

Appendix E: Scoping Review References

- Adelantado-Renau, M., Moliner-Urdiales, D., Cavero-Redondo, I., Beltran-Valls, M. R., Martínez-Vizcaíno, V., & Álvarez-Bueno, C. (2019). Association between screen media use and academic performance among children and adolescents. *JAMA Pediatrics*, *173*(11), 1058-1067. <https://doi.org/10.1001/jamapediatrics.2019.3176>
- Alahmadi, M. A. (2015, November). Direct Measurement of TV Viewing Time and Physical Activity in Children-A Pilot Study. *International Congress on Sport Sciences Research and Technology Support*, *2*, 145-149. <https://doi.org/10.5220/0005611401450149>
- Alzayyat, A., Al-Gamal, E., & Ahmad, M. M. (2015). Psychosocial correlates of Internet addiction among Jordanian university students. *Journal of psychosocial nursing and mental health services*, *53*(4), 43-51. <https://doi.org/10.3928/02793695-20150309-02>
- Andrews, S., Ellis, D. A., Shaw, H., & Piwek, L. (2015). Beyond self-report: Tools to compare estimated and real-world smartphone use. *PloS one*, *10*(10). <https://doi.org/10.1371/journal.pone.0139004>
- Arksey, H., & O'Malley, L. (2005). Scoping studies: towards a methodological framework. *International journal of social research methodology*, *8*(1), 19-32. <https://doi.org/10.1080/1364557032000119616>
- Armstrong, R., Hall, B. J., Doyle, J., & Waters, E. (2011). 'Scoping the scope' of a Cochrane review. *Journal of public health*, *33*(1), 147-150. <https://doi.org/10.1093/pubmed/fdr015>
- Anderson, M., & Jiang, J. (2018). *Teens, social media & technology 2018*. Pew Research Center. Retrieved from <https://www.pewresearch.org/internet/2018/05/31/teens-social-media-technology-2018/>

Measurement of Digital Media: A Scoping Review 2

Aromataris E, Munn Z (Editors). *Joanna Briggs Institute Reviewer's Manual*. The Joanna Briggs Institute, 2017. <https://doi.org/10.46658/JBIMES-20-01>

Assunção, R. S., & Matos, P. M. (2017). The generalized problematic internet use scale 2: validation and test of the model to Facebook use. *Journal of Adolescence*, 54, 51-59. <https://doi.org/10.1016/j.adolescence.2016.11.007>

Baggio, S., Iglesias, K., Berchtold, A., & Suris, J. C. (2017). Measuring internet use: comparisons of different assessments and with internet addiction. *Addiction Research & Theory*, 25(2), 114-120. <https://doi.org/10.1080/16066359.2016.1206083>

Barr, R. (2019). Growing up in the digital age: Early learning and family media ecology. *Current Directions in Psychological Science*. <https://doi.org/10.1177/0963721419838245>

Barr, R., Kirkorian, H., Radesky, J., Coyne, S., Nichols, D., Blanchfield, O., ... & Epstein, M. (2020). Beyond Screen Time: a synergistic approach to a more comprehensive assessment of family media exposure during early childhood. *Frontiers in Psychology*, 11. <https://doi.org/10.3389/fpsyg.2020.01283>

Başol, G., & Kaya, A. B. (2018). Motives and consequences of online game addiction: A scale development study. *Archives of Neuropsychiatry*, 55(3), 225. <https://doi.org/10.5152/npa.2017.17017>

Bischof-Kastner, C., Kuntsche, E., & Wolstein, J. (2014). Identifying problematic Internet users: development and validation of the Internet Motive Questionnaire for Adolescents (IMQ-A). *Journal of medical Internet research*, 16(10), e230. <https://doi.org/10.2196/jmir.3398>

Błachnio, A., Przepiórka, A., & Hawi, N. S. (2015). Exploring the Online Cognition Scale in a Polish sample. *Computers in Human Behavior*, 51, 470-475. <https://doi.org/10.1016/j.chb.2015.05.028>

Measurement of Digital Media: A Scoping Review 3

- Bodroža, B., & Jovanović, T. (2016). Validation of the new scale for measuring behaviors of Facebook users: Psycho-Social Aspects of Facebook Use (PSAFU). *Computers in Human Behavior, 54*, 425-435. <https://doi.org/10.1016/j.chb.2015.07.032>
- Boubeta, A. R., Salgado, P. G., Folgar, M. I., Gallego, M. A., & Mallou, J. V. (2015). PIUS-a: Problematic Internet Use Scale in adolescents. *Development and psychometric validation. Adicciones, 27*(1).
- Boysan, M., Kuss, D. J., Barut, Y., Ayköse, N., Güleç, M., & Özdemir, O. (2017). Psychometric properties of the Turkish version of the Internet Addiction Test (IAT). *Addictive behaviors, 64*, 247-252. <https://doi.org/10.1016/j.addbeh.2015.09.002>
- Brisson-Boivin, K. (2018). *The digital well-being of Canadian families*. MediaSmarts. Retrieved from <https://mediasmarts.ca/sites/mediasmarts/files/publication-report/full/digital-canadian-families.pdf>
- Browne, D. T., May, S., Hurst-Della Pietra, P., Christakis, D. A., Asamoah, T., Hale, L., ... Neville, R. (2019). From 'screen time' to the digital level of analysis: protocol for a scoping review of digital media use in children and adolescents. *BMJ Open, 2019*(9). <https://doi.org/10.1136/bmjopen-2019-032184>
- Browne, D., Thompson, D. A., & Madigan, S. (2020). Digital Media Use in Children: Clinical vs Scientific Responsibilities. *JAMA pediatrics, 174*(2), 111-112. <https://doi.org/10.1001/jamapediatrics.2019.4559>
- Brunborg, G. S., Hanss, D., Mentzoni, R. A., & Pallesen, S. (2015). Core and peripheral criteria of video game addiction in the game addiction scale for adolescents. *Cyberpsychology, Behavior, and Social Networking, 18*(5), 280-285. <https://doi.org/10.1089/cyber.2014.0509>

Measurement of Digital Media: A Scoping Review 4

Busschaert, C., De Bourdeaudhuij, I., Van Holle, V., Chastin, S. F., Cardon, G., & De Cocker, K.

(2015). Reliability and validity of three questionnaires measuring context-specific sedentary behaviour and associated correlates in adolescents, adults and older adults.

International Journal of Behavioral Nutrition and Physical Activity, 12(1), 117.

<https://doi.org/10.1186/s12966-015-0277-2>

Cabanas-Sánchez, V., Martínez-Gómez, D., Esteban-Cornejo, I., Castro-Piñero, J., Conde-

Caveda, J., & Veiga, Ó. L. (2018). Reliability and validity of the youth leisure-time sedentary behavior questionnaire (YLSBQ). *Journal of science and medicine in sport*,

21(1), 69-74. <https://doi.org/10.1016/j.jsams.2017.10.031>

Calvo-Francés, F. (2016). Internet abusive use questionnaire: psychometric properties.

