

The Dark Side Of Gaming: A Legal And Psychological Analysis Of Online Gaming Addiction In India

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ABSTRACT

Addiction to online gaming is a problem that is becoming more and more common in India, especially among young people. This study paper offers a legal and psychological examination of the effects of online gaming addiction on people and society in India. Analyzing the legal environment for online gaming addiction in India critically reveals the need for more thorough regulation. The psychology of addiction to online gaming is also examined, emphasizing the factors and patterns of behavior that contribute to addiction. Through a review of well-known games in India, the contribution of game design and marketing strategies to the development of addiction is also investigated. Investigations into the physical and mental health risks associated with online gaming addiction show the need for increased awareness and prevention measures. The detrimental effects of addiction are also highlighted, including the effects of online gaming addiction on social interactions and academic achievement. Analyses of real-world case studies shed light on the ethical and psychological ramifications of compulsive internet gaming. Recommendations for efficient interventions are made after examining rehabilitation and treatment procedures. The significance of public awareness and education is emphasized with a focus on creating efficient campaigns and treatments to prevent and treat online gaming addiction. Lastly, this study highlights the urgent need for an all-encompassing strategy to combat online gaming addiction in India. Addiction to online gaming, the legal system, psychology, the effects on one's health, and public

awareness are some of the keywords for this essay.

Keywords - Online gaming addiction, Indian youth, Legal framework, Psychological analysis, Rehabilitation and Treatment

INTRODUCTION

The advancement of technology and the ubiquitous availability of the internet has resulted in a surge in online gaming, particularly among young people in India. Online gaming can be fun, but it has also sparked worries about addiction and its detrimental effects on young people's mental and physical health. Many young people in India are developing an addiction to playing online games, often to the detriment of other crucial activities like school, employment, and social contacts. This problem is becoming more and more serious. Online gaming addiction is characterized by compulsive behaviour towards video games, which has detrimental effects and a loss of control (Singh, 2019). Online gaming addiction can cause a variety of medical, mental, and social issues, such as sleep deprivation, anxiety, depression, social isolation, and subpar performance in school or the workplace. These problems may have a big effect on society as a whole and the lives of young people and their families.

A multifaceted approach combining legal, psychological, and social views is necessary to effectively address the complicated issue of the effects of online gaming addiction on Indian kids. Even while the Indian government has attempted to control the online gaming market, there is currently no complete legal framework to address the gaming addiction problem (W Paulus, Ohmann, Gont, & Popow, 2018). Similarly, parents, educators, and health professionals need to be more informed on the warning signs, symptoms, and effects of online gaming addiction.

Given the rising worry over online gaming addiction in India, there is a need for a thorough investigation of the psychological and legal facets of this issue. In addition to examining preventative and intervention methods, this study article attempts to provide a thorough review of online gaming addiction in India, along with its psychological and legal ramifications. This research paper will use an interdisciplinary approach to investigate the numerous causes of online gaming

addiction, the effects of addiction on Indian youth, and the moral and legal concerns associated with regulating the online gaming sector. The results of this study will have significant ramifications for decision-makers in India and other nations confronting comparable difficulties in the fields of education, health, and parenting.

This study aims to highlight the negative aspects of online gaming and offer insights into the ethical, social, and psychological difficulties associated with tackling this developing issue. It shall contribute to a greater understanding of the impact of technology on society by examining the various aspects of online gaming addiction and outlining prevention and intervention strategies. It also aims to guide policy and practice in the area of online gaming addiction.

LEGAL FRAMEWORK FOR ONLINE GAMING ADDICTION

India is not the only country where the problem of addiction to internet gaming has drawn major attention. In recent years, as online gaming platforms have become increasingly popular, so too have documented incidences of addiction and its damaging impact on young people's physical and mental health. Examining India's legal system controlling online gaming addiction is crucial (Griffiths, 2010). There needs to be a regulation in India specifically addressing addiction to internet gaming. The Information Technology Act of 2000, the Public Gambling Act of 1867, and the Prize Competition Act of 1955 are just a few examples of the rules and regulations currently governing online gambling. There are no rules or guidelines in place for the prevention and treatment of gaming addiction, and these laws do not specifically address the addiction problem.

