

مجلة بحوث الإعلام الرقمي



دورية علمية فصلية محكمة تصدر عن كلية الإعلام وتكنولوجيا الاتصال - جامعة السويس

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اعتماد الصحفيين الكويتيين على المواقع الالكترونية لمؤسسات وجمعيات الصحافة الأجنبية والعربية وانعكاساتها على فعالية الأداء الصحفي والمهني لديهم. **أ.د. مناور بيان الراجحي**

أثر توظيف الذكاء الاصطناعي في السرد القصصي الرقمي للمحتوي الوثائقي وعلاقته بتحسين تجربة المستهلك UX. **أ.م.د. فاطمة فايز قطب**

توظيف تقنيات الذكاء الاصطناعي في المؤسسات الصحفية: دراسة مقارنة بين مصر والبحرين. **د. محمد ثروت عطية**

تعرض الجمهور المصري لأخبار الجريمة عبر مواقع التواصل الاجتماعي ومستويات الشعور بالأمان لديهم. **د. لمياء محمد عبدالعزيز**

أثر انعكاس شبكات التواصل الاجتماعي على العلاقات الأسرية من وجهة نظر جامعة عبدالحميد بن باديس- مستغانم «دراسة ميدانية». **د. فارس سليمان أبو شيخة**

الاتصالات التسويقية المتكاملة للمؤسسات المجتمعية عبر الفيسبوك وانعكاسها على إدارة سمعتها لدى متابعيها. **د. أميرة عبدالعال**

مجلة بحوث الإعلام الرقمي

العدد الثامن يوليو - سبتمبر 2025



مجلة بحوث الإعلام الرقمي

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الكلمة الافتتاحية:

يسعد أسرة تحرير مجلة "بحوث الإعلام الرقمي" أن تقدم للقارئ الكريم هذا العدد الجديد من مجلتنا العلمية المحكمة، وهو العدد الثامن، الصادر في (يوليو/سبتمبر 2025)، والذي يضم باقة من الدراسات والبحوث التي تتقاطع عند محور واحد: فهم التحولات العميقة التي يشهدها الإعلام والاتصال في العصر الرقمي، وتداعياتها على الممارسة المهنية، والجمهور، والمجتمع.

تتوزع موضوعات هذا العدد بين قضايا الصحافة، والإعلام الرقمي، والذكاء الاصطناعي، والتواصل الاجتماعي، والتسويق الإعلامي، بما يفتح آفاقاً واسعة للنقاش العلمي وتبادل الرؤى. فنجد بحثاً تناول اعتماد الصحفيين الكويتيين على المواقع الإلكترونية الأجنبية والعربية وانعكاس ذلك على الأداء المهني، وأخرى تسبر آفاق توظيف الذكاء الاصطناعي في السرد القصصي الرقمي للمحتوى الوثائقي، إضافة إلى دراسة مقارنة حول استخدام تقنيات الذكاء الاصطناعي في المؤسسات الصحفية في مصر والبحرين.

كما يعرض العدد بحثاً تمس علاقة الإعلام بالجمهور والمجتمع، مثل: تعرض المصريين لأخبار الجريمة عبر مواقع التواصل الاجتماعي وتأثيرها على شعورهم بالأمان، وانعكاس شبكات التواصل على العلاقات الأسرية من منظور طلاب جامعة عبد الحميد بن باديس، إلى جانب دراسة تطبيقية عن الاتصالات التسويقية عبر فيسبوك وأثرها في سمعة المؤسسات المجتمعية.

ولا يغيب عن هذا العدد النقاش حول مستقبل الصحافة، إذ يطرح أحد البحوث قضية تراجع دور الصحافة الورقية في تمثيل الرأي العام وتحولها إلى أداة للعلاقات العامة، بينما يتناول آخر تأثير الفيديو جراف في المواقع الإخبارية على العمليات الإدراكية للمستخدم، ونجد كذلك دراسة باللغة الإنجليزية تبحث في أثر تطبيقات المقامرة الإلكترونية على المراهقين المصريين.