Computers in Human Behavior, 59, 187-194. <https://doi.org/10.1016/j.chb.2016.01.038>

Caplan, S. E. (2002). Problematic internet use and psychosocial well-being: Development of a

theory-based cognitive-behavioral measurement instrument. *Computers in Human*

Behavior, 18(5), 553e575. [http://doi.org/10.1016/S0747-5632\(02\)00004-3](http://doi.org/10.1016/S0747-5632(02)00004-3).

Caplan, S. E. (2010). Theory and measurement of generalized problematic internet use: A two-

step approach. *Computers in Human Behavior*, 26(5), 1089e1097.

<http://doi.org/10.1016/j.chb.2010.03.012>.

Carson, V., Hesketh, K. D., Rhodes, R. E., Rinaldi, C., Rodgers, W., & Spence, J. C. (2017).

Psychometric Properties of a Parental Questionnaire for Assessing Correlates of

Toddlers' Physical Activity and Sedentary Behavior. *Measurement in Physical Education*

and Exercise Science, 21(4), 190-200. <https://doi.org/10.1080/1091367X.2017.1322087>

Chassiakos, Y. R., Radesky, J., Christakis, D., Moreno, M. A., & Cross, C. (2016). Children and

adolescents and digital media. *Pediatrics*, 138(5). <https://doi.org/10.1542/peds.2016-2593>

Measurement of Digital Media: A Scoping Review 5

- Christakis, D. A. (2019). The challenges of defining and studying “Digital Addiction” in children. *Jama*, *321*(23), 2277-2278. <https://doi.org/10.1001/jama.2019.4690>
- Chen, M. Y., Lai, L. J., Chen, H. C., & Gaete, J. (2014). Development and validation of the short-form adolescent health promotion scale. *BMC public health*, *14*(1), 1106. <https://doi.org/10.1186/1471-2458-14-1106>
- Cheng, C., & Ay, L. (2014). Internet addiction prevalence and quality of (real) life: a meta-analysis of 31 nations across seven world regions. *Cyberpsychol Behav Soc Netw*, *17*(12), 755-760. <https://doi.org/10.1089/cyber.2014.0317>
- Chin, F., & Leung, C. H. (2018). The concurrent validity of the internet addiction test (iat) and the mobile phone dependence questionnaire (MPDQ). *PloS one*, *13*(6). <https://doi.org/10.1371/journal.pone.0197562>
- Cho, H., Kwon, M., Choi, J. H., Lee, S. K., Choi, J. S., Choi, S. W., & Kim, D. J. (2014). Development of the Internet addiction scale based on the Internet Gaming Disorder criteria suggested in DSM-5. *Addictive behaviors*, *39*(9), 1361-1366. <https://doi.org/10.1016/j.addbeh.2014.01.020>
- Cicchetti, D., & Dawson, G. (2002). Multiple levels of analysis. *Development and Psychopathology*, *14*(3), 417-420. <https://doi.org/10.1017/S0954579402003012>
- Cocoradă, E., Maican, C. I., Cazan, A. M., & Maican, M. A. (2018). Assessing the smartphone addiction risk and its associations with personality traits among adolescents. *Children and Youth Services Review*, *93*, 345-354. <https://doi.org/10.1016/j.childyouth.2018.08.006>
- Cristia, A., & Seidl, A. (2015). Parental reports on touch screen use in early childhood. *PloS one*, *10*(6). <https://doi.org/10.1371/journal.pone.0128338>

Measurement of Digital Media: A Scoping Review

6

Davis, R. A. (2001). A cognitive-behavioral model of pathological internet use.

Computers in Human Behavior, 17(2), 187e195. [https://doi.org/10.1016/S0747-5632\(00\)00041-8](https://doi.org/10.1016/S0747-5632(00)00041-8)

De-Sola, J., Talledo, H., Rubio, G., & de Fonseca, F. R. (2017). Psychological factors and alcohol use in problematic mobile phone use in the Spanish population. *Frontiers in psychiatry*, 8, 11. <https://doi.org/10.3389/fpsyt.2017.00011>

de Vreese CH, & Neijens P. Measuring media exposure in a changing communications environment. *Commun Methods Meas*, 2016(10), 69–80.

<https://doi.org/10.1080/19312458.2016.1150441>

Demirci, K., Orhan, H., Demirdas, A., Akpinar, A., & Sert, H. (2014). Validity and reliability of the Turkish Version of the Smartphone Addiction Scale in a younger population. *Klinik Psikofarmakoloji Bülteni-Bulletin of Clinical Psychopharmacology*, 24(3), 226-234. <https://doi.org/10.5455/bcp.20140710040824>

Den Hamer, A. H., Konijn, E. A., Plaisier, X. S., Keijer, M. G., Krabbendam, L. C., & Bushman, B. J. (2017). The content-based media exposure scale (C-ME): *Development and validation*. *Computers in Human Behavior*, 72, 549-557.

<https://doi.org/10.1016/j.chb.2017.02.050>

Dhir, A., Chen, S., & Nieminen, M. (2015a). Psychometric validation of the Chinese Compulsive Internet Use Scale (CIUS) with Taiwanese high school adolescents. *Psychiatric Quarterly*, 86(4), 581-596. <https://doi.org/10.1007/s11126-015-9351-9>

Dhir, A., Chen, S., & Nieminen, M. (2015b). A repeat cross-sectional analysis of the psychometric properties of the Compulsive Internet Use Scale (CIUS) with adolescents

Measurement of Digital Media: A Scoping Review

7

from public and private schools. *Computers & Education*, 86, 172-181.

<https://doi.org/10.1016/j.compedu.2015.03.011>

Dhir, A., Chen, S., & Nieminen, M. (2015c). Predicting adolescent Internet addiction: The roles of demographics, technology accessibility, unwillingness to communicate and sought Internet gratifications. *Computers in Human Behavior*, 51, 24-33.

<https://doi.org/10.1016/j.chb.2015.04.056>

Dhir, A., Chen, S., & Nieminen, M. (2016). Psychometric validation of the compulsive internet use scale: relationship with adolescents' demographics, ICT accessibility, and problematic ICT use. *Social Science Computer Review*, 34(2), 197-214.

<https://doi.org/10.1177/0894439315572575>

Dhir, A., Chen, S., & Nieminen, M. (2017). Development and validation of the Internet gratification scale for adolescents. *Journal of Psychoeducational Assessment*, 35(4), 361-376. <https://doi.org/10.1177/0734282916639460>

D'Silva, C., Cote, P., Murphy, B., & Barakat-Haddad, C. (2018a). Developing and evaluating the feasibility of administering the SLUMP questionnaire for evaluating ergonomic exposures to laptop use in university students. *Work*, 60(2), 235-261.

