Clin Psychiatry 2018, Volume 4
DOI: 10.21767/2471-9854-C1-003

Blood miRNA profiles in the Korean individuals with internet gaming disorder

Yeun-Jun Chung[1], Minho Lee[1], Hyeyoung Cho[1], Seung Hyun Jung[1], Seon-Hee Yim[1], Sung-Min Cho[1], Ji-Won Chun[1], Soo-Hyun Paik[2], Ji Eun Lee[2], Jung-Seok Choi[3] and **Dai-Jin Kim[1]**
[1]The Catholic University of Korea, South Korea
[2]Korea Institute of Science and Technology, South Korea
[3]Boramae Medical Center, South Korea

Addictive use of Internet and Internet-based games is not just a social phenomenon in some countries with extensive Internet access infrastructure, but a potential psychiatric disorder termed Internet gaming disorder (IGD). According to the epidemiological reports, prevalence rates of IGD in adolescents vary across diverse countries ranging from 0.8% to 26.7%. Especially, studies showed above 10% of prevalence rates in adolescents in many Asian countries such as South Korea, China, Taiwan, Hong Kong and Singapore. IGD is known to be associated with impairment in cognition, psycho-social relationship and daily life such as reductions in academic or occupational performances. IGD is now included in Section III (Conditions for Further Study) of the fifth revision of the Diagnostic and Statistical Manual of Mental Disorders (DSM-V). However, in spite of its clinico-social importance, little is known about the molecular genetic mechanism behind IGD. In this study, we aimed to identify IGD-associated miRNA markers by observing differentially expressed plasma miRNAs between the IGD and control groups and explored their biological implications.

yejun@catholic.ac.kr