

Felix Reer/Thorsten Quandt: Verstärkte Mediennutzung: Zunahme der Suchtgefahr?

Beitrag aus Heft »2022/04 Medien. Mediensucht. Mediensuchtprävention«

Zuletzt hat es verstärkt Diskussionen darüber gegeben, ob eine gesteigerte Mediennutzung auch mit einer höheren Gefahr für das Entwickeln einer Mediensucht einhergeht. Der Beitrag erklärt, wie Mediensüchte wissenschaftlich definiert werden und welche Risikofaktoren für das Zustandekommen einer suchartigen Mediennutzung eine Rolle spielen. Außerdem wird ein kurzer Einblick gegeben, welche empirischen Erkenntnisse zum Einfluss der Corona-Pandemie auf das Mediennutzungsverhalten vorliegen.

Literatur

- Aarseth, Espen/Bean, Anthony M. /Boonen, Huub/Colder Carras, Michelle/Coulson, Mark/Das, Dimitri/Deleuze, Jory/Dunkels, Elza/Edman, Johan/Ferguson, Christopher J./Haagsma, Maria C./Helmersson Bergmark, Karin/Hussain, Zaheer/Jansz, Jeroen/Kardefelt-Winther, Daniel/Kutner, Lawrence/Markey, Patrick/Nielsen, Rune K. L./Prause, Nicole/Przybylski, Andrew/Quandt, Thorsten/Schimmenti, Adriano/Starcevic, Vladan/Stutman, Gabrielle/Van Looy, Jan/Van Rooij, Antonius J. (2017). Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. In: *Journal of Behavioral Addictions*, 6 (3), pp. 267–270. DOI: 10.1556/2006.5.2016.088.
- Achab, Sophia/Nicolier, Magali/Mauny, Frédéric/Monnin, Julie/Trojak, Benoit/Vandel, Pierre/Sechter, Daniel/Gorwood, Philip/Haffen, Emmanuel (2011). Massively multiplayer online role-playing games: Comparing characteristics of addict vs non-addict online recruited gamers in a French adult population. In: *BMC Psychiatry*, 11 (1), pp. 1–12. DOI: 10.1186/1471-244X-11-144.
- Al. Qudah, Mohammad F./Albursan, Ismael S./Hammad, Heba I./Alzoubi, Ahmad M./Bakhiet, Salaheldin F./Almanie, Abdullah M./ Alenizi, Soltan S./Aljomaa, Suliman/Al-Khadher, Mohammed M. (2021). Anxiety about COVID-19 Infection, and Its Relation to Smartphone Addiction and Demographic Variables in Middle Eastern Countries. In: *International Journal of Environmental Research and Public Health*, 18 (21), pp. 1–14. DOI: 10.3390/ijerph182111016.
- Andreassen, Cecilie S. (2015). Online social network site addiction: A comprehensive review. In: *Current Addiction Reports*, 2(2), pp. 175-184. DOI: 10.1007/s40429-015-0056-9.
- Andreassen, Cecilie. S./Torsheim, Torbjørn/Brunborg, Geir S./Pallesen, Ståle (2012). Development of a Facebook addiction scale. In: *Psychological Reports*, 11 (2), pp. 501–517. DOI: 10.2466/02.09.18.PR0.110.2.501-517.
- Barr, Matthew/Copeland-Stewart, Alicia (2022). Playing video games during the COVID-19 pandemic and effects on players' well-being. In: *Games and Culture*, 17 (1), pp. 122–139. DOI: 10.1177/15554120211017036.
- Bauchmüller, Michael (2020). Online-Sucht nimmt während Corona zu. www.sueddeutsche.de/panorama/kinder-jugendliche-online-sucht-mediennutzung-1.4983304 [Zugriff: 06.06.2022]

Bonnaire, Céline/Phan, Oliver (2017). Relationships between parental attitudes, family functioning and Internet gaming disorder in adolescents attending school. In: *Psychiatry Research*, 255, pp. 104–110. DOI: 10.1016/j.psychres.2017.05.030.

Bóthe, Beáta/Vaillancourt-Morel, Marie-Pier/Dion, Jacinthe/Paquette, Marie-Michèle/Massé-Pfister, Maude/Tóth-Király, István/Bergeron, Sophie (2022). A Longitudinal Study of Adolescents' Pornography Use Frequency, Motivations, and Problematic Use Before and During the COVID-19 Pandemic. In: *Archives of Sexual Behavior*, 51, pp. 139–165. DOI: 10.1007/s10508-021-02282-4.