<https://doi.org/10.3233/WOR-182730>.

D'Silva, C., Cote, P., Murphy, B., & Barakat-Haddad, C. (2018b). Evaluating the test-retest reliability of the SLUMP questionnaire for measuring biomechanical issues during laptop use among university students. *Work*, 61(2), 237-255. <https://doi.org/10.3233/WOR-182795>

Measurement of Digital Media: A Scoping Review 8

Duggan, M. (2015). *Mobile messaging and social media 2015*. PEW Research Center. Retrieved from <https://www.pewresearch.org/wp-content/uploads/sites/9/2015/08/Social-Media-Update-2015-FINAL2.pdf>

El Asam, A., Samara, M., & Terry, P. (2019). Problematic internet use and mental health among British children and adolescents. *Addictive behaviors, 90*, 428-436.
<https://doi.org/10.1016/j.addbeh.2018.09.007>

Emelin, V. A., Tkhostov, A. S., Rasskazova, E. I. (2014). Psychological adaptation in the information communication society: The revised version of the Technology-Related Psychological Consequences Questionnaire. *Psychology in Russia: State of the Art, 7*(2), 105-120.
<https://doi.org/10.1016/j.addbeh.2018.09.007>

Etaher, N., & Weir, G. R. (2016, June). Understanding children's mobile device usage. In *2016 IEEE International Conference on Cybercrime and Computer Forensic (ICCCF)*. (pp. 1-7). <https://doi.org/10.1109/ICCCF.2016.7740437>

Evren, C., Dalbudak, E., Topcu, M., Kutlu, N., Evren, B., & Pontes, H. M. (2018). Psychometric validation of the Turkish nine-item internet gaming disorder scale–short form (IGDS9-SF). *Psychiatry Research, 265*, 349-354. <https://doi.org/10.1016/j.psychres.2018.05.002>

Fernandez, D. P., & Griffiths, M. D. (2019). Psychometric instruments for problematic pornography use: A systematic review. *Evaluation & the Health Professions, 1-71*.
<https://doi.org/10.1177/0163278719861688>

Fernández-Villa, T., Molina, AJ, García-Martín, M., Llorca, J., Delgado-Rodríguez, M., & Martín, V. (2015). Validation and psychometric analysis of the Internet Addiction Test in Spanish among college students. *BMC public health, 15*(1), 953.
<https://doi.org/10.1186/s12889-015-2281-5>

Measurement of Digital Media: A Scoping Review 9

- Fikkers, K. M., Piotrowski, J. T., & Valkenburg, P. M. (2017). Assessing the reliability and validity of television and game violence exposure measures. *Communication research*, 44(1), 117-143. <https://doi.org/10.1177/0093650215573863>
- Fioravanti, G., & Casale, S. (2015). Evaluation of the psychometric properties of the Italian Internet Addiction Test. *Cyberpsychology, Behavior, and Social Networking*, 18(2), 120-128. <https://doi.org/10.1089/cyber.2014.0493>
- Foerster, M., Roser, K., Schoeni, A., & Rösli, M. (2015). Problematic mobile phone use in adolescents: derivation of a short scale MPPUS-10. *International journal of public health*, 60(2), 277-286. <https://doi.org/10.1007/s00038-015-0660-4>
- Fuster, H., Carbonell, X., Pontes, H. M., & Griffiths, M. D. (2016). Spanish validation of the internet gaming disorder-20 (IGD-20) test. *Computers in Human Behavior*, 56, 215-224. <https://doi.org/10.1016/j.chb.2015.11.050>
- Gaetan, S., Bonnet, A., Bréjard, V., & Cury, F. (2014). French validation of the 7-item Game Addiction Scale for adolescents. *Revue Européenne de Psychologie Appliquée/European Review of Applied Psychology*, 64(4), 161-168. <https://doi.org/10.1016/j.erap.2014.04.004>
- Goedhart, G., Van Wel, L., Langer, C. E., de Llobet Viladoms, P., Wiart, J., Hours, M., ... & Choi, K. H. (2018). Recall of mobile phone usage and laterality in young people: the multinational Mobi-Expo study. *Environmental research*, 165, 150-157. <https://doi.org/10.1016/j.envres.2018.04.018>
- Gower, A. D., & Moreno, M. A. (2018). A novel approach to evaluating mobile smartphone screen time for iPhones: feasibility and preliminary findings. *JMIR mHealth and uHealth*, 6(11), e11012. <https://doi.org/10.2196/11012>

Measurement of Digital Media: A Scoping Review 10

Gray, H. L., Koch, P. A., Contento, I. R., Bandelli, L. N., & Di Noia, J. (2016). Validity and reliability of behavior and theory-based psychosocial determinants measures, using audience response system technology in urban upper-elementary schoolchildren. *Journal of nutrition education and behavior*, 48(7), 437-452.

<https://doi.org/10.1016/j.jneb.2016.03.018>

Guertler, D., Broda, A., Bischof, A., Kastirke, N., Meerkerk, G. J., John, U., ... & Rumpf, H. J. (2014a). Factor structure of the compulsive internet use scale. *Cyberpsychology, Behavior, and Social Networking*, 17(1), 46-51. <https://doi.org/10.1089/cyber.2013.0076>

Guertler, D., Rumpf, H. J., Bischof, A., Kastirke, N., Petersen, K. U., John, U., & Meyer, C. (2014b). Assessment of problematic internet use by the compulsive internet use scale and the internet addiction test: A sample of problematic and pathological gamblers. *European Addiction Research*, 20(2), 75-81. <https://www.jstor.org/stable/26790917>

Hatfield, M., Parsons, R., & Ciccarelli, M. (2016). The development and validation of the Healthy Computing Questionnaire for Children (HCQC). *Work*, 54(2), 389-399. <https://doi.org/10.3233/WOR-162324>

Hawi, N. S., Blachnio, A., & Przepiorka, A. (2015). Polish validation of the internet addiction test. *Computers in Human Behavior*, 48, 548-553. <https://doi.org/10.1016/j.chb.2015.01.058>

Hawi, N. S., & Samaha, M. (2017). Validation of the Arabic version of the Internet Gaming Disorder-20 test. *Cyberpsychology, Behavior, and Social Networking*, 20(4), 268-272. <https://doi.org/10.1089/cyber.2016.0493>