The main legislation in India regulating online gaming is the Information Technology Act, 2000. If the game's content is deemed unsuitable or damaging, Section 67 of the Act, which deals with the publication or transmission of obscene information in electronic form, may be applicable. In addition, Section 66E of the Act includes penalties for privacy violations, which may be used in situations when a person's addiction to gaming results in the disclosure of personal data or information (Kuss & Griffiths, 2012). Another pertinent piece of legislation that forbids gaming in public places is the public gaming Act of 1867. Its relevance to online gaming, however, is questionable

given that the Act was passed prior to the development of the internet and online gaming. Prize competitions, including games of chance or skill, are governed under the Prize Competition Act of 1955. It does not, however, apply to games played for free, and it does not address the problem of addiction.

The judiciary in India has acknowledged the problem of internet gaming addiction despite the lack of explicit law (Tushnet, 2007). The Delhi High Court recognized the negative impacts of online gaming addiction in 2019 and ordered the Indian government to properly investigate the problem and take appropriate action to remedy it. The court made the suggestion that the government could create rules or regulations to deal with the problem, much like those that are in place for other types of addiction, such drug and alcohol addiction (Marsden, Meyer, & Brown, 2020).

India's legal system for dealing with addiction to online gaming is now insufficient and disjointed. While laws and regulations do exist to control the online gaming market, they do not specifically address addiction. Indian kids are exposed to the negative impacts of online gaming addiction because there are no rules or laws to prevent or treat gaming addiction (Randeria, 2007). A complete and integrated legal framework is required to properly address the problem of online gaming addiction.

THE PSYCHOLOGY OF ONLINE GAMING ADDICTION

Millions of people worldwide are at risk of acquiring an addiction to online gaming, which is an increasing problem. Understanding the factors and behavioral patterns that contribute to the emergence of the addiction is essential to understanding the psychology of online gaming addiction. According to research, addiction to online gaming is frequently linked to particular psychological traits like impulsivity, low self-esteem, social isolation, and a lack of coping mechanisms. The craving for escape is one of the primary causes of addiction to online gaming. Online gaming can be a means for people to escape their issues and find respite from stress and anxiety if they are having problems in their personal or professional lives (Iacovides & Mekler, 2019). People who struggle with social contact or finding lasting relationships in real life may find this to be especially enticing.

The social aspect of gaming is another element that helps to fuel the growth of an addiction to online gaming. Numerous online games provide a sense of belonging and community that one's actual social group could lack. This may foster a sense of attachment to the game and the online community, making it challenging for people to put the game down and return to their real-life obligations and relationships. Online game rewards and comments are also given instantly, which can be addictive (Snodgrass, Lacy, & Franco, 2014). This reinforcement of particular behaviour and providing a sense of accomplishment by these rewards and feedback mechanisms can lead to the release of dopamine, a neurotransmitter linked to pleasure and reward. This may result in difficult-to-break patterns of behavior and the emergence of addiction.

To create successful therapies and preventative measures, it is essential to understand the behavioral patterns and triggers related with online gaming addiction. Mental health practitioners can provide focused therapies to address the psychological causes of addiction and encourage healthy behavior by addressing the underlying psychological issues that contribute to addiction (Longstreet, Brooks, & Gonzalez, 2019). Individuals can also create good gaming habits and prevent the onset of addiction by learning about the dangers of online gaming addiction. Addiction to online gaming is a severe problem that affects more and more young people in India. While many people view gaming as a harmless activity or hobby, others become so engrossed in it that it negatively affects their relationships and daily life. Effective prevention and treatment of online gaming addiction depend on understanding its psychological components.