ويمتد اهتمام البحوث إلى استراتيجيات التسويق العكسي في الصفحات الحكومية عبر فيسبوك، وتعرض المراهقين الكويتيين للأفلام عبر المنصات الرقمية وعلاقته بالرقابة الأسرية، والاتجاهات نحو تأثير مواقع التواصل الاجتماعي على الروابط الأسرية الأردنية، وكذلك اتجاهات العاملين بالفضائيات الأردنية نحو دور وسائل التواصل في تحقيق السبق الإعلامي.

ويُختتم العدد بعرض لكتاب أجنبي حديث بعنوان: طمس حدود الصحافة في الإعلام الرقمي، بما يعزز من ثراء محتوى العدد ويفتح المجال أمام القراء لمتابعة أحدث الإسهامات العالمية في مجال الإعلام الرقمي.

إن ما يجمع هذه البحوث هو أنها تعكس وعياً متنامياً بضرورة استيعاب التحولات الرقمية وتداعياتها على الإعلام والمجتمع، وتطرح رؤى علمية رصينة تسهم في تطوير الفكر الإعلامي والممارسة المهنية. نأمل أن يجد فيها الباحثون والمهتمون ما يغني معارفهم ويفتح أمامهم مسارات جديدة للبحث والتطبيق.

والله ولي التوفيق

أ.م.د. حسين ربيع

مدير تحرير المجلة

محتويات العدد:

كلمة العدد

- 1-42 اعتماد الصحفيين الكويتيين على المواقع الإلكترونية لمؤسسات وجمعيات الصحافة الأجنبية والعربية وانعكاساتها على فعالية الأداء الصحفي والمهني لديهم. **أ.د. مناور بيان الراجحي**
- 43-89 أثر توظيف تقنيات الذكاء الاصطناعي في السرد القصصي الرقمي للمحتوى الوثائقي وعلاقته بتحسين تجربة المستخدم UX. **أ.م.د. فاطمة فايز عبده قطب**
- 91-121 توظيف تقنيات الذكاء الاصطناعي في المؤسسات الصحفية: دراسة مقارنة بين مصر والبحرين. **د.محمد ثروت محمد عطية**
- 123-215 تعرض الجمهور المصري لأخبار الجريمة عبر مواقع التواصل الاجتماعي ومستويات الشعور بالأمان لديهم. **د.لمياء محمد عبد العزيز**
- 217-237 أثر انعكاس شبكات التواصل الاجتماعي على العلاقات الأسرية من وجهة نظر طلبة جامعة عبد الحميد بن باديس- مستغانم "دراسة ميدانية". **د. فارس سلمان أبو شيحة**
- 239-329 الاتصالات التسويقية المتكاملة للمؤسسات المجتمعية عبر الفيسبوك وانعكاسها على إدارة سمعتها لدى متابعيها: دراسة تطبيقية علي مؤسستي مجدي يعقوب للقلب ومؤسسة بهية لعلاج سرطان الثدي بالمجان. **د.أميرة عبد العال البسيوني**

- 331-400  تراجع دور الصحافة الورقية في تمثيل الرأي العام من التعبير عن نبض الشارع إلى أدوات العلاقات العامة: دراسة ميدانية في السياق الكويتي. **تامر سليم**
- 401-447  تأثير التعرض للفيديو جراف في المواقع الإخبارية على العمليات الإدراكية للمستخدم: دراسة شبه تجريبية. **د. عيدة كمال رشيد ابو زيدان**
- 449-478  **The Impact of Online Gambling Applications on Egyptian Teenagers: An Exploration through Uses and Gratifications Theory and the Dualistic Model of Passion.**
Dr-Faida Abd Eldaym
- 479-508  توظيف استراتيجيات التسويق العكسي في الصفحات الحكومية عبر موقع الفيسبوك وعلاقته بالمزاج العام للجمهور. **هند مرتضى صابر عبد المولى**
- 509-591  تعرض المراهقين الكويتيين للأفلام العربية والأجنبية على المنصات الرقمية وعلاقته بمستوى الرقابة الأسرية على المضمون المقدم بها. **عبد الله سرور جابر**
- 593-661  الاتجاهات نحو تأثير مواقع التواصل الاجتماعي على الروابط الأسرية الأردنية: دراسة ميدانية على الجمهور الأردني. **أفين قاسم الكردي**
- 663-691  اتجاهات العاملين بالفضائيات الأردنية نحو دور مواقع التواصل الاجتماعي في تحقيق "السبق الإعلامي". **يوسف طالب الجراح**
- 693-706  عرض كتاب: طمس حدود الصحافة في الإعلام الرقمي. **ولاء محمد مبارك**

