

RESEARCH



The mass use of video games has been growing rapidly and, in addition, projections suggest that use will continue to increase over time.

ISSUES ASSOCIATED WITH PSYCHOLOGICAL DISORDERS



OBJECTIVE



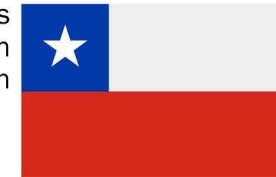
Measure the use and consumption of video games and not the diagnosis of psychological disorders.

VALIDATE VIDEO GAME CONSUMPTION HABITS QUESTIONNAIRE

TOOLS



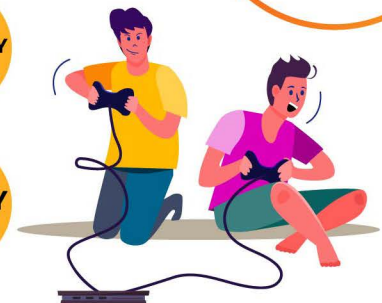
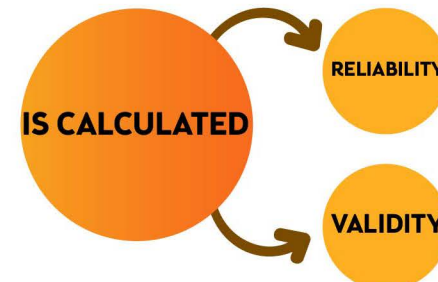
A confirmatory factor analysis was performed for Chilean millennial population born between 1980 and 2000.



SAMPLE OF 412 UNIVERSITY STUDENTS

RESULTS

The results obtained to validate the scale show that it is valid and reliable for use in young Chileans belonging to the millennial or Y generation.



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VIDEOGAMES CONSUMPTION HABITS QUESTIONNAIRE VALIDATION IN CHILEAN MILLENNIALS.