Phenomenological Classification of Computer Game Addiction Definition by the Method of Cluster Analysis.

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Introduction: Phenomenological definition of computer game addiction (CGA) is poorly understood and structured at present days.

Objectives: To conduct research and classificate the phenomenological definition CGA.

Aims: To determine the particular qualities of the phenomenological definition of the CGA.

Methods: We have developed to quantify map, which one describes a set of feelings that occur before game starts, during gaming and after game. We had been interviewed 300 students at the age between 18 and 23 years old. Obtained Data has been classified by the cluster analysis method using the software Statistica 6.0.

Results:

1. According to the results of the cluster analysis method, feelings of boredom, joy during gaming and tiredness after gaming were the least specific for CGA.

2. Virtual reality immersion syndrome, obsessive want to play and irritation in the case of forced game interruption was moderately specific for CGA.

3. Asthenic-depressive distresses with phenomena of time derealization, vegetative regulation disturbance, growing tiredness and drowsiness in case of conscious suppression of obsessive want to play became the most unique for CGA.

Conclusions: Thus, the most and least specific symptoms CGA had been identified by the cluster analysis method, that will be able to improve the diagnosis of the disorder.