

Letter to the Editor Regarding the Article: “Addictive Video Game Use: An Emerging Pediatric Problem?”**Carta ao Editor Relativa ao Artigo: “Dependência de Videojogos: Um Problema Pediátrico Emergente?”****Keywords:** Behavior; Addictive; Child; Video Games**Palavras-chave:** Comportamento Aditivo; Criança; Videojogos

Dear editor,

I have read with great interest the manuscript published in this journal by Nogueira and colleagues,¹ regarding gaming disorder (GD) in a convenience sample of 6th-grade students of two public schools in Cascais, Portugal. As pointed out by the authors,¹ Internet gaming disorder is not an official diagnosis in the DSM but one that needs further study.¹ Nonetheless, in mid-2018, the WHO included the diagnosis of GD in its 11th revision of the ICD-11.² Not everyone who engages in gaming has a gaming disorder since it “must be of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning”.²

However, I was disappointed by several aspects of the paper: (i) Lack of information about the total number

of students attending the 6th grade at those two schools. How many engaged in gaming? And what were the social and cultural status of the students? (ii) The authors found 6/152 students with the disorder (i.e. had 5 out of 9 DSM-5 items). But the reader does not get to know if any of these 6 students had a significant living impairment. Furthermore, statistics using such small size groups are usually less accurate. This small group could have been studied for psychological factors and gaming characteristics using other methods (e.g. in-depth interviews). (ii) 51/152 were found to be at risk (i.e. 4 out of 9 items). Again, nothing is known regarding the answers to living impairment questions. (iii) Why did the authors use two groups to analyse risk factors since each group had the same 152 students (Table 2)? I believe that the 6 students with the additive use criteria should be removed from the risk behaviour group and the statistics remade, if relevant. (iv) From the analysis of the study design and results the authors cannot prove that addictive video game use is an “emerging problem”.

Literature tells us that only a small percentage of gamers are affected by a disorder.² We should never forget that risk without suffering (or in this case unspecified severity) may only work “to enforce more rigid standards of “self-discipline” and “personal responsibility” upon society”.³

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Dear Editor/Colleague,

The authors acknowledge and comment the Letter to the Editor regarding our manuscript: “Addictive Video Game Use: An Emerging Pediatric Problem?”.¹ It is important to share reflections on this videogame (VG) use problem. In fact, the aim of our study was to characterize the VG use in a convenience sample as an exploratory approach to this problem.

i) Information of the total number of students and social status:

The authors did not intend to find the global VG addiction prevalence in Portuguese children. This task would need a bigger and representative sample. Likewise, we did not get the total number of students attending 6th grade in our study schools. We used a convenience sample to study this problem.

Regarding the social status, our approach was to describe parents’ educational level, referred in ‘sample characteristics’.¹ We did not find significant difference between addictive VG use and parents’ education.

ii) Living impairment:

Since there is no consensus which questionnaire should be used to study VG addiction, we decided to apply nine questions based on the DMS-5 criteria.