Measurement of Digital Media: A Scoping Review 11

- Hayee, A. A., & Kamal, A. (2014). The development of third-person effect questionnaire and media exposure list in local and foreign electronic entertainment media context. *Pakistan Journal of Psychological Research*, 29(1).
- Higgins JPT, Altman DG, Sterne JAC (editors). Chapter 8: Assessing risk of bias in included studies. In: Higgins JPT, Green S (editors). *Cochrane Handbook for Systematic Reviews of Interventions Version 5.1.0 (updated March 2011)*. The Cochrane Collaboration, 2011. Available from www.handbook.cochrane.org.
- Holstein, B. E., Pedersen, T. P., Bendtsen, P., Madsen, K. R., Meilstrup, C. R., Nielsen, L., & Rasmussen, M. (2014). Perceived problems with computer gaming and internet use among adolescents: measurement tool for non-clinical survey studies. *BMC Public Health*, 14(1), 361. <https://doi.org/10.1186/1471-2458-14-361>.
- Houghton, S., Hunter, S. C., Rosenberg, M., Wood, L., Zadow, C., Martin, K., & Shilton, T. (2015). Virtually impossible: limiting Australian children and adolescents daily screen-based media use. *BMC public health*, 15(1), 5. <https://doi.org/10.1186/1471-2458-15-5>
- Hunter, S. C., Houghton, S., Zadow, C., Rosenberg, M., Wood, L., Shilton, T., & Lawrence, D. (2017). Development of the adolescent preoccupation with screens scale. *BMC public health*, 17(1), 652. <https://doi.org/10.1186/s12889-017-4657-1>
- Hutton, J. S., Dudley, J., Horowitz-Kraus, T., DeWitt, T., & Holland, S. K. (2020). Associations between screen-based media use and brain white matter integrity in preschool-aged children. *JAMA pediatrics*, 174(1), e193869-e193869. <https://doi.org/10.1001/jamapediatrics.2019.3869>
- Jeromin, F., Rief, W., & Barke, A. (2016). Validation of the Internet Gaming Disorder Questionnaire in a sample of adult German-speaking internet gamers. *Cyberpsychology*,

Measurement of Digital Media: A Scoping Review

12

Behavior, and Social Networking, 19(7), 453-459.

<https://doi.org/10.1089/cyber.2016.0168>

Jiang, J. (2018). *How teens and parents navigate screen time and device distractions*. Pew Research Center. Retrieved from https://www.pewresearch.org/internet/wp-content/uploads/sites/9/2018/08/PI_2018.08.22_teens-screentime_FINAL.pdf

Kaya, F., Delen, E., & Young, K. S. (2016). Psychometric properties of the Internet Addiction Test in Turkish. *Journal of Behavioural Addictions*, 5(1), 130-134.

<https://doi.org/10.1016/j.addbeh.2015.09.002>

Khoury, J. M., de Freitas, A. A. C., Roque, M. A. V., Albuquerque, M. R., das Neves, M. D. C. L., & Garcia, F. D. (2017). Assessment of the accuracy of a new tool for the screening of smartphone addiction. *PloS one*, 12(5). <https://doi.org/10.1371/journal.pone.0176924>

Kim, J., LaRose, R., & Peng, W. (2009). Loneliness as the cause and the effect of problematic internet use: The relationship between internet use and psychological well-being. *CyberPsychology & Behavior*, 12(4), 451e455. <http://dx.doi.org/10.1089/cpb.2008.0327>

Kim, D., Lee, Y., Lee, J., Nam, J. K., & Chung, Y. (2014). Development of Korean smartphone addiction proneness scale for youth. *PloS one*, 9(5), e97920. <https://doi.org/10.1371/journal.pone.0097920>

King, D. L., Haagsma, M. C., Delfabbro, P. H., Gradisar, M., & Griffiths, M. D. (2013). Toward a consensus definition of pathological video-gaming: A systematic review of psychometric assessment tools. *Clinical Psychology Review*, 33(2013), 331-342. <https://doi.org/10.1016/j.cpr.2013.01.002>

Király, O., Slezcka, P., Pontes, H. M., Urbán, R., Griffiths, M. D., & Demetrovics, Z. (2017). Validation of the ten-item Internet Gaming Disorder Test (IGDT-10) and evaluation of

Measurement of Digital Media: A Scoping Review

13

the nine DSM-5 Internet Gaming Disorder criteria. *Addictive behaviors*, 64, 253-260.

<https://doi.org/10.1016/j.addbeh.2015.11.005>

Komnenić, D., Filipović, S., & Vukosavljević-Gvozden, T. (2015). Assessing maladaptive cognitions related to online gaming: Proposing an adaptation of online cognitions scale.

Computers in Human Behavior, 51, 131-139. <https://doi.org/10.1016/j.chb.2015.04.051>

Koo, H. J., Han, D. H., Park, S. Y., & Kwon, J. H. (2017). The structured clinical interview for DSM-5 Internet gaming disorder: Development and validation for diagnosing IGD in

adolescents. *Psychiatry investigation*, 14(1), 21. <https://doi.org/10.4306/pi.2017.14.1.21>

Kostyrka-Allchorne, K., Cooper, N. R., & Simpson, A. (2017). The relationship between television exposure and children's cognition and behaviour: A systematic review.

Developmental Review, 44(2017), 19-58. <https://doi.org/10.1016/j.dr.2016.12.002>

Kuss, D. J., Harkin, L., Kanjo, E., & Billieux, J. (2018). Problematic smartphone use:

Investigating contemporary experiences using a convergent design. *International journal of environmental research and public health*, 15(1), 142.

<https://doi.org/10.3390/ijerph15010142>

Laconi, S., Kaliszewska-Czeremska, K., Tricard, N., Chabrol, H., & Kuss, D. J. (2018). The Generalized Problematic Internet Use Scale-2 in a French sample: Psychometric

evaluation of the theoretical model. *L'Encéphale*, 44(3), 192-199.

Laconi, S., Rodgers, R. F., & Chabrol, H. (2014). The measurement of internet addiction: A

critical review of existing scales and their psychometric properties. *Computers in Human Behaviour*, 41(2014), 190-202. doi: 10.1016/j.chb.2014.09.026

Lai, C. M., Mak, K. K., Cheng, C., Watanabe, H., Nomachi, S., Bahar, N., ... & Griffiths, M. D.

(2015). Measurement invariance of the internet addiction test among Hong Kong,

Measurement of Digital Media: A Scoping Review

14

Japanese, and Malaysian adolescents. *Cyberpsychology, Behavior, and Social Networking*, 18(10), 609-617.

LaRose, R., Eastin, M. S., & Gregg, J. (2001a). Reformulating the internet paradox: Social cognitive explanations of internet use and depression. *Journal of Online Behavior*, 1(2).

LaRose, R., Lin, C. A., & Eastin, M. S. (2003). Unregulated internet usage: Addiction, habit, or deficient self-regulation? *Media Psychology*, 5(3), 225e253. http://doi.org/10.1207/S1532785XMEP0503_01.

