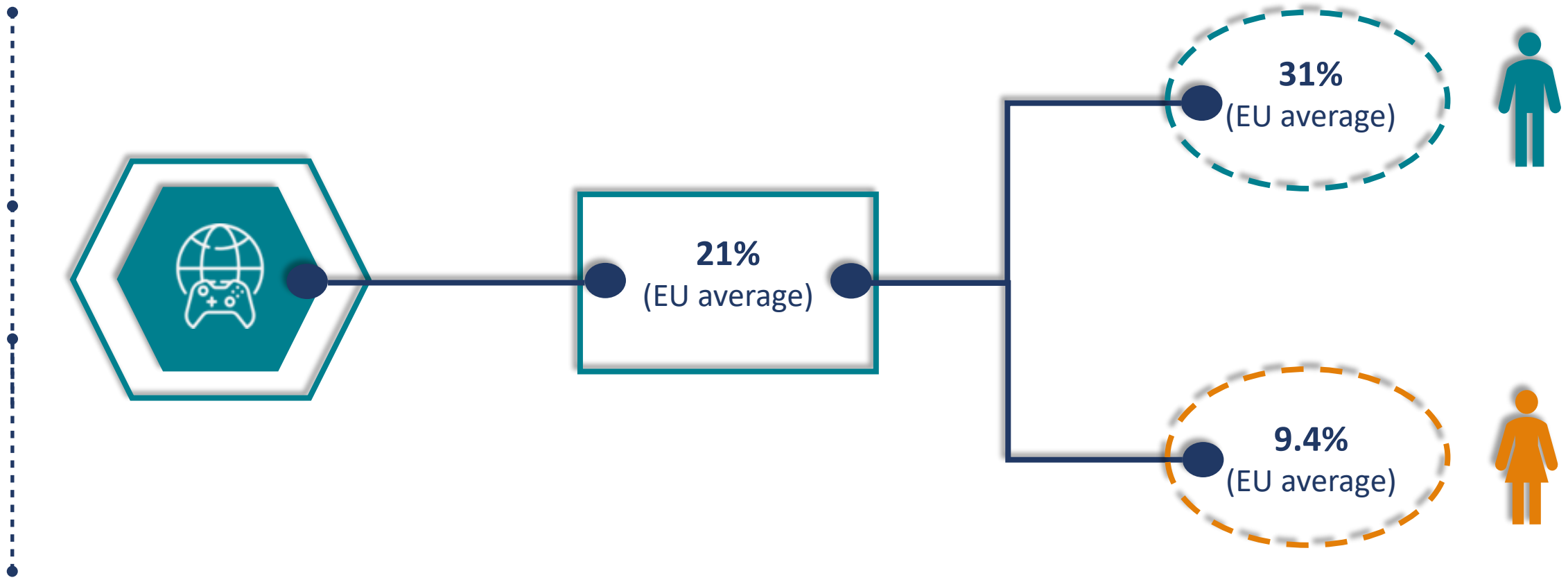
On a school day



On a non-school day



Self-perceived high risk of problems with gaming



Problem gaming...what could be the negative consequences?



Anxiety and depressive symptoms

> Dev Psychol. 2020 Jul;56(7):1385-1396. doi: 10.1037/dev0000939. Epub 2020 Apr 30.

Pathological video game symptoms from adolescence to emerging adulthood: A 6-year longitudinal study of trajectories, predictors, and outcomes

Sarah M Coyne¹, Laura A Stockdale¹, Wayne Warburton², Douglas A Gentile², Chongming Yang¹, Brett M Merrill³

Affiliations + expand
PMID: 32352827 DOI: 10.1037/dev0000939



Lower academic achievement

Sugaya et al. *BioPsychoSocial Medicine* (2019) 13:3
<https://doi.org/10.1186/s13030-019-0144-5>

BioPsychoSocial Medicine

REVIEW

Open Access

Bio-psychosocial factors of children and adolescents with internet gaming disorder: a systematic review

Nagisa Sugaya¹, Tomohiro Shirasaka², Kenzo Takahashi³ and Hideyuki Kanda⁴



Lower self-esteem

DEVELOPMENTAL MEDICINE & CHILD NEUROLOGY

INVITED REVIEW

Editor's Choice

Internet gaming disorder in children and adolescents: a systematic review

FRANK W PAULUS¹ | SUSANNE OHMANN² | ALEXANDER VON GONTARD¹ | CHRISTIAN POPOW²

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This article is commented on by Mueller on page 636 of this issue.



Problems with peers

Addiction

RESEARCH REPORT

SSA

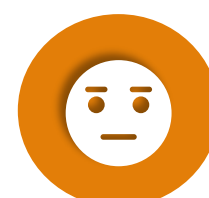
doi:10.1111/add.12849

Prevalence of internet gaming disorder in German adolescents: diagnostic contribution of the nine DSM-5 criteria in a state-wide representative sample

Florian Rehbein¹, Sören Kliem¹, Dirk Baier¹, Thomas Mößle¹ & Nancy M. Petry²
¹ Criminological Research Institute of Lower Saxony, Germany² and ² University of Connecticut School of Medicine, Farmington, CT, USA²



Sleep disturbance

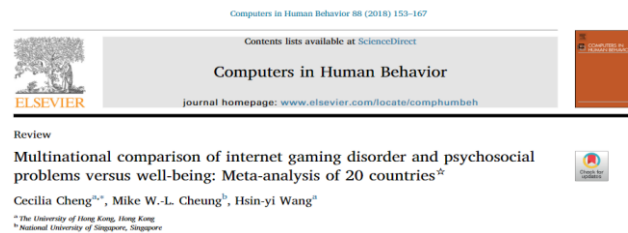


Aggressive behaviour

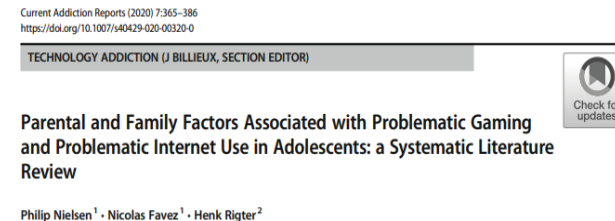
Problem gaming...what could be the protective factors?



