

Peng, P. et al.: Trajectory of internet gaming disorder among Chinese adolescents: course, predictors, and long-term mental health outcomes

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Supplementary materials

Table S1. Baseline characteristics of lost-follow-up group and follow-up group

Variables	Lost-follow-up (n = 2619)	Follow-up group (n = 14214)	Statistic ¹	P	Effect Size ²
Age, Mean $\pm$ SD	12.93 $\pm$ 1.21	13.54 $\pm$ 1.48	t=-22.78	<0.001	0.423
Sex, n(%)			$\chi^2=2.42$	0.120	0.012
Boys	1436 (54.83)	7559 (53.18)			
Girls	1183 (45.17)	6655 (46.82)			
Grade, n(%)			$\chi^2=459.11$	<0.001	0.165
7	2190 (83.62)	8803 (61.93)			
10	429 (16.38)	5411 (38.07)			
Drinking, n(%)	422 (16.11)	2419 (17.02)	$\chi^2=1.29$	0.256	0.009
Smoking, n(%)	190 (7.25)	1125 (7.91)	$\chi^2=1.34$	0.247	0.009
Residence, n(%)			$\chi^2=5.71$	0.017	0.018
Country	1623 (61.97)	9155 (64.41)			
City	996 (38.03)	5059 (35.59)			
Only Child, n(%)			$\chi^2=2.09$	0.148	0.011
No	1999 (76.33)	11032 (77.61)			
Yes	620 (23.67)	3182 (22.39)			

Left behind child, n(%)			$\chi^2=27.31$	<0.001	0.040
No	1862 (71.10)	9361 (65.86)			
Yes	757 (28.90)	4853 (34.14)			
Father's Education level, n(%)			$\chi^2=2.76$	0.096	0.013
Below high school	1974 (75.37)	10926 (76.87)			
High school or above	645 (24.63)	3288 (23.13)			
Mother's Education level, n(%)			$\chi^2=7.17$	0.007	0.021
Below high school	2024 (77.28)	11313 (79.59)			
High school or above	595 (22.72)	2901 (20.41)			
Family Structure, n(%)			$\chi^2=0.12$	0.731	0.003
Nuclear	2066 (78.89)	11255 (79.18)			
Single-parent or remarried	553 (21.11)	2959 (20.82)			
MPVS, Mean $\pm$ SD	7.75 $\pm$ 8.15	6.85 $\pm$ 7.69	t=5.22	<0.001	0.116
SDQ-Peer problem subscale, Mean $\pm$ SD	3.34 $\pm$ 1.63	3.23 $\pm$ 1.57	t=3.09	0.002	0.069
Gaming Time, Mean $\pm$ SD	13.67 $\pm$ 22.22	13.35 $\pm$ 20.06	t=0.75	0.456	0.016
IGDS9-SF, Mean $\pm$ SD	16.12 $\pm$ 6.62	16.21 $\pm$ 6.46	t=-0.64	0.525	0.014

SDQ-Conduct problem subscale, Mean ± SD	2.50 ± 1.66	2.30 ± 1.56	t=5.78	<0.001	0.127
SDQ-Hyperactivity subscale, Mean ± SD	3.80 ± 2.14	3.77 ± 2.14	t=0.60	0.551	0.014
SDQ-Prosocial subscale, Mean ± SD	7.25 ± 2.12	7.16 ± 2.08	t=1.95	0.052	0.043
PHQ-9, Mean ± SD	6.83 ± 5.51	6.45 ± 5.12	t=3.21	0.001	0.073
WEMWBS, Mean ± SD	45.52 ± 13.33	45.68 ± 12.64	t=-0.56	0.575	0.013
CD-RISC10, Mean ± SD	21.87 ± 9.60	22.14 ± 9.11	t=-1.37	0.172	0.029
GAD-7, Mean ± SD	5.64 ± 4.58	5.32 ± 4.16	t=3.29	0.001	0.076
PSQI, Mean ± SD	4.35 ± 3.36	4.27 ± 3.11	t=1.12	0.264	0.025
Suicidal ideation, n(%)	634 (24.21)	2712 (19.08)	χ²=36.51	<0.001	0.046

