

شبكة المعلومات الجامعية التوثيق الإلكتروني والميكروفيلو

بسم الله الرحمن الرحيم





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جامعة عين شمس التوثيق الإلكتروني والميكروفيلم قسم

نقسم بالله العظيم أن المادة التي تم توثيقها وتسجيلها علي هذه الأقراص المدمجة قد أعدت دون أية تغيرات



يجب أن

تحفظ هذه الأقراص المدمجة بعيدا عن الغبار



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Psychiatric morbidities of video game Addiction among student Ain shams University undergraduates hospital

Thesis

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LIST OF ABBREVIATIONS

Abb.	Full term
5-HIAA	. 5-hydroxyindole acetic acid
5-HT	Serotonin
ACC	Anterior Cingulate Cortex
ADHD	. Attention Deficit Hyperactivity Disorder
COMT	. Catechol-o-methyl transferase
CSF	Cerebrospinal Fluid
D2A1	Dopamine Allele
DA	Dopamine
DRD2	Dopamine Receptor D2
DSM	. Diagnostic and Statistical Manual of Mental
Disorders	
fMRI	. Functional Magnetic Resonance Imaging
IA	. Internet Addiction
ICD	International Classification of diseases
IGD	Internet Gaming Disorder
MAO-B	Monoamine oxidase B
MRI	. Magnetic Resonance Imaging
OCD	. Obsessive Compulsive disorder
OFC	Orbitofrontal Cortex
PCC	· Posterior Cingulate Cortex
PFC	. Prefrontal Cortex
PIU	. Problematic internet Use
SCL	Symptom check list
SNPs	. Single nucleotide polymorphisms
VGA	Video Gaming Addiction
WHO	. World Health Organization
MMORPGs	. Multiple massively online role playing games

Introduction

Video gaming addiction turned out to be a common phenomenon concerning video gaming addiction are now many, especially in broadcast media and online gaming sites. Meanwhile many of the initial video gamers reported worries in monitoring their gaming habits, as they experienced harmful consequences. Players have reported their urge to remove games or delete gaming systems, since their persistence hindered play control (Cho, 2010).

Video gamers along way had experienced severe damaging complication because of gaming habits, including losing jobs, relationships or deterioration in education, poor feeding, sleep and fitness, in addition to grief, isolation and poorer intellectual activity. Life-threatening complications, that still have no supportive scientific evidence, link deaths due to this type of addiction, to hydration deficiency, movement deficiency or indirectly by ignoring dependants (Si-soo, 2010).

Otherwise, others postulated many positive feedbacks gained by video gamers including skills and challenge progress, satisfaction, socialization, reduction of stress and distraction in tough periods (Owen, 2012).

American Psychiatric Association's Diagnostic and Statistical Manual V [DSM-V], contained within a report concerning Internet Gaming Disorder in their Appendix, considering this a topic needs more study. DSM-V included some criteria regarding internet video gaming which has been investigated by numerous scientists (**King and Delfabbro, 2013**).

Furthermore, DSM–V stated that additional investigations are required before this problem is conducted to authorized channels, including prevalence by studies for epidemiology. Critics postulated some comments, noticing that addition of a standardized diagnosis for this issue may benefit people suffering from this disorder, however the uncontrolled expansion of psychiatric disorders may also cause harm by misdiagnosis and mis-direction of research resources (Petry, 2013).

RATIONALE OF THE STUDY

- The problem of Video-game addiction began recently to increase and spread worldwide.
- Families began to show their frustration from that issue and problems began to rise between the adolescents and their families.
- Addiction Disorder ruins lives by causing neurological complications, psychological disturbances and social problems.