LaRose, R., Mastro, D., & Eastin, M. S. (2001b). Understanding internet usage: A social-cognitive approach to uses and gratifications. *Social Science Computer Review*, 19(4), 395e413. <http://doi.org/10.1177/089443930101900401>

Lauricella, A. R., Cingel, D. P., Beaudoin-Ryan, L., Robb, M. B., Saphir, M., & Wartella, E. A. (2016). *The Common Sense Census: Plugged-in parents of tweens and teens*. Common Sense Media. Retrieved from <https://www.commonsensemedia.org/research/the-common-sense-census-plugged-in-parents-of-tweens-and-teens-2016#:~:text=For%20the%20first%20time%20in,their%20own%20%2D%2D%20media%20use.&text=The%20findings%20create%20a%20comprehensive,media%20issues%20for%20their%20children>.

Lee, R. M., Emmons, K. M., Okechukwu, C. A., Barrett, J. L., Kenney, E. L., Craddock, A. L., ... & Gortmaker, S. L. (2014). Validity of a practitioner-administered observational tool to measure physical activity, nutrition, and screen time in school-age programs. *International Journal of Behavioral Nutrition and Physical Activity*, 11(1), 145. <https://doi.org/10.1186/s12966-014-0145-5>

Measurement of Digital Media: A Scoping Review 15

Lemmens, J. S., Valkenburg, P. M., & Gentile, D. A. (2015). The Internet gaming disorder scale.

Psychological assessment, 27(2), 567. <https://doi.org/10.1037/pas0000062>

Lemos, I. L., Cardoso, A., & Sougey, E. B. (2016). Validity and reliability assessment of the Brazilian version of the game addiction scale (GAS). *Comprehensive Psychiatry*, 67, 19-25. <https://doi.org/10.1016/j.comppsy.2016.01.014>

Lerner, R. M., & Damon, W. E. (2006). *Handbook of child psychology: Theoretical models of human development, Vol. 1*. John Wiley & Sons Inc.

Leung, C. H. (2017). Assessing mobile phone dependency and teens' everyday life in Hong Kong. *Australian Journal of Psychology*, 69(1), 29-38. <https://doi.org/10.1111/ajpy.12115>

Li, J., Lau, J. T., Mo, P. K., Su, X., Wu, A. M., Tang, J., & Qin, Z. (2016). Validation of the Social Networking Activity Intensity Scale among junior middle school students in China. *PloS one*, 11(10). <https://doi.org/10.1371/journal.pone.0165695>

Li, W., Diez, S. L., & Zhao, Q. (2019). Exploring problematic internet use among non-latinx black and latinx youth using the problematic internet use questionnaire-short form (PIUQ-SF). *Psychiatry research*, 274, 322-329. <https://doi.org/10.1016/j.psychres.2019.02.048>

Livingstone, S., Mascheroni, G., & Staksrud, E. (2018). European research on children's internet use: Assessing the past and anticipating the future. *New Media & Society*, 20(3), 1103-1122. <https://doi.org/10.1177/1461444816685930>

Lin, C. Y., Broström, A., Nilsen, P., Griffiths, M. D., & Pakpour, A. H. (2017). Psychometric validation of the Persian Bergen Social Media Addiction Scale using classic test theory

Measurement of Digital Media: A Scoping Review

16

and Rasch models. *Journal of behavioral addictions*, 6(4), 620-629.

<https://doi.org/10.1556/2006.6.2017.071>

Lin, C. Y., Griffiths, M. D., & Pakpour, A. H. (2018). Psychometric evaluation of Persian Nomophobia Questionnaire: Differential item functioning and measurement invariance across gender. *Journal of behavioral addictions*, 7(1), 100-108.

<https://doi.org/10.1556/2006.7.2018.11>

Liu, C., & Ma, J. (2018). Development and validation of the Chinese social media addiction scale. *Personality and Individual Differences*, 134, 55-59.

<https://doi.org/10.1016/j.paid.2018.05.046>

Lopez-Fernandez, O., Honrubia-Serrano, L., Freixa-Blanxart, M., & Gibson, W. (2014).

Prevalence of problematic mobile phone use in British adolescents. *CyberPsychology, Behavior, and social networking*, 17(2), 91-98. <https://doi.org/10.1089/cyber.2012.0260>

Lou, J., Liu, H., & Liu, X. (2017). Development of the Problematic Social Networking Services Use Scale with college students. *Social Behavior and Personality: an international journal*, 45(11), 1889-1903. <https://doi.org/10.2224/sbp.6179>

Luk, T. T., Wang, M. P., Shen, C., Wan, A., Chau, P. H., Oliffe, J., ... & Lam, T. H. (2018).

Short version of the Smartphone Addiction Scale in Chinese adults: Psychometric properties, sociodemographic, and health behavioral correlates. *Journal of behavioral addictions*, 7(4), 1157-1165. <https://doi.org/10.1556/2006.7.2018.105>

Madigan, S., Browne, D., Racine, N., Mori, C., & Tough, S. (2019). Association between screen time and children's performance on a developmental screening test. *JAMA pediatrics*, 173(3), 244-250. <https://doi.org/10.1001/jamapediatrics.2018.5056>

Measurement of Digital Media: A Scoping Review 17

Madigan, S., McArthur, B. A., Anhorn, C., Eirich, R., & Christakis, D. A. (2020). Associations Between Screen Use and Child Language Skills: A Systematic Review and Meta-analysis. *JAMA pediatrics*. <https://doi.org/10.1001/jamapediatrics.2020.0327>

Madigan, S., Racine, N., & Tough, S. (2020). Prevalence of preschoolers meeting vs exceeding screen time guidelines. *JAMA pediatrics*, *174*(1), 93-95.
<https://doi.org/10.1001/jamapediatrics.2019.4495>

Mak, K. K., Lai, C. M., Ko, C. H., Chou, C., Kim, D. I., Watanabe, H., & Ho, R. C. (2014). Psychometric properties of the revised Chen Internet Addiction Scale (CIAS-R) in Chinese adolescents. *Journal of abnormal child psychology*, *42*(7), 1237-1245.
<https://doi.org/10.1007/s10802-014-9851-3>

Mak, K. K., Nam, J. K., Kim, D., Aum, N., Choi, J. S., Cheng, C., ... & Watanabe, H. (2017). Cross-cultural adaptation and psychometric properties of the Korean Scale for Internet Addiction (K-Scale) in Japanese high school students. *Psychiatry Research*, *249*, 343-348. <https://doi.org/10.1016/j.psychres.2017.01.044>

Marino, C., Vieno, A., Altoè, G., & Spada, M. M. (2016). Factorial validity of the Problematic Facebook Use Scale for adolescents and young adults. *Journal of Behavioral Addictions*, *6*(1), 5-10. <https://doi.org/10.1556/2006.6.2017.004>

