

Special Issue

The Latest Exploration of Gaming Disorders and Related Mental Health Issues

Message from the Guest Editors

The most popular leisure activity among young people, including children, is playing video games. As the internet has become an indispensable part of our daily lives, it is common to enjoy games online. In recent years, online gaming has become common even among young children. However, excessive gaming is known to cause a variety of mental health problems in children and adolescents. This Special Issue explores new findings on the gaming disorder (GD), which is defined as a mental disorder in ICD-11. ICD-11 officially came into effect in January 2022. Although the term 'gaming disorder' has become well known, the actual conditions of GD are still not fully understood. We are at a stage where we should be accumulating knowledge and strategies to confront this disorder. This Special Issue invites papers regarding all aspects of gaming in order to explore our understanding of GD from a multi-faceted view. Any papers related to GD will be welcomed.

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