According to research, numerous elements can lead to online gaming addiction. The method which games are made is one of the key elements. Many well-known online games are made to be very interesting, with feedback and rewards included into the gameplay to keep players interested. In addition, the social component of gaming can fuel addiction. Playing with others and developing social ties within the gaming community can be strong inducements to keep playing (Trembath, Germano, Johanson, & Dissanayake, 2012). Personal traits may also influence addiction to online gaming. Addiction may be more dangerous for people who experience anxiety, depression, or other mental health problems. Personality factors like impulsivity and experience-seeking can also increase the

likelihood of developing an addiction.

Although online gaming addiction may resemble other forms of addiction in certain ways, it is crucial to remember that the Diagnostic and Statistical Manual of Mental Disorders (DSM-5) does not yet list it as a disorder. The World Health Organization (WHO), however, just recently included "gaming disorder" to the International Classification of Diseases (ICD-11), emphasizing the significance of this condition even more. Addiction to online gaming must be prevented and treated using a variety of strategies. Parental supervision and education, supporting healthy lifestyle practice, and encouraging engagement in non-gaming activities are just a few tactics that can help stop addiction before it starts. Counseling and cognitive-behavioral therapy might help those already battling addiction overcome the problem (King, Delfabbro, & Griffiths, 2010). The psychology of addiction to online gaming is intricate and diversified overall. Comprehending addiction-related behavioral patterns and triggers is essential to successfully avoid and treat the problem. In order to create more efficient prevention and treatment plans and comprehend the effects of online gaming addiction on both people and society at large.

THE ROLE OF GAME DESIGN AND MARKETING TECHNIQUES IN PROMOTING ADDICTION

In recent years, there has been discussion over how game design and marketing strategies contribute to developing an addiction to online gaming. Game creators and publishers use various strategies to increase player engagement and keep them playing. These methods, which are also known as "game mechanics" and "gamification", can significantly alter a player's behaviour. The "reward system" is one of the most popular game features encouraging addiction. Players will receive rewards for performing particular activities or achieving particular objectives in the game thanks to this system (Malone, 1980). Rewards can come in the form of merchandise, virtual money, or even just bragging rights. Players may play the game longer if they feel satisfied and successful from the game's ongoing cycle of reward and achievement.

"Social component" is a further aspect of games that encourages addiction. Numerous online games are meant to

be played cooperatively, and players are frequently urged to form teams or clans to face off against rival organizations. This social engagement may foster a sense of community and camaraderie, encouraging players to keep playing the game and uphold their connections (Williams, 2006). Additionally, game makers employ marketing strategies to advertise their titles and draw in new players. "Hype building" is one of the most popular marketing strategies. Using this strategy, you may raise interest and anticipation for a game before it ever launches by creating a buzz about it. Video game companies frequently issue teasers, trailers, and other promotional materials to generate buzz. This can boost player engagement and sales.

"In-game purchases" are another marketing strategy that encourages addiction. Players can buy virtual goods, currency, or other game-improving features in many online games. Players may invest more time and money in the game due to these purchases since they feel invested and like they own it. Many contend that game publishers and creators must restrict their use given the well-documented effects of game design and marketing strategies on addiction (Baranowski, 2016). Critics contend that these methods take advantage of weak players and have dire repercussions, including as addiction, social isolation, and financial difficulties.

No explicit regulation in India governs the use of game mechanics and advertising strategies to encourage addiction. In most states, gambling and betting are illegal, thus the existing legal system primarily addresses these issues. However, the use of game mechanics and marketing strategies to encourage addiction has been criticized and recommendations made for stronger online gaming regulation. The influence of game design and marketing strategies on the development of addiction is a complicated topic that needs more investigation and analysis (Vergne & Durand, 2010). While they must provide entertaining and engaging games, game creators and publishers also must reduce the risk of addiction and harm. More stringent regulation and control may be required to ensure that online gaming continues to be a risk-free and pleasurable activity for all gamers.