¹t: t-test, χ²: Chi-square test

²Cramer's V for categorical data and Cohen's D for continuous data

SD: standard deviation

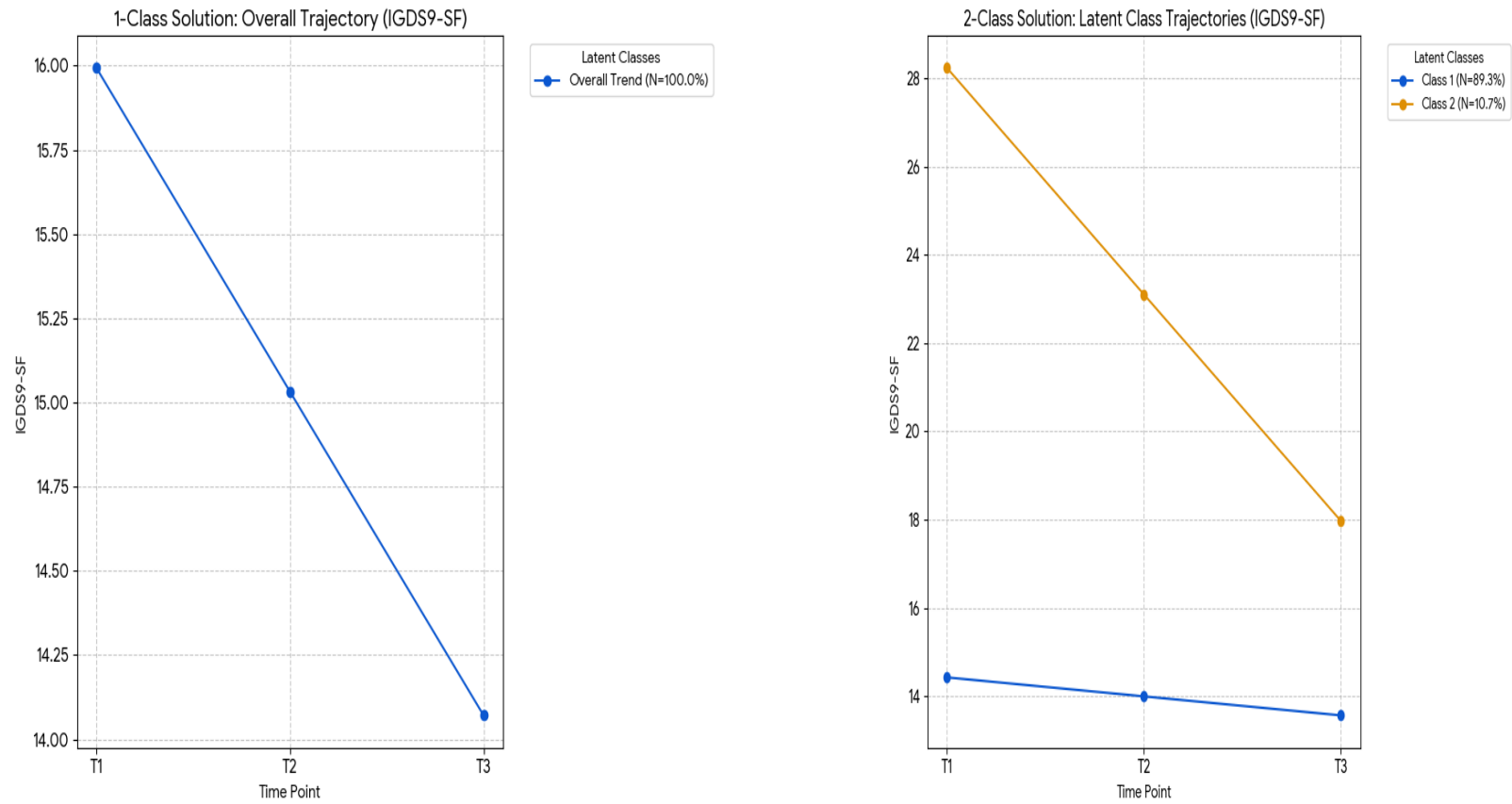
Note: Bold suggests statistical significance

