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NEWSLETTER

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## **Technoference and Adolescent Internet Gaming Addiction: The Mediating Role of the Need to Belong and the Moderating Role of Friendship Quality**

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**I**NTERNET gaming, a product of information technology, has become an essential part of adolescents' lives. While a moderate amount of online gaming helps improve their life satisfaction and promote their pro-social behavior, the Internet gaming addiction can lead to various mental problems among them. This study constructed a moderated mediation model based on the problem behavior theory and the individual-environment interaction models to examine the effects of technoference, the need to belong, and friendship quality on adolescent Internet gaming addiction.

The study recruited as subjects 1,555 boy students and 1,512 girl students aged between 11 and 16 from two junior secondary schools in Hubei Province. Measurement tools included the Technology Interference in Life Examples Scale, Need to Belong Scale, Friendship Quality Scale, and Internet Gaming Addiction Scale.

The research findings demonstrated that: (1) technoference positively predicted adolescents' Internet gaming addiction; (2) the need to belong partially mediated the relationship between technoference and adolescent's Internet gaming addiction, indicating that the need to belong was an important explanatory factor in the impact of technoference on adolescent's Internet gaming addiction and that proper control of parental use of mobile phones has the potential of enhancing the quality of child-parent interaction to better meet the child's need to belong; (3) friendship quality moderated the influence of technoference on the need to belong as well as the impact of friendship quality on Internet gaming addiction. Specifically, technoference had a weaker impact on the need to belong and the need to belong imposed a smaller effect on Internet gaming addiction among adolescents with high friendship quality than among those with low friendship quality.

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