

responsiveness were more likely to benefit from the intervention than students who scored low. Conclusion: The online intervention ‘Master your smartphone’ seems an effective tool to prevent smartphone addiction symptoms in students.

Keywords: Smartphone addiction, online module, intervention, prevention

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Problematic gaming in young adolescence: The role of in-game rewards and individual vulnerabilities

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Background: Rewarding characteristics in games may amplify the transition from recreational to more problematic gaming behavior. This research explored the association between typical rewarding game elements and adolescents’ problematic gaming behaviors and evaluated the interacting nature of individual vulnerabilities within this relationship. *Method:* In a two-cohort-design the impact of rewarding elements (e.g., random rewards, contingencies rewards, social rewards, and meta-achievements) on adolescents’ problematic gaming was investigated. Participants were 2708 (53.9% male, mean age 13.9 SD=1.20) and 2073 secondary school students in respectively in the first and second cohort (52.1% male, mean age 14.3 SD=1.49). *Results:* Results revealed that random rewards, social rewards, and contingencies rewards, were predictors of adolescents’ problematic gaming in both cohorts. Games including such type of rewards increased the risk for problematic game play. Regarding interactions with individual vulnerabilities, results indicated that for adolescents with attention deficit hyperactivity symptoms, the impact of contingencies rewards on problematic gaming behavior was amplified, while for adolescents with social problems the impact of social rewards on problematic gaming was amplified. *Conclusion:* The findings illustrate that certain rewarding elements in games can increase problematic gaming behavior, particularly among adolescents with individual vulnerabilities. Prevention strategies can benefit from integrating this knowledge in education and intervention strategies may be tailored towards those with attention-deficit hyperactivity symptoms and social problems as these adolescents are at the greatest risk for being affected by the rewarding elements in games.

Keywords: Problematic Gaming, Game Rewards, ADHD, Social Competence, Adolescents