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Psychometric validation of the Turkish nine-item Internet Gaming Disorder Scale –Short Form (IGDS9-SF)

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Highlights:

- The IGDS9-SF was psychometrically investigated using Turkish version
- Confirmatory Factor Analysis was used to investigate the factor structure and dimensionality of the IGDS9-SF
- The factor structure of the Turkish version of the IGDS9-SF measure a unidimensional construct
- The IGDS9-SF was reliable and showed good convergent and criterion-related validities
- The prevalence of disordered gamers for the whole sample was 0.96% and it was 2.57% for the e-sports players

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