Mireku, M. O., Mueller, W., Fleming, C., Chang, I., Dumontheil, I., Thomas, M. S., ... & Toledano, M. B. (2018). Total recall in the SCAMP cohort: validation of self-reported mobile phone use in the smartphone era. *Environmental research*, *161*, 1-8.
<https://doi.org/10.1016/j.envres.2017.10.034>

Measurement of Digital Media: A Scoping Review 18

- Monacis, L., Palo, V. D., Griffiths, M. D., & Sinatra, M. (2016). Validation of the internet gaming disorder scale–short-form (IGDS9-SF) in an Italian-speaking sample. *Journal of behavioral addictions*, 5(4), 683-690. <https://doi.org/10.1556/2006.5.2016.083>
- Monacis, L., de Palo, V., Griffiths, M. D., & Sinatra, M. (2017). Exploring individual differences in online addictions: The role of identity and attachment. *International journal of mental health and addiction*, 15(4), 853-868. <https://doi.org/10.1007/s11469-017-9768-5>
- Montag, C., Wegmann, E., Sariyska, R., Demetrovics, Z., & Brand, M. (2019). How to overcome taxonomical problems in the study of Internet use disorders and what to do with “smartphone addiction”? *Journal of behavioral addictions*. 1–7. Advance online publication. <https://doi.org/10.1556/2006.8.2019.59>
- Moreno, M. A., Arseniev-Koehler, A., & Selkie, E. (2016). Development and testing of a 3-item screening tool for problematic internet use. *The Journal of pediatrics*, 176, 167-172. <https://doi.org/10.1016/j.jpeds.2016.05.067>
- Odgers, C. L., & Jensen, M. R. (2020). Annual Research Review: Adolescent mental health in the digital age: facts, fears, and future directions. *Journal of Child Psychology and Psychiatry*, 61(3), 336-348. <https://doi.org/10.1111/jcpp.13190>
- Ogel, K., Karadag, F., Satgan, D., & Koc, C. (2015). Development of the Addiction Profile Index Internet Addiction Form (APIINT): Validity and Reliability. *Journal of Psychiatry & Neurological Sciences*, 28(4). <https://doi.org/10.5350/DAJPN2015280405>
- Olafsson, K., & Staksrud, E. (2017). *EU Kids Online 2017 (Questionnaire)*.
- Pavia, L., Cavani, P., Di Blasi, M., & Giordano, C. (2016). Smartphone Addiction Inventory (SPAI): Psychometric properties and confirmatory factor analysis. *Computers in Human Behavior*, 63, 170-178. <https://doi.org/10.1016/j.chb.2016.05.039>

Measurement of Digital Media: A Scoping Review 19

Pontes, H. M., Andreassen, C. S., & Griffiths, M. D. (2016). Portuguese validation of the Bergen Facebook Addiction Scale: an empirical study. *International Journal of Mental Health and Addiction*, *14*(6), 1062-1073. <https://doi.org/10.1007/s11469-016-9694-y>

Pontes, H. M., Caplan, S. E., & Griffiths, M. D. (2016). Psychometric validation of the generalized problematic internet use scale 2 in a Portuguese sample. *Computers in Human Behavior*, *63*, 823-833. <https://doi.org/10.1016/j.chb.2016.06.015>

Pontes, H. M., & Griffiths, M. D. (2015). Measuring DSM-5 Internet gaming disorder: Development and validation of a short psychometric scale. *Computers in Human Behavior*, *45*, 137-143. <https://doi.org/10.1016/j.chb.2014.12.006>

Pontes, H. M., & Griffiths, M. D. (2016). Portuguese validation of the internet gaming disorder scale–short-form. *Cyberpsychology, Behavior, and Social Networking*, *19*(4), 288-293. <https://doi.org/10.1089/cyber.2015.0605>

Pontes, H. M., & Griffiths, M. D. (2017). The development and psychometric evaluation of the Internet Disorder Scale (IDS-15). *Addictive behaviors*, *64*, 261-268. <https://doi.org/10.1016/j.addbeh.2015.09.003>

Pontes, H. M., Kiraly, O., Demetrovics, Z., & Griffiths, M. D. (2014). The conceptualisation and measurement of DSM-5 Internet Gaming Disorder: The development of the IGD-20 Test. *PloS one*, *9*(10), e110137. <https://doi.org/10.1371/journal.pone.0110137>

Pontes, H. M., Macur, M., & Griffiths, M. D. (2016). Internet Gaming Disorder among Slovenian primary schoolchildren: Findings from a nationally representative sample of adolescents. *Journal of behavioral addictions*, *5*(2), 304-310. <https://doi.org/10.1556/2006.5.2016.042>

Measurement of Digital Media: A Scoping Review 20

Pontes, H. M., Patrao, I. M., & Griffiths, M. D. (2014). Portuguese validation of the Internet Addiction Test: An empirical study. *Journal of Behavioral Addictions*, 3(2), 107-114.

<https://doi.org/10.1556/JBA.3.2014.2.4>

Quelly, S. B. (2018). Developing and testing adapted measures of children's self-efficacy, intentions, and behaviors associated with childhood obesity. *Children's Health Care*, 47(1), 67-82. <https://doi.org/10.1080/02739615.2016.1275637>

Radesky, J. S., Weeks, H. M., Ball, R., Schaller, A., Yeo, S., Durnez, J., ... & Barr, R. (2020).

Young children's use of smartphones and tablets. *Pediatrics*. 146(1), e20193518.

<https://doi.org/10.1542/peds.2019-3518>

Rich, M., Bickham, D. S., & Shrier, L. A. (2015). Measuring youth media exposure: A multimodal method for investigating the influence of media on digital natives. *American Behavioural Scientist*, 59(14), 1736-1754. <https://doi.org/10.1177/0002764215596558>

Rideout, V. (2015) *The Common Sense Census: Media use by tweens and teens*. Common Sense Media. Retrieved from

https://www.commonsensemedia.org/sites/default/files/uploads/research/census_research_report.pdf

Rideout, V. (2017). *The Common Sense Census: Media use by kids age zero to eight*. PEW Research Center. Retrieved from <https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-kids-age-zero-to-eight-2017>

Rideout, V., & Robb, M. B. (2018) *Social media, social life: Teens reveal their experiences*.

Common Sense Media. Retrieved from

https://www.commonsensemedia.org/sites/default/files/uploads/research/2018_cs_social-mediasociallife_fullreport-final-release_2_lowres.pdf

Measurement of Digital Media: A Scoping Review 21

Rideout, V., & Robb, M. B. (2019) *The Common Sense Census: Media use by tweens and teens.*

Common Sense Media. Retrieved from

[https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens-](https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens-2019#:~:text=The%20Common%20Sense%20Census%3A%20Media%20Use%20by%20Tweens%20and%20Teens%2C%202019,-Kids'%20media%20preferences&text=This%20large%2Dscale%20study%20explores,an&d%20what%20they%20enjoy%20most.)

