Preface

The constantly changing landscape of Gaming and Technology Addiction makes it challenging for experts and practitioners to stay informed of the field’s most up-to-date research. That is why Information Science Reference is pleased to offer this two-volume reference collection that will empower students, researchers, and academicians with a strong understanding of critical issues within Gaming and Technology Addiction by providing both broad and detailed perspectives on cutting-edge theories and developments. This reference is designed to act as a single reference source on conceptual, methodological, and technical, as well as provide insight into emerging trends and future opportunities within the discipline.

*Gaming and Technology Addiction: Breakthroughs in Research and Practice* is organized into four sections that provide comprehensive coverage of important topics. The sections are:

1. Fundamental Concepts and Design Methodologies;
2. Technologies and Applications;
3. Organizational Implications and Critical Issues;

The following paragraphs provide a summary of what to expect from this invaluable reference tool.

Section 1, “Fundamental Concepts and Design Methodologies,” serves as a foundation for this extensive reference tool by addressing crucial theories and presents in-depth coverage of the conceptual design and architecture essential to the understanding of Gaming and Technology Addiction. Introducing the book is *Internet Gaming Disorder: A Deeper Look into Addiction vs. High Engagement* by Mario Lehenbauer-Baum and Martina Fohring; a great foundation laying the groundwork for the basic concepts and theories that will be discussed throughout the rest of the book. Through case studies this section lays excellent groundwork for later sections that will get into present and future applications for Gaming and Technology Addiction. The section concludes, and leads into the following portion of the book with a nice segue chapter, *Using a Multi-Tiered System of Support: A Proposed Model for Incoming Students at a HBCU* by Kimberly M. Daniel, Cheryl H. Blackman, Katrina S. Kardiasmenos, and Ometha O. Lewis-Jack.

Section 2, “Technologies and Applications,” presents extensive coverage of the various tools and technologies used along with describing how the broad range of Gaming and Technology Addiction efforts has been utilized and offers insight on and important lessons for their applications and impact. The first chapter *Smartphone Use, Addiction, Narcissism, and Personality: A Mixed Methods Investigation* by Claire Pearson and Zaheer Hussain, lays a framework for the types of works that can be found in this section. This section includes the widest range of topics because it describes tools at place in the
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modeling, planning, and applications along with case studies, research, methodologies, frameworks, architectures, theory, analysis, and guides for implementation of Gaming and Technology Addiction. We conclude the section with Workforce Development in Behavioral Healthcare and the Increased Use of Technology: Is It Working or Not? Are We Asking the Right Questions? by Susanne Ingle and Carol L. Kuprevich a well-rounded transitional chapter into the next section.

Section 3, “Organizational Implications and Critical Issues,” includes chapters discussing the organizational and social impact of Gaming and Technology Addiction as well as coverage of academic and research perspectives on Gaming and Technology Addiction tools and applications. The section opens with Concerns for Individuals with Intellectual Disability in India by Priyanka Behrani and Dorothy Bhandari Deka. This section focuses on how these technologies affect human lives, either through the way they interact with each other, or through how they affect behavioral/workplace situations and also looks into theoretical approaches and offer alternatives to crucial questions on the subject of Gaming and Technology Addiction. The section concludes with Supporting Students’ Mental Health and Emotional Well-Being in Inclusive Classrooms by Dustin Graham, Isabel Killoran, and Gillian Parekh.

Section 4, “Emerging Trends,” highlights areas for future research within the field of Gaming and Technology Addiction, opening with Spirituality: A Path to Healing for Children in Rural Communities by Sandra D. Barnes and Tosin O. Alabi. This section contains chapters that look at what might happen in the coming years that can extend the already staggering amount of applications for Gaming and Technology Addiction. The final chapter of the book looks at an emerging field within Gaming and Technology Addiction, in the excellent contribution, New Concepts, Old Known Issues: The DSM-5 and Internet Gaming Disorder and its Assessment by Halley M. Pontes and Mark D. Griffiths.

Although the primary organization of the contents in this work is based on its four sections, offering a progression of coverage of the important concepts, methodologies, technologies, applications, social issues, and emerging trends, the reader can also identify specific contents by utilizing the extensive indexing system listed at the end. As a comprehensive collection of research on the latest findings related to using technology to providing various services, Gaming and Technology Addiction: Breakthroughs in Research and Practice, provides researchers, administrators and all audiences with a complete understanding of the development of applications and concepts in Gaming and Technology Addiction. Given the vast number of issues concerning usage, failure, success, policies, strategies, and applications of Gaming and Technology Addiction in countries around the world, Gaming and Technology Addiction: Breakthroughs in Research and Practice addresses the demand for a resource that encompasses the most pertinent research in technologies being employed to globally bolster the knowledge and applications of Gaming and Technology Addiction.