Psychosocial wellbeing



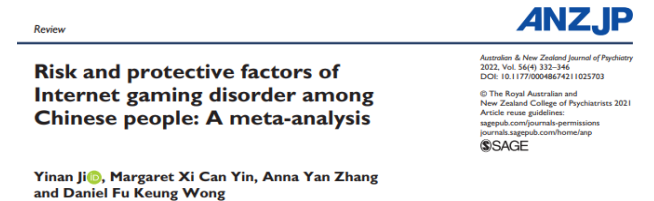
Parental monitoring



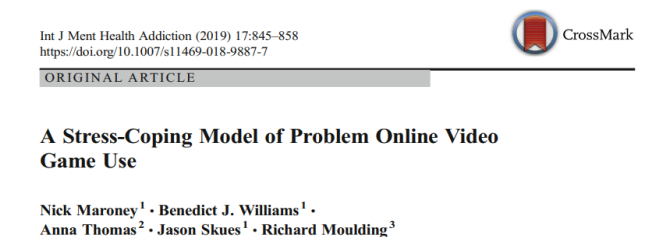
Family environment



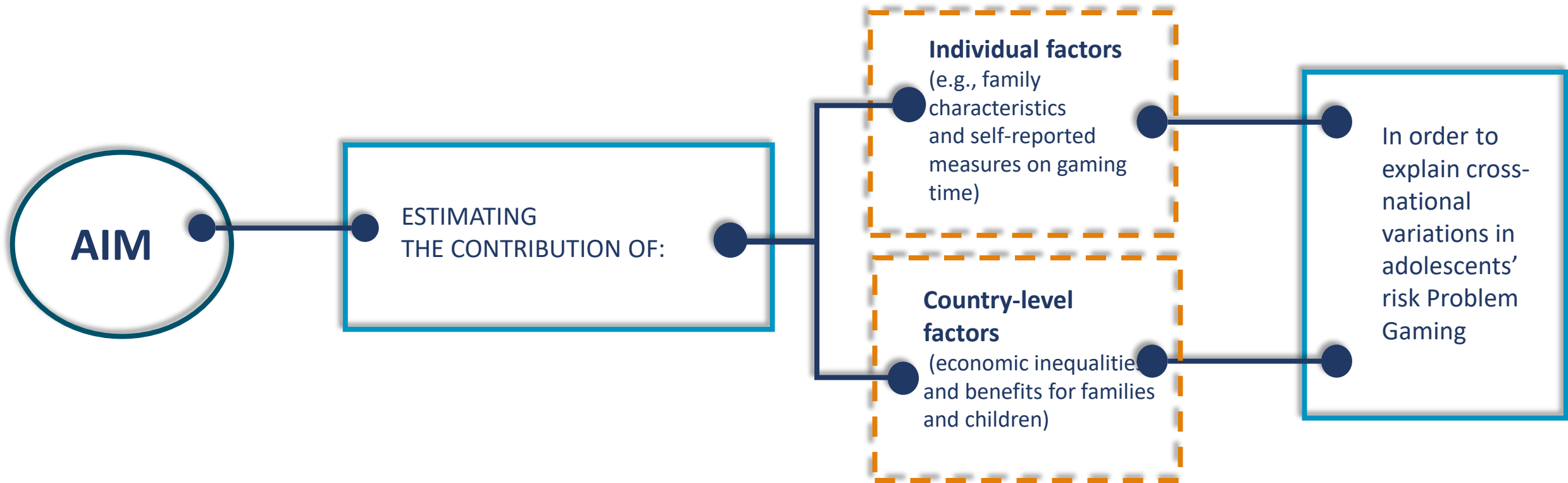
School environment



Social support



Coping style



EXPLORING CROSS-LEVEL INTERACTIONS BETWEEN INDIVIDUAL FAMILY VARIABLES AND COUNTRY-LEVEL FAMILY BENEFITS



Methods





DATA SET



ESPAD AT A GLANCE



Since **1995**

7 cross-sectional surveys

Last ESPAD Wave: **2019**

More than **49** EU countries

Over **600,000** students



Measures and data analysis





VARIABLES – Dependent variable

Risk of Problem Gaming (PG) - **Perceived Problem Scale (PPS)**

“I think I spend way too much time playing computer games”

“I get in a bad mood when I cannot spend time on computer games”

“My parents tell me I spend way too much time on computer gaming”

