

Additional File 2

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Appendix A. List of potentially relevant reviews

1. González-Bueso V, Santamaría JJ, Fernández D, Merino L, Montero E, Ribas J. Association between Internet Gaming Disorder or Pathological Video-Game Use and Comorbid Psychopathology: A Comprehensive Review. *Int J Environ Res Public Health*. 2018;15(4):668.
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Appendix B. List of potentially relevant non-English studies

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Appendix C. Search strategy (MEDLINE, Embase, PsycINFO)

Ovid Multifile

Database: Ovid MEDLINE: Epub Ahead of Print, In-Process & Other Non-Indexed Citations, Ovid MEDLINE® Daily and Ovid MEDLINE® <1946-Present>, Embase Classic+Embase <1947 to 2018 May 14>, PsycINFO <1806 to May Week 1 2018>

Search Strategy:

-
- 1 IGD.tw,kf.
 - 2 (gam* or internet* or disorder*).tw,kf.
 - 3 1 and 2 [IGD]
 - 4 Video Games/
 - 5 gaming?.tw,kf.
 - 6 videogam*.tw,kf.
 - 7 ((game or games) adj3 (arcade? or console or consoles or computer* or digital* or internet* or mobile or offline or online or pc or video* or web or web-based or WWW)).tw,kf.
 - 8 ((game or games) adj3 (iphon* or "i-phon*" or smartphon* or smart phon*)).tw,kf.
 - 9 ((game or games) adj3 (android* or tablet*)).tw,kf.
 - 10 ((game or games or play*) adj3 (Game boy or Game boys or Gameboy* or Gamecube* or "N Gage" or "NES Classic" or Nintendo* or playstation* or play station* or "Super NES" or Wii or Xbox*)).tw,kf.
 - 11 ((game or games) adj3 (app or apps or Google Play or GooglePlay or iOS)).tw,kf.
 - 12 ("call of duty*" or candy crush* or candycrush* or diablo* or "far cry*" or "first person shooter*" or "grand theft auto*" or "massively multi-player online*" or "massively multiplayer online*" or minecraft* or "mortal combat*" or "mortal kombat*" or "multi-player online battle arena*" or "multiplayer online battle arena*" or "pac man" or "pac manTM" or pokemon* or pong or sonic mania* or (sonic adj2 hedgehog*) or starcraft* or "super mario*" or tetris* or titanfall* or tomb raider* or wolfenstein* or "world of warcraft*" or zelda*).tw,kf.
 - 13 or/4-12 [GAMING]
 - 14 Behavior, Addictive/
 - 15 Habits/
 - 16 Health Behavior/
 - 17 Health Risk Behaviors/
 - 18 Social Behavior Disorders/
 - 19 Video Games/ae [Adverse Effects]
 - 20 Video Games/px [Psychology]
 - 21 (addict* adj3 (computer* or digital* or internet* or "i-phon*" or iphon* or online or smart phon* or smartphon* or video* or web or WWW)).tw,kf.
 - 22 ((addict* or compulsive* or detriment* or disorder* or excess* or habitual* or hazardous* or obsess* or problem* or pathologic* or risky) adj5 behav*).tw,kf.
 - 23 ((addict* or compulsive* or depend* or detriment* or disorder* or excess* or habitual* or hazardous* or impair* or obsess* or overus* or (over adj ("use" or used or uses or using)) or problem* or pathologic* or persist* or recur*) adj5 (game or games or gaming or videogam*)).tw,kf.
 - 24 (habit or habits or habit-forming).tw,kf.
 - 25 or/14-24 [PROBLEM BEHAVIOUR]
 - 26 13 and 25 [PROBLEM GAMING BEHAVIOUR]
 - 27 3 or 26 [IGD/PROBLEM GAMING]

28 exp Animals/ not (exp Animals/ and Humans/)
 29 27 not 28 [ANIMAL-ONLY REMOVED]
 30 29 use ppez [MEDLINE RECORDS]
 31 IGD.tw,kw.
 32 (gam* or internet* or disorder*).tw,kw.
 33 31 and 32 [IGD]
 34 video game/
 35 gaming?.tw,kw.
 36 videogam*.tw,kw.
 37 ((game or games) adj3 (arcade? or console or consoles or computer* or digital* or internet* or mobile or offline or online or pc or video* or web or web-based or WWW)).tw,kw.
 38 ((game or games) adj3 (iphon* or "i-phon*" or smartphon* or smart phon*)).tw,kw.
 39 ((game or games) adj3 (android* or tablet*)).tw,kw.
 40 ((game or games or play*) adj3 (Game boy or Game boys or Gameboy* or Gamecube* or "N Gage" or "NES Classic" or Nintendo* or playstation* or play station* or "Super NES" or Wii or Xbox*)).tw,kw.
 41 ((game or games) adj3 (app or apps or Google Play or GooglePlay or iOS)).tw,kw.
 42 ("call of duty*" or candy crush* or candycrush* or diablo* or "far cry*" or "first person shooter*" or "grand theft auto*" or "massively multi-player online*" or "massively multiplayer online*" or minecraft* or "mortal combat*" or "mortal kombat*" or "multi-player online battle arena*" or "multiplayer online battle arena*" or "pac man" or "pac manTM" or pokemon* or pong or sonic mania* or (sonic adj2 hedgehog*) or starcraft* or "super mario*" or tetris* or titanfall* or tomb raider* or wolfenstein* or "world of warcraft*" or zelda*).tw,kw.
 43 or/34-42 [GAMING]
 44 addiction/
 45 behavior disorder/
 46 behavioral addiction/
 47 computer addiction/
 48 game addiction/
 49 habit/
 50 health behavior/
 51 high risk behavior/
 52 problem behavior/
 53 (addict* adj3 (computer* or digital* or internet or "i-phon*" or iphon* or online or smart phon* or smartphon* or video* or web or WWW)).tw,kw.
 54 ((addict* or compulsive* or detriment* or disorder* or excess* or habitual* or hazardous* or obsess* or problem* or pathologic* or risky) adj5 behav*).tw,kw.
 55 ((addict* or compulsive* or depend* or detriment* or disorder* or excess* or habitual* or hazardous* or impair* or obsess* or overus* or (over adj ("use" or used or uses or using)) or problem* or pathologic* or persist* or recur*) adj5 (game or games or gaming or videogam*)).tw,kw.
 56 (habit or habits or habit-forming).tw,kw.
 57 or/44-56 [PROBLEM BEHAVIOUR]
 58 43 and 57 [PROBLEM GAMING BEHAVIOUR]
 59 33 or 58 [IGD/PROBLEM GAMING]
 60 exp animal/ or exp animal experimentation/ or exp animal model/ or exp animal experiment/ or nonhuman/ or exp vertebrate/
 61 exp human/ or exp human experimentation/ or exp human experiment/
 62 60 not 61
 63 59 not 62 [ANIMAL-ONLY REMOVED]
 64 63 use emczd [EMBASE RECORDS]

65 IGD.tw.
66 (gam* or internet* or disorder*).tw.
67 65 and 66 [IGD]
68 Computer Games/
69 gaming?.tw.
70 videogam*.tw.
71 ((game or games) adj3 (arcade? or console or consoles or computer* or digital* or internet* or mobile or offline or online or pc or video* or web or web-based or WWW)).tw.
72 ((game or games) adj3 (iphon* or "i-phon*" or smartphon* or smart phon*)).tw.
73 ((game or games) adj3 (android* or tablet*)).tw.
74 ((game or games or play*) adj3 (Game boy or Game boys or Gameboy* or Gamecube* or "N Gage" or "NES Classic" or Nintendo* or playstation* or play station* or "Super NES" or Wii or Xbox*)).tw.
75 ((game or games) adj3 (app or apps or Google Play or GooglePlay or iOS)).tw.
76 ("call of duty*" or candy crush* or candycrush* or diablo* or "far cry*" or "first person shooter*" or "grand theft auto*" or "massively multi-player online*" or "massively multiplayer online*" or minecraft* or "mortal combat*" or "mortal kombat*" or "multi-player online battle arena*" or "multiplayer online battle arena*" or "pac man" or "pac manTM" or pokemon* or pong or sonic mania* or (sonic adj2 hedgehog*) or starcraft* or "super mario*" or tetris* or titanfall* or tomb raider* or wolfenstein* or "world of warcraft*" or zelda*).tw.
77 or/68-76 [GAMING]
78 Addiction/
79 Behavior Disorders/
80 Behavior Problems/
81 Habits/
82 Health Behavior/
83 Internet Addiction/
84 (addict* adj3 (computer* or digital* or internet or "i-phon*" or iphon* or online or smart phon* or smartphon* or video* or web or WWW)).tw.
85 ((addict* or compulsive* or detriment* or disorder* or excess* or habitual* or hazardous* or obsess* or problem* or pathologic* or risky) adj5 behav*).tw.
86 ((addict* or compulsive* or depend* or detriment* or disorder* or excess* or habitual* or hazardous* or impair* or obsess* or overus* or (over adj ("use" or used or uses or using)) or problem* or pathologic* or persist* or recur*) adj5 (game or games or gaming or videogam*)).tw.
87 (habit or habits or habit-forming).tw.
88 or/78-87 [PROBLEM BEHAVIOUR]
89 77 and 88 [PROBLEM GAMING BEHAVIOUR]
90 67 or 89 [IGD/PROBLEM GAMING]
91 exp Animals/ not (exp Animals/ and Humans/)
92 90 not 91 [ANIMAL-ONLY REMOVED]
93 92 use ppez,emczd
94 92 not 93 [PSYCINFO RECORDS]
95 30 or 64 or 94 [ALL DATABASES]
96 limit 95 to yr="2014-current"
97 remove duplicates from 96
98 95 not 96
99 remove duplicates from 98
100 97 or 99 [TOTAL UNIQUE RECORDS]
101 100 use ppez [MEDLINE UNIQUE RECORDS]
102 100 use emczd [EMBASE UNIQUE RECORDS]
103 100 not (101 or 102) [PSYCINFO UNIQUE RECORDS]

Appendix D. List of included full-text articles

1. Adams BL, Stavropoulos V, Burleigh TL, Liew LW, Beard CL, Griffiths MD. Internet gaming disorder behaviors in emergent adulthood: A pilot study examining the interplay between anxiety and family cohesion. *Int J Ment Health Addict*. 2018:1-17.
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Appendix E. Study and population characteristics for studies with general or clinical populations, by WHO region