HEALTH CONSEQUENCES OF ONLINE GAMING ADDICTION

Addiction to online gaming has become a significant public

health issue everywhere, especially in India (Amin, Griffiths, & Dsouza, 2020). Young people who engage in excessive or compulsive gaming run serious physical and mental health hazards. Obesity, sleep problems, and musculoskeletal conditions are among the physical health dangers linked to gaming addiction. A lack of physical exercise brought on by the sedentary nature of gaming might result in weight gain and obesity. In addition, playing video games too much might interfere with sleep cycles and cause insomnia and other sleep disorders. Long-term use of gaming equipment can potentially cause musculoskeletal conditions like back discomfort and carpal tunnel syndrome.

Addiction to video games is associated with equally serious consequences to one's mental health. Online games' engrossing nature can result in social isolation, subpar academic achievement, and strained ties with family and friends. Excessive gaming has been linked to depression, anxiety, and other mental health conditions, according to studies. Aggression is a side effect of gaming addiction that can negatively impact a person's social and emotional well-being (Mehroof & Griffiths, 2010). Additionally, cognitive functioning, such as attention span, decision-making, and problem-solving abilities, can suffer from gaming addiction. Young people who are gaming addicts frequently have trouble focusing on other things and may have difficulties making decisions and solving problems in other areas of their lives.

The dangers of online gaming addiction on one's physical and mental health must be understood, and appropriate interventions must be developed. Health professionals can offer assistance and direction to families and young people who are battling gaming addiction. Through awareness and teaching programmes, schools and educational institutions can also play a crucial part in fostering positive gaming habits and preventing addiction. It is impossible to overlook the risks to young people's physical and mental health brought on by addiction to online gaming. It is crucial to develop efficient techniques to manage and prevent gaming addiction as the popularity of online games increases (Kim, 2007). Growing awareness and education among young people and their families and creating efficient therapies targeting gaming addiction's particular difficulties are essential to encouraging healthy gaming behaviors.

IMPACT OF ONLINE GAMING ADDICTION ON ACADEMIC PERFORMANCE AND SOCIAL LIFE OF INDIAN YOUTH

Online gaming addiction has gained ground in recent years, especially among India's younger population. For example, online gaming can encourage strategic thinking and problem-solving abilities, but playing too much of it can negatively affect social life and academic achievement. Numerous studies have demonstrated that excessive gaming among young individuals might result in subpar academic achievement. Gaming addiction can cause a person to overlook their academic duties, resulting in subpar academic performance and trouble keeping up with studies (Dedrick, Suldo, Roth, & Fefer, 2015). Additionally, playing video games can interfere with sleep cycles, making it harder to focus in class and cause weariness.

Addiction to online gaming can have a serious effect on young people's social lives. As gaming becomes the main focus, it might cause social isolation, which can decrease participation in other activities and social skills. This may result in feelings of isolation and melancholy, making the addiction worse. Additionally, young person's behavior may change due to their addiction to online gaming, making them more prone to mood swings, irritation, and violence. Conflict with friends and family may result from this, and there may even be physical altercations. Additionally, excessive gaming can promote a sedentary lifestyle, increasing the risk of obesity, weight gain, and poor physical health (Natalia, Krzysztof, & Leksowski, 2015).

It is important to note that young people's social and emotional well-being may suffer long-term consequences from addiction to internet gaming. Poor self-esteem, trouble establishing healthy relationships, and an elevated risk of mental health conditions like depression and anxiety can all result from the addiction. It is impossible to emphasize the negative effects of internet gaming addiction on Indian youth's social and scholastic lives. Excessive gaming can have detrimental impacts that extend beyond the person to include family and the larger community. Therefore, it is essential to spread awareness of the problem and create management and prevention techniques for young people's addiction to online gaming.

ANALYSES OF REAL-LIFE CASES AND THEIR LEGAL AND PSYCHOLOGICAL IMPLICATIONS

Real-world examples of online gaming addiction can be examined to gain important knowledge about the ethical and psychological ramifications of this phenomena. Numerous instances of people, mostly young people, being so dependent on online games that it negatively affects their life have been documented in India (Peek, 2008). These incidents show how serious the problem is and how urgently both legal and psychological solutions are required. Legally speaking, these examples show how inadequate India's current laws and rules are for addressing addiction to online gaming. Due to the lack of specific legislation addressing this issue, game makers and operators are free to take advantage of the legal limbo and encourage addiction. Additionally, victims have little legal options to obtain justice or restitution for the suffering brought on by their addiction.