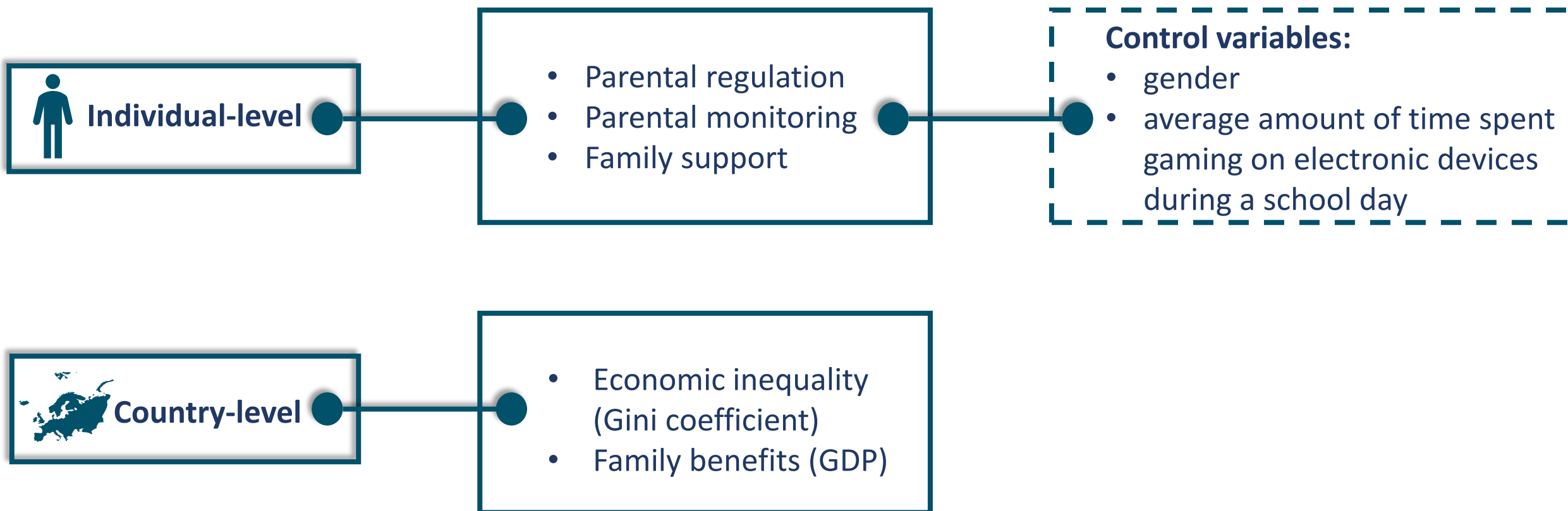
Low Risk of PG

or

High Risk of PG



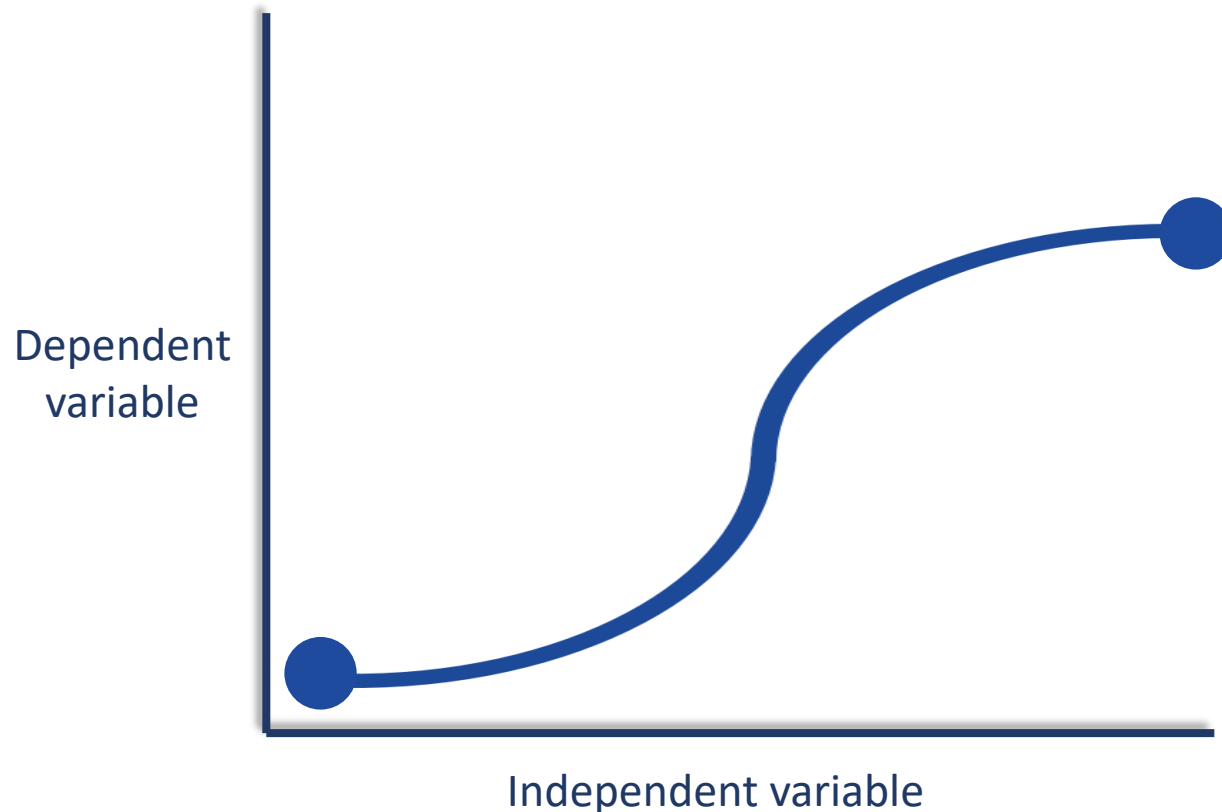
VARIABLES – Independent variables





DATA ANALYSIS

Multi-level logistic regression analysis



Model I - Empty model

No explanatory variables