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/sex (%) <i>(Male/female/other)</i>	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Eastern Mediterranean Region – General Population											
Hawi 2018 ¹	Lebanon	Cross-sectional	High school students 15 - 19y	524	16.2 (1.0)	NR/48/NR	Self-report	IGD-20 Test	NR	9.20 (NR)	NR (NR)
Wu 2017b ²	Iran	Cross-sectional	Adolescent students 12-19y	2363	15.6 (1.2)	NR/65/NR	Self-report	IGDS9-SF	NR	NR (NR)	24.0 (7.1)
European Region – General Population											
Arcelus 2017 ³	United Kingdom	Cross-sectional	Transgender gamers	245	27.41 (12.4)	45/35/11*	Self-report	IGDS9-SF	2/245	0.70 (NR)	NR (NR)
Bouna-Pyrrou 2015 ⁴	Germany	Cross-sectional	Male and female volunteers	2465	NR (NR)	62/38/0*	Self-report	DSM-5 questionnaire - German	27/2465	1.10 (NR)	NR (NR)
Buiza-Aguado 2018 ⁵	Spain	Cross-sectional	Students 12-18y from Málaga	708	15.6 (2.7)	44/56/0	Self-report	IGD Scale - 9 item dichotomous	59/708	8.30 (NR)	2.1 (1.8)
Deleuze 2017 ⁶	Belgium	Observational	Adult gamers 18-39y	97	22.21 (3.73)	NR/87/NR	Self-report	DSM-5 criteria for IGD	32/97	33.00 (NR)	NR (NR)
Evren 2018 ⁷	Turkey	Cross-sectional	University students and gamers 15-48y	1250	21.84 (3.42)	56/44/0	Self-report	IGDS9-SF	12/1250	0.96 (NR)	15.50 (6.89)
Jeromin 2016a ⁸	Germany	Observational	Adults	87	NR (NR)	0/100/0	Self-report	IGDQ - German	29/686	5.30 (NR)	NR (NR)
Jeromin 2016b ⁹	Germany	Cross-sectional	Adult gamers 18-75y	894	26.49 (8.46 NR)	13/87/0	Self-report	IGDQ - German	71/894	7.94 (1.86π)	1.70 (1.86π)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender/sex (%)	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/female/other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Király 2017 ¹⁰	Hungary	Cross-sectional	Gamers 14-64y	4887	22.2 (6.4)	NR/93/NR	Self-report	IGDT-10	138/4887	2.90 (NR)	0.83 (1.36)
Lemmens 2016 ¹¹	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	NR (13 to 40)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	73/1251	5.80 (NR)	1.17 (1.91)
								IGD Scale - polytomous	NR	NR (NR)	0.17 (1.03)
Lemmens 2015 ¹²	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	NR (13 to 40)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	5.40 (NR)	NR (NR)
					NR (13 to 40)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	51/1247	4.00 (NR)	NR (NR)
					<i>Ages 31-40: 35.9 (2.8)</i>	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	5.50 (NR)	NR (NR)
					<i>Ages 21-30: 25.1 (2.8)</i>	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	6.70 (NR)	NR (NR)
					<i>Ages 13-20: 17.6 (2.2)</i>	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	3.90 (NR)	NR (NR)
					<i>Ages 31-40: 35.9 (2.8)</i>	51/NR/NR	Self-report	IGD Scale - dichotomous	NR	NR (NR)	4.48 (5.14)
					<i>Ages 21-30: 25.1 (2.8)</i>	51/NR/NR	Self-report	IGD Scale - dichotomous	NR	NR (NR)	4.63 (5.90)
					<i>Ages 13-20: 17.6 (2.2)</i>	51/NR/NR	Self-report	IGD Scale - dichotomous	NR	NR (NR)	3.22 (5.07)
					<i>Ages 31-40: 35.9 (2.8)</i>	51/NR/NR	Self-report	IGD Scale - polytomous	NR	NR (NR)	1.57 (0.87)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ sex (%) <i>(Male/ female/ other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
					Ages 21-30: 25.1 (2.8)	51/NR/NR	Self-report	IGD Scale - polytomous	NR	NR (NR)	1.61 (0.97)
					Ages 13-20: 17.6 (2.2)	51/NR/NR	Self-report	IGD Scale - polytomous	NR	NR (NR)	1.51 (0.91)
					NR (13 to 40)	51/NR/NR	Self-report	IGD Scale - 27 item dichotomous	NR	NR (NR)	4.20 (5.37)
					NR (13 to 40)	51/NR/NR	Self-report	IGD Scale - 27 item polytomous	NR	NR (NR)	0.58 (0.91)
Monacis 2017 ¹³	Italy	Cross-sectional	Students	712	21.63 (3.90)	46/54/0*	Self-report	IGDS9-SF - Italian	NR	NR (NR)	15.79 (8.87)
Monacis 2016 ¹⁴	Italy	Cross-sectional	Students 16y and older	687	21.62 (3.90)	45/55/0*	Self-report	IGDS9-SF - Italian	NR	NR (NR)	NR (NR)
Monacis 2018 ¹⁵	Italy	Cross-sectional	Students and gamers	455	NR (NR)	NR/NR/NR	Self-report	IGDS9-SF - Italian	NR	NR (NR)	14.49 (7.463)
Pontes 2017a ¹⁶	Portugal	Cross-sectional	Students 10-18y in grades 6, 7, 8, and 9	509	13.02 (1.64)	NR/54/NR	Self-report	IGDS9-SF	NR	NR (NR)	15.92 (6.99)
Pontes 2016 ¹⁷	Slovenia	Cross-sectional	Students in grade 8 12-16y	1071	13.44 (0.59)	NR/50/NR	Self-report	IGDS9-SF	26/1071	2.60 (1.70 to 3.70)	NR (NR)
Pontes 2017b ¹⁸	United Kingdom	Cross-sectional	Adult gamers	272	41.61 (14.03)	NR/51/NR	Self-report	IGDS9-SF	NR	NR (NR)	14.04 (5.67)
Przybylski 2016a ¹⁹	United Kingdom	Cross-sectional	Adults 18y and older	1899	NR (NR)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Przybylski 2017b ²⁰	United Kingdom	Cross-sectional	Adults	1899	NR (NR)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	0.47 (0.23 to 0.93)	NR (NR)
Rehbein 2015 ²¹	Germany	Cross-sectional	Students 13-18y in grade 9	11003	14.88 (0.74)	49/51/0*	Self-report	Video Game Dependency Scale	128/11003	1.16 (0.96 to 1.36)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ sex (%) <i>(Male/ female/ other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Thomsen 2018 ²²	Denmark	Cross-sectional	People 16-26y	109	21.7 (2.7)	NR/69/NR	Self-report	IGDS9-SF	NR	NR (NR)	9.7 (9.2)
Stavropoulos 2018 ²³	United Kingdom	Cross-sectional	American, British, and Australian gamers	281	29.49 (9.47)	NR/86/NR	Self-report	IGDS9-SF	NR	NR (NR)	17.99 (7.02)
Vadlin 2018 ²⁴	Sweden	Observational	Adolescents	1576	13, 15, 16, 18 NR (NR)	58/NR/NR	Self-report	GAIT	NR	NR (NR)	NR (NR)
Wartberg 2017a ²⁵	Germany	Cross-sectional	Adolescents 12-14y	1095	12.99 (0.82)	49/51/0	Self-report	IGD Scale - 9 item dichotomous	260/1095	23.74* (NR)	NR (NR)
Wartberg 2017b ²⁶	Germany	Cross-sectional	Adolescents 12-14y	1095	12.99 (0.82)	49/51/0	Self-report	IGD Scale - 9 item dichotomous	260/1095	5.50 (NR)	NR (NR)
Wartberg 2017c ²⁷	Germany	Cross-sectional	People 12-25y	1531	18.86 (4.06)	49/51/0	Self-report	IGD Scale - 9 item dichotomous	88/1531	5.70 (4.5 to 6.9)	NR (NR)
Wartberg 2018 ²⁸	Germany	Observational	Adolescents 12-14y	1095	<i>Time 1:</i> 12.99(0.82)	49/51/0	NR	IGD Scale - 9 item dichotomous	242/985	24.57* (NR)	NR (NR)
					<i>Time 2:</i> 13.89(0.89)	49/51/0	NR	IGD Scale - 9 item dichotomous	257/985	26.09* (NR)	NR (NR)
Wichstrøm 2018 ²⁹	Norway	Observational	Children 10y	740	8, 10 NR (NR)	51/49/0	Health professional	IGDI	14/740	1.70 (0.70 to 2.70)	NR (NR)
De Pasquale 2018 ³⁰	Italy	Cross-sectional	Students 18-25y	221	21.56 (1.42)	58/42/0*	Interview, not specified	IGDS9-SF	33/221	14.90 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Evren 2017 ³¹	Turkey	Cross-sectional	People	457	NR (NR)	62/38/0	Self-report	Baseline: IGD Scale - 27 item polytomous - Turkish	NR	NR (NR)	15.61 (22.74)
								Retest: IGD Scale - 27 item polytomous - Turkish	NR	NR (NR)	16.51 (22.50)
								Baseline: IGD Scale - 9 item polytomous - Turkish	19/457	4.20 (NR)	5.39 (8.06)
								Retest: IGD Scale - 9 item polytomous - Turkish	42/457	9.20 (NR)	5.55 (7.69)
Fuster 2016 ³²	Spain	Cross-sectional	Gamers 12-58y	1074	26.14 (6.1)	NR/95/NR	Self-report	IGD-20 Test - Spanish	NR	NR (NR)	44.08 (13.19)
Gunuc 2015 ³³	Turkey	Cross-sectional	Adolescents 15-18y	131	NR (15 to 18)	NR/NR/NR	Self-report	VGAQ	21/131	16.00 (NR)	21.435 (6.437)
Laconi 2017 ³⁴	France	Cross-sectional	Adult gamers 18-30y	418	21.9 (3)	49/51/0	Self-report	IGDT-10	8/418	1.90 (NR)	28.3 (5.3)
Lopez-Fernandez 2014 ³⁵	Spain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 18)	41/58/NR*	Self-report	PVP Scale	81/1047	7.74* (NR)	1.74 (1.70)
	Great Britain	Cross-sectional	Adolescent students 11-18y	1996	NR (NR)	41/58/NR*	Self-report	PVP Scale	179/949	18.86* (NR)	2.47 (2.33)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Milani 2018 ³⁶	Italy	Cross-sectional	Students 9-19y	612	13.94 (2.44)	53/47/0	Self-report	VGA questionnaire (revised)	13/612	2.10 (NR)	NR (NR)
de Palo 2018 ³⁷	Albania	Cross-sectional	People 14-70y	1411	31.38 (10.97)	36/NR/NR	Self-report	IGDS9-SF	NR	NR (NR)	21.1 (7.08)
	United Kingdom	Cross-sectional	People 14-70y	1411	29.50 (9.48)	36/NR/NR	Self-report	IGDS9-SF	NR	NR (NR)	17.99 (7.02)
	Italy	Cross-sectional	People 14-70y	1411	21.62 (3.9)	36/NR/NR	Self-report	IGDS9-SF	NR	NR (NR)	15.93 (8.96)
Peeters 2018 ³⁸	Netherlands	Observational	Adolescents 11-15y	544	13.9 (0.74)	NR/49/NR	Self-report	IGD Scale - 9 item dichotomous	NR	NR (NR)	Time 1: 0.686 (1.348)
											Time 2: 0.738 (1.453)
Taquet 2017 ³⁹	France	Cross-sectional	Adult gamers 18-53y	124	25.274 (7.424)	15/85/0*	Self-report	PVP Scale	NR	NR (NR)	4.226 (1.878)
Tejeiro 2016 ⁴⁰	Spain	Cross-sectional	Adolescent students 11-17y and adult students 20-50y	909	NR (NR)	50/50/0	Self-report	PVP Scale	NR	NR (NR)	Adolescents : 1.67 (1.55)
											Adults:0.96 (1.31)
Triberti 2018 ⁴¹	Italy	Cross-sectional	Gamers 12-47y	133	24.93 (5.31)	17/83/0	Self-report	PVP Scale	NR	NR (NR)	2.84 (1.96)
Region of the Americas – General Population											
Pontes 2017b ¹⁸	USA	Cross-sectional	Adult gamers	405	32.57 (11.33)	NR/62/NR	Self-report	IGDS9-SF	NR	NR (NR)	18.06 (7.36)
Przybylski 2017a ⁴²	USA	Cross-sectional	Adults 18-24y	1247	NR (18 to 24)	42/58/0*	Self-report	DSM-5 criteria for IGD	NR	1.04 (0.58 to 1.83)	NR (NR)
Przybylski 2017d ⁴³	USA	Cross-sectional	Adults	5777	46.59 (17.80)	58/42/0*	Self-report	DSM-5 criteria for IGD	NR	0.32 (0.18 to 0.56)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
										Prevalence (95% CI)	M (SD)
Snodgrass 2018 ⁴⁴	USA	Cross-sectional	Gamers	58	23.79 (4.15)	NR/64/NR	Self-report	IGDS9-SF	NR	NR (NR)	19.82 (7.57)
									Scale cut-off of \geq 28: 8/56	14.29* (NR)	37 (1.00)
									Scale cut-off of \geq 36: 3/56	5.36* (NR)	33.8 (3.85)
Stavropoulos 2018 ²³	USA	Cross-sectional	American, British, and Australian gamers	463	25.23 (2.76)	NR/58/NR	Self-report	IGDS9-SF	NR	NR (NR)	20.82 (7.85)
Stockdale 2018 ⁴⁵	USA	Cross-sectional	Adult university student gamers	174	NR (NR)	NR/NR/NR	Self-report	IGD Scale - 9 item	87/1205	7.22* (NR)	NR (NR)
Stubblefield 2017 ⁴⁶	USA	Cross-sectional	Children 11-17y	454	13.7 (1.9)	53/47/NR	Self-report	Problem gaming instrument	37/454	8.20 (NR)	NR (NR)
Weinstein 2017 ⁴⁷	USA	Observational	Adults	2316	NR (NR)	62/38/0*	Health professional	Health professional applying DSM-5 criteria	NR	Time 1: 1.49 (1.11 to 2.00)	0.56 (1.13)
										Time 2: 0.99 (0.65 to 1.51)	0.47 (0.97)
Allen 2018 ⁴⁸	USA	Cross-sectional	Student gamers 18-40y	315	19.34 (2.01)	19/81/0	Self-report	IGD Scale - 27 item polytomous	18/315	5.70 (NR)	0.78 (0.81)
Bargeron 2017 ⁴⁹	USA	Cross-sectional	Adults	257	21.81 (6.80)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	21/257	8.70 (NR)	1.92 (1.77)
Carlisle 2017 ⁵⁰	USA	Cross-sectional	Adult gamers 18-95y	1881	28.27 (18 to 95)	39/59/2	Self-report	IGDT-10	79/1881	4.20 (NR)	1.16 (1.54)
de Palo 2018 ³⁷	USA	Cross-sectional	People 14-70y	1411	29.09 (10.72)	36/NR/NR	Self-report	IGDS9-SF	NR	NR (NR)	17.5 (6.01)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender/sex (%)	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					M (SD) or M (range)	(Male/female/other)				Prevalence (95% CI)	M (SD)
Li 2017a ⁵¹	USA	RCT	Adults	30	25.0 (5.4)	17/80/3.3	Self-report	DSM-5 criteria for IGD	61/159	38.90 (NR)	NR (NR)
Sioni 2017 ⁵²	USA	Cross-sectional	Adult gamers 18-77y	394	34.3 (11.6)	NR/50/NR	Self-report	IGD Scale - 9 item dichotomous	102/394	25.90 (NR)	11.8 (2.7)
South-East Asia Region – General Population											
Pontes 2017b ¹⁸	India	Cross-sectional	Adult gamers	336	30.37 (8.90)	NR/68/NR	Self-report	IGDS9-SF	NR	NR (NR)	25.57 (7.64)
Western Pacific Region – General Population											
Jeong 2018 ⁵³	South Korea	Cross-sectional	Adolescents from the 3rd, 4th, and 7th grades	273	NR (NR)	45/55/0*	Health professional	Health professional applying DSM-5 criteria	45/273	16.48* (NR)	NR (NR)
							Self-report	DSM-5 criteria for IGD	47/273	17.22* (NR)	NR (NR)
							Health professional	Health professional applying DSM-5 criteria	43/834	5.16* (NR)	NR (NR)
