

Mechanisms and Interventions of Social Reward on Cognitive Control in Internet Gaming Disorder

NCT06957392

Status	RECRUITING
Phase	Not Applicable
Sponsor	The First Affiliated Hospital of Bengbu Medical University
Enrollment	60 participants

Key Eligibility Criteria

Inclusion (5)

- Individuals aged between 18 and 35 years, irrespective of gender, having completed a minimum of 9 years of education and capable of effectively cooperating in questionnaire evaluations.
- Consent to actively cooperate in the completion of subsequent follow-up assessments.
- All are right-handed
- The Gaming Disorder Screening (GDSS) Scale score ≥ 47 points;
- The main game played is Honor of Kings; Average weekly gaming time (Honor of Kings) greater than 21 hours, maintained for over one year; More than 50% of daily internet time spent playing online games;

Exclusion (5)

- Severe cognitive functional impairments manifested through a history of head trauma, cerebrovascular diseases, epilepsy, etc., or usage of cognitive enhancement drugs in the past 6 months; an intellectual disability with an IQ score less than 70.
- A diagnosis of schizophrenia or other severe mental illnesses as per the DSM-5 criteria.
- Abuse or dependence on other psychoactive substances (excluding nicotine) within the past 5 years.
- Severe organic diseases that might compromise study participation.
- Color blindness or color weakness

Locations (1 total)

Bengbu Medical University, Bengbu, China