Model II – Within-country model

Individual variables and high risk of PG linkage for individual I in country J

Model III - Between-country model

Influence of country variables on high risk of PG

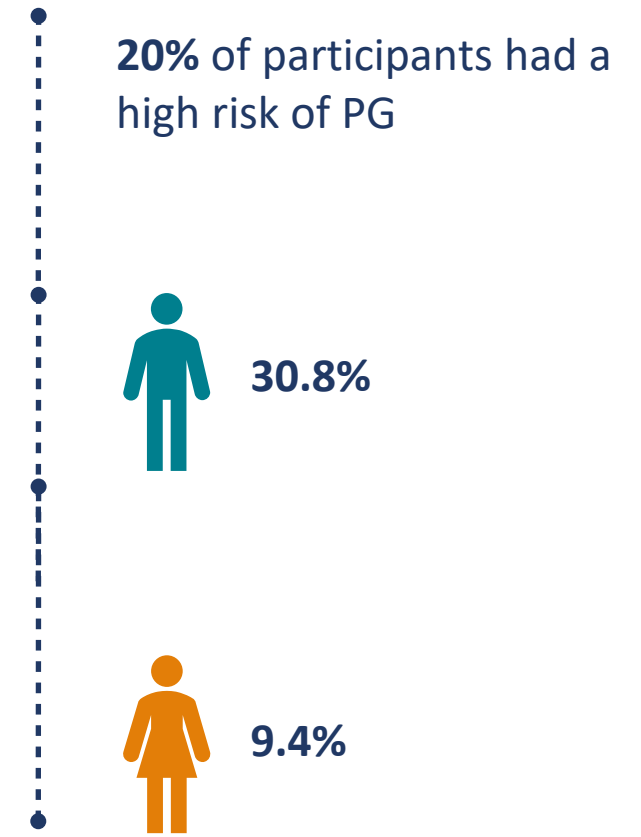
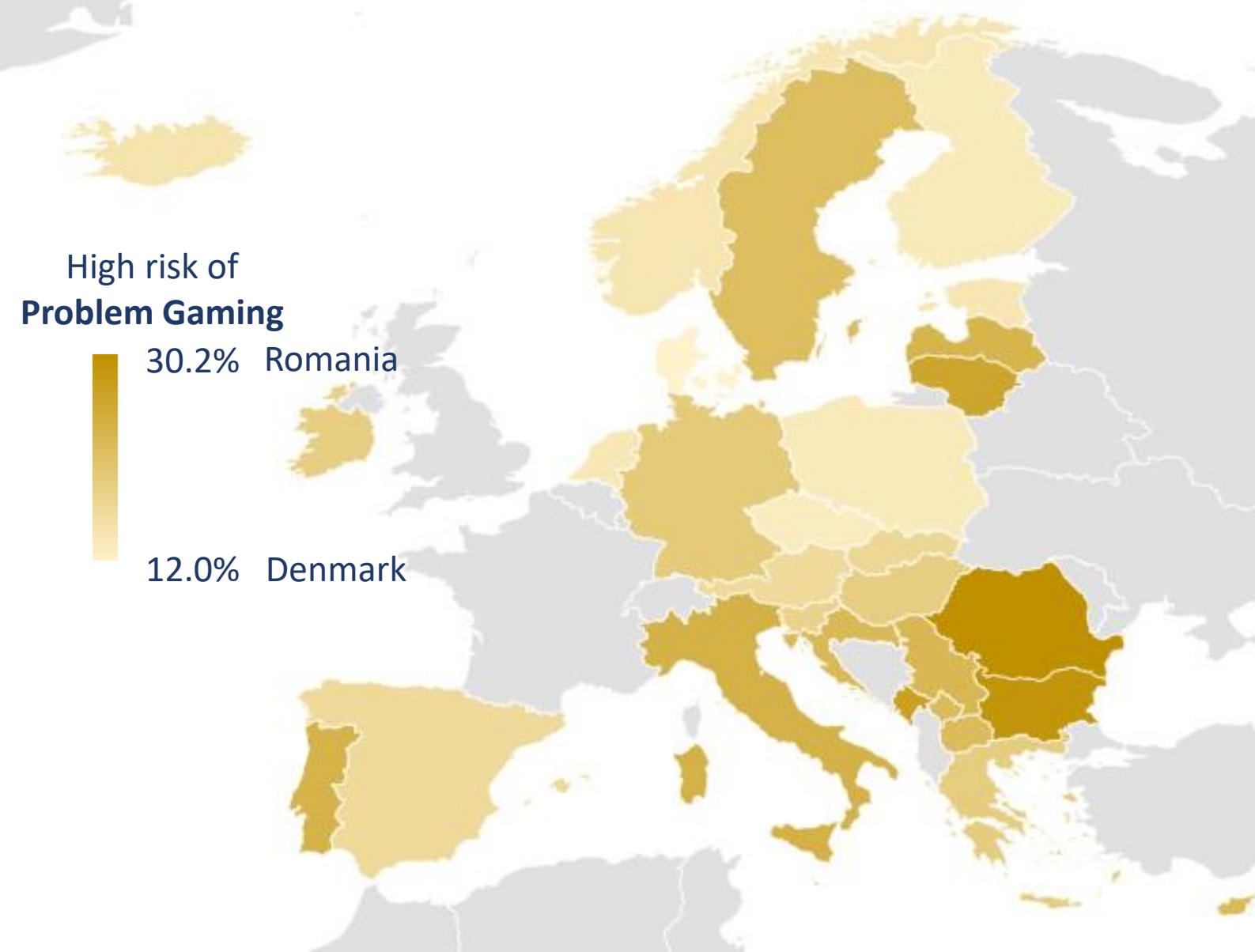