Brand, Matthias, Wegmann, Elisa/Stark, Rudolf/Müller, Astrid/Wölfling, Klaus/Robbins, Trevor W./Potenza, Marc N. (2019). The Interaction of Person-Affect-Cognition-Execution (I-PACE) model for addictive behaviors: Update, generalization to addictive behaviors beyond internet-use disorders, and specification of the process character of addictive behaviors. In: *Neuroscience & Biobehavioral Reviews*, 104, pp. 1–10. DOI: 10.1016/j.neubiorev.2019.06.032.

Brand, Matthias/Young, Kimberly S./Laier, Christian/Wölfling, Klaus/Potenza, Marc N. (2016). Integrating psychological and neurobiological considerations regarding the development and maintenance of specific Internet-use disorders: An Interaction of Person-Affect-Cognition-Execution (I-PACE) model. In: *Neuroscience & Biobehavioral Reviews*, 71, pp. 252–266. DOI: 10.1016/j.neubiorev.2016.08.033.

Bundesinstitut für Arzneimittel und Medizinprodukte (2022). ICD-11 in Deutsch – Entwurfsfassung. www.bfarm.de/DE/Kodiersysteme/Klassifikationen/ICD/ICD-11/uebersetzung/_node.html;jsessionid=5BE2ECB1A9901C4CE461BD9C6497D26A.internet272 [Zugriff: 18.06.2022]

Busch, Peter André/McCarthy, Stephen (2021). Antecedents and consequences of problematic smartphone use: A systematic literature review of an emerging research area. In: *Computers in Human Behavior*, 114, pp. 1–47. DOI: 10.1016/j.chb.2020.106414.

Chen, I-Hua/Chen, Chao-Ying/Pakpour, Amir H./Griffiths, Mark D./Lin, Chung-Ying/Li, Xu-Dong/Tsang, Hector W. H. (2021). Problematic internet-related behaviors mediate the associations between levels of internet engagement and distress among schoolchildren during COVID-19 lockdown: A longitudinal structural equation modeling study. In: *Journal of Behavioral Addictions*, 10 (1), pp. 135–148. DOI: 10.1556/2006.2021.00006.

Chung, Jee E./Choi, Soo A./Kim, Ki T./Yee, Jeong/Kim, Joo H./Seong, Jin W./Seong, Jong M./Kim, Ju, Y./Lee, Kyung E. L./Gwak, Hye S. (2018). Smartphone addiction risk and daytime sleepiness in Korean adolescents. In: *Journal of Paediatrics and Child Health*, 54(7), pp. 800–806. DOI: 10.1111/jpc.13901.

Daly, Michael/Sutin, Angelina R./Robinson, Eric (2020). Longitudinal changes in mental health and the COVID-19 pandemic: Evidence from the UK Household Longitudinal Study. In: *Psychological Medicine*, pp. 1–10. DOI: 10.1017/S0033291720004432.

Darcin, Asli Enez/Kose, Samet/Noyan, Cemal O./Nurmedov, Serdar/Yilmaz, Onat/Dilbaz, Nesrin (2016). Smartphone

addiction and its relationship with social anxiety and loneliness. In: Behaviour & Information Technology, 35 (7), pp. 520–525. DOI: 10.1080/0144929X.2016.1158319.

Dreier, Michael/Wölfling, Klaus/Duven, Eva/Giralt, Sebastián/Beutel, Manfred E./Müller, Kai W. (2017). Free-to-play: About addicted Whales, at risk Dolphins and healthy Minnows. Monetization design and Internet Gaming Disorder. In: Addictive Behaviors, 64, pp. 328–333. DOI: 10.1016/j.addbeh.2016.03.008.

Elhai, Jon D./McKay, Dean/Yang, Haibo/Minaya, Charlene/Montag, Christian/Asmundson, Gordon J. G. (2021). Health anxiety related to problematic smartphone use and gaming disorder severity during COVID-19: Fear of missing out as a mediator. In: Human Behavior and Emerging Technologies, 3(1), pp. 137–146. DOI: 10.1002/hbe2.227.

Elhai, Jon. D./Yang, Haibo/McKay, Dean/Asmundson, Gordon P. J. (2020). COVID-19 anxiety symptoms associated with problematic smartphone use severity in Chinese adults. In: Journal of Affective Disorders, 274, pp. 576–582. DOI: 10.1016/j.jad.2020.05.080.