Jo 2018 ⁵⁴	South Korea	Cross-sectional	Adolescent gamers 10-19y	121	14 [‡] (10 to 19)	26/74/0	Health professional	Health professional applying DSM-5 criteria	46/121	38.00 (NR)	NR (NR)
Kim 2016b ⁵⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3041	NR (20 to 49)	40.0/60/0	Self-report	DSM-5 criteria for IGD	419/3041	13.80 (NR)	NR (NR)
					NR (20 to 29)	40.0/60/0	Self-report	DSM-5 criteria for IGD	160/1221	13.10* (NR)	NR (NR)
					NR (30 to 39)	40.0/60/0	Self-report	DSM-5 criteria for IGD	175/1215	14.40* (NR)	NR (NR)
					NR (40 to 49)	40.0/60/0	Self-report	DSM-5 criteria for IGD	84/605	13.88* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/sex (%) <i>(Male/female/other)</i>	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
King 2016 ⁵⁶	Australia	Cross-sectional	Secondary school students 12y and older	824	14.1 (1.5)	51/49/0*	Self-report	IGD Checklist - 9 item	26/824	3.10 (NR)	NR (NR)
King 2017a ⁵⁷	Australia	Cross-sectional	Adult gamers 18-56y	630	25.8 (7.1)	NR/76/NR*	Self-report	IGD Checklist - 9 item	20/630	3.17* (NR)	NR (NR)
Lee 2017b ⁵⁸	South Korea	Cross-sectional	First year middle school students	330	NR (NR)	51/49/0	Health professional	Health professional applying DSM-5 criteria	16/330	4.90 (NR)	NR (NR)
									<i>Author-defined severe cut-off: 4/330</i>	1.21* (NR)	NR (NR)
Na 2017a ⁵⁹	South Korea	Cross-sectional	Gamers 20-49y	2923	NR (20 to 49)	29/71/0*	Self-report	DSM-5 criteria for IGD	494/2923	16.90* (NR)	NR (NR)
					NR (20 to 29)	29/71/0*	Self-report	DSM-5 criteria for IGD	180/1147	15.69* (NR)	NR (NR)
					NR (30 to 39)	29/71/0*	Self-report	DSM-5 criteria for IGD	222/1233	18.00* (NR)	NR (NR)
					NR (40 to 49)	29/71/0*	Self-report	DSM-5 criteria for IGD	92/543	16.94* (NR)	NR (NR)
Na 2017b ⁶⁰	South Korea	Cross-sectional	Adults 20-49y	1819	NR (20 to 49)	47/53/0	Self-report	DSM-5 criteria for IGD	257/1819	14.13* (NR)	NR (NR)
					NR (20 to 29)	47/53/0	Self-report	DSM-5 criteria for IGD	89/669	13.30* (NR)	NR (NR)
					NR (30 to 39)	47/53/0	Self-report	DSM-5 criteria for IGD	120/804	14.93* (NR)	NR (NR)
					NR (40 to 39)	47/53/0	Self-report	DSM-5 criteria for IGD	48/346	13.87* (NR)	NR (NR)
Paik 2017a ⁶¹	South Korea	Cross-sectional	Adult gamers 20-39y	3058	26.95 (5.859)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	396/3058	12.90 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ sex (%) <i>(Male/ female/ other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Pearcy 2017 ⁶²	Australia	Cross-sectional	Gamers 16-60y	404	23.8 (7.2)	30/70/0	Self-report	PIE-9	34/404	8.42* (NR)	NR (NR)
Pearcy 2016 ⁶³	Australia	Cross-sectional	Gamers older than 16y	408	NR (NR)	31/69/NR	Self-report	PIE-9	34/404	8.42* (NR)	NR (NR)
Rao 2017 ⁶⁴	China	Cross-sectional	Students in grades 7, 8, 9, and 10	2590	14.1 (NR)	40/60/NR*	Self-report	IGDS9-SF	NR	NR (NR)	NR (NR)
Rho 2017 ⁶⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3568	NR (20 to 49)	43/57/0	Self-report	DSM-5 criteria for IGD	481/3568	13.50 (NR)	NR (NR)
					NR (20 to 29)	43/57/0	Self-report	DSM-5 criteria for IGD	170/1259	13.50* (NR)	NR (NR)
					NR (30 to 39)	43/57/0	Self-report	DSM-5 criteria for IGD	215/1559	13.79* (NR)	NR (NR)
					NR (40 to 49)	43/57/0	Self-report	DSM-5 criteria for IGD	96/750	12.80* (NR)	NR (NR)
Sigerson 2017 ⁶⁶	China	Cross-sectional	Adult gamers 18-60y	502	37.1 (13.3)	50/50/0*	Self-report	C-IGDS	NR	NR (NR)	1.29 (1.73)
Stavropoulos 2018 ²³	Australia	Cross-sectional	American, British, and Australian gamers	171	25.72 (5.52)	NR/77/NR	Self-report	IGDS9-SF	NR	NR (NR)	18.9 (7.63)
Subramaniam 2016 ⁶⁷	Singapore	Cross-sectional	Internet users 13-20y	1236	23.7 (5.3)	45/55/0	Self-report	DSM-5 criteria for IGD	172/972	17.71 (NR)	NR (NR)
Wang 2018a ⁶⁸	South Korea	Cross-sectional	People 14-39y	7200	NR (14 to 39)	56/44/0	Self-report	IGD-9 Scale	774/7200	10.80 (NR)	6.24 (1.21)
Wu 2017a ⁶⁹	China, Taiwan	Cross-sectional	Adult online gamers 18-82y	383	23.7 (6.7)	45/55/0	Self-report	DSM-5 criteria for IGD	64/383	16.71* (NR)	NR (NR)
Wu 2018a ⁷⁰	China	Cross-sectional	Adults 18-97y	1000	40.0 (15.3)	56/44/0	Self-report	DSM-5 criteria for IGD	20/1000	2.00 (1.10 to 2.90)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender/sex (%)	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					M (SD) or M (range)	(Male/female/other)				Prevalence (95% CI)	
Yu 2016 ⁷¹	South Korea	Cross-sectional	Middle school students 13-15y	2014	14.5 (0.50)	50/51/NR*	Self-report	DSM-5 criteria for IGD	119/2014	5.90 (NR)	16.63 (7.6)
Yu 2018 ⁷²	China	Cross-sectional	Adult gamers 18-67y	327	31.93 (9.04)	NR/79/NR	Self-report	DSM-5 criteria for IGD	NR	2.30 (NR)	NR (NR)
Adams 2018 ⁷³	Australia	Observational	Adult gamers 18-29y	125	23.34 (3.39)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	Time 1: 19.48 (7.07)
											Time 2: 18.67 (6.86)
											Time 3: 17.78 (5.80)
Burleigh 2018 ⁷⁴	Australia	Observational	Adult gamers 18-29y	125	23.02 (3.43)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	Time 1: 19.48 (7.06)
											Time 2: 18.67 (6.86)
											Time 3: 17.78 (SD 5.80)
Fu 2015 ⁷⁵	China	Cross-sectional	Students 14-23y	700	17.0 (1.25)	52/48/0	Self-report	Internet Gaming Addiction Scale	NR	NR (NR)	NR (NR)
King 2017c ⁷⁶	Australia	Cross-sectional	Students 12-17y	824	14.1 (1.5)	51/49/NR*	Self-report	IGD Checklist - 12 item	25/799	3.10 (NR)	NR (NR)
Liew 2018 ⁷⁷	Australia	Observational	Adult gamers 18-29y	125	NR (18 to 29)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	Time 1: 19.44 (7.07)
											Time 2: 18.8 (6.91)
											Time 3: 17.95 (5.93)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Schneider 2018 ⁷⁸	Australia	Cross-sectional	Adolescents 12-19y	823	14.2 (1.4)	51/49/0*	Self-report	IGD Checklist - 12 item	26/823	3.20 (NR)	NR (NR)
International – General Population											
Pontes 2014 ⁷⁹	Canada, Finland, Germany, the Netherlands, Sweden, United Kingdom, USA, Other countries	Cross-sectional	Gamers 16-58y	1003	26.5 (0.26)	NR/85/NR	Self-report	DSM-5 criteria for IGD	53/1003	5.28* (NR)	NR (NR)
Przybylski 2016b ⁸⁰	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10009	NR (18 to 24)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Przybylski 2017c ⁸¹	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10099	NR (18 to 24)	49/50/NR*	Self-report	DSM-5 criteria for IGD	NR	0.68 (0.53 to 0.87)	NR (NR)
Pontes 2015 ⁸²	Germany, Netherland, Sweden, United Kingdom, USA, Other countries	Cross-sectional	Gamers 16-70y	1060	27.3 (9.02)	NR/85/NR	Self-report	IGDS9-SF	NR	NR (NR)	18 (6.63)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
European Region – Clinical Population											
Evren 2017 ³¹	Turkey	Cross-sectional	People	457	NR (NR)	62/38/0	Self-report	IGD Scale - 27 item polytomous - Turkish	NR	NR (NR)	91.74 (10.34)
								IGD Scale - 9 item polytomous - Turkish	NR	NR (NR)	33.32 (3.25)
Krossbakken 2018 ⁸³	Norway	RCT	Guardians of children 8-12y	1657	10.1 (NR)	46/53/NR*	Parent report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Mallorquí-Bagué 2017 ⁸⁴	Spain	Cross-sectional	Adults with IGD or online gambling disorder	288	NR (NR)	5/95/0*	Health professional	Health professional	27/288	9.38* (NR)	NR (NR)
Region of the Americas – Clinical Population											
Sanders 2017 ⁸⁵	Canada	Cross-sectional	Adults	542	π	39/61/7	Self-report	DSM-5 criteria for IGD	39/1238	3.20 (NR)	NR (NR)
Western Pacific Region – Clinical Population											
Cai 2016 ⁸⁶	China	Observational	Adult gamers with IGD	57	NR (NR)	NR/79/NR*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Dong 2017c ⁸⁷	China	Observational	University student gamers from Shanghai with IGD or RGU; normal or corrected-to-normal vision	70	NR (NR)	0/100/0	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.89 (1.12)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/sex (%) <i>(Male/female/other)</i>	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Dong 2018a ⁸⁸	China	Cross-sectional	University student gamers with IGD or recreational Internet game use	86	NR (NR)	NR/NR/NR	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.92 (1.14)
Kaptis 2016 ⁸⁹	Australia	Uncontrolled before-after	Adult gamers 18-25y	24	24.6 (5.1)	17/83/0*	Self-report	IGD Checklist - 9 item	NR	NR (NR)	5.89π (0.86)
Kim 2017a ⁹⁰	South Korea	Observational	Participants with IGD or OCD	77	NR (NR)	21/79/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Kim 2017c ⁹¹	South Korea	Observational	Participants with IGD, AUD, or OCD	225	NR (NR)	10/90/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
King 2018a ⁹²	Australia	Quasi-experimental	Adult gamers 18-48y with gaming problems	186	23.4 (5.2)	NR/95/NR	Self-report	IGD Checklist - 9 item	NR	NR (NR)	NR (NR)
King 2017b ⁹³	Australia	Uncontrolled before-after	Adult gamers 18-36y	24	24.6 (5.1)	17/83/0*	Self-report	IGD Checklist - 9 item	9/24	37.50* (NR)	NR (NR)
Ko 2017 ⁹⁴	Taiwan	Observational	Gamers 20-30y with IGD	174	NR (20 to 30)	NR/NR/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Ko 2014 ⁹⁵	Taiwan	Cross-sectional	Gamers 20-30y with IGD or in IGD remission	225	NR (NR)	16/84/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/sex (%) <i>(Male/female/other)</i>	IGD Reporting Method	IGD Measure/Instrument/Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Koo 2017 ⁹⁶	South Korea	Cross-sectional	Adolescents (middle school students)	236	13.61 (0.87)	29/71/0	Health professional	SCI-IGD	27/236	11.44* (NR)	NR (NR)
Lee 2016 ⁹⁷	South Korea	Observational	Adult gamers with IGD	48	NR (NR)	NR/NR/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Lee 2018c ⁹⁸	South Korea	Case-control	Adolescents 12-18y with IGD	87	NR (12 to 18)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	251/3166	7.93* (NR)	NR (NR)
Li 2018a ⁹⁹	China	Observational	Primary and secondary school students 8-15y	241	12.09 (1.41)	43/NR/NR	Self-report	K-scale - Korean Internet Addiction Scale for Adolescents	NR	NR (NR)	Time 1: 31.33 (6.38)
											Time 2: 30.92 (6.87)
Paik 2017b ¹⁰⁰	South Korea	Case-control	Adults 19-47y with IGD	150	30.09 (6.343)	NR/77/NR	NR	DSM-5 criteria for IGD	63/150	42.00* (NR)	NR (NR)
Park 2016b ¹⁰¹	South Korea	Observational	Gamers with IGD	49	NR (NR)	18/82/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Rho 2016 ¹⁰²	South Korea	Cross-sectional	Adult gamers 20-49y	1022	NR (20 to 49)	40/60/0	Self-report	DSM-5 criteria for IGD	511/3881	13.17* (NR)	NR (NR)
Ryu 2018 ¹⁰³	South Korea	Cross-sectional	Young adults with IGD	123	24.92 (4.71)	NR/79/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Wang 2017a ¹⁰⁴	Taiwan	Cross-sectional	Adult gamers 20-30y with IGD	383	NR (20 to 30)	45/55/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Wang 2017b ¹⁰⁵	China	Observational	Gamers with IGD or recreational Internet game use	70	NR (NR)	10/NR/NR	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.8 (1.10)
Wang 2018c ¹⁰⁶	China	Cross-sectional	University student gamers with IGD or RGU	104	NR (NR)	NR/62/NR*	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.86 (1.04)
Yeh 2017 ¹⁰⁷	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Yen 2017a ¹⁰⁸	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Yen 2017b ¹⁰⁹	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Yuan 2017 ¹¹⁰	China	Observational	Student gamers with IGD	87	NR (NR)	24/76/0*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Zhai 2017 ¹¹¹	China	Observational	Gamers with IGD	32	NR (NR)	NR/69/NR*	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
King 2018b ¹¹²	Australia	Cross-sectional	Adult gamers 18-56y	630	NR (NR)	NR/76/NR*	Self-report	IGD Scale - 9 item	20/630	4.00 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender/ sex (%) (Male/ female/ other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Tian 2018 ¹¹³	China	Observational	Adolescents with IGD	88	NR (NR)	45/49/NR*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Note: No data found for African region; IGD prevalence values were charted to two decimal places. All other values are as reported by authors.

