ANNEXES

Annexe 5

Critères proposés pour l'utilisation problématique des jeux vidéo/Internet selon le DSM-5

(Source: American Psychiatric Association, 2013)¹⁴³

Internet Gaming Disorder

Proposed Criteria

Persistent and recurrent use of the Internet to engage in games, often with other players, leading to clinically significant impairment or distress as indicated by five (or more) of the following in a 12-month period:

- Preoccupation with Internet games. (The individual thinks about previous gaming activity or anticipates playing the next game; Internet gaming becomes the dominent activity in daily life).
 Note: This disorder is distinct from Internet gambling, which is included under gambling disorder.
- 2. Withdrawal symptoms when Internet gaming is taken away. (These symptoms are typically described as irritability, anxiety, or sadness, but there are no physical signs of pharmacological withdrawal).
- 3. Tolerance the need to spend increasing amounts of time engaged in Internet games.
- 4. Unsuccessful attempts to control the participation in Internet games.
- 5. Loss of interests in previous hobbies and entertainment as a result of, and with the exception of, Internet games.
- 6. Continued excessive use of Internet games despite knowledge of psychosocial problems.
- 7. Has deceived family members, therapists, or others regarding the amount of Internet gaming.
- 8. Use of Internet games to escape or relieve a negative mood (e.g., feelings of helplessness, guilt, anxiety).
- Has jeopardized or lost a significant relationship, job, or educational or career opportunity because of participation in Internet games.
 - Note: Only nongambling Internet game are included in this disorder. Use of the Internet for required activities in a business or profession is not included; nor is the disorder intended to include other recreational or social Internet use. Similarly, sexual Internet sites are excluded.