Reviewer's report

Title: Problematic computer gaming, console-gaming, and internet use among adolescents: new measurement tool and association with time use

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Reviewer: Róbert Urbán

Reviewer's report:

I found the paper interesting, however I think that the paper could be improved. My two comments and two recommendations:

1. The Authors emphasized the need for demedicalization or depathologization of gaming and gaming addiction and their measures. However, the argument of the beneficial nature of computer gaming, console-gaming and internet use. I think important part of the issues including motivations, why people play these type of games. These aspects are missing from the introduction which my be understandable since the Authors did not measure the motives of gaming. Anyway, mentioning these approaches would be relevant in the introduction. (Discretionary revision)

2. The statistical analyses are acceptable and up to date, however I missed the divergent/convergent validity analysis of these three short measures. I mean it can be done multitrait-multimethod matrix or just simply the Authors should provide the correlational matrix of nine items, and also the correlations between the three scores, or using factor analysis of the nine items, which should provide three correlating factors. (Minor Essential Revisions)

Level of interest: An article whose findings are important to those with closely related research interests

Quality of written English: Acceptable

Statistical review: Yes, and I have assessed the statistics in my report.

Declaration of competing interests:

I declare that I have no competing interests.