

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

Neelu Jain Gupta

Potential competing interests: No potential competing interests to declare.

Deprivation or shortness of sleep is a major concern in digital era, where in extensive usage of digital devices is a contributing factor. In present study, authors have tried to outline addiction to online gaming as a causal factor to shortness of sleep. Although this is an important question, the survey done by the author has some limitations in terms of methodology and conclusions.

Methodology:

1. If the author used a questionnaire method, did they validate questionnaire? If yes, they need to give statistical overview of the validation.
2. The major questions in the questionnaire could be mentioned in the manuscript?
3. The grouping on the basis of time spent on online gaming, is arbitrary.
4. The data needs to be presented in more comprehensive manner such as a graphic presentation.

Discussion

1. The authors have mentioned separate studies from Pandey, Chen, Mais, Agesti, Mora, Luas, Irawan, Surbakti, Saputra, Mawitjere, Nurdilla and others, but have not tried to discuss the results from their own study.
2. It is difficult to understand how authors interpret application of their own results to society. Is it universally applicable to all income groups and social strata
3. Suggestions are not elaborated.