Reviewer’s report

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

Version: 3 Date: 30 January 2014

Reviewer: Daniel King

Reviewer’s report:

Thank you for sending me this revised manuscript for review. Several changes were requested by all 3 reviewers. The authors have attempted to address a frequently raised issue about the clinical validity of the measure. Primarily, the authors have attempted to revise the manuscript by "rebranding" the measure as a "non-clinical" measure. I have some reservations about the purpose and relevance of a measure that purports to measure "problems" but not "clinical" problems. It becomes very unclear what we mean by problems. Accordingly, the conclusion of the paper is difficult to make sense of:

"Most schoolchildren who spent much time with gaming and internet use did not experience problems but increasing time use was associated with increasing risk of perceived problems."

This is a core measurement problem: What are perceived problems vs problems vs excessive use?

For this reason, I am reluctant to approve of this manuscript. If the authors are not presenting a "clinical" measure (i.e., aligned with a disorder) then the purpose of the measure is very limited.

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

Quality of written English: Needs some language corrections before being published

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