* Calculated using raw data provided in the study; ‡ Median; π Unclear

CI: Confidence Interval; **C-IGDS:** Chinese Internet Gaming Disorder Scale; **GAIT:** The Gaming Addiction Identification Test; **IGD:** Internet Gaming Disorder; **IGDI:** Internet Gaming Disorder Interview; **IGDQ:** Internet Gaming Disorder Questionnaire; **IGDS9-SF:** Internet Gaming Disorder Scale - Short Form; **IGDT-10:** Ten-Item Internet Gaming Disorder Test; **M:** Mean; **N:** Sample size; **NR:** Data not reported in the study; **Num/Den:** Prevalence numerator/Prevalence Denominator; **PIE-9:** Personal Internet Gaming Disorder Evaluation; **PVP Scale:** Problematic Videogame Playing Scale; **SCI-IGD:** Structured Clinical Interview for Internet Gaming Disorder; **SD:** Standard Deviation; **USA:** United States of America; **VGA:** Video Game Addiction; **VGAQ:** Video Game Addiction Questionnaire

Ranges for measures used: **C-IGDS:** 0-9*; **DSM-5 criteria for IGD:** 0-9; **IGD Checklist - 9 item:** No lower or upper limit reported; **IGD Scale - 9 item dichotomous:** 0-9; **IGD Scale - 27 item dichotomous:** 0-27; **IGD Scale - 27 item polytomous:** 0-135*; **IGD Scale - 27 item polytomous - Turkish:** 0-135*
IGD Scale - 9 item polytomous - Turkish: 0-45*; **IGD Scale - dichotomous:** No lower or upper limit reported;
IGD Scale - polytomous: No lower or upper limit reported; **IGD-20 Test - Spanish:** 20-100*; **IGD-9 Scale:** 0-9; **IGDQ - German:** 0-9*; **IGDS9-SF:** 9-45; **IGDS9-SF - Italian:** 9-45*; **IGDT-10:** 0-9; **K-scale - Korean Internet Addiction Scale for Adolescents:** 20-80; **PVP Scale:** 0-9; **VGAQ:** 9-45*

Appendix F. Study and population characteristics for studies with general or clinical populations, by gender/sex

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Males – General Population										
Bouna-Pyrrou 2015 ⁴	Germany	Cross-sectional	Male and female volunteers	2465	30‡ (24 to 43) [^]	Self-report	DSM-5 questionnaire - German	17/941	1.80 (NR)	NR (NR)
Buiza-Aguado 2018 ⁵	Spain	Cross-sectional	Students 12-18y from Málaga	708	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	51/394	12.90 (NR)	2.5 (1.9)
Evren 2018 ⁷	Turkey	Cross-sectional	University students and gamers 15-48y	1250	NR (NR)	Self-report	IGDS9-SF	NR	NR (NR)	18.6 (NR 7.43)
Jeromin 2016b ⁹	Germany	Cross-sectional	Adult gamers 18-75y	894	NR (NR)	Self-report	IGDQ - German	NR	NR (NR)	1.7 (1.9π)
Király 2017 ¹⁰	Hungary	Cross-sectional	Gamers 14-64y	4887	NR (NR)	Self-report	IGDT-10	124/4517	2.75* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Lemmens 2015 ¹²	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	NR	6.80 (NR)	NR (NR)
							IGD Scale - dichotomous	NR	NR (NR)	4.87 (5.88)
							IGD Scale - polytomous	NR	NR (NR)	0.74 (1.02)
Monacis 2017 ¹³	Italy	Cross-sectional	Students	712	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	18.67 (9.77)
Monacis 2016 ¹⁴	Italy	Cross-sectional	Students 16y and older	687	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	18.75 (9.80)
Monacis 2018 ¹⁵	Italy	Cross-sectional	Students and gamers	455	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	16.31 (8.22)
Pontes 2017a ¹⁶	Portugal	Cross-sectional	Students 10-18y in grades 6, 7, 8, and 9	509	NR (NR)	Self-report	IGDS9-SF	NR	NR (NR)	18.6 (5.32)
Rehbein 2015 ²¹	Germany	Cross-sectional	Students 13-18y in grade 9	11003	14.94 (0.75)	Self-report	Video Game Dependency Scale	NR	2.02 (1.65 to 2.38)	NR (NR)
Vadlin 2018 ²⁴	Sweden	Observational	Adolescents	1576	NR (NR)	Self-report	GAIT	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Wartberg 2017 ^{c27}	Germany	Cross-sectional	People 12-25y	1531	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	NR	8.40 (6.40 to 10.4)	NR (NR)
Wichstrøm 2018 ²⁹	Norway	Observational	Children 10y	740	NR (NR)	Health professional	IGDI	NR	3.00 (1.00 to 5.00)	NR (NR)
De Pasquale 2018 ³⁰	Italy	Cross-sectional	Students 18-25y	221	NR (NR)	Interview, not specified	IGDS9-SF	31/93	33.33* (NR)	28.03 (2.21)
Laconi 2017 ³⁴	France	Cross-sectional	Adult gamers 18-30y	418	NR (NR)	Self-report	IGDT-10	7/212	3.30* (NR)	3.6 (3.7)
Lopez-Fernandez 2014 ³⁵	Spain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 12)	Self-report	PVP Scale	NR	NR (NR)	2.65 (2.06)
					NR (13 to 15)	Self-report	PVP Scale	NR	NR (NR)	2.17 (1.82)
					NR (16 to 18)	Self-report	PVP Scale	NR	NR (NR)	1.81 (1.70)
Lopez-Fernandez 2014 ³⁵	Great Britain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 12)	Self-report	PVP Scale	NR	NR (NR)	3.25 (2.18)
					NR (13 to 15)	Self-report	PVP Scale	NR	NR (NR)	2.8 (2.44)
					NR (16 to 18)	Self-report	PVP Scale	NR	NR (NR)	2.34 (2.74)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Tejeiro 2016 ⁴⁰	Spain	Cross-sectional	Adolescent students 11-17y and adult students 20-50y	909	NR (NR)	Self-report	PVP Scale	NR	NR (NR)	Adolescents: 2.15 (1.70)
										Adults: 1.39 (1.58)
Triberti 2018 ⁴¹	Italy	Cross-sectional	Gamers 12-47y	133	NR (NR)	Self-report	PVP Scale	22/110	20.00* (NR)	NR (NR)
Przybylski 2017b ²⁰	United Kingdom	Cross-sectional	Adults	1899	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.21 (0.03 to 0.84)	NR (NR)
Przybylski 2017c ⁸¹	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10099	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.80 (0.58 to 1.10)	NR (NR)
Snodgrass 2018 ⁴⁴	USA	Cross-sectional	Gamers	58	NR (NR)	Self-report	IGDS9-SF	Scale cut-off of ≥ 28 : 6/36	16.67* (NR)	NR (NR)
								Scale cut-off of ≥ 36 : 2/36	5.56* (NR)	NR (NR)
Stubblefield 2017 ⁴⁶	USA	Cross-sectional	Children 11-17y	454	NR (NR)	Self-report	Problem gaming instrument	27/213	12.70 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Przybylski 2017a ⁴²	USA	Cross-sectional	Adults 18-24y	1247	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.97 (0.43 to 2.09)	NR (NR)
Przybylski 2017d ⁴³	USA	Cross-sectional	Adults	5777	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.38 (0.17 to 0.85)	NR (NR)
Cho 2017 ¹¹⁴	South Korea	Cross-sectional	Male adult gamers	52	23.7 (2.3 NR)	Health professional	Health professional applying DSM-5 criteria	29/52	55.77* (NR)	NR (NR)
Kim 2016b ⁵⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3041	NR (NR)	Self-report	DSM-5 criteria for IGD	238/1824	13.05* (NR)	NR (NR)
Lee 2018a ¹¹⁵	South Korea	Observational	Males 16-27y	41	23.1 (2.6 NR)	Health professional	Health professional applying DSM-5 criteria	23/40	57.50* (NR)	NR (NR)
Na 2017a ⁵⁹	South Korea	Cross-sectional	Gamers 20-49y	2923	NR (NR)	Self-report	DSM-5 criteria for IGD	358/2086	17.16* (NR)	NR (NR)
Na 2017b ⁶⁰	South Korea	Cross-sectional	Adults 20-49y	1819	NR (NR)	Self-report	DSM-5 criteria for IGD	150/959	15.64* (NR)	NR (NR)
Paik 2017a ⁶¹	South Korea	Cross-sectional	Adult gamers 20-39y	3058	NR (NR)	Self-report	DSM-5 criteria for IGD	220/1548	14.20 (NR)	NR (NR)
Rho 2017 ⁶⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3568	NR (NR)	Self-report	DSM-5 criteria for IGD	290/2036	14.24* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Subramaniam 2016 ⁶⁷	Singapore	Cross-sectional	Internet users 13-20y	1236	NR (NR)	Self-report	DSM-5 criteria for IGD	114/614	18.57* (NR)	NR (NR)
Yu 2016 ⁷¹	South Korea	Cross-sectional	Middle school students 13-15y	2014	NR (NR)	Self-report	DSM-5 criteria for IGD	107/1025	10.40 (NR)	NR (NR)
Females – General Population										
Bouna-Pyrrou 2015 ⁴	Germany	Cross-sectional	Male and female volunteers	2465	27‡ (23 to 29) [^]	Self-report	DSM-5 questionnaire - German	10/1524	0.70 (NR)	NR (NR)
Buiza-Aguado 2018 ⁵	Spain	Cross-sectional	Students 12-18y from Málaga	708	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	8/313	2.50 (NR)	1.1 (1.4)
Evren 2018 ⁷	Turkey	Cross-sectional	University students and gamers 15-48y	1250	NR (NR)	Self-report	IGDS9-SF	NR	NR (NR)	13.07 (NR 5.29)
Jeromin 2016b ⁹	Germany	Cross-sectional	Adult gamers 18-75y	894	NR (NR)	Self-report	IGDQ - German	NR	NR (NR)	1.4 (1.8π)