Falkei, Peter/Wittchen, Hans-Ulrich (Hrsg.) (2015). Diagnostisches und Statistisches Manual Psychischer Störungen DSM-5. Göttingen: Hogrefe.

Medienpädagogischer Forschungsverbund Südwest (mpfs) (2020). JIM 2020. Jugend, Information, Medien. Basisuntersuchung zum Medienumgang 12-bis 19-Jähriger. Stuttgart.
www.mpfs.de/fileadmin/files/Studien/JIM/2020/JIM-Studie-2020_Web_final.pdf [Zugriff: 06.06.2022]

Gentile, Douglas (2009). Pathological video-game use among youth ages 8 to 18: A national study. In: Psychological Science, 20 (5), pp. 594–602. DOI: 10.1111/j.1467-9280.2009.02340.x.

Griffiths, Mark (2001). Sex on the Internet: Observations and implications for Internet sex addiction. In: Journal of Sex Research, 38 (4), pp. 333–342. DOI: 10.1080/00224490109552104.

Grubbs, Joshua B./Kraus, Shane W./Perry, Samuel L. (2019). Self-reported addiction to pornography in a nationally representative sample: The roles of use habits, religiousness, and moral incongruence. In: Journal of Behavioral Addictions, 8 (1), pp. 88–93. DOI: 10.1556/2006.7.2018.134.

Hawes, Mariah T./Szenczy, Aline K./Klein, Daniel N./Hajcak, Greg/Nelson, Brady D. (2021). Increases in depression and anxiety symptoms in adolescents and young adults during the COVID-19 pandemic. In: Psychological Medicine (online first). DOI: 10.1017/S0033291720005358.

Hawi, Nazir S./Samaha, Maya (2017). The relations among social media addiction, self-esteem, and life satisfaction in university students. In: Social Science Computer Review, 35 (5), pp. 576–586. DOI: 10.1177/0894439316660340.

Higuchi, Susumu/Osaki, Yoneatsu/Kinjo, Aaya/Mihara, Satoko/Maezono, Masaki/Kitayuguchi, Takashi/Matsuzaki, Takanobu/Nakayama, Hideki/Rumpf, Hans-Jürgen/Saunders, John B. (2021). Development and validation of a nine-

item short screening test for ICD-11 gaming disorder (GAMES test) and estimation of the prevalence in the general young population. In: *Journal of Behavioral Addictions*, 10 (2), pp. 263–280. DOI: 10.1556/2006.2021.00041.

Hong, Fu-Yuan/Huang, Der-Hsiang/Lin, Hung-Yu/Chiu, Su-Lin (2014). Analysis of the psychological traits, Facebook usage, and Facebook addiction model of Taiwanese university students. In: *Telematics and Informatics*, 31 (4), pp. 597–606. DOI: 10.1016/j.tele.2014.01.001.

Hussain, Zaheer/Griffiths, Mark D./Sheffield, David (2017). An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. In: *Journal of Behavioral Addictions*, 6 (3), pp. 378–386. DOI: 10.1556/2006.6.2017.052.

Kardefelt-Winther, Daniel/Heeren, Alexandre/Schimmenti, Adriano/van Rooij, Antonius/Maurage, Pierre/Carras, Michelle/Edman, Johan/Blaszczynski, Alexander/Khazaal, Yasser/Billieux, Joel (2017). How can we conceptualize behavioural addiction without pathologizing common behaviours? In: *Addiction*, 112 (10), pp. 1709–1715. DOI: 10.1111/add.13763.

Kayis, A. Rifat/Satici, Begum/Deniz, M. Engin/Satici, Seydi A./Griffiths, Mark D. (2021). Fear of COVID-19, loneliness, smartphone addiction, and mental wellbeing among the Turkish general population: a serial mediation model. In: *Behaviour & Information Technology*, pp. 1–13. DOI: 10.1080/0144929X.2021.1933181.

Kim, Seung-Gon/Park, Jong/Kim, Hun-Tae/Pan, Zihang/Lee, Yena/McIntyre, Roger S. (2019). The relationship between smartphone addiction and symptoms of depression, anxiety, and attention-deficit/hyperactivity in South Korean adolescents. In: *Annals of General Psychiatry*, 18 (1), pp. 1–8. DOI: 10.1186/s12991-019-0224-8.

