**Table S2.** Internet Gaming Disorder 9 Criteria, Instructions and Reliability.

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| **Modified Internet Gaming Disorder 9 criteria (DSM-5) (APA, 2013)\*** |
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| 1. Do you feel preoccupied with your gaming behaviour? (Some examples: Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your daily life?) |
| 2. Do you feel more irritability, anxiety or even sadness when you try to either reduce or stop your gaming activity? |
| 3. Do you feel the need to spend increasing amount of time engaged gaming in order to achieve satisfaction or pleasure? |
| 4. Do you systematically fail when trying to control or cease your gaming activity? |
| 5. Have you lost interests in previous hobbies and other entertainment activities as a result of your engagement with the game? |
| 6. Have you continued your gaming activity despite knowing it was causing problems between you and other people? |
| 7. Have you deceived any of your family members, therapists or others because the amount of your gaming activity? |
| 8. Do you play in order to temporarily escape or relieve a negative mood (e.g., helplessness, guilt, anxiety)? |
| 9. Have you jeopardised or lost an important relationship, job or an educational or career opportunity because of your gaming activity? |
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\*Instructions: These questions will ask you about your gaming activity during the past year (i.e., last 12 months). By gaming activity we understand any gaming-related activity that has been played either from a computer/laptop or from a gaming console or any other kind of device (e.g., mobile phone, tablet, etc.) both online and/or offline.

\*\* Items answered in a 5-poin scale: 1 “never”, 2 “rarely”, 3 “sometimes”, 4 “often”, 5 “very often”.

\*\*\* Reliability (Cronbach’s Alpha) for the 9 criteria = .87.