The Impact of Online Gambling Applications on Egyptian Teenagers: An Exploration through Uses and Gratifications Theory and the Dualistic Model of Passion

تأثير تطبيقات القمار الإلكتروني على المراهقين في مصر:
دراسة من خلال نظرية الاستخدامات والإشباع ونموذج العاطفة الثنائية

Dr- Faida Abd Eldaym

Abstract:

This study explores the impact of online gambling applications on Egyptian teenagers, focusing on usage patterns, motivations, psychological effects, and the influence on academic and social dimensions. Utilizing a quantitative research method, a survey was conducted on Egyptian teenagers. The study revealed that social media is the primary source of awareness about gambling applications, with many respondents learning about these platforms through such channels. While most participants reported rare engagement with gambling applications, lotteries emerged as the most popular activity. Competitive motivations dominated, with the majority citing peer competition as their primary reason for participation.

The results showed that most respondents spent minimal amounts on gambling, with a smaller group spending more. Most reported no security issues with their accounts. Mobile phones were the preferred device, and Bet365 was the most popular platform.

The results are interpreted through the lens of the Uses and Gratifications Theory (UGT) and the Dualistic Model of Passion (DMP). UGT supports the finding that peer competition is a key motivator for most users, consistent with Katz's emphasis on the role of subjective choice in media use. The DMP further clarifies the psychological impact of gambling. It distinguishes between harmonious passion, where gambling is integrated into daily life with minimal conflict, and obsessive passion, seen in frequent users (19.6%), driven by external pressures such as peer competition or the desire for financial gain. This obsession led to negative outcomes, such as academic decline or stress. The study also highlights the role of mobile devices, aligning with UGT and DMP in explaining how gambling becomes interwoven with teenagers' daily routines and their psychological and social motivations.

ملخص:

تهدف هذه الدراسة إلى استكشاف تأثير تطبيقات القمار الإلكتروني على المراهقين في مصر، مع التركيز على أنماط الاستخدام والدوافع والتأثيرات النفسية، بالإضافة إلى تأثيراتها على الجوانب الأكاديمية والاجتماعية. استخدمت الدراسة المنهج الكمي، حيث تم إجراء استبيان على مجموعة من المراهقين المصريين. أظهرت النتائج أن وسائل التواصل الاجتماعي هي المصدر الرئيسي للتوعية حول تطبيقات القمار، حيث اكتشف العديد من المشاركين هذه المنصات من خلال هذه القنوات. ورغم أن معظم المشاركين أفادوا بمشاركة نادرة في استخدام تطبيقات القمار، فإن اليانصيب كان النشاط الأكثر شعبية. هيمنت الدوافع التنافسية، حيث ذكر معظم المشاركين أن المنافسة مع الأقران كانت السبب الرئيسي لمشاركتهم. أظهرت النتائج أن معظم المشاركين ينفقون مبالغ قليلة على القمار، بينما أنفق عدد أقل منهم مبالغ أكبر. كما أفاد معظم المشاركين بعدم وجود مشاكل أمنية في حساباتهم. كان الهاتف المحمول هو الجهاز المفضل، وبيت 365 كانت المنصة الأكثر شهرة.

