

## **Relationship between latent class of multiple identity and sub-factors of internet gaming addiction measure among South Korean adolescents**

Although it is most widely used for measuring gaming disorder, Young's internet addiction test (IAT) is questionable due to weak clinical grounds. Particularly, IAT merged heterogeneities of playing video games, which can be due to other causes, into sub-factors of addiction. On the other hand, growing studies have been recognized that identity is a key factor in explaining development, maintenance, and cessation of addictive behaviors. However, the relationship between multiple identities and addictive gaming remains unexplored. Therefore, we examined relationship between multiple identity and sub-factors of IAT using latent class analysis and OLS regression. We found four latent class of multiple identity and verified that different combinations of sub-factors of IAT are related with latent class. From our findings, we suggest that to describe prevalence of gaming disorder accurately and use them as a proper health outcome, further research is needed on exclusion criteria based on culture- and identity-oriented behavior.