Study	Country	Study Design	Study Population Description	N	Age (years)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Lemmens 2015 ¹²	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	NR	4.00 (NR)	NR (NR)
							IGD Scale - dichotomous	NR	NR (NR)	3.4 (4.60)
							IGD Scale - polytomous	NR	NR (NR)	0.39 (0.72)
Monacis 2017 ¹³	Italy	Cross-sectional	Students	712	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	12.46 (6.24)
Monacis 2016 ¹⁴	Italy	Cross-sectional	Students 16y and older	687	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	12.53 (6.40)
Monacis 2018 ¹⁵	Italy	Cross-sectional	Students and gamers	455	NR (NR)	Self-report	IGDS9-SF - Italian	NR	NR (NR)	12.32 (5.75)
Pontes 2017a ¹⁶	Portugal	Cross-sectional	Students 10-18y in grades 6, 7, 8, and 9	509	NR (NR)	Self-report	IGDS9-SF	NR	NR (NR)	12.83 (7.17)
Rehbein 2015 ²¹	Germany	Cross-sectional	Students 13-18y in grade 9	11003	14.81 (0.71)	Self-report	Video Game Dependency Scale	NR	0.26 (0.12 to 0.40)	NR (NR)
Vadlin 2018 ²⁴	Sweden	Observational	Adolescents	1576	NR (NR)	Self-report	GAIT	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Wartberg 2017 ²⁷	Germany	Cross-sectional	People 12-25y	1531	NR (NR)	Self-report	IGD Scale - 9 item dichotomous	NR	2.90 (1.70 to 4.10)	NR (NR)
Wichstrøm 2018 ²⁹	Norway	Observational	Children 10y	740	NR (NR)	Health professional	IGDI	NR	0.50 (0.00 to 1.20)	NR (NR)
De Pasquale 2018 ³⁰	Italy	Cross-sectional	Students 18-25y	221	NR (NR)	Interview, not specified	IGDS9-SF	2/128	1.56* (NR)	27.29 (0.76)
Laconi 2017 ³⁴	France	Cross-sectional	Adult gamers 18-30y	418	NR (NR)	Self-report	IGDT-10	1/206	0.49* (NR)	2.4 (2.8)
Lopez-Fernandez 2014 ³⁵	Spain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 12)	Self-report	PVP Scale	NR	NR (NR)	1.49 (1.37)
					NR (13 to 15)	Self-report	PVP Scale	NR	NR (NR)	1.44 (1.52)
					NR (16 to 18)	Self-report	PVP Scale	NR	NR (NR)	1.02 (1.87)
Lopez-Fernandez 2014 ³⁵	Great Britain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 12)	Self-report	PVP Scale	NR	NR (NR)	2.09 (2.22)
					NR (13 to 15)	Self-report	PVP Scale	NR	NR (NR)	1.76 (1.90)
					NR (16 to 18)	Self-report	PVP Scale	NR	NR (NR)	1.04 (1.86)

Study	Country	Study Design	Study Population Description	N	Age (years)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Tejeiro 2016 ⁴⁰	Spain	Cross-sectional	Adolescent students 11-17y and adult students 20-50y	909	NR (NR)	Self-report	PVP Scale	NR	NR (NR)	Adolescents: 1.17 (1.19)
										Adults: 0.73 (1.07)
Triberti 2018 ⁴¹	Italy	Cross-sectional	Gamers 12-47y	133	NR (NR)	Self-report	PVP Scale	6/23	26.09* (NR)	NR (NR)
Przybylski 2017b ²⁰	United Kingdom	Cross-sectional	Adults	1899	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.74 (0.32 to 1.60)	NR (NR)
Przybylski 2017c ⁸¹	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10099	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.56 (0.38 to 0.82)	NR (NR)
Stubblefield 2017 ⁴⁶	USA	Cross-sectional	Children 11-17y	454	NR (NR)	Self-report	Problem gaming instrument	10/240	4.20 (NR)	NR (NR)
Przybylski 2017a ⁴²	USA	Cross-sectional	Adults 18-24y	1247	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	1.14 (0.46 to 2.59)	NR (NR)
Przybylski 2017d ⁴³	USA	Cross-sectional	Adults	5777	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	0.25 (0.12 to 0.53)	NR (NR)
Kim 2016b ⁵⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3041	NR (NR)	Self-report	DSM-5 criteria for IGD	181/1217	14.87* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Na 2017a ⁵⁹	South Korea	Cross-sectional	Gamers 20-49y	2923	NR (NR)	Self-report	DSM-5 criteria for IGD	136/837	16.25* (NR)	NR (NR)
Na 2017b ⁶⁰	South Korea	Cross-sectional	Adults 20-49y	1819	NR (NR)	Self-report	DSM-5 criteria for IGD	107/860	12.44* (NR)	NR (NR)
Paik 2017a ⁶¹	South Korea	Cross-sectional	Adult gamers 20-39y	3058	NR (NR)	Self-report	DSM-5 criteria for IGD	176/1510	11.70 (NR)	NR (NR)
Rho 2017 ⁶⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3568	NR (NR)	Self-report	DSM-5 criteria for IGD	191/1532	12.47* (NR)	NR (NR)
Subramaniam 2016 ⁶⁷	Singapore	Cross-sectional	Internet users 13-20y	1236	NR (NR)	Self-report	DSM-5 criteria for IGD	58/358	16.20* (NR)	NR (NR)
Yu 2016 ⁷¹	South Korea	Cross-sectional	Middle school students 13-15y	2014	NR (NR)	Self-report	DSM-5 criteria for IGD	12/999	1.20 (NR)	NR (NR)
Males – Clinical Population										
Kaess 2017 ¹¹⁶	Germany	Observational	Males 13-25y with IGD	49	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	6.88π (1.42)
van Rooij 2017 ¹¹⁷	Netherlands	Cross-sectional	Male gamers 12-23y who were 'game addicted'	32	17.6 (2.5)	Health professional	C-VAT 2.0	29/32	91.00 (NR)	NR (NR)
						Self-report	VAT	NR	NR (NR)	2.48 (0.6)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Bae 2017 ¹¹⁸	South Korea	Cross-sectional	Male adult gamers with IGD, or male adults with ibGD	44	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Choi 2017 ¹¹⁹	South Korea	Cross-sectional	Male adult gamers	71	NR (NR)	Self-report	IGD Checklist - 9 item	NR	NR (NR)	6.27 (1.55)
Choi 2014 ¹²⁰	South Korea	Observational	Males with IGD, GD, or AUD	60	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Dong 2017a ¹²¹	China	Observational	Male university students with IGD, RGU, or NLFGU; normal/corrected to normal vision	58	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	7.5 (0.71)
Dong 2017b ¹²²	China	Cross-sectional	Male university students	108	20.2 NR (1.7 NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Dong 2018b ¹²³	China	Observational	University student gamers with IGD or RGU	119	21.14 (2.43)	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.8 (1.68)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Han 2015 ¹²⁴	South Korea	Cross-sectional	Male gamers in their thirties with IGD, or males in their thirties with AD	31	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Jeong 2017 ¹²⁵	South Korea	Case-control	Male adults with IGD	60	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Kim 2015 ¹²⁶	South Korea	Cross-sectional	Male gamers with IGD	45	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Kim 2016a ¹²⁷	South Korea	Case-control	Males with IGD	60	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Lee 2017a ¹²⁸	South Korea	Cross-sectional	Male gamers 18-28y with IGD	61	23.5 (2.7 NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Lee 2018b ¹²⁹	South Korea	Cross-sectional	Males 19-29y with IGD, or IGD and ADHD	60	23.7 (2.5)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Lee 2015 ¹³⁰	South Korea	Observational	Male adolescent gamers with IGD	36	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Paik 2017b ¹⁰⁰	South Korea	Case-control	Adults 19-47y with IGD	150	NR (NR)	NR	DSM-5 criteria for IGD	39/115	33.91* (NR)	NR (NR)
Park 2017a ¹³¹	South Korea	Cross-sectional	Children and adolescent males with ADHD, or with ADHD and IGD	46	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Park 2017b ¹³²	South Korea	Observational	Male gamers with IGD or AUD	77	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Park 2018 ¹³³	South Korea	Controlled before-after	Male gamers 18-38y with IGD	62	NR (18 to 38)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Park 2017d ¹³⁴	South Korea	Cross-sectional	Adult males 18-60y who were gamers with IGD, or had AUD	92	NR (18 to 60)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Sakuma 2017 ¹³⁵	Japan	Uncontrolled before-after	Males with IGD	10	16.2 (2.15)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Seok 2018 ¹³⁶	South Korea	Cross-sectional	Males 20-26y with IGD	40	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Shin 2018 ¹³⁷	South Korea	Controlled after	Male adolescents and young adults 12-25y with IGD	64	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Son 2015 ¹³⁸	South Korea	Cross-sectional	Male gamers with IGD, or males with AUD	76	NR (NR)	Health professional	Health professional applying DSM-5 criteria	34/76	44.74* (NR)	NR (NR)
Wang 2016a ¹³⁹	China	Observational	Males	72	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Wang 2016b ¹⁴⁰	China	Observational	Males	40	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Wang 2017c ¹⁴¹	China	Observational	Male university students	37	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	6.61 (0.92)
Wang 2018b ¹⁴²	China	Cross-sectional	Males	80	NR (NR)	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	5.96 (1.01)
Wang 2017d ¹⁴³	China	Observational	Males	39	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.2 (0.8)
Wang 2017f ¹⁴⁴	China	Observational	Male students	63	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Wang 2017e ¹⁴⁵	China	Observational	Male university students	39	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Wu 2018b ¹⁴⁶	China	Observational	Male gamers with IGD	44	NR (NR)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	5.73 (0.94)
Yip 2018 ¹⁴⁷	China	Observational	Male adult gamers 18-26y with IGD	47	NR (18 to 26)	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Youh 2017 ¹⁴⁸	South Korea	Cross-sectional	Males 13-30y with MDD and IGD or with MDD	29	NR (13 to 30)	π	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Zhang 2016 ¹⁴⁹	China	Observational	Male student gamers	40	NR (NR)	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Females – Clinical Population										
Dong 2018b ¹²³	China	Observational	University student gamers with IGD or RGU	119	21.17 (2.10)	NR	DSM-5 criteria for IGD	NR	NR (NR)	5.72 (1.07)
Paik 2017b ¹⁰⁰	South Korea	Case-control	Adults 19-47y with IGD	150	NR (NR)	NR	DSM-5 criteria for IGD	24/35	69.00* (NR)	NR (NR)