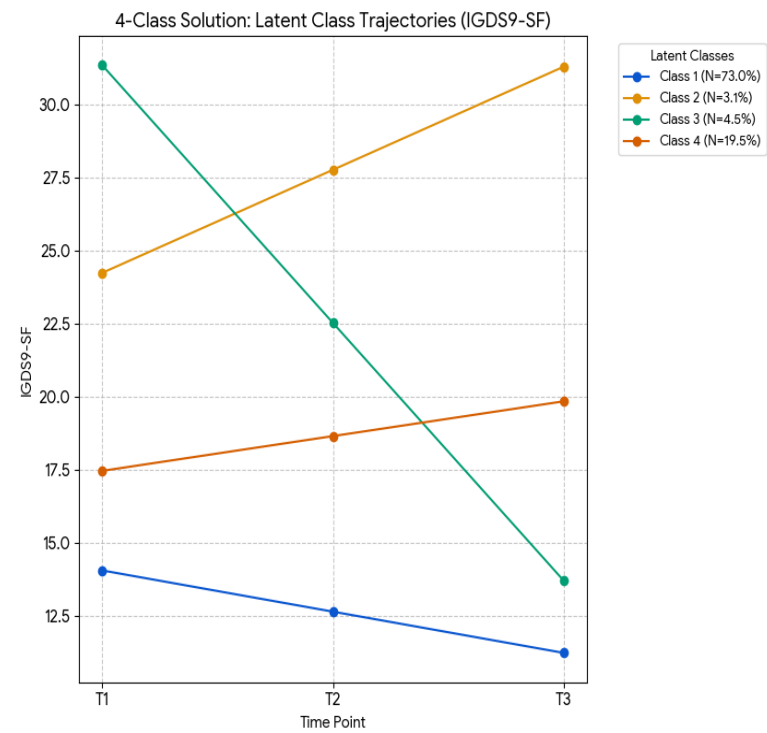
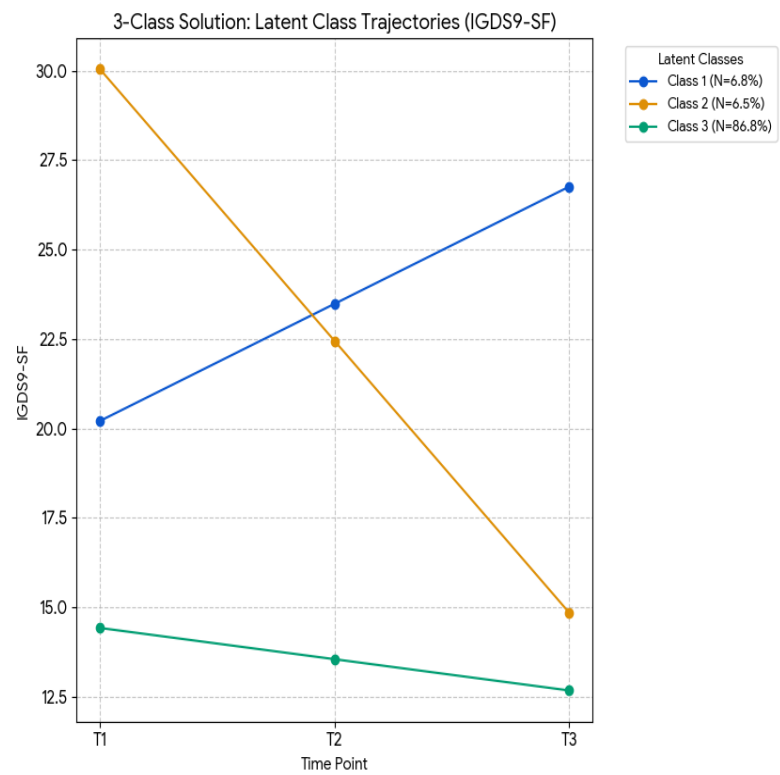
IGDS9-SF: internet gaming disorder scale-short form; SDQ: Strengths and Difficulties Questionnaire; PHQ-9: Patient Health Questionnaire-9; GAD-7: Generalized Anxiety Disorder Scale-7; PSQI: Pittsburgh Sleep Quality Index; WEMWBS: Warwick-Edinburgh Mental Well-being Scale; CD-RISC 10 : Connor-Davidson Resilience Scale.

Table S2. Comparison of fit indices for GMM models with 1 to 5 trajectories for internet gaming disorder among the follow-up groups (N=14,214)

Trajectory	AIC	BIC	SABIC	Entropy	BLRT-p	Class proportion, %
1-Class	246226.9	246287.4	246262.0	-	-	100
2-Class	243506.0	243589.2	243554.2	0.855	<0.001	89.7 / 10.3
3-Class	241794.6	241900.5	241856.0	0.869	<0.001	86.3 / 8.1 / 5.6
4-Class	240695.2	240823.7	240769.7	0.826	<0.001	70.3 / 22.5 / 3.7 / 3.5
5-Class	239044.6	239195.8	239132.3	0.861	<0.001	60.6 / 27.9 / 7.6 / 2.2 / 1.6

Figure S1. The 1-5 class solution of the trajectory of IGD among gamers (N=16,833)





