***Questions for the interview***

 Dear colleague, IASGA (International Association for the Study of Gaming Addiction), came across a lack of insufficient public awareness of the problem of gaming addictions, the prevalence and relevance of this phenomenon, of the harm of the gaming industry products to the integral development of a human being, starting from a childhood, and realization of his or her potential in a society. Community, in the broad sense, including specialists as well, treats this phenomenon as a sort of a cultural norm, an inevitable consequence of the development of information technologies. Unfortunately, without even imagining what a huge damage to life, development, human relationships gaming addiction brings - both for an individual, his or her family, and for a society as a whole. Having studied the negative consequences which dependence on the Internet and gambling, as well as social networks can produce for Personality, for mental and physical health, intellectual, professional and spiritual development, we invite researchers and specialists from various fields to share their understanding and professional experience on this issue.

1. Please introduce yourself, tell us about your professional activity and the sphere of the scientific and research interests.
2. Did you work with children, adolescents, youth, adults who experienced the problem of gaming addictions (gaming or gambling disorder) or excessive preoccupation with social networks (social networking sites addiction (SNS addiction))? Please share your practical experience, give specific examples, if possible.

3. According to your observations, what consequences does this induce for mental and somatic health, development, intelligence, the formation of a worldview, values, professional activity or study, and also how is it reflected in relationships in the family, in the team at work, with friends? Is a player happy, prosperious?

4. How could you evaluate the products of the gaming industry from a professional point of view and simply from a position of the universal values? First of all, is it dangerous, or is it safe, useful or harmful to a human, especially to a child, a teenager?

5. Do you think the general public has a mature, responsible attitude to these information products? Is there an awareness and understanding of this problem?

6. What measures of prevention and raising the public awareness in this matter do you envisage?

7. How can scientists and specialists make a difference for the better? What needs to be done?

8. From your point of view what kind of researches is it necessary to conduct in order to understand better the causes and mechanisms of development of the gaming addictions, to develop effective methods of prevention, treatment and rehabilitation?

9. Are you ready to take part in IASGA research and social projects and if your answer is positive, then in what way would you be interested to participate and have the opportunity to do it?

10. Do you find the issues that IASGA raises relevant for the whole society?

We are grateful to you for your sincere answers and for sharing your personal and professional experience and understandings. This interview will be useful to many people who came across the problem of gaming addictions in their lives and to specialists who are dealing with it in the course of their professional activities.