Note: IGD prevalence values were charted to two decimal places. All other values are as reported by authors.

* Calculated using raw data provided in the study; ‡ Median; ^ Inter-Quartile Range; π Unclear

CI: Confidence Interval; **C-VAT:** Clinical Video game Addiction Test; **GAIT:** The Gaming Addiction Identification Test; **IGD:** Internet Gaming Disorder; **IGDI:** Internet Gaming Disorder Interview; **IGDQ:** Internet Gaming Disorder Questionnaire; **IGDS9-SF:** Internet Gaming Disorder Scale - Short Form; **IGDT-10:** Ten-Item Internet Gaming Disorder Test; **M:** Mean; **N:** Sample size; **NR:** Data not reported in the study; **Num/Den:** Prevalence Numerator/Prevalence Denominator; **PVP Scale:** Problematic Videogame Playing Scale; **SD:** Standard Deviation; **USA:** United States of America; **VAT:** Video game Addiction Test

Ranges for measures used: **DSM-5 criteria for IGD:** 0-9; **IGD Checklist - 9 item:** No lower or upper limit reported; **IGD Scale - 9 item dichotomous:** 0-9; **IGD Scale - dichotomous:** No lower or upper limit reported; **IGD Scale - polytomous:** No lower or upper limit reported; **IGDQ - German:** 0-9*; **IGDS9-SF:** 9-45; **IGDS9-SF - Italian:** 9-45*; **IGDT-10:** 0-9; **PVP Scale:** 0-9; **VAT:** 0-56*

Appendix G. Study and population characteristics for studies with general or clinical populations, by age groups