King, Daniel L./Delfabbro, Paul H./Billieux, Joel/Potenza, Marc N. (2020). Problematic online gaming and the COVID-19 pandemic. In: *Journal of Behavioral Addictions*, 9 (2), pp. 184–186. DOI: 10.1556/2006.2020.00016.

Király, Orsolya/Demetrovics, Zsolt (2017). Inclusion of Gaming Disorder in ICD has more advantages than disadvantages: Commentary on: Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal (Aarseth et al.). In: *Journal of Behavioral Addictions*, 6 (3), pp. 280–284. DOI: 10.1556/2006.6.2017.046.

Ko, Chih-Hung/Yen, Ju-Yu (2020). Impact of COVID-19 on gaming disorder: monitoring and prevention. In: *Journal of Behavioral Addictions*, 9 (2), pp. 187–189. DOI: 10.1556/2006.2020.00040.

Kwon, Min/Lee, Joon-Yeop/Won, Wang-Youn/Park, Jae-Woo/Min, Jung-Ah/Hahn, Changtae/Gu, Xinyu/Choi, Ji-Hye/Kim, Dai-Jin (2013). Development and validation of a smartphone addiction scale (SAS). In: *PLOS ONE*, 8 (2), pp. 1–7. DOI: 10.1371/journal.pone.0056936.

Lehenbauer-Baum, Mario/Klaps, Armin/Kovacovsky, Zuzana/Witzmann, Karolin/Zahlbruckner, Raphaela/Stetina, Birgit U. (2015). Addiction and engagement: An explorative study toward classification criteria for Internet gaming disorder. In: *Cyberpsychology, Behavior, and Social Networking*, 18 (6), pp. 343–349. DOI: 10.1089/cyber.2015.0063.

Lemmens, Jeroen S./Valkenburg, Patti M./Gentile, Douglas A. (2015). The Internet gaming disorder scale. In: *Psychological Assessment*, 27 (2), pp. 567–582. DOI: 10.1037/pas0000062.

Luo, Tao/Chen, Wei/Liao, Yanhui (2021). Social media use in China before and during COVID-19: Preliminary results from an online retrospective survey. In: *Journal of Psychiatric Research*, 140, pp. 35–38. DOI: doi.org/10.1016/j.jpsychires.2021.05.057.

Masaeli, Nassim/Farhadi, Hadi (2021). Prevalence of Internet-based addictive behaviors during COVID-19 pandemic: A systematic review. In: *Journal of Addictive Diseases*, 39 (4), pp. 468–488. DOI: 10.1080/10550887.2021.1895962.

Masur, Philipp K./Reinecke, Leonard/Ziegele, Marc/Quiring, Oliver (2014). The interplay of intrinsic need satisfaction and Facebook specific motives in explaining addictive behavior on Facebook. In: *Computers in Human Behavior*, 39, pp. 376–386. DOI: 10.1016/j.chb.2014.05.047.

Meerloo, Joost A. M. (1954). Television addiction and reactive apathy. In: *Journal of Nervous and Mental Disease*, 120 (3), pp. 290–291.

Mestre-Bach, Gemma/Blycker, Gretchen R./Potenza, Marc N. (2020). Pornography use in the setting of the COVID-19 pandemic. In: *Journal of Behavioral Addictions*, 9 (2), pp. 181–183. DOI: 10.1556/2006.2020.00015.

Mihara, Satoko/Higuchi, Susumu (2017). Cross-sectional and longitudinal epidemiological studies of Internet gaming disorder: A systematic review of the literature. In: *Psychiatry and Clinical Neurosciences*, 71 (7), pp. 425–444. DOI: 10.1111/pcn.12532.

Montag, Christian/Sindermann, Cornelia/Rozgonjuk, Dmitri/Yang, Shixin/Elhai, Jon D./Yang, Haibo (2021). Investigating links between fear of COVID-19, neuroticism, social networks use disorder, and smartphone use disorder tendencies. In: *Frontiers in Psychology*, 12, pp. 1–9. DOI: 10.3389/fpsyg.2021.682837.

Moqbel, Murad/Kock, Ned (2018). Unveiling the dark side of social networking sites: Personal and work-related consequences of social networking site addiction. In: *Information & Management*, 55 (1), pp. 109–119. DOI: 10.1016/j.im.2017.05.001.