تم تفسير النتائج من خلال منظور نظرية الاستخدامات والإشباعات ونموذج العاطفة الثنائية. تدعم نظرية الاستخدامات والإشباعات هذا الاكتشاف، حيث أن المنافسة بين الأقران تعتبر حافزاً رئيسياً لمعظم المستخدمين، مما يتوافق مع تأكيد كاتز على دور الاختيار الذاتي في استخدام وسائل الإعلام. كما يوضح نموذج العاطفة الثنائية التأثير النفسي للقمار، حيث يميز بين العاطفة المتناغمة التي يتم فيها دمج القمار في الحياة اليومية مع حد أدنى من الصراع، والعاطفة المبهوسة التي تظهر عند المستخدمين المتكررين (19.6%) المدفوعين بضغوط خارجية مثل المنافسة مع الأقران أو الرغبة في تحقيق مكاسب مالية. وقد أدى هذا الهوس إلى نتائج سلبية مثل التراجع الأكاديمي أو التوتر. كما تسلط الدراسة الضوء على دور الأجهزة المحمولة، مما يتماشى مع نظرية الاستخدامات والإشباعات ونموذج العاطفة الثنائية في تفسير كيفية تداخل القمار مع روتين المراهقين اليومي ودوافعهم النفسية والاجتماعية.

Introduction

In recent years, the spread of online gambling applications has introduced a new dimension to traditional gambling, with far-reaching implications for individuals and society. This digital transformation has made gambling more accessible, interactive, and engaging, particularly among younger audiences. Teenagers, with their affinity for technology and propensity for risk-taking behaviors, are particularly vulnerable to the influence of online gambling platforms. In Egypt, where digital penetration among youth continues to grow, the impact of online gambling on teenagers is an emerging concern.

Gambling, a human activity deeply rooted in history, has evolved from being a pastime to a significant global economic industry. However, its addictive nature has long been associated with adverse biological, psychological, and social consequences. Behavioral addictions, including gambling and internet-based gaming, share many parallels with substance use disorders, such as patterns of craving, tolerance, withdrawal, and relapse. For adolescents, these behaviors often coincide with developmental vulnerabilities, making the potential consequences even more severe.

The increasing frequency of online gambling applications poses challenges. Unlike traditional gambling, which often requires physical presence and age verification, online platforms offer anonymity and ease of access. This convenience has heightened the risk of gambling disorders, particularly among teenagers who may lack the maturity to recognize or manage addictive behaviors. Functional consequences of gambling disorders, such as academic decline, family conflict, and financial distress, are now compounded by the pervasive nature of online platforms.

This research explores the impact of online gambling applications on Egyptian teenagers, aiming to provide an

understanding of how these platforms influence their behaviors, academic performance, and social interactions. By examining the variables contributing to the adoption of online gambling and its associated risks, this study seeks to bridge the gap between research and practical interventions.

Research Objectives:

- 1- Examine the amount of time spent on online gambling applications among Egyptian teenagers.
- 2- Explore the reasons behind teenagers' engagement with online gambling applications.
- 3- Analyze the specific gratifications sought by Egyptian teenagers from online gambling applications.
- 4- Investigate the psychological impacts of online gambling among Egyptian teenagers.
- 5- Assess how online gambling applications affect teenagers' academic performance and social relationships.
- 6- Identify the demographic characteristics (age, gender, socioeconomic background, and educational level) of Egyptian teenagers who engage in online gambling.

Research Importance:

On a theoretical level, this study contributes to the broader understanding of adolescent technology use and addiction by examining the behavioral, psychological, and social factors associated with online gambling. A key aspect of this research is the exploration of how Egyptian teenagers engage with gambling applications, including their methods of access and financial transactions. While some rely on digital wallets and prepaid cards, others use visa cards or informal credit exchanges, highlighting the various ways gambling platforms integrate into their daily lives.

On a practical level, the study offers insights for stakeholders seeking to mitigate the negative effects of online gambling on teenagers. Educators can design targeted awareness programs and interventions to address the risks of gambling addiction and its

psychological consequences. Additionally, the research can empower parents with knowledge and tools to monitor their children's online activities effectively, while also encouraging industry leaders to adopt more responsible practices in their platforms.

Research Problem:

The increasing accessibility and prevalence of online gambling applications have raised significant concerns about their impact on teenagers, particularly in Egypt, where rapid digitalization is coupled with a lack of strict regulatory frameworks. Teenage users, driven by curiosity, peer influence, may develop problematic gambling behaviors, including addiction, and emotional distress. Despite the growing popularity of these platforms among adolescents, there is a noticeable gap in research addressing their usage patterns, psychological impacts, and socio-economic implications within the Egyptian context.

