

FSD4126 AKTIIVISESTI PELAAVIEN AIKUISTEN HAASTATTELUT SUOMESSA: 1. VUOSI
2022-2024

FSD4126 INTERVIEWS OF ACTIVELY GAMING ADULTS IN FINLAND: 1ST YEAR 2022-
2024

TÄMÄ DOKUMENTTI ON OSA YLLÄ MAINITTUA YHTEISKUNTATIETEELLISEEN TIETOAR-
KISTOON ARKISTOITUA TUTKIMUSAINESTOA.

DOKUMENTTIA HYÖDYNTÄVIEN TULEE VIITATA SIIHEN ASIANMUKAISESTI LÄHDEVIIT-
TEELLÄ.

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As a clinical expert, you have been invited to carry out clinical interviews with participants who have volunteered for this research. We have two types of participants:

- Participants who have **sought treatment for their gaming** from professionals such as healthcare providers, psychiatric or psychological services, and therapy centers.
- Participants who self-identify as players of esports games to an amount of 30 hours per week or more **without self-perceived gaming-related health problems**.

Each interview should last approximately **two hours**, and the goal is to construct an overview of the participant's mental health. You are provided with practical instructions and a recording device separately. A member from our research team may be present in the interviews, but you may also choose to do the interviews alone. You are free to carry out the interview **as you best see fit**, based on your professional experience. However, we hope you to consider each participant's previous history, assess symptoms and diagnostic probability of common mental disorders, and address the following thematic areas in one way or another during the interview:

- **Culture:** we are interested in how the local traditions, values, and other elements of the present culture have interacted with this person's mental health.
- **Social identity:** we are interested in how local norms have interacted with this person's mental health, e.g., regarding gender, sexual orientation, and ethnicity.
- **Technology:** we are interested in how technologies and their use beyond gaming (e.g., social media, television), have interacted with the person's mental health.
- **Videogames:** we are interested in what the role of videogames is for the person's mental health, e.g., how gaming and its potential social aspects are specifically used.

After completing the interview, we will transcribe the audio into text for future analysis. You will be *invited to participate in a panel* discussion regarding these interviews. Regardless of whether you can participate in the panel discussions, we kindly ask you to provide us brief written responses (a few sentences) to the following questions, for each participant:

- Tell us your opinion about the general mental health of the participant.
- Do you believe the participant needs clinical treatment, why?
- What are the most difficult areas to assess with this participant, i.e., regarding what parts do you think experts are likely to have different opinions?

Finally, we would like you to explicitly reflect on potential Gaming Disorder diagnosis in each case. You can find the official ICD-11 diagnostic criteria for Gaming Disorder [here](#), but instead of counting symptoms, we are interested in your expert opinion regarding **how** and **why** gaming is or is not problematic in each case. Please explain your view and choose one of the below four options, which is closest to your thoughts. In my view...

- ... gaming seems to be **unrelated** to the person's health problems (if any)
- ... gaming seems to be **related** to the person's health problems (*no gaming disorder*)
- ... gaming seems to be **the cause** of the persons's health problems (*no gaming disorder*)
- ... the person should likely be diagnosed with **gaming disorder**.

We additionally control experts' personal views on the gaming disorder diagnosis. Please state your agreement with the following statements:

1. *"It is good to have gaming disorder as an independently diagnosable mental disorder."*

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|-------------------|----------|------------|-------------|----------------------|
| a) strongly agree | b) agree | c) neutral | d) disagree | e) strongly disagree |
|-------------------|----------|------------|-------------|----------------------|

2. *"The ICD-11 diagnostic criteria and symptomatology of gaming disorder are accurate."*

- | | | | | |
|-------------------|----------|------------|-------------|----------------------|
| a) strongly agree | b) agree | c) neutral | d) disagree | e) strongly disagree |
|-------------------|----------|------------|-------------|----------------------|