Results

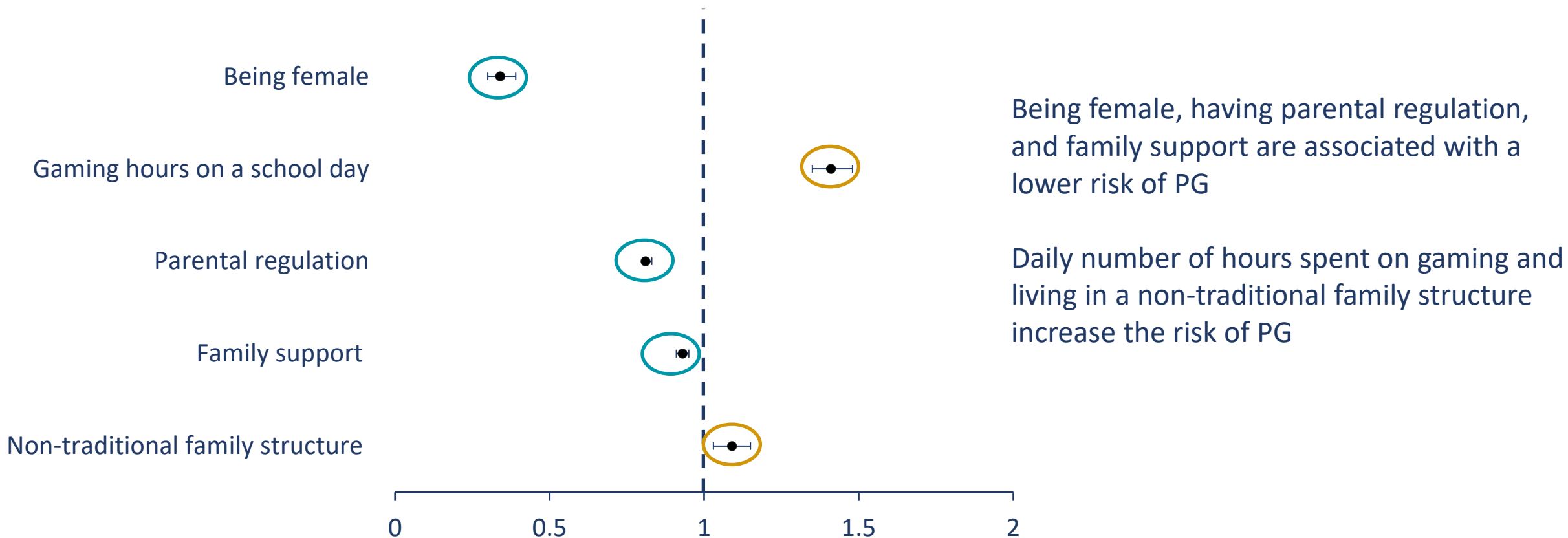




Results

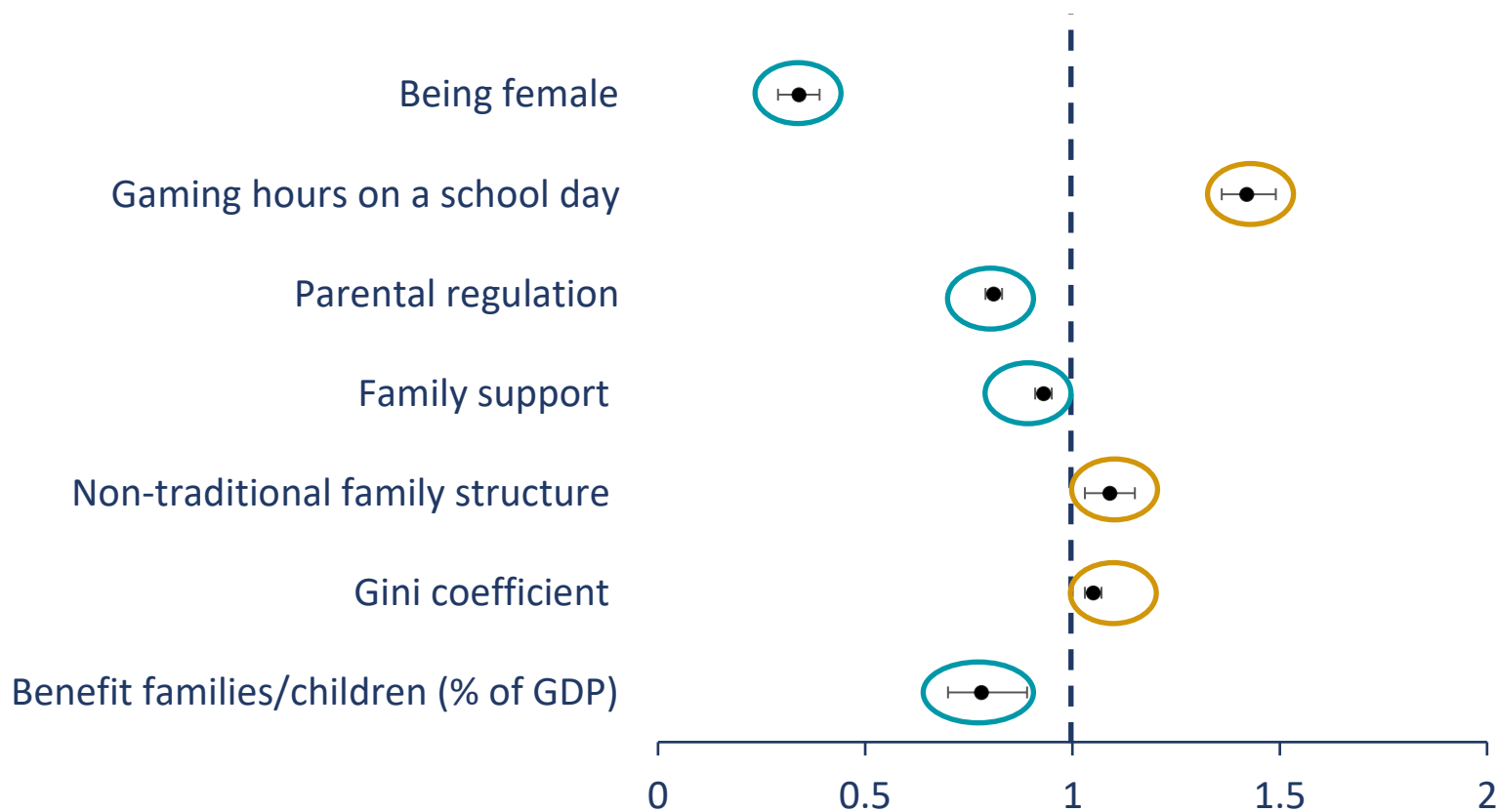


Correlates of the risk problematic gaming (within-country model)*



* Only **significant** associations

Correlates of the risk problematic gaming (between-country model)*



Living in a country which provides higher welfare family benefits (GDP) reduced the risk of PG

Conversely, economic inequality (Gini coefficient) is associated with a higher risk of PG

