

The Effect of Repetitive Transcranial Magnetic Stimulation for Internet Gaming Disorder

NCT06634498

Status	RECRUITING
Phase	Not Applicable
Sponsor	Jin-tao Zhang
Enrollment	35 participants

Key Eligibility Criteria

Inclusion (3)

- DSM-V gaming disorder ≥ 5 and scored ≥ 50 on a revised version of Young's online Internet addiction test
- spent more than 50% of their online time gaming
- engagement in one of four popular Internet game (Arena of Valor, Genshine, LOL, FPS) for over 20 hours per week for at least 1 year.

Exclusion (8)

- current or history of use of illegal substances and gambling;
- current or history of psychiatric or neurological illness;
- current use of psychotropic medications;
- cognitive impairment as assessed by the Mini-International Neuropsychiatric Interview
- surgery, head trauma or heart related diseases in the past year
- ... and 3 more (see full listing online)

Locations (2 total)

Medical Ethics Committee of Zhenjiang Mental Health Center, Zhenjiang, Jiangsu, China
State Key Laboratory of Cognitive Neuroscience and Learning, Beijing, China