

## EXPLORING THE PREVALENCE OF GAMING DISORDER: A RAPID SCOPING REVIEW

### Rationale

Gaming disorder is a new disease entity in the International Classifications of Diseases, 11<sup>th</sup> revision (ICD-11); thus, the literature about this condition is heterogeneous. Most studies to date have focused on internet gaming disorder (IGD) as defined by the Diagnostic and Statistical Manual of Mental Disorders, 5<sup>th</sup> edition (DSM-5) or the broad construct of internet addiction. As the evidence is too heterogeneous to warrant a systematic review, the World Health Organization (WHO) has requested a rapid scoping review to describe the prevalence of gaming disorder and IGD.

### Implications

The results will inform knowledge users about the state of the evidence on the prevalence of gaming disorder and IGD.

Link to protocol registration:

<https://osf.io/y2sr6/>

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### Background

- Gaming disorder is a new disease entity that has been included in the ICD-11 for the first time.

### Objective

- To conduct a rapid scoping review to describe the prevalence of gaming disorder and IGD, as well as comorbidities, in people of all ages, across all geographical areas.

### Methodology

- Our methodology is guided by the Joanna Briggs Institute Methods Manual for Scoping Reviews.
- The following databases will be searched: MEDLINE, EMBASE, PsycINFO, and the Cochrane Library.
- Our eligibility criteria are:
  - **Population and exposure:** Individuals of all ages (across all geographical areas) who have ICD-11 gaming disorder (characterized by impaired control over gaming, increasing priority given to gaming which takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences) or DSM-5 IGD (diagnosed if persons exhibit  $\geq 5$  of the 9 criteria: pre-occupation; withdrawal; tolerance; unsuccessful attempts to stop or reduce gaming; loss of interest in other hobbies or activities; excessive gaming despite problems; deception; escape or relief from a negative mood; and jeopardized or lost a relationship, job, educational, or career opportunity). Individuals with severe gaming disorder or severe IGD (i.e., those requiring an intervention) are also eligible
  - **Outcomes:** Prevalence of gaming disorder, IGD, severe gaming disorder or severe IGD; prevalence of comorbidities
  - **Study designs:** Any quantitative primary study
  - **Language:** English
  - **Year of publication:** Any
- After calibration, title/abstract screening and full-text screening will be conducted by one reviewer. The lists of excluded citations will be verified by a second reviewer.
- After calibration, we will chart variables of interest (e.g., population details, study design, prevalence of gaming disorder, prevalence of IGD, comorbidities).
- Results will be summarized narratively and using tables.

### Knowledge Translation Strategy

- We will prepare a final report for the WHO and a manuscript for an open-access, peer-reviewed journal.