These cases psychologically demonstrate the terrible effects of internet gaming addiction on people and their families. Online game addiction frequently results in deterioration of physical and mental health, subpar academic performance, and strained social ties (Nakshine, Thute, Khatib, & Sarkar, 2022). These effects can be terrible and protracted, and overcoming them frequently necessitates intensive counseling and support. A 20-year-old engineering student who became addicted to the game Player Unknown's Battlegrounds (PUBG) was one famous case in India. Spending up to 18 hours a day playing the game, the student started to put his studies and social life on the back burner. His declining grades, declining mental health, and strained relationships with family and friends were all consequences of this addiction. The addiction remained despite his family's attempts to help him until he was allowed to enter a recovery facility.

Another incident featured a 16-year-old guy who developed a Fortnite addiction. Due to his addiction, the youngster lost interest in extracurricular activities, dropped out of school, and suffered a loss in his physical and mental health. The boy's parents tried to limit his gaming time, but they were powerless to stop him from becoming addicted. After some time, they sought out professional assistance, but the road to recovery was long and arduous. These incidents demonstrate the urgent requirement for efficient judicial and psychological measures to combat online gaming addiction in India. Clear controls on game design and marketing strategies that encourage addiction must be established through legal reforms.

Additionally, it is vital to create legal paths for victims to pursue remedy or recompense for harm brought on by addiction.

Counseling and therapy are two psychological methods that can be quite helpful for those battling addiction and their family. Increasing public knowledge of the dangers and effects of online gaming addiction can aid in the prevention of current cases and encourage responsible gaming habits. Understanding this phenomenon's legal and psychological ramifications through analyzing examples of online gaming addiction is extremely beneficial (Chang & Law, 2008). These incidents show how serious the problem is and how urgently legal and psychological solutions are required. We can create efficient prevention and treatment plans for this expanding issue in India if we thoroughly understand the legal and psychological components of online gaming addiction.

REHABILITATION AND TREATMENT OF ONLINE GAMING ADDICTION

An enormous percentage of Indian adolescents suffer from an addiction to online gaming. It is crucial to concentrate on the rehabilitation and treatment of those who have been addicted to online gaming given its rising popularity (Kuss D. J., 2022). People can overcome their addiction with the aid of a number of tactics and best practices. Cognitive-behavioral therapy (CBT) is one of the best methods for treating addiction to online gaming. The main goal of this therapy is to replace the patient's negative gaming-related thoughts and actions with constructive ones. This can assist people in finding more effective coping strategies and lessen their reliance on gaming as a kind of escape.

Motivational interviewing (MI) is a further effective method for treating addiction to online gaming. This form of therapy assists people in recognizing their own reasons for wanting to change, and then collaborates with them to create a strategy for doing so. It can be encouraging and motivating for people to feel like they have control over their addiction because to this. Treating addiction to internet gaming may also include family counselling (Young, 2009). To help the patient's family members comprehend the addiction's nature and how they might aid their loved one in recovery, this therapy entails working with them. A helpful and understanding atmosphere may result from this, which may be essential for successful

treatment.

In addition to these treatments, several best practices can be applied to aid in recovering and treating addiction to online gaming. Utilizing support groups like Gamblers Anonymous or Online Gamers Anonymous is one of them. These groups offer people a secure and encouraging environment where they may discuss their experiences and get support from others going through related problems. Utilizing technology and digital tools to promote recovery is another great practice. This can involve using applications and online tools that offer advice and assistance, as well as monitoring tools that assist people in tracking their gaming habit and setting objectives for cutting back on or quitting entirely.