Literature Review:

This review examines the issue of online gambling among adolescents, exploring its prevalence, risk factors, and associated mental health impacts.

The prevalence and impact of online gambling among adolescents have become significant areas of concern due to the rising levels of addiction and its association with mental health issues. Several studies highlight the behavioral consequences of online gambling addiction among teenagers, including excessive time spent gambling, neglect of personal responsibilities, and declining social interactions. For instance, (Budiman, Romadini, Aziz, & Pratama, 2022) focus on the behavioral patterns of adolescents addicted to online gambling, revealing that these youths tend to spend excessive time gambling, experience health deterioration, and often develop mental health problems. This aligns with the findings of (Sidiq, Suhaimi, & Kalfin, 2024), who also noted that adolescents involved in online gambling

experienced higher levels of stress, anxiety, and depression compared to non-gamblers. The shared theme across these studies is the negative mental health impact of online gambling, particularly in relation to impulsivity, stress, and anxiety.

In exploring risk factors for online gambling addiction, several studies emphasize the role of socio-demographic factors, such as age, gender, and family environment. (Giosan, et al., 2024) identify key risk factors, including male gender, young age, substance use, and poor academic performance, while also recognizing protective factors like parental supervision and a high socioeconomic status. Similarly, (Karaca, Karakoc, Gurkan, Onan, & Barlas, 2020) and (Gammal, Elsheikh, & Abozahra, 2019) discuss how socio-economic status and family factors, such as parental education and employment, influence the likelihood of developing gambling problems. (Karaca, Karakoc, Gurkan, Onan, & Barlas, 2020) highlight that middle school students with employed mothers and parents with higher education levels were more likely to engage in online gaming addiction. While these studies share an understanding of socio-demographic influences, they differ in the specifics of how these factors manifest in different age groups and contexts, from middle school students to university students.

The role of academic performance and internet addiction is another recurring theme in the literature. (ElNahas, et al., 2018) and (Gammal, Elsheikh, & Abozahra, 2019) show that problematic internet use, including internet gaming disorder (IGD), is inversely related to academic achievement. (ElNahas, et al., 2018) found a significant relationship between internet addiction and academic performance, while (Gammal, Elsheikh, & Abozahra, 2019) observed that internet addiction and gaming disorders were linked to poor sleep quality, which also affects academic performance. The studies suggest that both internet addiction and gaming disorder can disrupt sleep and concentration, ultimately harming academic success. Interestingly, while both studies explore the

impact of addiction on academic outcomes, they focus on different age groups and educational settings, providing a broader understanding of the issue.

Online gambling behaviors are also influenced by irrational cognitive biases, such as the hot-hand fallacy and gamblers' fallacy, which affect betting decisions. (Xu & Harvey, 2014) explored these fallacies among online sports bettors, finding that bettors who experienced winning streaks were more likely to select safer odds, while those on losing streaks chose riskier bets. This irrational betting behavior indicates that gamblers' decisions are driven by flawed beliefs about the reversal of luck. These cognitive biases are not only seen in adult gamblers but are also observed in adolescents, as demonstrated by the study by (Duggan & Mohan, 2022), which links participation in team sports to increased gambling behavior. This study showed that males who participated in team sports were more likely to engage in online gambling, highlighting a social identity influence on gambling behaviors. Both studies emphasize the psychological biases that shape gambling behavior, but (Duggan & Mohan, 2022) specifically relates it to youth involvement in team sports, offering a unique perspective on the social drivers of gambling.

Finally, the challenges in measuring and assessing problematic online gambling are highlighted in the work of (Montiel, Ortega-Barón, Basterra-González, González-Cabrera, & Machimbarrena, 2021), who conducted a systematic review of studies on adolescent gambling over the past 20 years. The review identified significant variability in the measurement tools used and found that between 0.77% and 57.5% of adolescents exhibited problematic gambling behaviors, depending on the study's methodology. This highlights the need for standardized diagnostic tools to accurately assess gambling issues in adolescents. Similarly, (Gainsbury, Parke, & Suhonen, 2013) explored consumer attitudes towards online gambling, emphasizing the importance of responsible gambling features, such as spending limits and loss-

chasing prevention. The study highlighted that implementing these features could help build consumer trust and reduce gambling-related conflicts, which is crucial in the context of the growing online gambling industry. While both studies address the complexity of measuring gambling behavior, (Montiel, Ortega-Barón, Basterra-González, González-Cabrera, & Machimbarrena, 2021) focus more on the prevalence and methodological challenges, whereas (Gainsbury, Parke, & Suhonen, 2013) focus on consumer attitudes and the regulation of online gambling platforms.

