

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

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Potential competing interests: No potential competing interests to declare.

Thank you for the invitation and opportunity to review this paper. This paper addresses a current trend which may be a significant public health issue among the youths. This may bring multiple complex psychosocial impact due to their online gaming behavior. The article was pleasant to read and understand. However, I'll like to highlight some of my concern in this research and to offer some suggestions to further enhance this study. I suggest to rephrase the title of the study to be more specific on the type of study and specific study location

It would be good to provide definition of Internet Gaming Disorder and Insomnia Disorder based on DSM 5-TR. The lack of standard definition and challenges faced on this Internet Gaming Disorder may be added in to give readers further insight on this topic.

In the introduction, there is lack of rationale of the research or hypothesis of this study. As excessive gaming may lead on to excessive time spent on gaming leading to insufficient time to sleep. It would be good to know the rationale of the study how excessive internet gaming may lead to insomnia. Probably better if can support with similar studies and findings related to this subject matter. It will be good if authors can provide framework concepts on possible underlying mechanism of excessive online gaming to insomnia which may provide better insights to the readers.

As this study is conducted in school going children, sampling method was rather unclear and how consent was being obtained from legal guardian should be delineated as it was only mentioned as an online google form questionnaire was distributed to the subjects in the study. Generally, methodology is not clear.

A question raised was any specific reason why authors choose a cut off of 1 hour as duration of internet gaming? According to DSM 5, a typical excessive gaming duration may devote 8-10 hours or more daily and at least 30 hours a week.

The Game Addiction Scale questionnaire is a 21-item scale to measure seven underlying criteria (i.e., salience, tolerance, mood modification, relapse, withdrawal, conflict, and problems). However, in the article it was stated as 20 modified questions was being adapted in this study. Is the questionnaire used being validated Indonesia's population and has permission been obtained from the original authors. I am also unsure if the modified questions from GAS was using an appropriate cut-off scores. I suggest provide the reference for the cut-off scores if its possible.

Best of luck!