[2019#:~:text=The%20Common%20Sense%20Census%3A%20Media%20Use%20by%20Tweens%20and%20Teens%2C%202019,-](https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens-2019#:~:text=The%20Common%20Sense%20Census%3A%20Media%20Use%20by%20Tweens%20and%20Teens%2C%202019,-)

[Kids'%20media%20preferences&text=This%20large%2Dscale%20study%20explores,an&d%20what%20they%20enjoy%20most.](https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens-2019#:~:text=The%20Common%20Sense%20Census%3A%20Media%20Use%20by%20Tweens%20and%20Teens%2C%202019,-Kids'%20media%20preferences&text=This%20large%2Dscale%20study%20explores,an&d%20what%20they%20enjoy%20most.)

Robb, M. B. (2019). *The new normal: Parents, teens, screens, and sleep in the United States.*

Common Sense Media. Retrieved from

<https://www.commonsensemedia.org/sites/default/files/uploads/research/2019-new-normal-parents-teens-screens-and-sleep-united-states.pdf>

Robb, M., Bay, W., & Vennegaard, T. (2019). *The new normal: Parents, teens, and mobile*

devices in Mexico. Common Sense Media. Retrieved from

<http://assets.uscannenberg.org/docs/new-normal/new-normal-full-report-mexico-english-2019.pdf>

Roh, D., Bhang, S. Y., Choi, J. S., Kweon, Y. S., Lee, S. K., & Potenza, M. N. (2018). The validation of Implicit Association Test measures for smartphone and Internet addiction in at-risk children and adolescents. *Journal of behavioral addictions*, 7(1), 79-87.

<https://doi.org/10.1556/2006.7.2018.02>

Sahin, M., Gumus, Y. Y., & Dincel, S. (2016). Game addiction and academic achievement.

Educational Psychology, 36(9), 1533-1543.

<https://doi.org/10.1080/01443410.2014.972342>

Measurement of Digital Media: A Scoping Review 22

Salgado, P. G., Boubeta, A. R., Tobío, T. B., Mallou, J. V., & Couto, C. B. (2014). Evaluation and early detection of problematic Internet use in adolescents. *Psicothema*, *26*(1), 21-26.

<https://doi.org/10.7334/psicothema2013.109>

Sanders, J. L., & Williams, R. J. (2016). Reliability and validity of the behavioral addiction measure for video gaming. *Cyberpsychology, Behavior, and Social Networking*, *19*(1), 43-48. <https://doi.org/10.1089/cyber.2015.0390>

Savci, M., Ercengiz, M., & Aysan, F. (2018). Turkish adaptation of the Social Media Disorder Scale in adolescents. *Archives of Neuropsychiatry*, *55*(3), 248.

<https://doi.org/10.5152/npa.2017.19285>

Schivinski, B., Brzozowska-Woś, M., Buchanan, E. M., Griffiths, M. D., & Pontes, H. M. (2018). Psychometric assessment of the internet gaming disorder diagnostic criteria: an item response theory study. *Addictive Behaviors Reports*, *8*, 176-184.

<https://doi.org/10.1016/j.abrep.2018.06.004>

Sfendla, A., Laita, M., Nejjar, B., Souirti, Z., Touhami, A. A. O., & Senhaji, M. (2018).

Reliability of the Arabic smartphone addiction scale and smartphone addiction scale-short version in two different moroccan samples. *Cyberpsychology, Behavior, and Social Networking*, *21*(5), 325-332. <https://doi.org/10.1089/cyber.2017.0411>

Siciliano, V., Bastiani, L., Mezzasalma, L., Thanki, D., Curzio, O., & Molinaro, S. (2015).

Validation of a new Short Problematic Internet Use Test in a nationally representative sample of adolescents. *Computers in Human Behavior*, *45*, 177-184.

<https://doi.org/10.1016/j.chb.2014.11.097>

Silva, D. A. S., Gunnell, K. E., & Tremblay, M. S. (2018). Factor structure of responses to the Portuguese version of questions about screen time-based sedentary behavior among

Measurement of Digital Media: A Scoping Review

23

adolescents. *Journal of Physical Activity and Health*, 15(4), 263-268.

<https://doi.org/10.1123/jpah.2016-0382>

Simó-Sanz, C., Ballestar-Tarín, M. ^a. L., & Martínez-Sabater, A. (2018). Smartphone Addiction

Inventory (SPAI): Translation, adaptation and validation of the tool in Spanish adult population. *PloS one*, 13(10), e0205389. <https://doi.org/10.1371/journal.pone.0205389>

Škařupová, K., Ólafsson, K., & Blinka, L. (2015). Excessive internet use and its association with negative experiences: quasi-validation of a short scale in 25 European countries.

Computers in Human Behavior, 53, 118-123. <https://doi.org/10.1016/j.chb.2015.06.047>

Smith, A., & Anderson, M. (2018). *Social media use in 2018*. Pew Research Centre. Retrieved from <https://www.pewresearch.org/internet/2018/03/01/social-media-use-in-2018/>

Smith, A., Toor, S., & van Kessel, P. (2018). *Many turn to YouTube for children's content, news, how-to lessons*. Pew Research Center. Retrieved from

<https://www.pewresearch.org/internet/2018/11/07/many-turn-to-youtube-for-childrens-content-news-how-to-lessons/>

Smohai, M., Urbán, R., Griffiths, M. D., Király, O., Mirnics, Z., Vargha, A., & Demetrovics, Z.

(2017). Online and offline video game use in adolescents: measurement invariance and problem severity. *The American Journal of Drug and Alcohol Abuse*, 43(1), 111-116.

<https://doi.org/10.1080/00952990.2016.1240798>

Tateno, M., Kim, D. J., Teo, A. R., Skokauskas, N., Guerrero, A. P., & Kato, T. A. (2019).

Smartphone addiction in Japanese college students: usefulness of the Japanese version of the smartphone addiction scale as a screening tool for a new form of internet addiction.