* Only **significant** associations



○ Discussion and conclusions



PROBLEMATIC GAMING CAN BE CONSIDERED AN EMERGING ISSUE THAT NEEDS TO BE TAKE INTO ACCOUNT

BOTH FAMILY CHARACTERISTICS AND FUNCTIONING AND COUNTRY-LEVEL FACTORS HAVE A ROLE IN PROBLEMATIC GAMING PHENOMENON

TO DATE, BOYS ARE MORE INVOLVED IN THIS KIND OF RISKY BEHAVIOUR COMPARED TO GIRLS



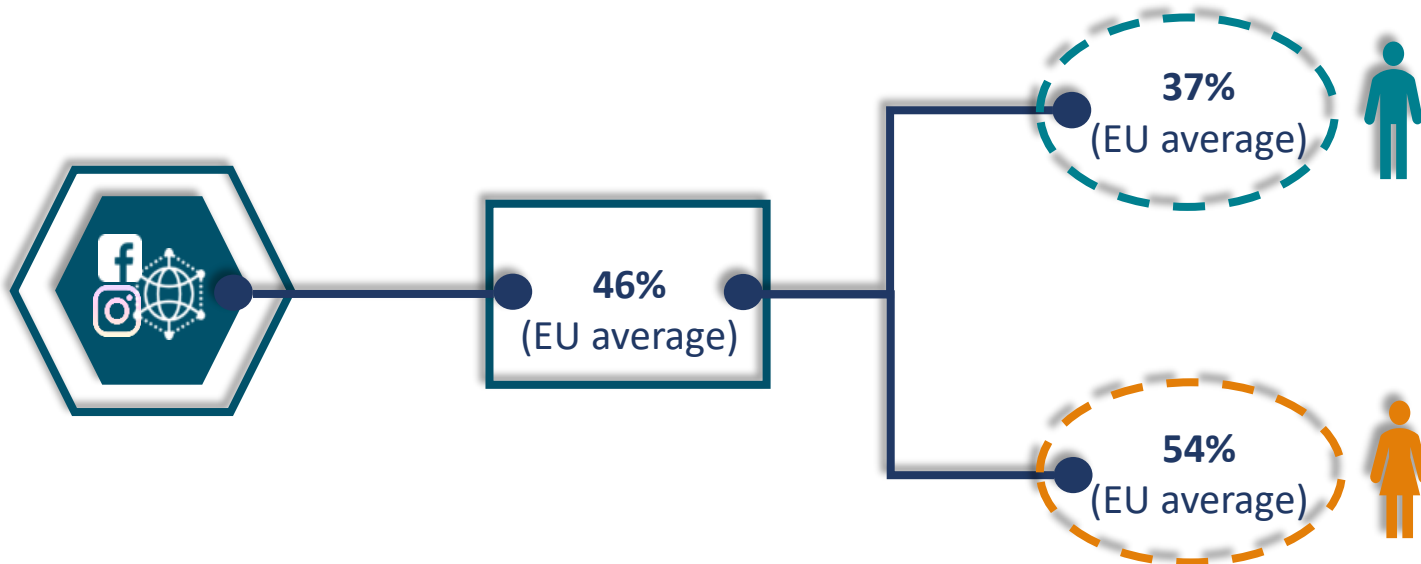
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...PAY ATTENTION!

DESPITE GIRLS ARE LESS INVOLVED IN PROBLEMATIC GAMING, THEY ARE MORE SENSITIVE REGARDING HIGH RISK OF PROBLEMS WITH **SOCIAL MEDIA USE**

Self-perceived high risk of problems with social media use



data.espad.org



Conclusions

ESPAD



IN ORDER TO PROVIDE USEFUL DATA FOR THE DEVELOPMENT OF EFFECTIVE PREVENTIVE INTERVENTIONS AND PROGRAMS. IT IS NEEDED TO TAKE INTO ACCOUNT BOTH FAMILY CHARACTERISTICS AND COUNTRY-LEVEL FACTORS



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ESPAD

European School Survey Project on Alcohol and Other Drugs

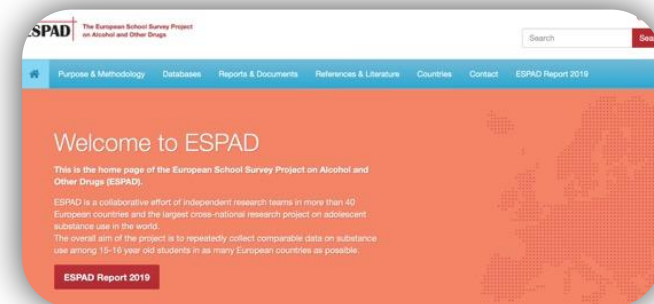
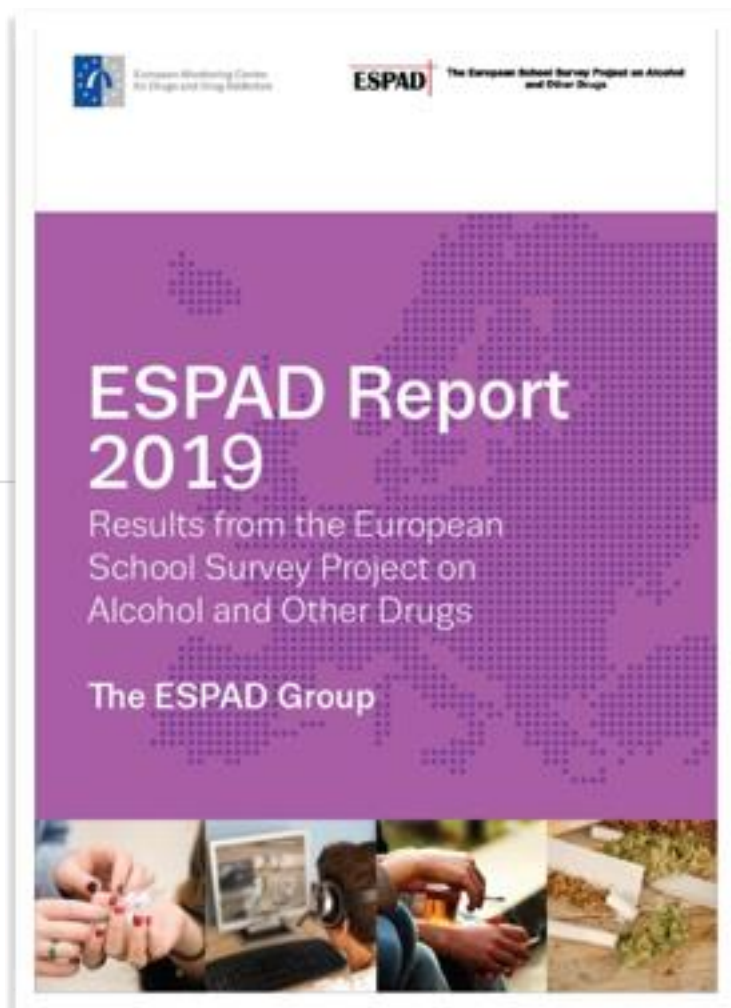
ESPAD data access