Further research has explored the psychological and social dimensions of gambling addiction. (Fortuna & Nurmina, 2024) examined the role of emotion regulation difficulties in internet addiction among Indonesian college students who engage in online gambling. Their quantitative study found a significant positive relationship between emotional regulation difficulties and gambling addiction, suggesting that students struggling with emotional control are at greater risk of developing gambling-related problems. Similarly, (Öztekin, 2024) explored gender and dark personality traits as predictors of online gambling addiction among Turkish university students, revealing that men are more prone to gambling addiction, with 93% of participants scoring above the addiction threshold. Narcissism and psychopathy were identified as significant risk factors, whereas Machiavellianism showed no significant association.

The social consequences of online gambling addiction have also been documented. (Aziz, 2024) investigated the rising cases of divorce linked to online gambling in East Jakarta. The study, based on surveys, interviews, and an analysis of Islamic legal literature, found that gambling addiction contributes to financial strain, mental health issues, and a breakdown of trust in families. Ease of access and economic incentives were identified as primary drivers of gambling participation. These findings align with (Fahrudin, et al., 2024), who examined online gambling addiction

as a growing public health issue in Indonesia, particularly in the context of psychological, social, and regulatory challenges. The study found that the COVID-19 pandemic exacerbated gambling addiction, particularly among young adults.

Together, these studies illustrate the complex relationship between psychological traits, social influences, and structural gambling characteristics that contribute to online gambling addiction. The findings highlight the need for comprehensive regulatory frameworks, responsible gambling initiatives, and awareness campaigns. Collaboration between governments, healthcare providers, and gambling operators is essential for effective interventions and long-term policy adjustments. By integrating these perspectives, this review highlights the urgency of proactive and multifaceted strategies to mitigate the negative effects of gambling addiction among adolescents and young adults.

While there have been no specific Arabic studies addressing the impact of gambling applications on adolescents, several studies have explored the effects of addiction to electronic gaming applications and websites.

The impact of electronic game addiction on adolescents has been a growing concern in recent years, with several studies investigating its relationship with various psychological issues, including negative thoughts, aggressive behavior, and social phobia. (Elasmay, 2023) explores the connection between addiction to electronic games and negative thoughts, revealing a significant correlation between the two variables. The study suggests that addiction to violent games exacerbates negative thinking patterns among adolescents, emphasizing the need for intervention programs. This idea aligns with (Mohamed & Mohamed, 2018), who examined the relationship between electronic game addiction and aggressive behavior in adolescents, finding a positive correlation. They argue that playing electronic games, particularly violent ones, is associated with increased

aggression in students, highlighting the behavioral consequences of such addiction.

Building on this, (Shaker, 2023) assessed the psychometric properties of a scale designed to measure electronic game addiction among adolescents. The findings confirmed the reliability and validity of the scale, further supporting the need for robust tools to measure the extent of addiction and its psychological effects. The study also identified multiple dimensions of addiction, including distorted perception, compulsive persistence, and loss of control, which contribute to the understanding of the deeper impact of electronic games on adolescent behavior.

Moreover, (Salem, 2022) explored the relationship between electronic game addiction and social phobia, revealing a significant positive correlation between the two. The study also highlighted differences in addiction levels between public and private school students, as well as between males and females, with males showing higher addiction levels and females experiencing greater social phobia. This suggests that the effects of electronic game addiction vary across different demographic groups, reinforcing the need for targeted interventions.

Extent of Benefit from Literature Review:

The literature review provides information about the impact of online gambling among adolescents, offering a foundation for understanding its prevalence, risk factors, and mental health consequences. It informs this research on how online gambling affects teenagers, helping to identify potential behavioral patterns, social influences, and psychological impacts. This understanding will aid in contextualizing the local issue within global trends, shaping more effective interventions and policy recommendations.

