ONLINE ADDICTION by Susan Wroble

BrightPoint Press

CONTENTS

AT A GLANCE	4
INTRODUCTION KAYDEE'S STORY	6
CHAPTER ONE WHAT IS ONLINE ADDICTION?	12
CHAPTER TWO HOW ONLINE ADDICTION AFFECTS PEOPLE	28
CHAPTER THREE WHAT TO WATCH OUT FOR	46
CHAPTER FOUR HOW TO PROTECT AGAINST ONLINE ADDICTION	60
Glossary	74
Source Notes	75
For Further Research	76
Index	78
Image Credits	79
About the Author	80

AT A GLANCE

- There are two types of addiction. One is substance addiction. The other is behavior addiction.
- Online addiction is a behavior addiction. Time spent online starts to interfere with daily living.
- Online addiction has many names. These include internet addiction, cyber addiction, and computer addiction.
- There are many types of online addictions.
 The two most common are gaming and social media addiction.
- Technology companies sometimes design their products to addict people.
- Hooks used to keep people online include likes, streaks, and high scores. They also include sounds and the color red.



- Younger people are more at risk for online addiction.
- Risk factors for online addiction include ADHD, depression, and anxiety.
- Treatment can help with online addiction. The most effective form of treatment is cognitive behavioral therapy (CBT).
- The goal of therapy is to learn to control media use.

WHAT IS ONLINE ADDICTION?

S ome addictions are well-known. They are addictions to things like alcohol and drugs. These are called substance addictions. But there is another type of addiction. In this addiction, a person is not addicted to a substance. Instead, the addiction is to an action. These are behavior addictions, also known as process



When students become addicted to being online, this addiction can interfere with homework.

addictions. The person spends more and

more time doing the same thing. This

behavior starts to take over his or her life.

Substance and behavior addictions are

similar in some ways. The item or action

becomes all-important to the person with the addiction. The use increases. It becomes hard to stop. When people try to stop, they may become irritable or depressed. They continue even when schoolwork or a relationship is at risk.

THE JOKE THAT WASN'T

Dr. Ivan K. Goldberg decided to play a joke. In 1995, he made up a fake disease. He named it "Internet Addiction Disorder." He posted it to a website for therapists. One symptom was giving up activities because of internet use. Another was dreaming about the internet. The doctor was shocked at the responses. His coworkers believed the disease was real. They believed they had it, and they asked him for help.

GLOSSARY

addiction

a compulsive urge to take a substance or do an action repeatedly

body image

a person's subjective viewpoint of how his or her body looks

consequences

the outcomes from a set of actions

dopamine

a brain chemical related to feelings of pleasure

influencers

people who are paid to promote sales of products on social media; often celebrities

streaks

a design feature on Snapchat that tracks the number of consecutive days two users send snaps to each other

SOURCE NOTES

CHAPTER ONE: WHAT IS ONLINE ADDICTION?

1. Quoted in Molly Thomas, "Hooked: When Video Game Addiction Gets Out of Control," *CTV*, February 27, 2021. www.ctvnews.ca.

2. Quoted in Tonya Mosley and Allison Hagan, "'The Social Dilemma' Director Says the Internet Is Undermining Democracy," *WBUR*, September 18, 2020. www.wbur.org.

3. Quoted in Tom Huddleston Jr., "Prince Harry Says Video Game Fortnite Is 'Irresponsible,'" *CNBC*, April 5, 2010. www.cnbc.com.

CHAPTER TWO: HOW ONLINE ADDICTION AFFECTS PEOPLE

4. Quoted in Derek Muller, "The Effects of Internet Addiction," *National Geographic*, April 3, 2018. www.vaitamin.com.

CHAPTER THREE: WHAT TO WATCH OUT FOR

5. Quoted in Hilary Brueck and Shayanne Gal, "Suicide Rates Are Climbing in Young People From Ages 10 to 24," *Insider*, September 12, 2020. www.insider.com.

6. Quoted in Adam Alter, *Irresistible: The Rise of Addictive Technology* and the Business of Keeping Us Hooked. New York: Penguin, 2017, p. 16.

CHAPTER FOUR: HOW TO PROTECT AGAINST ONLINE ADDICTION

7. Quoted in "#MySocialTruth," *Center for Humane Technology*, n.d. https://socialtruth.humanetech.com.

8. Quoted in Axel Rowohlt, "An Internet Junkie Goes Offline," *DW*, November 4, 2017. www.dw.com.

9. Quoted in Sirin Kale, "Logged Off," *The Guardian*, August 29, 2018. www.theguardian.com.

FOR FURTHER RESEARCH

BOOKS

- Barbara Gottfried Hollander, *I Am a Digital Addict. Now What?* New York, NY: Rosen Publishing, 2017.
- Patricia D. Netzley, *Online Addiction*. San Diego, CA: ReferencePoint Press, 2017.
- Janine Ungvarsky, *The Risks of Social Media*. San Diego, CA: ReferencePoint Press, 2022.

INTERNET SOURCES

- "How to Know If You Have an Internet Addiction and What to Do About It," *Verywell Mind*, n.d. www.verywellmind.com.
- "Is Video Game Addiction Real?," *WebMD*, March 19, 2021. www.webmd.com.
- "Understanding Internet Addiction," *HealthLine*, n.d. www.healthline.com.

INDEX

advertising, 23-24 Animal Crossing, 42–43 anxiety, 38, 49, 56 attention deficit hyperactivity disorder (ADHD), 55-56 avatars, 35 behavior addictions, 12-13, 15 body image, 36 brains, 11, 22-23, 50 cognitive behavioral therapy (CBT), 9.67-68 depression, 8, 11, 14, 54, 58 Diagnostic and Statistical Manual of Mental Disorders (DSM), 20 - 21dopamine, 22-23, 62 Facebook, 30-31, 47 fear of missing out (FOMO), 57 filters, 35-36 Fortnite, 26 gaming, 10, 16–18, 21, 33, 35, 41-42, 52, 57, 66, 73 greyscale, 65 growth hacking, 24 hooks, 48-50, 66

influencers, 34 Instagram, 6 Internet Gaming Disorder (IGD), 20–21, 57

likes, 49-50

massively multiplayer online role-playing game (MMORPG), 17 messaging apps, 18 myopia, 45

nomophobia, 38

pandemic, 40, 42-45

screen time, 15, 24, 44, 58 sleep, 8, 36, 52–53, 64 Snapchat, 6, 37, 48 social media, 6, 10, 18, 24, 33–34, 37–39, 43, 46, 49, 55, 58, 71–73 streaks, 48–49 substance addictions, 12–13, 60 suicide, 55

technology, 11, 26, 31, 70–72 technology companies, 23–24 therapies, 8–9, 11, 67–69 Twitter, 19

World of Warcraft, 17-18, 54