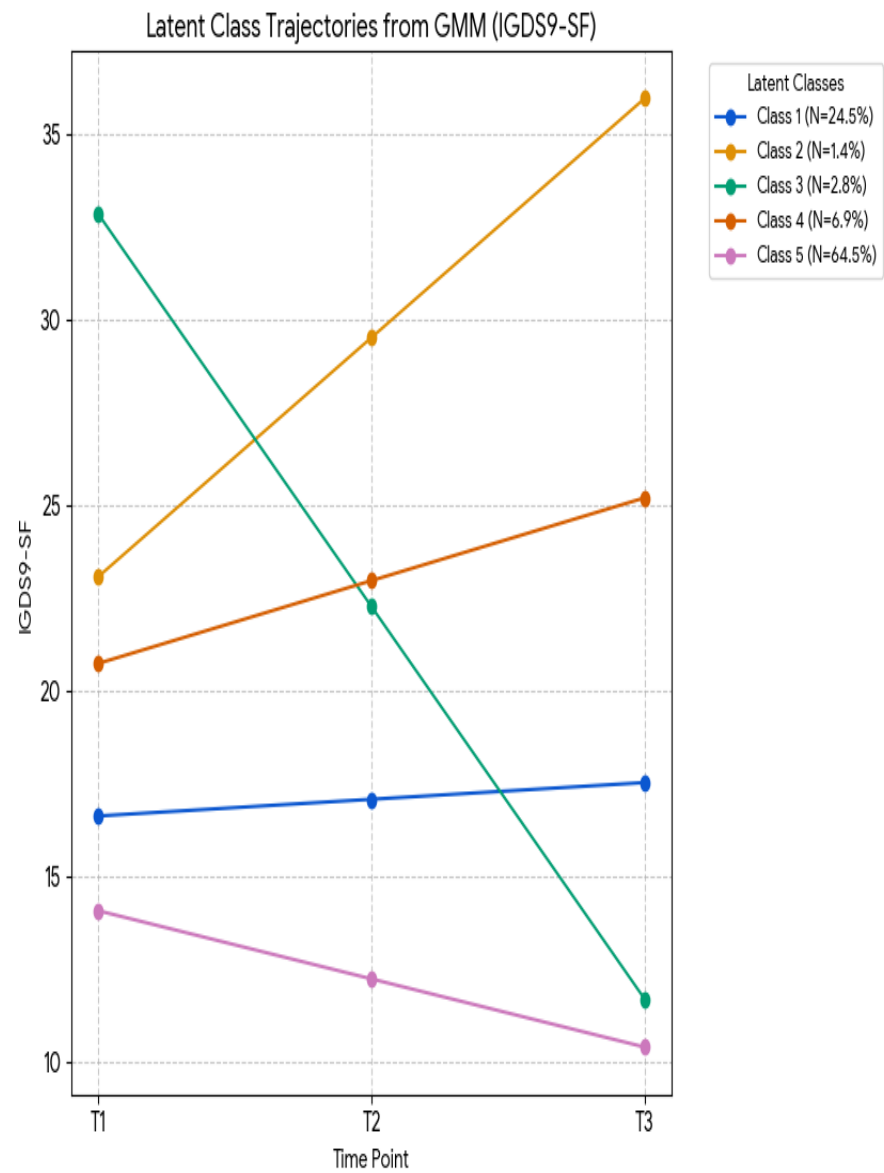
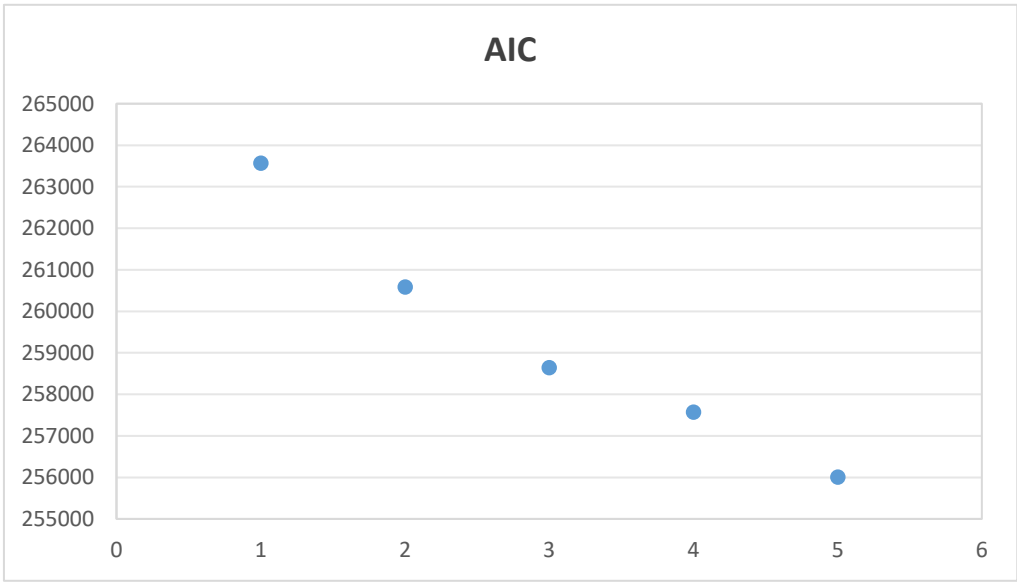
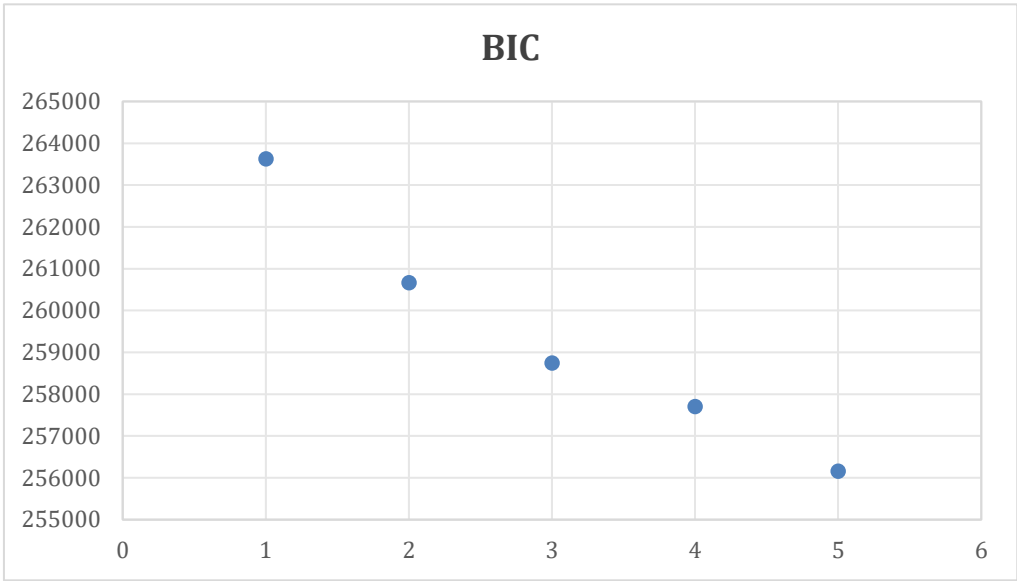