Paschke, Kerstin/Austermann, Maria I./Thomasius, Rainer (2020). Assessing ICD-11 gaming disorder in adolescent gamers: Development and validation of the gaming disorder scale for adolescents (GADIS-A). In: *Journal of Clinical Medicine*, 9 (4), pp. 1–22. DOI: 10.3390/jcm9040993.

Paschke, Kerstin/Austermann, Maria I./Thomasius, Rainer (2021). ICD-11-based assessment of social media use disorder in adolescents: Development and validation of the Social Media Use Disorder Scale for Adolescents. In: *Frontiers in Psychiatry*, 12, pp. 1–16. DOI: 10.3389/fpsyg.2021.661483.

Pierce, Matthias/Hope, Holly/Ford, Tamsin/Hatch, Stephani/Hotopf, Matthew/John, Ann/Kontopantelis,

Evangelos/Webb, Roger/Wessely, Simon/McManus, Sally/Abel, Kathryn, M. (2020). Mental health before and during the COVID-19 pandemic: a longitudinal probability sample survey of the UK population. In: *The Lancet Psychiatry*, 7 (10), pp. 883–892. DOI: 10.1016/S2215-0366(20)30308-4.

Pontes, Halley M. (2017). Investigating the differential effects of social networking site addiction and Internet gaming disorder on psychological health. In: *Journal of Behavioral Addictions*, 6 (4), pp. 601–610. DOI: 10.1556/2006.6.2017.075.

Pontes, Halley M./Macur, Mirna/Griffiths, Mark D. (2016). Internet gaming disorder among Slovenian primary schoolchildren: Findings from a nationally representative sample of adolescents. In *Journal of Behavioral Addictions*, 5 (2), pp. 304–310. DOI: 10.1556/2006.5.2016.042.

Pontes, Halley M./Schivinski, Bruno/Kannen, Christopher/Montag, Christian (2022). The interplay between time spent gaming and disordered gaming: A large-scale world-wide study. In: *Social Science & Medicine*, 296, pp. 1–9. DOI: 10.1016/j.socscimed.2022.114721.

Pontes, Halley M./Schivinski, Bruno/Sindermann, Cornelia/Li, Mei/Becker, Benjamin/Zhou, Min/Montag, Christian (2021). Measurement and conceptualization of Gaming Disorder according to the World Health Organization framework: The development of the Gaming Disorder Test. In: *International Journal of Mental Health and Addiction*, 19 (2), pp. 508–528. DOI: 10.1007/s11469-019-00088-z.

Preston, Mary I. (1941). Children's reactions to movie horrors and radiocrime. In: *Journal of Pediatrics*, 19 (2), pp. 147–168. DOI: 10.1016/S0022-3476(41)80059-6.

Reer, Felix/Festl, Ruth/Quandt, Thorsten (2021b). Investigating problematic social media and game use in a nationally representative sample of adolescents and younger adults. In: *Behaviour & Information Technology*, 40 (8), pp. 776–789. DOI: 10.1080/0144929X.2020.1724333.

Reer, Felix/Janzik, Robin/Wehden, Lars-Ole/Quandt, Thorsten (2021a). Entertainment theories and media addiction. In: Vorderer, Peter/Klimmt, Christoph (Hrsg.), *The Oxford handbook of entertainment theory*. Oxford: Oxford University Press, pp. 799–818. DOI: 10.1093/acrefore/9780190228613.013.1154.

Reer, Felix/Quandt, Thorsten (2021). Games addiction: A comprehensive overview. In: Nussbaum, Jon (Hrsg.), *Oxford research encyclopedia of communication*. Oxford: Oxford University Press, pp. 1–10. DOI: 10.1093/acrefore/9780190228613.013.1154.

Reer, Felix/Wehden, Lars-Ole/Janzik, Robin/Quandt, Thorsten (2022). Examining the interplay of smartphone use disorder, mental health, and physical symptoms. In: *Frontiers in Public Health*, 10, pp. 1–10. DOI: 10.3389/fpubh.2022.834835.

Robinson, Eric/Sutin, Angelina R./Daly, Michael/Jones, Andrew (2022). A systematic review and meta-analysis of longitudinal cohort studies comparing mental health before versus during the COVID-19 pandemic in 2020. In:

Journal of Affective Disorders, 296, pp. 567–576. DOI: 10.1016/j.jad.2021.09.098.

