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Development and validation of structured diagnostic Interview of gaming disorder(SDI-GD) based on the ICD-11 criteria

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Objective: The purpose of this study was to develop and verify the gaming disorder diagnostic interview(SDI-GD) based on the ICD-11 criteria for gaming disorder. *Methods:* The criteria for the diagnostic interview tool were set to the three core criteria of ICD-11 gaming disorder(impaired control, increasing priority, continuation or escalation of gaming despite the occurrence of negative consequences) and functional impairment. To develop preliminary items of SDI-GD were created based on information obtained through literature review, in-depth interviews with game users and guardians, and expert consultation. Next, a preliminary survey was conducted to evaluate the validity of the preliminary questions of the SCI-IGD, recruiting a total of 41 adolescents and adults from community and clinical settings. In the preliminary survey, the final diagnostic interview tool items were confirmed by reviewing the items in which the diagnostic evaluations of psychiatrists and clinical psychologists were inconsistent, and the items were modified. In this study, 76 adolescents and 56 adults who regularly use games were recruited to review the psychometric properties of the final question. As for the analysis method, to evaluate the reliability of the developed game use disorder diagnosis interview questionnaire, the degree of agreement between general interviewers was confirmed. The degree of agreement and the degree of agreement of diagnosis results of gaming disorder were analyzed. In addition, to evaluate the predictive power of the diagnosis of game use disorder, the degree of agreement between the diagnosis result of the psychiatrist and the general interviewer was confirmed, and the kappa value was used for each evaluation result of the psychiatrist and the two general interviewers. The degree of agreement between each diagnosis criterion for use disorder and the final diagnosis was analyzed. Finally, the validity of the tool was verified by analyzing the classification sensitivity and specificity of the diagnostic interview tool using ROC analysis. *Results:* First, to evaluate the reliability of SDI-IGD, the kappa value was used to analyze the degree of agreement between two general interviewers who conducted diagnostic interviews using the same interview tool. As a result of the analysis, the agreement of each criterion for each item showed a high kappa value of .920 to 1.00, and the agreement of each criterion showed a kappa value of 1.00 except for criterion N (.984), which confirmed a very high level of agreement. could In addition, the degree of concordance between the diagnosis of gaming disorder was 1.00, and the evaluations of the two general interviewers were consistent, confirming the high reliability of the interview questionnaire for diagnosing gaming disorder. Second, the diagnostic agreement between SDI-IGD and the diagnostic findings of psychiatrists was excellent. The concordance

between the diagnosis of gaming disorder by a psychiatrist and the diagnosis of gaming disorder by two general interviewers using an interview tool showed a high kappa value of .9 or higher in all criteria (.902 to .976). The final diagnosis of gaming disorder also showed a very high level of concordance at .976. In addition, in the ROC analysis to confirm the classification sensitivity and specificity of the interview tool, the sensitivity and specificity were higher than .94 in all criteria, and the classification sensitivity of the final game disorder diagnosis was .963 and the specificity was 1.00, which is very high. levels of sensitivity and specificity. These analysis results can be seen as the result of objectively confirming that the game use disorder diagnosis interview questionnaire developed in this study is a valid tool for diagnosing gaming disorder.

Keywords: Gaming Disorder, ICD-11, development and validation, structured diagnostic interveiw, SDI-GD

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Development and validation of the Korean Gaming Disorder Screening Scale based on the ICD-11 criteria

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The purpose of this study was to develop and validate a gaming disorder screening scale based on the ICD-11 criteria for Gaming disorder. 12 main items and 5 supplementary items were created to measure functional impairment and the three basic criteria of ICD-11 for gaming disorder. A total of two samples were used to select items and analyze psychometric properties. The first sample was collected from 252 adolescents and adults who had regular game use experience, some of which corresponded to Repeated measurement data were collected after 6 weeks on 202 subjects. The second sample data was collected from 132 people in the game disorder subclinical group. In both samples, a single-factor model best explained the data. A total of 9 questions were finally selected among the main questions, and the questions showed high factor loadings and reliability. In addition, as a result of evaluating validity through correlation analysis with factors related to gaming disorder, all showed excellent official validity and convergent validity. As a result of the ROC analysis, the total score was determined as 10 points for the criteria for the classification of game disorder risk groups in the finalized selection tool.

Keywords: gaming disorder, ICD-11, screening scale, scale development and validation