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/ Female/ Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Children 0-19 years old† – General Population											
Wichstrøm 2018 ²⁹	Norway	Observational	Children 10y	740	8, 10 NR (NR)	51/49/0	Health professional	IGDI	14/740	1.70 (0.70 to 2.70)	NR (NR)
Milani 2018 ³⁶	Italy	Cross-sectional	Students 9-19y	612	13.94 (2.44)	53/47/0	Self-report	VGA questionnaire (revised)	13/612	2.10 (NR)	NR (NR)
Jeong 2018 ⁵³	South Korea	Cross-sectional	Adolescents from the 3rd, 4th, and 7th grades	273	NR (NR)	45/55/0*	Health professional	Health professional applying DSM-5 criteria	45/273	16.48* (NR)	NR (NR)
Jeong 2018 ⁵³	South Korea	Cross-sectional	Adolescents from the 3rd, 4th, and 7th grades	273	NR (NR)	45/55/0*	Self-report	DSM-5 criteria for IGD	47/273	17.22* (NR)	NR (NR)
Jeong 2018 ⁵³	South Korea	Cross-sectional	Adolescents from the 3rd, 4th, and 7th grades	273	NR (NR)	45/55/0*	Health professional	Health professional applying DSM-5 criteria	43/834	5.16* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Adolescents 10-19 years old – General Population											
Hawi 2018 ¹	Lebanon	Cross-sectional	High school students 15-19y	524	16.2 (1.0)	NR/48/NR	Self-report	IGD-20 Test	NR	9.20 (NR)	NR (NR)
Wu 2017b ²	Iran	Cross-sectional	Adolescent students 12-19y	2363	15.6 (1.2)	NR/65/NR	Self-report	IGDS9-SF	NR	NR (NR)	24.0 (7.1)
Buiza-Aguado 2018 ⁵	Spain	Cross-sectional	Students 12-18y from Málaga	708	15.6 (2.7)	44/56/0	Self-report	IGD Scale - 9 item dichotomous	59/708	8.30 (NR)	2.1 (1.8)
Lemmens 2015 ¹²	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	17.6 (2.2)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	3.90 (NR)	NR (NR)
								IGD Scale - dichotomous	NR	NR (NR)	3.22 (5.07)
								IGD Scale - polytomous	NR	NR (NR)	1.51 (0.91)
Pontes 2017a ¹⁶	Portugal	Cross-sectional	Students 10-18y in grades 6, 7, 8, and 9	509	13.02 (1.64)	NR/54/NR	Self-report	IGDS9-SF	NR	NR (NR)	15.92 (6.99)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Pontes 2016 ¹⁷	Slovenia	Cross-sectional	Students in grade 8-16y	1071	13.44 (0.59)	NR/50/NR	Self-report	IGDS9-SF	26/1071	2.60 (1.70 to 3.70)	NR (NR)
Rehbein 2015 ²¹	Germany	Cross-sectional	Students 13-18y in grade 9	11003	14.88 (0.74)	49/51/0*	Self-report	Video Game Dependency Scale	128/11003	1.16 (0.96 to 1.36)	NR (NR)
Vadlin 2018 ²⁴	Sweden	Observational	Adolescents	1576	13, 15, 16, 18 NR (NR)	58/NR/NR	Self-report	GAIT	NR	NR (NR)	NR (NR)
Wartberg 2017a ²⁵	Germany	Cross-sectional	Adolescents 12-14y	1095	12.99 (0.82)	49/51/0	Self-report	IGD Scale - 9 item dichotomous	260/1095	23.74* (NR)	NR (NR)
Wartberg 2017b ²⁶	Germany	Cross-sectional	Adolescents 12-14y	1095	12.99 (0.82)	49/51/0	Self-report	IGD Scale - 9 item dichotomous	260/1095	5.50 (NR)	NR (NR)
Wartberg 2018 ²⁸	Germany	Observational	Adolescents 12-14y	1095	Time 1: 12.99 (0.82)	49/51/0	NR	IGD Scale - 9 item dichotomous	242/985	24.57* (NR)	NR (NR)
					Time 2: 13.89 (0.89)	49/51/0	NR	IGD Scale - 9 item dichotomous	257/985	26.09* (NR)	NR (NR)
Gunuc 2015 ³³	Turkey	Cross-sectional	Adolescents 15-18y	131	NR (15 to 18)	NR/NR/NR	Self-report	VGAQ	21/131	16.00 (NR)	21.435 (6.437)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Lopez-Fernandez 2014 ³⁵	Spain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 18)	41/58/NR*	Self-report	PVP Scale	81/1047	7.74* (NR)	1.74 (1.70)
Lopez-Fernandez 2014 ³⁵	Great Britain	Cross-sectional	Adolescent students 11-18y	1996	NR (11 to 18)	41/58/NR*	Self-report	PVP Scale	179/949	18.86* (NR)	2.47 (2.33)
Peeters 2018 ³⁸	Netherlands	Observational	Adolescents 11-15y	544	13.9 (0.74)	NR/49/NR	Self-report	IGD Scale - 9 item dichotomous	NR	NR (NR)	Time 1: 0.686 (1.348)
											Time 2: 0.738 (1.453)
Tejeiro 2016 ⁴⁰	Spain	Cross-sectional	Adolescent students 11-17y and adult students 20-50y	909	NR (NR)	50/50/0	Self-report	PVP Scale	NR	NR (NR)	1.67 (1.55)
Stubblefield 2017 ⁴⁶	USA	Cross-sectional	Children 11-17y	454	13.7 (1.9)	53/47/NR	Self-report	Problem gaming instrument	37/454	8.20 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Jo 2018 ⁵⁴	South Korea	Cross-sectional	Adolescent gamers 10-19y	121	14±(10 to 19)	26/74/0	Health professional	Health professional applying DSM-5 criteria	46/121	38.00 (NR)	NR (NR)
King 2016 ⁵⁶	Australia	Cross-sectional	Secondary school students 12y and older	824	14.1 (1.5)	51/49/0*	Self-report	IGD Checklist - 12 item	26/824	3.10 (NR)	NR (NR)
Lee 2017b ⁵⁸	South Korea	Cross-sectional	First year middle school students	330	NR (NR)	51/49/0	Health professional	Health professional applying DSM-5 criteria	16/330	4.90 (NR)	NR (NR)
									<i>Author-defined severe cut-off: 4/330</i>	1.21* (NR)	NR (NR)
Rao 2017 ⁶⁴	China	Cross-sectional	Students in grades 7, 8, 9, and 10	2590	14.1 (NR)	40/60/NR*	Self-report	IGDS9-SF	NR	NR (NR)	NR (NR)
Yu 2016 ⁷¹	South Korea	Cross-sectional	Middle school students 13-15y	2014	14.5 (0.50)	50/51/NR*	Self-report	DSM-5 criteria for IGD	119/2014	5.90 (NR)	16.63 (7.6)
King 2017c ⁷⁶	Australia	Cross-sectional	Students 12-17y	824	14.1 (1.5)	51/49/NR*	Self-report	IGD Checklist - 12 item	25/799	3.10 (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/ Female/ Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Schneider 2018 ⁷⁸	Australia	Cross-sectional	Adolescents 12-19y	823	14.2 (1.4)	51/49/0*	Self-report	IGD Checklist - 12 item	26/823	3.20 (NR)	NR (NR)
Adults 18 years and older – General Population											
Deleuze 2017 ⁶	Belgium	Observational	Adult gamers 18-39y	97	22.21 (3.73)	NR/87/NR	Self-report	DSM-5 criteria for IGD	32/97	33.00 (NR)	NR (NR)
Jeromin 2016a ⁸	Germany	Observational	Adults	87	NR (NR)	0/100/0	Self-report	IGDQ - German	29/686	5.30 (NR)	NR (NR)
Jeromin 2016b ⁹	Germany	Cross-sectional	Adult gamers 18-75y	894	26.49 (8.46 NR)	13/87/0	Self-report	IGDQ - German	71/894	7.94 (1.86π)	1.70 (1.86π)
Lemmens 2015 ¹²	Netherlands	Cross-sectional	Adults and adolescents 13-40y	2444	Ages 31-40: 35.9 (2.8)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	5.50 (NR)	NR (NR)
					Ages 21-30: 25.1 (2.8)	51/NR/NR	Self-report	IGD Scale - 9 item dichotomous	NR	6.70 (NR)	NR (NR)
					Ages 31-40: 35.9 (2.8)	51/NR/NR	Self-report	IGD Scale - dichotomous	NR	NR (NR)	4.48 (5.14)
					Ages 21-30: 25.1 (2.8)	51/NR/NR	Self-report	IGD Scale - dichotomous	NR	NR (NR)	4.63 (5.90)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
					Ages 31-40: 35.9 (2.8)	51/NR/NR	Self-report	IGD Scale - polytomous	NR	NR (NR)	1.57 (0.87)
					Ages 21-30: 25.1 (2.8)	51/NR/NR	Self-report	IGD Scale - polytomous	NR	NR (NR)	1.61 (0.97)
Pontes 2017b ¹⁸	United Kingdom	Cross-sectional	Adult gamers	272	41.61 (14.03)	NR/51/NR	Self-report	IGDS9-SF	NR	NR (NR)	14.04 (5.67)
De Pasquale 2018 ³⁰	Italy	Cross-sectional	Students 18-25y	221	21.56 (1.42)	58/42/0*	Interview, not specified	IGDS9-SF	33/221	14.90 (NR)	NR (NR)
Laconi 2017 ³⁴	France	Cross-sectional	Adult gamers 18-30y	418	21.9 (3)	49/51/0	Self-report	IGDT-10	8/418	1.90 (NR)	28.3 (5.3)
Taquet 2017 ³⁹	France	Cross-sectional	Adult gamers 18-53y	124	25.274 (7.424)	15/85/0*	Self-report	PVP Scale	NR	NR (NR)	4.226 (1.878)
Tejeiro 2016 ⁴⁰	Spain	Cross-sectional	Adolescent students 11-17y and adult students 20-50y	909	NR (NR)	50/50/0	Self-report	PVP Scale	NR	NR (NR)	0.96 (1.31)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Przybylski 2016a ¹⁹	United Kingdom	Cross-sectional	Adults 18y and older	1899	NR (NR)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Przybylski 2017b ²⁰	United Kingdom	Cross-sectional	Adults	1899	NR (NR)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	0.47 (0.23 to 0.93)	NR (NR)
Przybylski 2016b ⁸⁰	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10009	NR (18 to 24)	50/50/0*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Przybylski 2017c ⁸¹	Canada, Germany, United Kingdom, USA	Cross-sectional	Adults 18-24y	10099	NR (18 to 24)	49/50/NR*	Self-report	DSM-5 criteria for IGD	NR	0.68 (0.53 to 0.87)	NR (NR)
Pontes 2017b ¹⁸	USA	Cross-sectional	Adult gamers	405	32.57 (11.33)	NR/62/NR	Self-report	IGDS9-SF	NR	NR (NR)	18.06 (7.36)
Stockdale 2018 ⁴⁵	USA	Cross-sectional	Adult university student gamers	174	NR (NR)	NR/NR/NR	Self-report	IGD Scale - 9 item	87/1205	7.22* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Weinstein 2017 ⁴⁷	USA	Observational	Adults	2316	NR (NR)	62/38/0*	Health professional	Health professional applying DSM-5 criteria	NR	Time 1: 1.49 (1.11 to 2.00)	0.56 (1.13)
										Time 2: 0.99 (0.65 to 1.51)	0.47 (0.97)
Allen 2018 ⁴⁸	USA	Cross-sectional	Student gamers 18-40y	315	19.34 (2.01)	19/81/0	Self-report	IGD Scale - 27 item polytomous	18/315	5.70 (NR)	0.78 (0.81)
Bargeron 2017 ⁴⁹	USA	Cross-sectional	Adults	257	21.81 (6.80)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	21/257	8.70 (NR)	1.92 (1.77)
Carlisle 2018 ⁵⁰	USA	Cross-sectional	Adult gamers 18-95y	1881	28.27 (18 to 95)	39/59/2	Self-report	IGDT-10	79/1881	4.20 (NR)	1.16 (1.54)
Sioni 2017 ⁵²	USA	Cross-sectional	Adult gamers 18-77y	394	34.3 (11.6)	NR/50/NR	Self-report	IGD Scale - 9 item dichotomous	102/394	25.90 (NR)	11.8 (2.7)
Przybylski 2017a ⁴²	USA	Cross-sectional	Adults 18-24y	1247	NR (18 to 24)	42/58/0*	Self-report	DSM-5 criteria for IGD	NR	1.04 (0.58 to 1.83)	NR (NR)
Przybylski 2017d ⁴³	USA	Cross-sectional	Adults	5777	46.59 (17.80)	58/42/0*	Self-report	DSM-5 criteria for IGD	NR	0.32 (0.18 to 0.56)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Pontes 2017b ¹⁸	India	Cross-sectional	Adult gamers	336	30.37 (8.90)	NR/68/NR	Self-report	IGDS9-SF	NR	NR (NR)	25.57 (7.64)
Kim 2016b ⁵⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3041	NR (NR)	40.0/60/0	Self-report	DSM-5 criteria for IGD	419/3041	13.80 (NR)	NR (NR)
					NR (20 to 29)	40.0/60/0	Self-report	DSM-5 criteria for IGD	160/1221	13.10* (NR)	NR (NR)
					NR (30 to 39)	40.0/60/0	Self-report	DSM-5 criteria for IGD	175/1215	14.40* (NR)	NR (NR)
					NR (40 to 49)	40.0/60/0	Self-report	DSM-5 criteria for IGD	84/605	13.88* (NR)	NR (NR)
King 2017a ⁵⁷	Australia	Cross-sectional	Adult gamers 18-56y	630	25.8 (7.1)	NR/76/NR*	Self-report	IGD Checklist - 9 item	20/630	3.17* (NR)	NR (NR)
Na 2017a ⁵⁹	South Korea	Cross-sectional	Gamers 20-49y	2923	NR (20 to 49)	29/71/0*	Self-report	DSM-5 criteria for IGD	494/2923	16.90* (NR)	NR (NR)
					NR (20 to 29)	29/71/0*	Self-report	DSM-5 criteria for IGD	180/1147	15.69* (NR)	NR (NR)
					NR (30 to 39)	29/71/0*	Self-report	DSM-5 criteria for IGD	222/1233	18.00* (NR)	NR (NR)
					NR (40 to 49)	29/71/0*	Self-report	DSM-5 criteria for IGD	92/543	16.94* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Na 2017b ⁶⁰	South Korea	Cross-sectional	Adults 20-49y	1819	NR (20 to 49)	47/53/0	Self-report	DSM-5 criteria for IGD	257/1819	14.13* (NR)	NR (NR)
					NR (20 to 29)	47/53/0	Self-report	DSM-5 criteria for IGD	89/669	13.30* (NR)	NR (NR)
					NR (30 to 39)	47/53/0	Self-report	DSM-5 criteria for IGD	120/804	14.93* (NR)	NR (NR)
					NR (40 to 39)	47/53/0	Self-report	DSM-5 criteria for IGD	48/346	13.87* (NR)	NR (NR)
Paik 2017a ⁶¹	South Korea	Cross-sectional	Adult gamers 20-39y	3058	26.95 (5.859)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	396/3058	12.90 (NR)	NR (NR)
Rho 2017 ⁶⁵	South Korea	Cross-sectional	Adult gamers 20-49y	3568	NR (20 to 49)	43/57/0	Self-report	DSM-5 criteria for IGD	481/3568	13.50 (NR)	NR (NR)
					NR(20 to 29)	43/57/0	Self-report	DSM-5 criteria for IGD	170/1259	13.50* (NR)	NR (NR)
					NR(30 to 39)	43/57/0	Self-report	DSM-5 criteria for IGD	215/1559	13.79* (NR)	NR (NR)
					NR(40 to 49)	43/57/0	Self-report	DSM-5 criteria for IGD	96/750	12.80* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Sigerson 2017 ⁶⁶	China	Cross-sectional	Adult gamers 18-60y	502	37.1 (13.3)	50/50/0*	Self-report	C-IGDS	NR	NR (NR)	1.29 (1.73)
Wu 2017a ⁶⁹	China, Taiwan	Cross-sectional	Adult online gamers 18-82 y	383	23.7 (6.7)	45/55/0	Self-report	DSM-5 criteria for IGD	64/383	16.71* (NR)	NR (NR)
Wu 2018a ⁷⁰	China	Cross-sectional	Adults 18-97y	1000	40.0 (15.3)	56/44/0	Self-report	DSM-5 criteria for IGD	20/1000	2.00 (1.10 to 2.90)	NR (NR)
Yu 2018 ⁷²	China	Cross-sectional	Adult gamers 18-67y	327	31.93 (9.04)	NR/79/NR	Self-report	DSM-5 criteria for IGD	NR	2.30 (NR)	NR (NR)
Adams 2018 ⁷³	Australia	Observational	Adult gamers 18-29y	125	23.34 (3.39)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	<i>Time 1:</i> 19.48 (7.07)
											<i>Time 2:</i> 18.67 (SD 6.86)
											<i>Time 3:</i> 17.78 (SD 5.80)

