

Statements accompanying the PhD thesis

Online video game addiction

Exploring a new phenomenon

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1. Out of the various internet applications, online gaming has the strongest association with internet addiction among adolescents (current thesis).
2. Video game addiction can be defined as an addiction-like behavioral problem which presents as: a loss of control, intra- and interpersonal conflict, preoccupation with gaming, the utilization of games for purposes of coping or mood modification, and withdrawal symptoms if the gamer is forced to quit (current thesis).
3. Among adolescents between the ages of 13-16 years, 3% of the online gamers is addicted. This represents 1.5% of all children in this age category in the Netherlands (current thesis).
4. Online friendships may play a protective role: for those online gamers with high quality online friendships, the relationship between game addiction and loneliness was found to be weaker than for those with low quality friendships (current thesis).
5. Action by the video game industry on the issue of social responsibility will benefit both the consumer - who will be better informed and properly referred - and the game industry alike (current thesis).
6. Beyond chemistry, the word dynamic is rarely used in a meaningful way.
7. Studying a new practical problem is best done by those who are close to practice.
8. Information wants to be free (Stewart Brand) but creating high quality information requires a significant investment.
9. Writing a PhD thesis tends to result in a decrease in hours spent on online video games.
10. We favor the visible, the embedded, the personal, the narrated, and the tangible; we scorn the abstract (Nassim Taleb).
11. If you try and take a cat apart to see how it works, the first thing you have on your hands is a non-working cat. (Douglas Adams).