

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.

Summary

The article covers the important topic of online gaming addiction, and how this may impact young people. It is important that prevalence and outcome data are gathered to increase awareness of this problem and facilitate intervention.

Strengths

The introduction is comprehensive and well-written, enhancing readers understanding of the nature of gaming addiction as a mental health disorder. The methodology, including the measures used in the cross-sectional survey, are described with clarity.

Weaknesses

Please report the statistical software/ programme used for data analysis. In Table 2, it would be useful to reiterate or cross-reference the specific measures used for each characteristic. In Table 3, no correlation score is presented. Please present an 'r', or other appropriate correlation statistic, alongside the p-value. For this reason, I am tentative about the conclusions drawn by the authors; this can be easily rectified by providing a more thorough explanation of statistical findings in the text.