Figure S2. The visualization of AIC, BIC, SABIC values across 1 to 5 classes among all gamers (N=16,833)



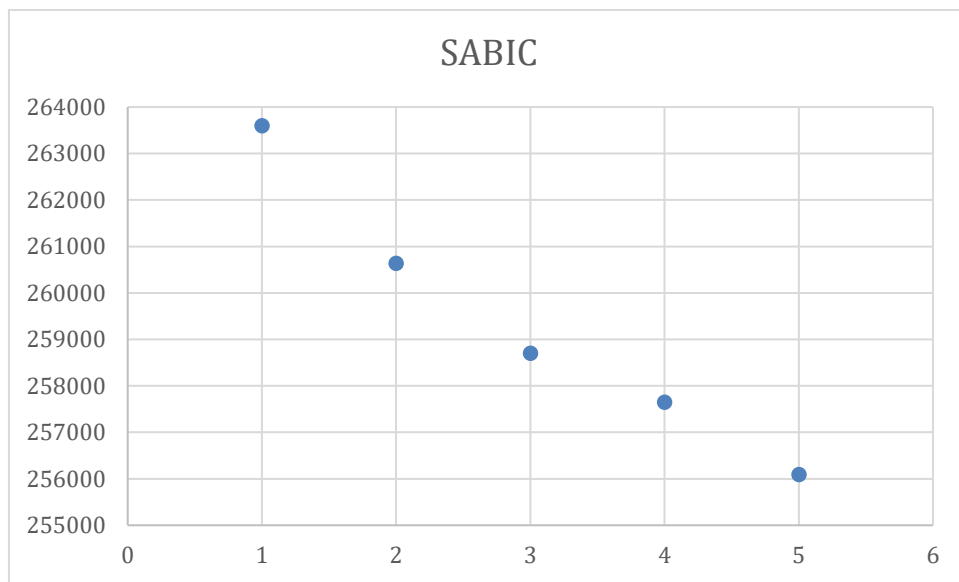


Figure S3. The trajectory of 1-5 classes among gamers who participated in the follow-up assessments (N=14,214)

