# Article information:

Internet Gaming Disorder | SpringerLink
<https://link.springer.com/article/10.1007/s40429-014-0030-y>

# Article summary:

1. Video games have become increasingly popular and are now one of the most popular media for connecting people throughout the world.

2. Excessive use of online games, particularly MMORPGs, can negatively affect psychological well-being, social interaction, and health.

3. Loss of control over video games played online has revealed a series of negative consequences and has been included in section III of the Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition (DSM-5).

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy as it provides evidence to support its claims. The article cites multiple studies that provide evidence for the negative consequences associated with excessive online gaming. It also provides an overview of the motivations behind playing MMORPGs and how they can lead to IGD. Furthermore, it discusses how Internet technologies have enabled real-time interaction and a smooth visual field which has led to more immersive gaming experiences.

However, there are some potential biases in the article that should be noted. For example, it does not explore counterarguments or present both sides equally when discussing the potential harms associated with excessive online gaming. Additionally, it does not discuss any possible risks associated with playing MMORPGs or other types of online games such as addiction or mental health issues that may arise from prolonged use. Finally, there is no mention of any promotional content or partiality in the article which could be seen as a potential bias.

In conclusion, this article is generally reliable and trustworthy but there are some potential biases that should be noted when considering its trustworthiness and reliability.

# Topics for further research:

* Risks associated with online gaming
* Mental health effects of MMORPGs
* Addiction to online gaming
* Counterarguments to excessive online gaming
* Promotional content in online gaming
* Impact of Internet technologies on gaming experiences

# Report location:

<https://www.fullpicture.app/item/653139f9c361b287c1e00007eee4ae4b>