

Review of: "The Instances of Insomnia among Adolescents in High School Addicted to Online Games"

Alberto Rebaicini¹

¹ University of Brescia

Potential competing interests: No potential competing interests to declare.

The topic of the study is interesting and relevant, however there are some points of weakness in this article.

Methods section

The authors should explain the sampling procedure and method in a more detailed way. If the of the study was “to examine the prevalence of insomnia among adolescents addicted to online gaming” identifying the sample not only with “adolescents addicted to online gaming and experiencing insomnia within the past three months”, but creating a sample without eliminating those who had not experienced insomnia in the last three months, would have been more congruent with the objective of the article and what is stated in the conclusions.

Results section

Discussing the data in Table 1, authors refer to PUBG and Mobile Legends as “game genres” when they are in fact, as correctly stated in the rest of the article, video game titles but not video game genres.

Discussion section

The phrase “The frequency and duration of online gaming can impact the emotional intelligence of adolescents” need to be supported by a bibliographical reference to support its accuracy.

The phrase “This study revealed that out of 180 adolescents, 73.2% exhibited severe online gaming addiction” is not consistent with what was stated in other parts of the article (180 are the individuals with severe gaming addiction and the sample is composed by 246 subjects). A more coherent statement would be “This study revealed that out of 246 adolescents, 73.2% exhibited severe online gaming addiction” or “This study revealed that 180 adolescents, representing 73.2% of the sample, exhibited severe online gaming addiction”.