

P02-223 - DIMENSIONS OF PSYCHOPATHOLOGY AMONG VIDEO GAME PLAYERS

V. Starcevic¹, D. Berle², G. Porter³, P. Sammut⁴

¹Sydney Medical School, Discipline of Psychological Medicine, University of Sydney, ²Nepean Anxiety Disorders Clinic, Penrith, ³Royal North Shore Hospital, University of Sydney, Sydney, ⁴Department of Psychological Medicine, Nepean Hospital, Penrith, NSW, Australia

Objective: To examine the associations between problem video game use and psychopathology.

Methods: The Video Game Use Questionnaire (VGUQ) and the Symptom Checklist 90 (SCL-90) were administered in an international anonymous online survey, open to everyone over 14 years of age with a good understanding of English. The VGUQ was used to identify problem video game users on the basis of provisional criteria, whereas SCL-90 was used to assess various dimensions of psychopathology.

Results: In comparison with other video game players (n=1789), those with problem video game use (n=156) had significantly elevated scores on all subscales of the SCL-90. Participants with and without problem video game use had higher scores on measures of obsessive-compulsive tendencies, interpersonal sensitivity (social anxiety), and depression than on other SCL-90 subscales. When compared to the U.S. male nonpatients, a significantly greater proportion of *all* male adult video game players and male adolescent problem video game players scored in the “pathological” range on all dimensions of the psychopathology. Relative to the U.S. male adolescent nonpatients, a significantly greater proportion of male adolescents *without* problem video game use scored in the “pathological” range on the measures of depression, interpersonal sensitivity, and paranoid ideation.

Conclusions: People with and without problem video game use may have similar patterns of associated psychopathology, but those with problem video game use exhibit more psychopathology. It is unclear to what extent these associations may be specific. Relative to other dimensions of psychopathology, anger and hostility are not particularly prominent in video game players.