Supplementary material B. Studies excluded and reasons for exclusion

1. Did not use a valid gaming disorder measurement (k = 20)
Banyai et al. (2020); Bogacheva et al. (2021); Bowditch et al. (2018); de Hesselle et al. (2020); Demetrovics et al. (2011); Dempsey & Johnson, (1998); Dindar & Akbulut, (2014); Goh et al. (2019); Gonzalez-Vazquez & Igartua, (2018); Hamutoğlu et al. (2020); Hughes, (2018); Kaufmann, (2017); Lafrenière et al. (2012); Lemercier-Dugarin et al. (2021); Ryan et al. (2006); Schiller et al. (2017); Sundberg, (2018); Wang et al. (2021); Yang & Liu, (2017); Yang & Huang, (2013); Yee, (2006a); Yee, (2006b); Zhai et al. (2021); Zhang et al. (2013).

2. Did not use a valid video game motive measurement (k = 61)
Bargeron & Hormes, (2017); Basol & Kaya, (2018); Batthyany et al. (2009); Berdot-Talmier & Zaouche-Gaudron, (2020); Billieux et al., (2011); Buono et al. (2017); Buono et al. (2020); Caillon et al. (2014); Calado et al. (2014); Chau et al. (2019); Cheng, (2019); Choi et al. (2018); Cole & Hooley, (2013); Duman & Ozkara, (2021); Durak et al. (2022); Fabito et al. (2018); Griffiths, (2010); Harris et al. (2020); Hellsström et al. (2012); Hsu et al. (2009); Hui et al. (2019); Irvine et al. (2013); Khang et al. (2013); Kim et al. (2020); King & Delfabbro, (2009); King et al. (2018); King et al. (2020); Kneer & Gloc, (2013); Kneer & Rieger, (2015); Ko et al. (2005); Kowert et al. (2015); Lee et al. (2019); Lee et al. (2020); Lee et al. (2017); Li et al. (2021); Liao et al. (2020); Liu & Chang, (2016); Männikkö et al. (2017); Mills et al. (2018); Plessis et al. (2021); Przybylski & Weinstein, (2019); Qian et al. (2018); Sanders et al. (2010); Sanders et al. (2017); Sauter et al. (2020); Scerri et al. (2018); Šincek et al. (2017); Sioni et al. (2017); Škařupová & Blinka, (2016); Snodgrass et al. (2017); Snodgrass et al. (2013); Snodgrass et al. (2012); Snodgrass et al. (2019); van Rooij et al. (2011); Wai Yen et al. (2020); Wallenius et al. (2009); Wan & Chio, (2007); Wan & Chio, (2006); Weinstein et al. (2017); Wu et al. (2013); Wu et al. (2018); Xü et al. (2012); Yen et al. (2011); Yu et al. (2015); Zanetta Dauriat et al. (2011); Zheng et al. (2006); Zhong & Yao, (2013).

3. Did not report correlation coefficient (k = 9)
Akbari et al. (2021); Caplan et al. (2009); Columb et al. (2020); Hilgard et al. (2013); Hodis, (2010); Hussain et al. (2015); Kim et al. (2021); Kirby et al. et al. (2014); Kohl, (2017); Lehenbauer-Baun et al. (2015); Tng & Pau, (2020).

4. Wrong study design (k =2)
Ferguson & Olson, (2013); Przybylski et al. (2010).

5. Duplicate sample (k =7)
Billieux et al. (2015); Carlisle et al. (2019); Chang & Lin, (2019); Deleuze et al. (2019); Blasi et al. (2019); Evren et al. (2020); Evren et al. (2021); Kardefelt-Winther, (2014); Lopez-Fernandez et al. (2021); Mills, (2017).

6. Meeting abstract (k = 8)
Achab et al. (2014); Billieux, (2018); Chauchard et al. (2018); Kiraly et al. (2018); Kiraly et al. (2019); Smohai et al. (2015); Smohai & Mirnics, (2013); Tkalic & Sporcic, (2018).

7. Not video game related (k =1)
Calvo et al. (2018).

8. Missing information concerning variable's of interest (k =1)
Salam et al. (2019).
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