

**Reading Part 1**

Read the text and the statements. Some of these statements are true according to the text; some of them or false. Choose the correct answer True (T) or False (F) for each statement.

Over the years there has been much debate as to whether addictive gaming behaviours should be classified as a disorder. In fact, the fifth edition of the Diagnostic and Statistical Manual of Mental Disorders (DSM-5) published by the American Psychiatric Association in 2013 mentions that "Internet Gaming Disorder" is a "condition for further study" demanding more clinical research and experience before it might be considered for inclusion in the main book as a formal disorder" DSM-5 states that the disorder is most common in male adolescents 12 to 20 years of age. According to studies it is thought to be more common in Asian countries than in North America and Europe.

In 2018 however, the World Health Organization included Gaming disorder in their diagnostic manual, the International Classification of Diseases. It is defined as a pattern of gaming behaviour ("digital-gaming" or "video-gaming") characterised by reduced control over gaming, increasing priority given to gaming over other activities to the extent that gaming is preferred over other interests and daily activities, and continued or increased gaming activity despite the occurrence of negative consequences.

For gaming disorder to be diagnosed, the behaviour pattern must be of sufficient severity to result in significant harm to personal, family, social, educational, occupational or other important areas of functioning and would normally have been evident for at least 12 months.

Studies suggest that gaming disorder affects only a small proportion of people who engage in digital- or video-gaming activities. However, people who participate in gaming should be alert to the amount of time they spend on gaming activities, particularly when it prevents them from performing other daily activities, as well as to any changes in their physical or psychological health and social functioning that could be attributed to their pattern of gaming behaviour.

The decision to include addictive gaming behavior in the WHO's manual was taken based on consultations with experts in various fields from across the globe and follows the implementation of treatment programs in various countries for those with health conditions identical to those exhibited by people with gaming disorder. As a new listing, the disorder will receive the attention of medical professionals, increasing their awareness of its associated risks as well as prevention and treatment measures.

1. Gaming disorder was first identified in 2013.
2. Young men from western countries are more at risk of exhibiting this disorder.
3. The disorder causes patients to neglect other aspects of their lives.
4. The percentage of those affected by gaming disorder is low.
5. Gaming disorder patients have already been treated around the world by experts.
