**Table 1**: Questions adapted from DSM-5 criteria of addictive gambling use

|  |  |  |  |
| --- | --- | --- | --- |
| Question | Yes | No | Sometimes |
| 1. When you are not playing VG, do you think about it? |  |  |  |
| 2. Over time, do you think that you have been playing more and more hours? |  |  |  |
| 3. Have you ever try to play less, or play shorter periods of time, and you couldn´t? |  |  |  |
| 4. When you can not play video games, do you feel upset, restless or angry? |  |  |  |
| 5. When you are sad, upset or with any problems, do you play video games more? |  |  |  |
| 6. When you lose or can´t pass any level, do you need to play again to try to win? |  |  |  |
| 7. Have you ever play when anyone is watching? |  |  |  |
| 8. To be able to play, do you any one of this things: miss classes, lie, steal, argue with anyone? |  |  |  |
| 9. To spend much time playing, did you ever do any one of this things: skip doing homework, skip meals, sleep later, spend less time with family? |  |  |  |

**Table 2:** Risk factors for addictive VG use

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **GROUP 1** | | | **GROUP 2** | | |
| **Without additive use criteria, n (%)** | **With additive use criteria, n (%)** | **p value** | **Without risk behaviour, n (%)** | **With risk behaviour, n (%)** | **p value** |
| **How much hours do children play during the week** | | | | | | |
| 00:00 h | 22 (95,7) | 1 (4,3) | 0,062 | 20 (87,0) | 3 (13,0) | < 0,0011 |
| 00:00 – 00:30 h | 42 (100,9) | 0 (0,0) | 35 (83,3) | 7 (16,7) |
| 00:30 – 01:59 h | 41 (97,6) | 1 (2,4) | 33 (78,6) | 9 (21,4) |
| 02:00 – 03:59 h | 26 (89,7) | 3 (10,3) | 9 (31,0) | 20 (69,0) |
| > 04:00 h | 14 (93,3) | 1 (6,7) | 4 (26,7) | 11 (73,3) |
| Total | 145 (96,0) | 6 (4,0) | 101 (66,9) | 50 (33,1) |
| **How much hours do children play during the weekend** | | | | | | |
| 00:00 h | 9 (90,0) | 1 (10,0) | 0,0822 | 9 (90,0) | 1 (10,0) | < 0,0011 |
| 00:00 – 00:30 h | 34 (100,0) | 0 (0,0) | 28 (82,4) | 6 (17,6) |
| 00:30 – 01:59 h | 45 (100,0) | 0 (0,0) | 34 (75,6) | 11 (24,4) |
| 02:00 – 03:59 h | 26 (100,0) | 0 (0,0) | 15 (57,7) | 11 (42,3) |
| > 04:00 h | 32 (86,5) | 5 (13,5) | 15 (40,5) | 22 (59,5) |
| Total | 146 (96,1) | 6 (3,9) | 101 (66,4) | 51 (33,6) |
| **Age in which they began to play** | | | | | | |
| < 4 years | 5 (100,0) | 0 (0,0) | NA3 | 2 (40,0) | 3 (60,0) | NA1 |
| 4 - 5 years | 25 (96,2) | 1 (3,8) | 14 (53,8) | 12 (46,2) |
| 6 - 8 years | 56 (93,3) | 4 (6,7) | 43 (71,1) | 17 (283) |
| 8 - 9 years | 47 (97,9) | 1 (2,1) | 33 (68,8) | 15 (31,3) |
| 10 - 12 years | 13 (100,0) | 0 (0,0) | 9 (69,2) | 4 (30,8 |
| Total | 146 (96,1) | 6 (3,9) | 101 (66,4) | 51 (33,6) |
| **Age in which they had the first electronic device** | | | | | | |
| < 4 years | 5 )100,0) | 0 (0,0) | NA3 | 3 (60,0) | 2 (40,0) | NA1 |
| 4 - 5 years | 5 (83,3) | 3 (16,7) | 9 (500) | 9 (50,0) |
| 6 - 8 years | 44 (100,0) | 0 (0,0) | 287 (61,4) | 17 (38,6) |
| 8 - 9 years | 51 (96,2) | 2 (3,8) | 37 (69,8) | 16 (21,9) |
| 10 - 12 years | 31 (96,9) | 1 (3,1) | 25 ((78,1) | 7 (21,9) |
| Total | 146 (96,1) | 6 (3,9) | 101 (66,4) | 51 (33,6) |
| **Type of games** | | | | | | |
| **Action** | | | | | | |
| No | 81 (98,8) | 1 (1,2) | 0,0932 | 60(73,2) | 22 (26,8) | 0,0491 |
| Yes | 64 (92,8) | 5 (7,2) | 40 (58,0) | 29 (42,0) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Adventure** | | | | | | |
| No | 71 (95,9) | 23 (4,1) | > 0,9992 | 53 (71,6) | 21 (28,4) | 0,1691 |
| Yes | 74 (96,1) | 3 (3,9) | 47 (61,0) | 30 (39,0) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Fight** | | | | | | |
| No | 100 (97,1) | 3 (29) | 0,3832 | 76 (73,8) | 27 (16,2) | 0,0041 |
| Yes | 45 (93,8) | 3 (6,3) | 24 (50,0) | 24 (50,0) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Run** | | | | | | |
| No | 97 (97,0) | 3 (3,0) | 0,4062 | 68 (68,0) | 32 (32,0) | 0,5181 |
| Yes | 48 (94,1) | 3 (5,9) | 32 (62,7) | 19 (37,3) |
| Total | 145(96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Strategy** | | | | | | |
| No | 95 (96,0) | 4 (4,0) | > 0,9992 | 66 (66,7) | 33 (33,3) | 0,8741 |
| Yes | 50 (96,2) | 2 (3,8) | 34 (65,4) | 18 (34,6) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Sport** | | | | | | |
| No | 92 (97,9) | 2 (2,1) | 0,1972 | 67 (71,3) | 27 (28,7) | 0,0771 |
| Yes | 52 (92,9) | 4 (7,1) | 32 (57,1) | 24 (42,9) |
| Total | 144 (96,0) | 6 (4,0) | 99 (66,0) | 51 (34,0) |
| **Logic reasoning** | | | | | | |
| No | 126 (96,9) | 4 (3,1) | 0,1962 | 85 (65,4) | 45 (34,6) | 0,5871 |
| Yes | 19 (90,5) | 2 (9,5) | 15 (71,4) | 6 (28,6) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |
| **Online games (multiplayer)** | | | | | | |
| No | 68 (97,1) | 2 (2,9) | 0,6862 | 55 (78,6) | 15 (21,4) | 0,0031 |
| Yes | 77 (95,1) | 4 (4,9) | 45 (55,6) | 36 (44,4) |
| Total | 145 (96,0) | 6 (4,0) | 100 (66,2) | 51 (33,8) |

1 Qui-square test

2 Fisher test

3 not applicable