

بسم الله الرحمن الرحيم





شبكة المعلومات الجامعية التوثيق الالكتروني والميكرو فيلم



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Association between Problematic Gaming and Internet Addiction and Adult ADHD among Female University Students

Thesis

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in Neuropsychiatry*

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ



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ABSTRACT

Background: Attention Deficit Hyperactivity Disorder (ADHD) has been linked to illegal substance use at a younger age, when not treated with medication or stimulant therapy and demonstrate problem in behavior with different forms of interactive media. There is some emerging evidence suggesting that children and adolescents with ADHD exhibit more problematic video game behaviors and internet addiction behavior compared to typically developing children. The majority of studies so far have focused on children and adolescents. However, problematic video game use and internet addiction also common among adults.

Aim of work: Assessing the relationship between problematic gaming and internet addiction and adult ADHD among female university students.

Patients and methods: This is a Cross sectional analytical study conducted in Ain Shams University during the academic year 2018-2019, All data were collected from 450 Ain Shams University female students. From randomly selected 4 different faculties (2 theoretical & 2 practical faculties), 50 students were excluded as they didn't complete all the questionnaire. The sample size is 400 (100 from each faculty) students were screened for pattern of internet use, internet addiction, problematic gaming and adult ADHD.

Results: A total of 400 questionnaires were completed by the students of Ain Shams University. only 107 (26.7%) students were diagnosed with internet addiction, 89 students (22.3%) of students were diagnosed with internet gaming disorder, 54 students (13.5%) were diagnosed with gaming addiction and 299 students (74.7%) were diagnosed with moderate and severe compulsive internet use. Also, a highly significant association found between adult ADHD and internet addiction, but no significant association with internet and gaming addiction and adult ADHD.

Conclusion: Internet addiction is more prevalent between females than gaming disorder, also, females with adult ADHD are more prone to develop internet addictions than normal.

Intervention studies are needed for management of both internet addiction and adult ADHD e.g. pharmacological treatment, group therapy, cognitive behavioral therapy and family therapy. Also, interventional studies for treatment of the comorbid internet addiction and adult ADHD.

Key words: ADHD, internet, gaming, addiction.

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List of Abbreviations

Abb.	Full term
ADHD	Attention Deficit Hyperactivity Disorder.
APA.....	American Psychiatric Association.
ASD.....	Autism Spectrum Disorder.
ASRS	Adult ADHD Self Reporting Scale.
BSD.....	Bipolar Spectrum Disorder.
CIS.....	Compulsive Internet Disorder.
DSM-5.....	Diagnostic and Statistical Manual of Mental Disorder- Fifth edition.
DTI.....	Diffusion Tensor Imaging.
EEG	Electroencephalogram.
f-MRI	Functional Magnetic Resonant Imaging.
IA	Internet Addiction.
IGD	Internet Gaming Disorder.
IS	Information System.
IUD	Internet Use Disorder.
IVGA.....	Internet Video Gaming Addiction.
NCS-R.....	National-Comorbidity Survey Replication.
RS-FMRI	Resting State Functional MRI.
WHO	The World Health Organization

INTRODUCTION

Addiction is a medical condition that can be thought that it is disease or biological process leading to certain behaviors. These behaviors are characterized by compulsive engagement in rewarding stimuli, despite adverse consequences. The two properties that characterize all addictive stimuli are that they are reinforcing and intrinsically rewarding. It. (*Raouf, 2016*).

Behavioral addiction refers to frequent behavior that goes beyond the normal frequency and increasingly creates dependence of obsessive mental disorder in bio-chemical state, person's nervous system, that affect his personal life. This most frequent behavior reveals in activities such as love, gambling, food, sex, work, shopping, computer games, sports, the Internet and mobile phones (*Raouf, 2016*).

Digital gaming is an increasingly conventional entertainment activity found among adolescents and youth in general. Unfortunately, scientific findings indicate that some digital game players display dysfunctional, dependency-like features which resemble addictive behaviors (*Király et al., 2015*).

Early stage empirical research was done on negative outcomes of digital gaming have conceptualized the phenomenon in the framework of impulse-control disorder or behavioral addiction, and the criteria from the pathological