

The Relevancy of Gaming Addiction

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What is VGA?

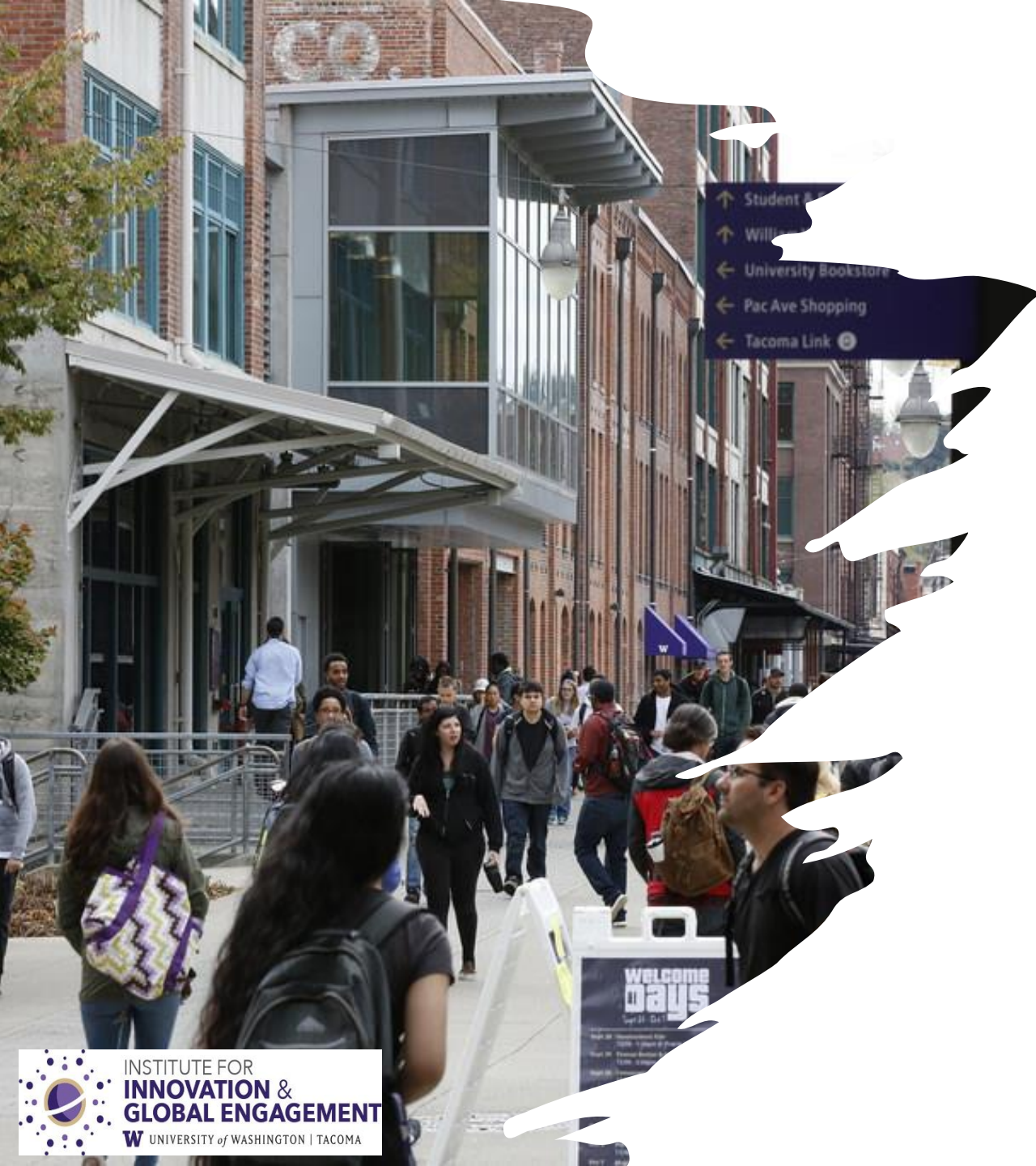
- Definition of Video gaming addiction (VGA)
- Current discussion around the diagnosis of VGA
 - More research is still on going
 - DSM-V term it as Gaming disorder
- How is VGA being produced
 - How do gaming developers make it addicting
 - Skinner's Box Theory



How does VGA affect Korea?

- Emphasis on infrastructure, thus stronger bandwidth
- Socially accepted gaming culture and Esports
- Extreme cases
 - Issued laws and rehabilitation





How does VGA affect UWT? (Methodology)

- UW Human Subjects Approval
- Issued to the UWT Campus
- Questions aimed towards these goals:
 - Depression (PHQ-4)
 - Video game tendencies (DSM-V)
 - Demographics

Results and Demographics

- N= 191 UWT students
- Race, Ethnicity
 - White(114) , African-American(19), Asian - American(37), Pacific Islander(4), Latinx(14)
- Gender Identity
 - Male(70), Female(84), Cisgender(15)
- How many had VGA tendencies: 15% met the criteria
- Correlation testing: there is no connection between VGA and Depression
 - within this sample group
- T-Test has revealed that there isn't enough evidence to show a difference between those scanned for addiction and those that are non-addicted

Solutions

- A global diagnosis of VGA
- A global standardized survey
- The positives about gaming
 - C4 organization

Cross Campus Connect Club Presents:

Game Night

Saturday, May 15 2021 | 8:15pm
Zoom Meeting ID: 969 1635 3197
Passcode: kayakers

Play Jeopardy and Gartic Phone
with friends!

