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Internet gaming disorder and impulsivity in Peruvian MOBA gamers

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Background: The consumption of playing internet games in Peru grows 40% annually. In 2013, the DSM-5 classified Internet Gaming Disorder in Section III for further research. Research and evidence-based interventions on this topic is scarce in Peru. Previous research found that impulsivity has a key role in many neuropsychiatric conditions, addictive behaviors, and disordered MOBA gamers. Methods: To examine this relationship, Peruvian MOBA gamers (n = 804) were recruited via a gaming event related website and completed self-reports of impulsivity (Barratt Impulsiveness Scale) and the ten-item Internet Gaming Disorder Test (IGDT-10). Results: As expected, results demonstrated significant associations between impulsivity constructs and Internet Gaming Disorder in MOBA gamers. Conclusions: Identifying associations and comorbid pathology in Internet Gaming Disorder provides better knowledge for Peruvian professional mental health practitioners.