

INTERNET. RIESGOS:

- ✓ RIESGO DE AISLAMIENTO.
- ✓ PÉRDIDA DE LA NOCIÓN DEL TIEMPO.
- ✓ FACILITAN EL ACCESO A MATERIALES NO ADECUADOS Y/O PERJUDICIALES.
- ✓ OFRECEN INFORMACIÓN QUE, EN ALGUNAS OCASIONES, PUEDE LLEGAR A ESTAR INCOMPLETA, SER INEXACTA Y/O FALSA.
- ✓ FAVORECEN LA ADOPCIÓN DE FALSAS IDENTIDADES QUE PUEDEN DAR LUGAR A CONFLICTOS DE PERSONALIDAD.
- ✓ TENDENCIA AL CONSUMISMO: DESEO DE ESTAR SIEMPRE A LA ÚLTIMA.
- ✓ POSIBLES PROBLEMAS DE SEGURIDAD: FACILIDAD EN EL ROBO DE CONTRASEÑAS Y DATOS PERSONALES, SUPLANTACIÓN DE LA IDENTIDAD,...

LOS VIDEOJUEGOS:

UN ARMA MUY PODEROSA...

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¿ SON POSITIVOS ?

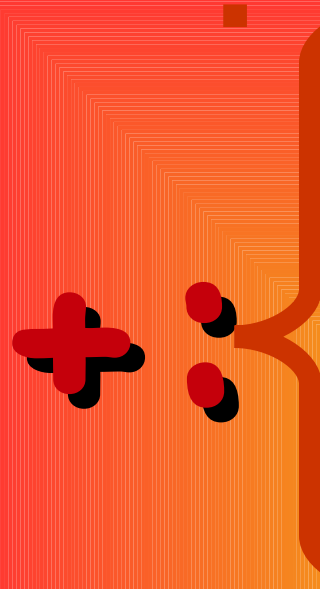
ROBLOX



¿ TIENEN RIESGOS ?

MINECRAFT





* CONCENTRACIÓN, MEMORIA, CAPACIDAD VISUAL:

* CAPACIDAD DE REACCIÓN

* POSIBILIDADES DE DISFRUTE DEL OCIO Y TL

* PROYECCIÓN A LA REALIDAD DE CTCAS DEL JUEGO



* MODIFICACION DE NUESTROS SISTEMAS
CEREBRALES DE RECOMPENSA

* DISMINUCIÓN DEL INTERÉS POR OTRAS
ACTIVIDADES DE OCIO Y TL

* REDUCCIÓN DE LAS INTERACCIONES SOCIALES
REALES

* INTERACCIÓN CON OTROS RIESGOS de las NNTT

Juego online: ¿Ya está descrito como trastorno mental !!

ICD-11 (Mortality and Morbidity Statistics)

Last Update: Nov 19

Search gaming di

[Advanced Search]

Foundation

Linearizations

Contributions

Info

ICD-11 - Mortality and Morbidity Statistics

- ▶ 01 Certain infectious or parasitic diseases
- ▶ 02 Neoplasms
- ▶ 03 Diseases of the blood or blood-forming organs
- ▶ 04 Diseases of the immune system
- ▶ 05 Endocrine, nutritional or metabolic diseases
- ▼ 06 Mental, behavioural or neurodevelopmental disorders

- ▶ Neurodevelopmental disorders
- ▶ Schizophrenia or other primary psychotic disorders
- ▶ Catatonia
- ▶ Mood disorders
- ▶ Anxiety or fear-related disorders
- ▶ Obsessive-compulsive or related disorders
- ▶ Disorders specifically associated with stress
- ▶ Dissociative disorders
- ▶ Feeding or eating disorders
- ▶ Elimination disorders
- ▶ Disorders of bodily distress or bodily experience
- ▼ Disorders due to substance use or addictive behaviours
 - ▶ Disorders due to substance use
- ▼ Disorders due to addictive behaviours
 - ▶ 6C50 Gambling disorder
 - ▶ **6C51 Gaming disorder**
 - ▶ 6C5Y Other specified disorders due to addictive behaviours
 - ▶ 6C5Z Disorders due to addictive behaviours, unspecified
- ▶ Impulse control disorders
- ▶ Disruptive behaviour or dissocial disorders
- ▶ Personality disorders and related traits
- ▶ Paraphilic disorders
- ▶ Factitious disorders
- ▶ Neurocognitive disorders
- ▶ Mental or behavioural disorders associated with pregnancy, childbirth and the puerperium

Foundation Id : <http://id.who.int/icd/entity/1448597234>

6C51 Gaming disorder

Parent

[Disorders due to addictive behaviours](#)

Show all ancestors 

Description

Gaming disorder is characterized by a pattern of persistent or recurrent gaming behaviour ('digital gaming' or 'video-gaming'), which may be online (i.e., over the internet) or offline, manifested by: 1) impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context); 2) increasing priority given to gaming to the extent that gaming takes precedence over other life interests and daily activities; and 3) continuation or escalation of gaming despite the occurrence of negative consequences. The behaviour pattern is of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning. The pattern of gaming behaviour may be continuous or episodic and recurrent. The gaming behaviour and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.

Exclusions

- Hazardous gaming ([QE22](#))
- Bipolar type I disorder ([6A60](#))
- Bipolar type II disorder ([6A61](#))

All Index Terms

There are no index terms associated with this entity



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¿ SON POSITIVOS ?

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DESTRIPEMOS
SU ESTRUCTURA...

¿ TIENEN RIESGOS ?

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