**Prevalence of computer-gaming in the general population of adolescents: results from a Czech population-based survey**

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* ABSTRACT
* While video games can be helpful in personal development, participating in certain gaming activities may lead to negative effects such as video game addiction. The overuse of computer games, which can lead to reduced quality of life and affect a person’s practical skills. Around 3% of adolescents suffer from Internet Gaming Disorder (IGD), there is currently no universally accepted psychometric method. The AICA-S scale was applied to results from 3,901 respondents aged between 11 and 19. During the 2017/2018 school year, a battery of questionnaires in "pen and paper" form was administered to students at primary schools and secondary schools. The respondents were selected from all the regions of the Czech Republic through a random stratified selection to ensure that the respondents were an accurate representation of students across the Czech Republic. The results were obtained using statistical methods such as ANOVA, chi-square tests and t-tests. These results affirm the psychometric quality of AICA-S and note the prevalence of IGD among Czech adolescents. Based on our results, 0.8% of our respondents fulfilled the criteria for an IGD.