European report

Additional tables



www.espad.org



www.emcdda.europa.eu

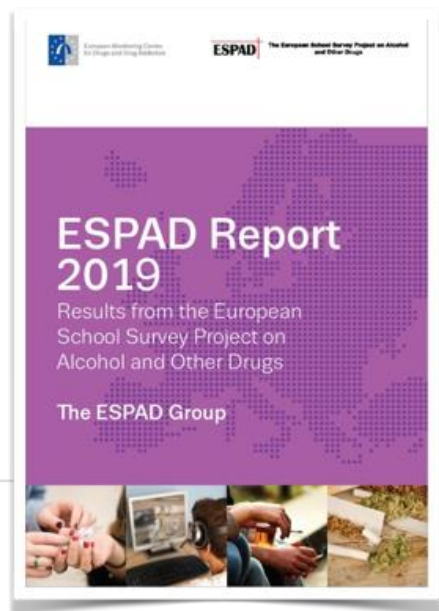


2019	204
latest global data	countries and territories
369	87
diseases and injuries	risk factors





European report



data.espad.org

Additional tables





The screenshot shows the ESPAD website interface. At the top, there is a search bar with the text "Cannabis, availability" and a "Login" button. Below the search bar, a blue overlay displays search results. The first result is for the question "How difficult do you think it would be for you to get cannabis if you wanted?". It shows 435,817 answers, with 70.15% for "No" and 29.85% for "Yes". The second result is for the question "How difficult do you think it would be for you to get: Tranquillisers or sedatives? (UNTIL 2015)". It shows 549,635 answers, with 75.97% for "No" and 24.03% for "Yes".

Below the search results, there is a purple banner with the text "European School Survey Project on Alcohol and Other Drugs". Below this banner, there is a text block describing the project: "The European School Survey Project on Alcohol and Other Drugs (ESPAD) is a project conducted by research teams in more than 40 European countries to collect comparable data on substance use and other forms of risk behaviour among 15-17 year old students in order to monitor trends within, as well as between, countries. Seven waves of data collection were conducted across 49 European countries. This website contains data from all the ESPAD survey waves. You can browse through the data, visualise and analyse them."

At the bottom of the purple banner, there are four statistics:

- 7th wave
- 2019 year
- 35 countries
- 102.484 participating students

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The top section of the website features the ESPAD logo, a search bar with the text "Search by keyword", and links for "Advanced search", "Topics", and "Login". Below this is a promotional banner with a laptop displaying a dashboard and the text: "Do you want to run an advanced research, visualise and download results? Try our advanced search tool".

The "Advanced Search" section shows a search bar containing "Cannabis" and a dropdown menu set to "All Subjects". Below the search bar are two columns: "Available questions (14)" and "Selected questions (2)".

Available questions (14):

- Filter by indicator
- Age: Cannabis
- Cannabis: Lifetime
- Cannabis: Alone
- Cannabis: Intervention

Selected questions (2):

- Cannabis: Last 12 months
- Cannabis: Last 30 days

The "Filter and compare" section allows users to refine their search. It includes dropdown menus for "Gender" (Boys, Girls), "Years" (2019, 2015, 2011), and "Countries" (All Espad Countries, Albania, Armenia, Austria). A funnel icon indicates the filtering process. Below the filters, a note states: "Once you have completed your selection, choose a specific ESPAD W (year), select a single ESPAD Country or compare more Countries, and by Gender".

The "View data" section displays a bar chart titled "Cannabis: Last 30 days, Cannabis: Last 12 months, Frequency Distribution". The Y-axis represents "Frequency Distribution" from 0% to 6%. The X-axis shows two categories: "Cannabis: Last 30 days" and "Cannabis: Last 12 months". Each category has four bars representing different frequency ranges: 1-2 occasions (dark blue), 3-9 occasions (light blue), 10-19 occasions (green), and 20+ occasions (orange).

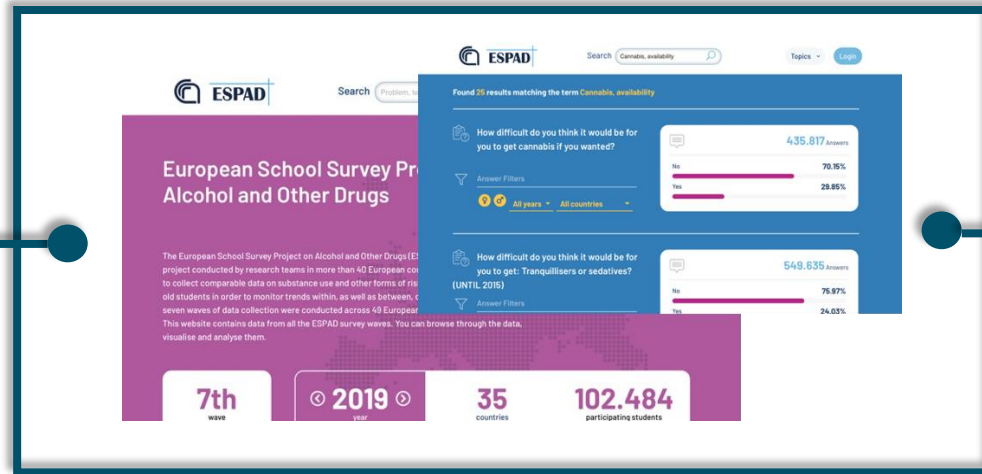
Chart Data (Estimated):

Category	1-2 occasions	3-9 occasions	10-19 occasions	20+ occasions
Cannabis: Last 30 days	3.3%	2.0%	0.6%	0.8%
Cannabis: Last 12 months	5.4%	3.6%	1.2%	2.0%

On the right side of the chart, there are controls for "Select the chart type to be displayed" (Bar), "Choose what to show in the X-axis and Y-axis of the chart" (Questions, Frequency Distribution), and "Choose the statistical measure to be shown on the Y axis for your chart" (Frequency Distribution). There is also a checkbox for "Hide answers: 'Never', '0 Occasions', '0', 'Does not apply', 'None', 'Impossible', 'Not at all'" and a "Split chart by" dropdown menu.