Psychiatry investigation, 16(2), 115. <https://doi.org/10.30773/pi.2018.12.25.2>

Measurement of Digital Media: A Scoping Review

24

- Tejeiro, R. A., Espada, J. P., Gonzalvez, M. T., & Christiansen, P. (2016). Psychometric properties of the Problem Video Game Playing scale in adults. *Revue Européenne de Psychologie Appliquée/European Review of Applied Psychology*, *66*(1), 9-13.
<https://doi.org/10.1016/j.erap.2015.11.004>
- Teo, T., & Kam, C. (2014). Validity of the Internet Addiction Test for Adolescents and Older Children (IAT-A) Tests of Measurement Invariance and Latent Mean Differences. *Journal of Psychoeducational Assessment*, *32*(7), 624-637.
<https://doi.org/10.1177/0734282914531708>
- Tran, B. X., Mai, H. T., Nguyen, L. H., Nguyen, C. T., Latkin, C. A., Zhang, M. W., & Ho, R. C. (2017). Vietnamese validation of the short version of internet addiction test. *Addictive behaviors reports*, *6*, 45-50. <https://doi.org/10.1016/j.abrep.2017.07.001>
- Tsimtsiou, Z., Haidich, A. B., Kokkali, S., Dardavesis, T., Young, K. S., & Arvanitidou, M. (2014). Greek version of the Internet Addiction Test: a validation study. *Psychiatric Quarterly*, *85*(2), 187-195. <https://doi.org/10.1007/s11126-013-9282-2>
- Tu, D., Gao, X., Wang, D., & Cai, Y. (2017). A new measurement of internet addiction using diagnostic classification models. *Frontiers in psychology*, *8*, 1768.
<https://doi.org/10.3389/fpsyg.2017.01768>
- Twenge, J. M., & Campbell, W. K. (2018). Associations between screen time and lower psychological well-being among children and adolescents: Evidence from a population-based study. *Preventive medicine reports*, *12*, 271-283.
<https://doi.org/10.1016/j.pmedr.2018.10.003>
- Twenge, J. M., Joiner, T. E., Rogers, M. L., & Martin, G. N. (2018). Increases in depressive symptoms, suicide-related outcomes, and suicide rates among US adolescents after 2010

Measurement of Digital Media: A Scoping Review 25

and links to increased new media screen time. *Clinical Psychological Science*, 6(1), 3-17.

<https://doi.org/10.1177/2167702617723376>

Vadlin, S., Åslund, C., Rehn, M., & Nilsson, K. W. (2015). Psychometric evaluation of the adolescent and parent versions of the Gaming Addiction Identification Test (GAIT).

Scandinavian Journal of Psychology, 56(6), 726-735. <https://doi.org/10.1111/sjop.12250>

Valaitis, R., Martin-Misener, R., Wong, S. T., MacDonald, M., Meagher-Stewart, D., Austin, P., ... & Savage, R. (2012). Methods, strategies and technologies used to conduct a scoping

literature review of collaboration between primary care and public health. *Primary health care research & development*, 13(3), 219-236.

<https://doi.org/10.1017/s1463423611000594>

van Rooij, A. J., Schoenmakers, T. M., & van de Mheen, D. (2015). Assessment van

gameverslaving in de klinische praktijk met de C-VAT 2.0. *Verslaving*, 11(3), 184-197.

<https://doi.org/10.1007/s12501-015-0027-9>

Van Den Eijnden, R. J., Lemmens, J. S., & Valkenburg, P. M. (2016). The social media disorder scale. *Computers in Human Behavior*, 61, 478-487.

<https://doi.org/10.1016/j.chb.2016.03.038>

Vandewater EA, & Lee SJ. Measuring children's media use in the digital age: Issues and challenges. *American Behavioural Scientist*, 2009(52), 1152-1176.

<https://doi.org/10.1177/0002764209331539>

Vilca, L. W., & Vallejos, M. (2015). Construction of the risk of addiction to social networks scale (Cr. ARS). *Computers in Human Behavior*, 48, 190-198.

<https://doi.org/10.1016/j.chb.2015.01.049>

Measurement of Digital Media: A Scoping Review

26

Wang, H. Y., Sigerson, L., Jiang, H., & Cheng, C. (2018). Psychometric properties and factor structures of Chinese smartphone addiction inventory: test of two models. *Frontiers in psychology, 9*, 1411. <https://doi.org/10.3389/fpsyg.2018.01411>

Waqas, A., Farooq, F., Raza, M., Javed, S. T., Khan, S., Ghumman, M. E., ... & Haddad, M. (2018). Validation of the internet addiction test in students at a Pakistani Medical and Dental School. *Psychiatric Quarterly, 89*(1), 235-247. <https://doi.org/10.1007/s11126-017-9528-5>

Wartberg, L., Durkee, T., Kriston, L., Parzer, P., Fischer-Waldschmidt, G., Resch, F., ... & Kaess, M. (2016). Psychometric properties of a German version of the Young Diagnostic Questionnaire (YDQ) in two independent samples of adolescents. *International Journal of Mental Health and Addiction, 15*(1), 182-190. <https://doi.org/10.1007/s11469-016-9654-6>

Wartberg, L., Kriston, L., Kegel, K., & Thomasius, R. (2016). Adaptation and psychometric evaluation of the Young Diagnostic Questionnaire (YDQ) for parental assessment of adolescent problematic Internet use. *Journal of behavioral addictions, 5*(2), 311-317. <https://doi.org/10.1556/2006.5.2016.049>

Wartberg, L., Petersen, K. U., Kammerl, R., Rosenkranz, M., & Thomasius, R. (2014). Psychometric validation of a German version of the compulsive internet use scale. *Cyberpsychology, Behavior, and Social Networking, 17*(2), 99-103. <https://doi.org/10.1089/cyber.2012.0689>

Wartberg, L., Zieglmeier, M., & Kammerl, R. (2019). Accordance of adolescent and parental ratings of Internet gaming disorder and their associations with psychosocial aspects.

Measurement of Digital Media: A Scoping Review

27

Cyberpsychology, Behavior, and Social Networking, 22(4), 264-270.

<https://doi.org/10.1089/cyber.2018.0456>

Wéry, A., Burnay, J., Karila, L., & Billieux, J. (2015). The short French internet addiction test adapted to online sexual activities: Validation and links with online sexual preferences and addiction symptoms. *The Journal of Sex Research*, 53(6), 701-710.

<https://doi.org/10.1080/00224499.2015.1051213>

Wu, T. Y., Lin, C. Y., Årestedt, K., Griffiths, M. D., Broström, A., & Pakpour, A. H. (2017).

Psychometric validation of the Persian nine-item Internet Gaming Disorder Scale–Short Form: Does gender and hours spent online gaming affect the interpretations of item descriptions? *Journal of Behavioral Addictions*, 6(2), 256-263.

<https://doi.org/10.1556/2006.6.2017.025>

Yılmaz, E., Griffiths, M. D., & Kan, A. (2017). Development and validation of videogame addiction scale for children (VASC). *International journal of mental health and addiction*, 15(4), 869-882. <https://doi.org/10.1007/s11469-017-9766-7>

Yong, R. K. F., Inoue, A., & Kawakami, N. (2017). The validity and psychometric properties of the Japanese version of the Compulsive Internet Use Scale (CIUS). *BMC psychiatry*, 17(1), 201. <https://doi.org/10.1186/s12888-017-1364-5>