

## An Online Research Using Structural Equation Modeling To Analyze Risk Variables for Teenage Digital Gaming Addiction

Isparta University of Applied Sciences, Department of Medical Services and Techniques, Isparta, Turkey

### Abstract

Digital gaming addiction among teenagers has emerged as a significant public health concern, with adverse implications for mental and physical well-being. This study utilizes Structural Equation Modeling (SEM) to analyze the risk variables associated with teenage digital gaming addiction. The research, conducted through an online survey, examines factors such as personality traits, social environment, and gaming-related characteristics. A total of 500 teenagers aged 13-19 years participated in the survey. Findings reveal that personality traits, particularly impulsivity and neuroticism, along with peer influence and gaming duration, significantly contribute to gaming addiction. The results underscore the importance of multifaceted intervention strategies that address both individual and environmental factors to mitigate gaming addiction in adolescents.

**Keywords:** Digital gaming addiction; Structural equation modeling (SEM); Teenagers; Risk Variables; Personality traits; Peer influence; Gaming duration

### Introduction

The exponential growth of digital gaming has led to increased concern over its addictive potential, especially among teenagers. Gaming addiction, characterized by excessive and compulsive gaming behavior, can interfere with academic performance, social interactions, and mental health. Previous studies have highlighted various risk factors, including personality traits, social environment, and gaming characteristics, contributing to gaming addiction. The rapid advancement of digital technologies has revolutionized the gaming industry [(gaming addiction is critical for developing effective)0.5(prevention and )]T0.47 Tw T(intervention strategies. Existing literature indicat

The primary objective of this study is to identify and analyze the risk variables associated with teenage digital gaming addiction using SEM. Specifically, the study aims to:

**Investigate the role of personality traits:** Explore how individual characteristics such as impulsivity, neuroticism, and low self-esteem contribute to gaming addiction.

**Assess the Impact of Social Environment:** Examine the influence of peer pressure, parental monitoring, and social isolation on gaming

\*Corresponding author: Ayla Pazarcıkci, Isparta University of Applied Sciences, Department of Medical Services and Techniques, Isparta, Turkey, E-mail: aylapazarcikci245@gmail.com

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behaviors.

**Analyze gaming characteristics:** Determine the impact of gaming duration, preferred game genres, and in-game features (e.g., rewards systems, multiplayer modes) on addiction levels.

By achieving these objectives, the study seeks to provide a comprehensive understanding of the various factors that contribute to teenage digital gaming addiction, thereby informing the development of targeted intervention strategies.

### Research questions and hypotheses

**e study is guided by the following research questions:**

What personality traits are most strongly associated with teenage digital gaming addiction?

How does the social environment, including peer influence and parental monitoring, affect gaming addiction?

What specific gaming characteristics, such as duration and genre preference, contribute to the risk of addiction?

Based on these research questions, the following hypotheses are proposed:

**H1:** Personality traits, particularly impulsivity and neuroticism, are positively associated with digital gaming addiction among teenagers.

**H2:** A negative social environment, characterized by high peer pressure and low parental monitoring, is positively associated with gaming addiction.

**H3:** Gaming characteristics, such as longer gaming duration and preference for specific genres (e.g., multiplayer and role-playing games), are positively associated with higher levels of gaming addiction [4].

### Methodological approach

This study employs a cross-sectional design, utilizing an online survey to collect data from a representative sample of teenagers aged 13-19 years. Structural Equation Modeling (SEM) is used to analyze the relationships between the variables, providing insights into both direct and indirect effects. SEM is particularly suited for this research as it allows for the simultaneous analysis of multiple pathways and the testing of complex theoretical models.

**and preference questionnaire. The objective is to determine the relationship between personality traits, social environment, gaming characteristics, and digital gaming addiction?**

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**Conflict of Interest**

None

**References**

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