Schafer, Katherine M./Lieberman, Amy/Sever, Anna C./Joiner, Thomas (2022). Prevalence rates of anxiety, depressive, and eating pathology symptoms between the pre-and peri-COVID-19 eras: a meta-analysis. In: Journal of Affective Disorders, 298, pp. 364–372. DOI: 10.1016/j.jad.2021.10.115.

Schatto-Eckrodt, Tim/Janzik, Robin/Reer, Felix/Boberg, Svenja/Quandt, Thorsten (2020). A computational approach to analyzing the Twitter debate on gaming disorder. In: Media and Communication, 8 (3), pp. 205–218. DOI: 10.17645/mac.v8i3.3128.

Servidio, Rocco/Bartolo, Maria G./Palermi, Anna L./Costabile, Angela (2021). Fear of COVID-19, depression, anxiety, and their association with Internet addiction disorder in a sample of Italian students. In: Journal of Affective Disorders Reports, 4, pp. 1–7. DOI: 10.1016/j.jadr.2021.100097.

Shotton, Margaret A. (1989). Computer addiction? A study of computer dependency. London: Taylor & Francis. DOI: 10.1201/b12555.

Soper, W. Barlow/Miller, Mark J. (1983). Junk-time junkies: An emerging addiction among students. In: School Counselor, 31 (1), pp. 40–43.

Tang, Wai Y./Reer, Felix/Quandt, Thorsten (2020). The interplay of gaming disorder, gaming motivations, and the dark triad. In: Journal of Behavioral Addictions, 9 (2), pp. 491–496. DOI: 10.1556/2006.2020.00013.

Teng, Zhaojun/Pontes, Halley M./Nie, Qian/Griffiths, Mark D./Guo, Cheng (2021). Depression and anxiety symptoms associated with internet gaming disorder before and during the COVID-19 pandemic: A longitudinal study. In: Journal of Behavioral Addictions, 10 (1), pp. 169–180. DOI: 10.1556/2006.2021.00016.

Thomasius, Rainer (2021). Mediensucht während der Corona Pandemie: Ergebnisse der Längsschnittstudie zu Gaming und Social Media. www.dak.de/dak/download/praesentation-2508260.pdf [Zugriff: 06.06.2022]

van den Eijnden, Regina J./Lemmens, Jeroen/Valkenburg, Patti M. (2016). The social media disorder scale. In: Computers in Human Behavior, 61, pp. 478–487. DOI: 10.1016/j.chb.2016.03.038.

van Rooij, Antonius J./Ferguson, Christopher J./van de Mheen, Dike/Schoenmakers, Tim M. (2017). Time to abandon Internet addiction? Predicting problematic Internet, game, and social media use from psychosocial well-being and application use. In: Clinical Neuropsychiatry, 14 (1), pp. 113–121.

van Rooij, Antonius J./Kuss, Daria J./Griffiths, Mark D./Shorter, Gillian W./Schoenmakers, Tim M./Van De Mheen, Dirk (2014). The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. In: Journal of Behavioral Addictions, 3 (3), pp. 157–165. DOI: 10.1556/jba.3.2014.013.

von Eimeren, Birgit/Kessler, Bernhard/Kupferschmitt, Thomas (2020). Sonderauswertungen der ARD/ZDF-

Massenkommunikation Langzeitstudie: Auswirkungen der Corona-Pandemie auf Mediennutzung, Motive und Bewertungen. In: Media Perspektiven, 10–11, pp. 526–555.

Wan, Chin-Sheng/Chiou, Wen-Bin (2007). The motivations of adolescents who are addicted to online games: A cognitive perspective. In: Adolescence, 42 (165), pp. 179–197.

Wehden, Lars-Ole/Reer, Felix/Janzik, Robin/Quandt, Thorsten (2021). Investigating the problematic use of sexually explicit Internet content: A survey study among German Internet users. In: Sexual Health & Compulsivity, 28 (3-4), pp. 127–151. DOI: 10.1080/26929953.2022.2032514.

Yen, Ju-Yu/Yen, Cheng-Fang/Chen, Cheng-Chung/Chen, Sue-Huei/Ko, Chih-Hung (2007). Family factors of internet addiction and substance use experience in Taiwanese adolescents. In: Cyberpsychology & Behavior, 10 (3), pp. 323–329. DOI: 10.1089/cpb.2006.9948.

Young, Kimberly S. (1998). Internet addiction: The emergence of a new clinical disorder. In: Cyberpsychology & Behavior, 1 (3), pp. 237–244. DOI: 10.1089/cpb.1998.1.237.