Platform for ESPAD Trend DB data consultation



ESPAD Trend DB Platform
data.espad.org

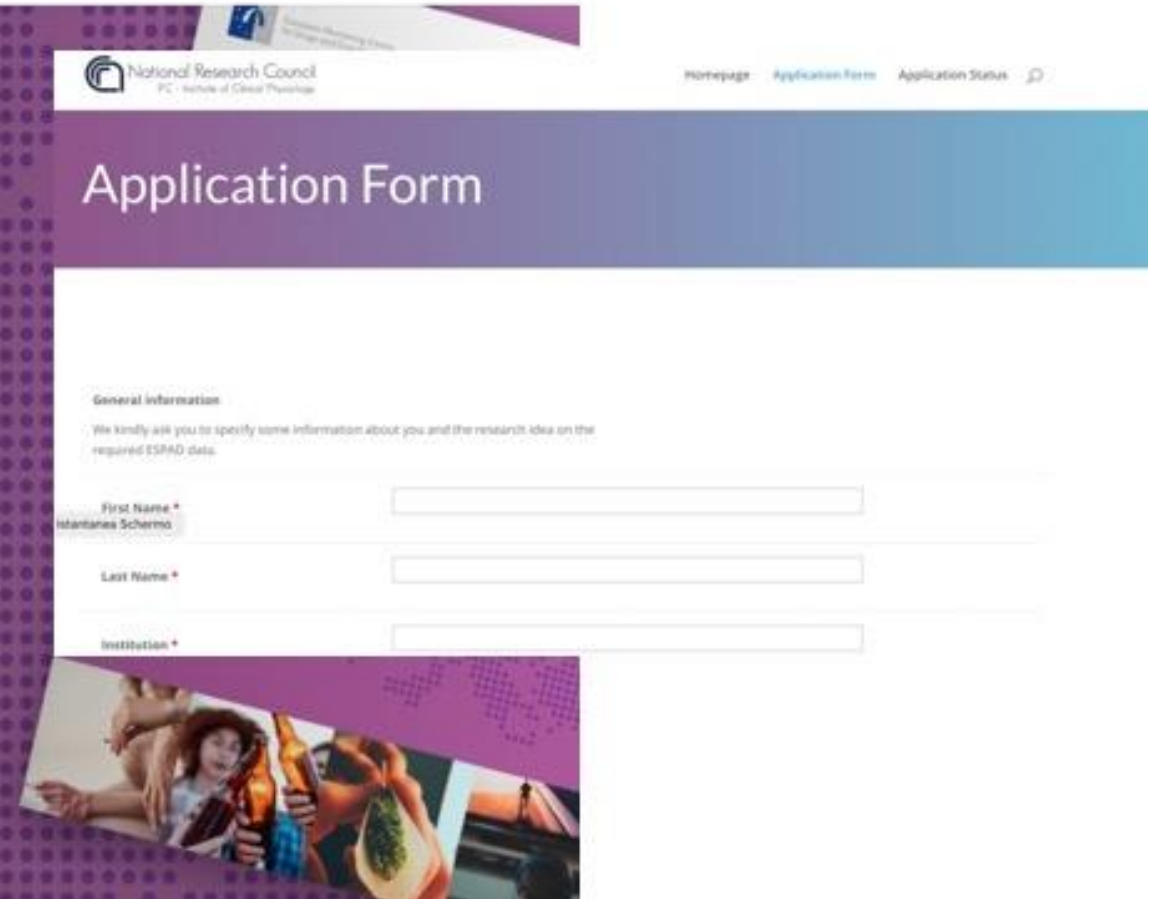


Video tutorial
<https://youtu.be/HvyeAWr8z78?t=85>

Welcome to ESPAD

ESPAD is a collaborative effort of independent research teams in more than forty European countries and the largest cross-national research project on adolescent substance use in the world.

The overall aim with the project is to repeatedly collect comparable data on substance use among 15-16 year old students in as many European countries as possible.



The screenshot shows the 'Application Form' page. At the top, there is a navigation bar with the National Research Council IFC logo and links for 'Homepage', 'Application Form', and 'Application Status'. Below the navigation bar, the title 'Application Form' is displayed in a large, white font on a purple background. The main content area is white and contains a section titled 'General information' with a sub-header 'We kindly ask you to specify some information about you and the research idea on the required ESPAD data.' Below this, there are three input fields: 'First Name *' (with the example 'Stefano Scherino'), 'Last Name *', and 'Institution *'. At the bottom of the form, there is a small image showing a group of people, possibly students, in a social setting.



WHAT WE LEARNED



WHAT WE LEARNED

ESPAD

TO REDUCE NATIONAL ECONOMIC INEQUALITIES AND TO SPEND ON FAMILY ASSISTANCE CAN HELP PREVENTING ADOLESCENTS FROM GAME-RELATED PROBLEMS

PROMOTING SOCIAL PROTECTION MEASURES AND PARENTS' EDUCATION ABOUT THE INFLUENCE OF FAMILY ON RISKY BEHAVIOURS CAN REPRESENT THE GOAL OF FUTURE PREVENTIVE PROGRAMS



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RESEARCH REPORT

ADDICTION

SSA

Problematic gaming risk among European adolescents: a cross-national evaluation of individual and socio-economic factors

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Claudia Marino² | Michela Lenzi² | Elisa Benedetti¹  | Daniel L. King³  |
Sabrina Molinaro¹ 



Thank you for your attention :)

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Erika Pivetta, UNIPD
Natale Canale, UNIPD

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the Italian National Research Council
and the EMCDDA.



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