Growth Mixture Model: 1-5 Class Trajectories

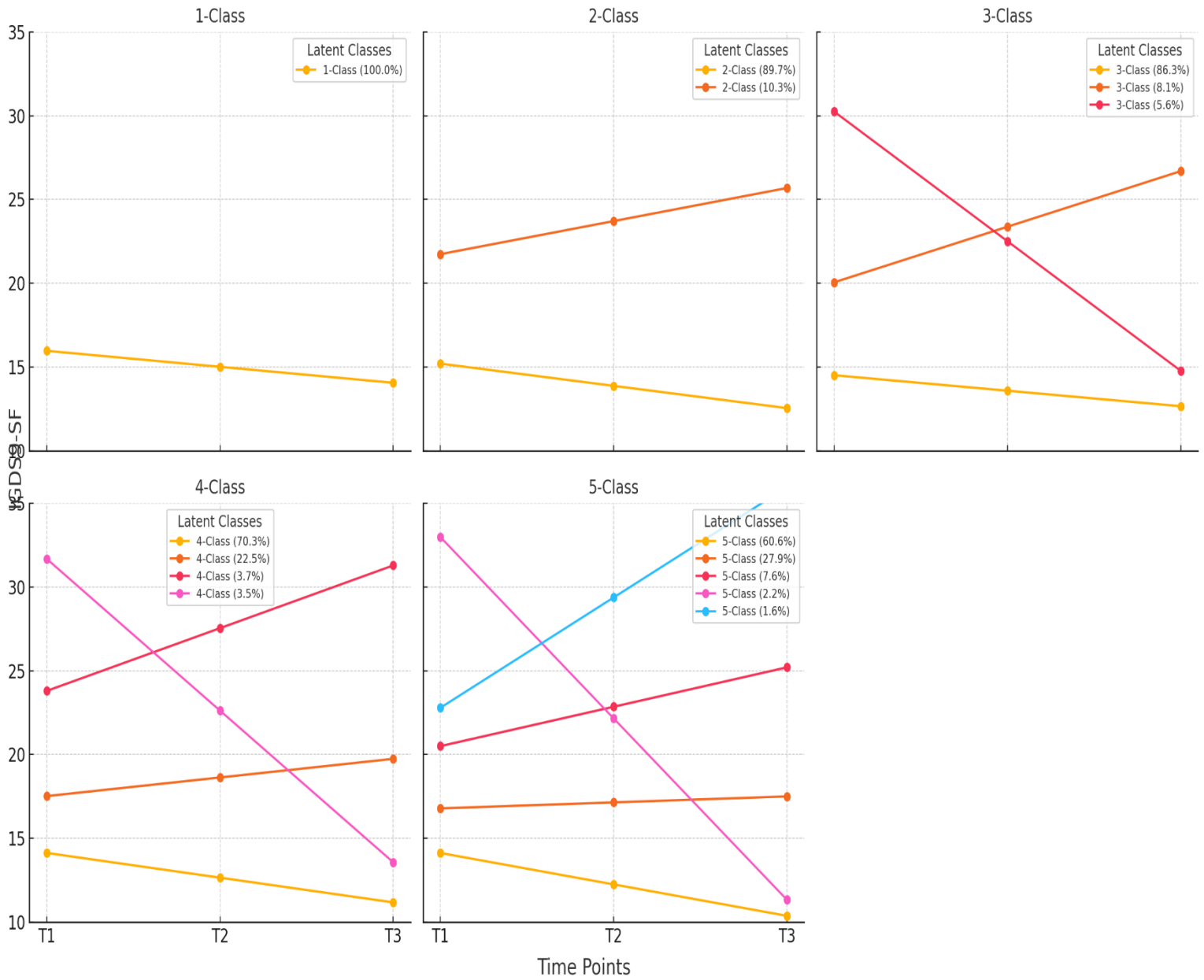


Figure S4. The visualization of AIC and BIC values across 1 to 5 classes among gamers who participated in the follow-up assessments (N=14,214)