Study	Country	Study Design	Study Population Description	N	Age (years)	Gender / Sex (%)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%)	IGD Score
					<i>M (SD) or M (range)</i>	<i>(Male/ Female/ Other)</i>				<i>Prevalence (95% CI)</i>	<i>M (SD)</i>
Burleigh 2018 ⁷⁴	Australia	Observational	Adult gamers 18-29y	125	23.02 (3.43)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	Time 1: 19.48 (7.06)
											Time 2: 18.67 (6.86)
											Time 3: 17.78 (5.80)
Liew 2018 ⁷⁷	Australia	Observational	Adult gamers 18-29y	125	NR (18 to 29)	25/75/0	Self-report	IGDS9-SF	NR	NR (NR)	Time 1: 19.44 (7.07)
											Time 2: 18.8 (6.91)
											Time 3: 17.95 (5.93)
Children 0-19 years old† – Clinical Population											
Krossbakken 2018 ⁸³	Norway	RCT	Guardians of children 8-12y	1657	10.1 (NR)	46/53/NR*	Parent report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Li 2018a ⁹⁹	China	Observational	Primary and secondary school students 8-15y	241	12.09 (1.41)	43/NR/NR	Self-report	K-scale - Korean Internet Addiction Scale for Adolescents	NR	NR (NR)	<i>Time 1:</i> 31.33 (6.38) <i>Time 2:</i> 30.92 (6.87)
Adolescents 10-19 years old – Clinical Population											
Koo 2017 ⁹⁶	South Korea	Cross-sectional	Adolescents (middle school students)	236	13.61 (0.87)	29/71/0	Health professional	SCI-IGD	27/236	11.44* (NR)	NR (NR)
Lee 2018c ⁹⁸	South Korea	Case-control	Adolescents 12-18y with IGD	87	NR (12 to 18)	NR/NR/NR	Self-report	DSM-5 criteria for IGD	251/3166	7.93* (NR)	NR (NR)
Tian 2018 ¹¹³	China	Observational	Adolescents with IGD	88	NR (NR)	45/49/NR*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Adults 18 years and older – Clinical Population											
Mallorquí-Bagué 2017 ⁸⁴	Spain	Cross-sectional	Adults with IGD or online gambling disorder	288	NR (NR)	5/95/0*	Health professional	Health professional applying DSM-5 criteria	27/288	9.38* (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Sanders 2017 ⁸⁵	Canada	Cross-sectional	Adults	542	π	39/61/7	Self-report	DSM-5 criteria for IGD	39/1238	3.20 (NR)	NR (NR)
Cai 2016 ⁸⁶	China	Observational	Adult gamers with IGD	57	NR (NR)	NR/79/NR*	Self-report	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Kaptsis 2016 ⁸⁹	Australia	Uncontrolled before-after	Adult gamers 18-25y	24	24.6 (5.1)	17/83/0*	Self-report	IGD Checklist - 9 item	NR	NR (NR)	5.89π (0.86)
King 2018a ⁹²	Australia	Quasi-experimental	Adult gamers 18-48y with gaming problems	186	23.4 (5.2)	NR/95/NR	Self-report	IGD Checklist - 9 item	NR	NR (NR)	NR (NR)
King 2017b ⁹³	Australia	Uncontrolled before-after	Adult gamers 18-36y	24	24.6 (5.1)	17/83/0*	Self-report	IGD Checklist - 9 item	9/24	37.50* (NR)	NR (NR)
Ko 2017 ⁹⁴	Taiwan	Observational	Gamers 20-30y with IGD	174	NR (20 to 30)	NR/NR/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Ko 2014 ⁹⁵	Taiwan	Cross-sectional	Gamers 20-30y with IGD or in IGD remission	225	NR (NR)	16/84/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender / Sex (%) <i>(Male/Female/Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Lee 2016 ⁹⁷	South Korea	Observational	Adult gamers with IGD	48	NR (NR)	NR/NR/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Paik 2017b ¹⁰⁰	South Korea	Case-control	Adults 19-47y with IGD	150	30.09 (6.343)	NR/77/NR	NR	DSM-5 criteria for IGD	63/150	42.00* (NR)	NR (NR)
Rho 2016 ¹⁰²	South Korea	Cross-sectional	Adult gamers 20-49y	1022	NR (20 to 49)	40/60/0	Self-report	DSM-5 criteria for IGD	511/3881	13.17* (NR)	NR (NR)
Ryu 2018 ¹⁰³	South Korea	Cross-sectional	Young adults with IGD	123	24.92 (4.71)	NR/79/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Wang 2017a ¹⁰⁴	Taiwan	Cross-sectional	Adult gamers 20-30y with IGD	383	NR (20 to 30)	45/55/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Yeh 2017 ¹⁰⁷	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) M (SD) or M (range)	Gender / Sex (%) (Male/Female/Other)	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) Prevalence (95% CI)	IGD Score M (SD)
Yen 2017a ¹⁰⁸	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Yen 2017b ¹⁰⁹	Taiwan	Cross-sectional	Gamers 20-30y with IGD	174	NR (20 to 30)	20/80/0*	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
King 2018b ¹¹²	Australia	Cross-sectional	Adult gamers 18-56y	630	NR (NR)	NR/76/NR*	Self-report	IGD Scale - 9 item	20/630	4.00 (NR)	NR (NR)

Note: IGD prevalence values were charted to two decimal places. All other values are as reported by authors.

* Calculated using raw data provided in the study; † Does not include adolescent-only populations; ‡ Median; ¶ Unclear

CI: Confidence Interval; **C-IGDS:** Chinese Internet Gaming Disorder Scale; **GAIT:** The Gaming Addiction Identification Test; **IGD:** Internet Gaming Disorder; **IGDI:** Internet Gaming Disorder Interview; **IGDQ:** Internet Gaming Disorder Questionnaire; **IGDS9-SF:** Internet Gaming Disorder Scale - Short Form; **IGDT-10:** Ten-Item Internet Gaming Disorder Test; **M:** Mean; **N:** Sample size; **NR:** Data not reported in the study; **Num/Den:** Prevalence Numerator/Prevalence Denominator; **PVP Scale:** Problematic Videogame Playing Scale; **SCI-IGD:** Structured Clinical Interview for Internet Gaming Disorder; **SD:** Standard Deviation; **USA:** United States of America; **VGA:** Video Game Addiction; **VGAQ:** Video Game Addiction Questionnaire

Ranges for measures used: **C-IGDS:** 0-9*; **DSM-5 criteria for IGD:** 0-9; **IGD Checklist - 9 item:** No lower or upper limit reported; **IGD Scale - 9 item dichotomous:** 0-9; **IGD Scale - 27 item polytomous:** 0-135*; **IGD Scale - dichotomous:** No lower or upper limit reported; **IGD Scale - polytomous:** No lower or upper limit reported; **IGDQ - German:** 0-9*; **IGDS9-SF:** 9-45; **IGDT-10:** 0-9; **K-scale - Korean Internet Addiction Scale for Adolescents:** 20-80; **PVP Scale:** 0-9; **VGAQ:** 9-45*

Appendix H. Study and population characteristics for studies with populations undergoing an intervention (severe)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ Sex (%) <i>(Male/ Female/ Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
European Region											
González-Bueso 2018 ¹⁵⁰	Spain	Controlled before-after	Males 12-21y with IGD	60	NR (NR)	0/100/0	Self-report and health professional	DQVMIA	NR	NR (NR)	NR (NR)
Martín-Fernández 2017 ¹⁵¹	Spain	Uncontrolled before-after	Children and adolescents 12-17y with IGD	59	14.83 (1.45)	NR/97/NR	Health professional	Health professional applying DSM-5 criteria	59/86	68.60* (NR)	NR (NR)
Region of the Americas											
Li 2018b ¹⁵²	USA	RCT	Adult gamers 18-35y who met 3 or more DSM-5 IGD criteria	30	25 (5.4)	17/80/3	Health professional	Health professional applying DSM-5 criteria	23/30	76.60 (NR)	6.0 (1.9)
Li 2017b ¹⁵³	USA	RCT	Adults gamers 18-35y who met 3 or more DSM-5 IGD criteria	30	25.0 (5.4)	17/80/3	Health professional	Health professional applying DSM-5 criteria	23/30	76.60 (NR)	6.0 (1.9)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ Sex (%) <i>(Male/ Female/ Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Li 2017a ⁵¹	USA	RCT	Adults	30	25.0 (5.4)	17/80/3.3	Self-report	DSM-5 criteria for IGD	23/30	76.60 (NR)	5.7 (1.9)
Western Pacific Region											
Bae 2018 ¹⁵⁴	South Korea	Uncontrolled before-after	Male adults with IGD or ibGD	47	NR (NR)	0/100/0	NR	DSM-5 criteria for IGD	NR	NR (NR)	NR (NR)
Kim 2017b ¹⁵⁵	South Korea	Controlled before-after	Male gamers with IGD	49	NR (NR)	0/100/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Lim 2016 ¹⁵⁶	South Korea	Controlled before-after	Male gamers with IGD	84	NR (NR)	0/100/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)
Park 2016a ¹⁵⁷	South Korea	RCT	Adolescent males 13-18y with ADHD and IGD	84	NR (13 to 18)	0/100/0	Health professional	Health professional applying DSM-5 criteria	84/106	79.25* (NR)	NR (NR)
Park 2017c ¹⁵⁸	South Korea	Controlled before-after	Males with IGD	47	NR (NR)	0/100/0	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Study	Country	Study Design	Study Population Description	N	Age (years) <i>M (SD) or M (range)</i>	Gender/ Sex (%) <i>(Male/ Female/ Other)</i>	IGD Reporting Method	IGD Measure/ Instrument/ Assessment	IGD Num/Den	IGD Prevalence (%) <i>Prevalence (95% CI)</i>	IGD Score <i>M (SD)</i>
Song 2016 ¹⁵⁹	South Korea	RCT	Adolescent and adult males 13-45y with problematic gaming	119	NR (13 to 45)	0/100/0	Health professional	Health professional applying DSM-5 criteria	119/236	50.42* (NR)	NR (NR)
Yao 2017 ¹⁶⁰	China	Controlled before-after	Adult gamers 18-26y with IGD	46	NR (18 to 26)	NR/NR/NR	Health professional	Health professional applying DSM-5 criteria	NR	NR (NR)	NR (NR)

Note: No data found for African region, Eastern Mediterranean region, and South East Asia region; IGD prevalence values were charted to two decimal places.

All other values are as reported by authors.

* Calculated using raw data provided in the study

CI: Confidence Interval; **DQVMIA:** Diagnostic Questionnaires for Video Games, Mobile Phone or Internet Addiction; **IGD:** Internet Gaming Disorder; **M:** Mean; **N:** Sample size; **NR:** Data not reported in the study; **Num/Den:** Prevalence Numerator/Prevalence Denominator; **SD:** Standard Deviation; **USA:** United States of America

Ranges for measures used: DSM-5 criteria for IGD: 0-9

Appendix I. Frequency of variables reported in populations with internet gaming disorder

Variables	Number of Times Reported in this Review*
Demographic Characteristics	
Education-related outcome	41
Intelligence	28
Job-related outcome	7
Marital status	4
Income-related outcome	3
Living situation	3
Ethnicity	2
Socioeconomic status	2
Nationality	1
Drug-related Variables	
Alcohol-related outcome	22
Smoking-related outcome	13
Medication/drug use	3
Cannabis-related outcome	2
Substance use disorder	1
Game-related Variables	
Gaming time	69
Gaming context	34
Gaming cost-related outcome	4
Gaming cognition	3
Gaming motivation	1
Game playing	1
Internet gaming behavior	1
Mental Health/Well-being	
Depression/depressiveness	67
Internet addiction	54
Anxiety	48
Impulsiveness/impulsivity	37
Attention deficit hyperactivity disorder/attention deficit disorder	24
Anger/aggression/hostility	18
Behavioral inhibition/Behavioral activation	13
Well-being/quality of life	9
Obsessive compulsive/obsession-compulsion	6
Craving	6
Self-esteem	6

Stress	6
Self-control	5
Distress	4
Gambling problem	4
Autism	3
Disruptive behavior disorder	2
Loneliness	2
Paranoid ideation	2
Personality disorder	2
Positive affect and negative affect	2
Psychiatric condition	2
Psychoticism	2
Self-perception	2
Somatization	2
Temperament and character	2
Adjustment disorder	1
Adverse childhood experience	1
Affective disorder	1
Been told they have a learning disorder	1
Burnout	1
Cognitive coping	1
Cognitive distortion	1
Cognitive functioning	1
Cognitive reappraisal and expressive suppression	1
Conduct problem	1
Confusion	1
Deviant behavior	1
Dissocial personality disorder	1
Dysthymic disorder	1
Eating disorder	1
Emotional regulation	1
Externalizing disorder	1
Family psychiatric health	1
Food addiction	1
Functional impairment	1
Gaming treatment	1
Hyperactivity/inattention	1
Hypomania	1
Internalizing disorder	1
Internet gaming withdrawal	1
Mania	1

Mental health	1
Mindfulness	1
Mood regulation disorder	1
Need satisfaction and frustration	1
Oppositional defiant disorder	1
Panic/anxiety disorder	1
Pervasive developmental disorder	1
Phobia	1
Pornography addiction	1
Problems with the social environment and education	1
Procrastination	1
Psychological resilience	1
Psychosis/schizophrenia	1
Purpose in life	1
Somatic complaint	1
Suicide	1
Tension	1
Tolerance	1
Vigor	1
Withdrawal	1
Miscellaneous	
Task-related outcome	36
Brain imaging characteristics	28
Duration of illness	4
Virtual reality experience	4
Online time	3
Clinical global impression	2
Fatigue	2
Bullying-related outcome	1
Clinical impairment	1
Complaints when Internet not available	1
Daily life disturbance	1
Decision-making	1
Disturbance of reality testing	1
Global severity index	1
Hypermasculinity	1
K symptom scale	1
School-related outcome	1
Self-efficacy	1
Sports	1

<i>Physical/Physiological Characteristics</i>	
Anthropometric measure	8
Sleep-related outcome	4
Biological outcome	3
Handedness	2
Exercise time	1
Knee problem	1
Physical health	1
<i>Relationship-related Variables</i>	
Relationship-related outcome	19
Interpersonal sensitivity	2
Community membership	1
Interpersonal problem	1
Prosocial behaviour	1
Virtual interpersonal relationship	1

* Each variable can be reported multiple times in one study

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