It's crucial to understand that there is no one-size-fits-all method to treating online gaming addiction. Finding the perfect mix of tactics that work for each person may take some time because different therapies and techniques may work better on different people. Therefore, it is crucial to adopt a flexible and personalized treatment strategy and to be willing to modify the treatment plan as necessary. One significant issue that needs to be addressed in India is the rehabilitation and treatment of addiction to online gaming. Several approaches and best practices, such as cognitive-behavioral therapy, motivational interviewing, family therapy, support groups, and the use of technology and digital tools, can be used to assist people in their recovery. It is crucial to take an adaptable and personalized approach to treatment and work with each person to identify the best concoction of techniques that suit them.

THE NEED FOR PUBLIC AWARENESS AND EDUCATION

Addiction to internet gaming is now a huge global issue, especially in India. The issue affects society as a whole in addition to people and their families. There is a need for public awareness and education to avoid and treat this problem. The significance of creating impactful campaigns and interventions to increase public awareness and encourage responsible gaming will be covered in this section. The lack of knowledge and comprehension of the hazards and repercussions of online gaming addiction is one of the major obstacles to treatment (Kuss & Griffiths, 2012). The potential effect that excessive gaming can have on people's physical and mental health and

their social and scholastic lives is not widely known, especially among young people. As a result, there is a need for focused public awareness initiatives that inform people about the dangers of gaming addiction online and encourage appropriate gaming habits (Xu, Turel, & Yuan, 2012). Research-based and practice-based strategies should be the foundation of successful public awareness initiatives. They should be adapted to the particular requirements and preferences of various target audiences, including parents, teachers, gamers, and the general public. To reach a large audience, the campaigns should use a range of media, including social media, TV, radio, print, and outdoor advertising.

Effective therapies are also required to prevent and treat online gaming addiction in addition to public awareness initiatives. These interventions should be created using the most effective methods for addiction treatment and rehabilitation and a thorough understanding of the causes of addiction. Counseling, therapy, support groups, and peer mentoring programs are a few potential solutions. The absence of defined rules and best practices is one of the major obstacles to creating effective treatments. To provide evidence-based standards and best practices for prevention, treatment, and rehabilitation, stakeholders including healthcare professionals, lawmakers, educators, and gaming industry representatives must work together and conduct research.

The requirement to involve and engage all stakeholders, including players, parents, educators, healthcare professionals, lawmakers, and gaming industry representatives, is another crucial component of public awareness and education. Stakeholder collaboration and cooperation can increase awareness, promote responsible gaming, and create efficient interventions (Blaszczynski, Ladouceur, & Shaffer, 2004). Addiction to online gaming is a complicated, multifaceted problem that calls for a thorough, team-based strategy to solve. Creating effective campaigns and interventions can significantly promote safe gaming behaviors and reduce addiction risks. Public awareness and education are critical in preventing and addressing this issue.

CONCLUSION

Internet gaming addiction is a complicated problem that must be addressed legally and psychologically. According to the

research, there are many factors, including game design and marketing strategies, as well as social and academic demands on Indian adolescents, that might cause addiction. Online gaming addiction can negatively affect social interactions, academic achievement, and physical and mental health. Real-world case studies have demonstrated the psychological and legal ramifications of compulsive internet gaming and the demand for efficient recovery and treatment methods.

Based on the study's findings, it is advised that public awareness and education campaigns be created to promote knowledge and comprehension of online gaming addiction. These ads should address parents, children, educators, and medical professionals. To make sure that online gaming platforms are not encouraging addictive behavior or taking advantage of vulnerable people, it is crucial to set clear norms and policies.

Future studies should examine online gaming addiction's social and cultural aspects in India and other emerging nations. Additionally, more study is required to create efficient intervention plans and best practices for treating and recovering from online gaming addiction. Collaboration between policymakers and stakeholders is crucial if this problem is to be solved and the well-being of the Indian young is to be ensured. More research and knowledge are needed to address online gaming addiction's legal and psychological components. To protect the health and well-being of young Indian, effective measures for rehabilitation and therapy, public awareness campaigns, and policies and norms for online gaming platforms are essential. It is intended that this research will advance knowledge of the problem and inform upcoming initiatives and policies.

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