This research will fill the knowledge gap regarding the specific impact of online gambling applications on Egyptian teenagers, an area that has been underexplored in the existing literature. While global studies have examined the prevalence, risk

factors, and psychological effects of online gambling among adolescents, there is a lack of focused research on the unique socio-cultural, legal, and technological factors influencing teenage gambling behaviors in Egypt.

Research Questions:

1. How much time do Egyptian teenagers spend on online gambling applications?
2. What are the reasons behind Egyptian teenagers' engagement with online gambling applications?
3. What specific gratifications do Egyptian teenagers seek from online gambling applications?
4. What are the psychological impacts of online gambling on Egyptian teenagers?
5. How do online gambling applications affect the academic performance and social relationships of Egyptian teenagers?
6. What are the demographic characteristics (age, gender, socioeconomic background, and educational level) of Egyptian teenagers who engage in online gambling?

Research Methodology:

This study adopts a quantitative method, utilizing a survey tool to collect data. The research will focus on Egyptian teenagers who engage in online gambling.

Research Sample:

The study involves a sample of 235 respondents, specifically Egyptian teenagers who engage in online gambling applications. The sampling method used is a convenient sample, meaning that participants were selected based on their accessibility and willingness to participate in the study, rather than being randomly chosen from the broader population.

Data is collected online through Google Forms, allowing participants to complete the survey remotely.

Sample Frame:

The sample frame will consist of Egyptian teenagers who actively engage in online gambling, identified through various online platforms.

Sample Error:

In this study, the sample error refers to the difference between the results obtained from the 235 Egyptian teenagers surveyed and the actual characteristics of the broader population of Egyptian teenagers who engage in online gambling. Since the study uses a convenient sample, the sample error reflects the potential variability that can occur due to the non-random selection of participants.

The sample error will be calculated to understand the margin of error in the results. For example, if the sample error is 3%, this means that the findings from the sample could differ by $\pm 3\%$ from the true population values. This is important for interpreting the precision and reliability of the study's conclusions.

Theoretical Framework:

This research will employ both the Uses and Gratifications Theory and the Dualistic Model of Passion (DMP) frameworks.

Uses and Gratifications Theory

The Uses and Gratifications theory emerged in the 1940s, initially in the United States and later in countries like Britain, Sweden, Finland, Japan, and Israel (Lozano-Blasco, Robres, & Sánchez, 2022). Early research, as noted by (Wimmer & Dominick, 2005), focused on understanding why audiences choose specific media based on their needs, though it did not fully explore the psychological and sociological underpinnings of satisfaction. Katz et al. in 1973 later emphasized the need to examine the relationships between various media functions more systematically (Livingstone, 2019).

Key principles included the role of subjective choice in media usage, the competition between media and other sources of

satisfaction, and the importance of understanding user needs through empirical data while suspending cultural value judgments. By the 1970s, Katz in 1974 formalized the theory, proposing a linear causal model where social and psychological factors influence media expectations, which in turn shape media exposure and ultimately lead to satisfaction.

The UGT posits that individuals actively select media based on their psychological and social needs. This theory suggests that media consumption is driven by a desire to fulfill specific gratifications, which could include entertainment, social interaction, or information. The hypothesis being tested in this research is grounded in the idea that Egyptian teenagers' engagement with online gambling applications is influenced by the need to fulfill particular emotional, social, and psychological gratifications. Therefore, the study will explore how these gratifications shape their interaction with such applications, aligning with UGT's premise that media usage is goal-oriented and driven by individual needs (Mehrad & Tajer, 2016).

Dualistic Model of Passion (DMP)

The Dualistic Model of Passion (DMP), proposed by (Vallerand, On the Psychology of Passion: In Search of What Makes People's Lives Most Worth Living, 2008) and colleagues, extends the principles of Self-Determination Theory (SDT) by examining how individuals integrate activities into their identity based on psychological needs such as autonomy, competence, and relatedness. Developed in the early 2000s, this framework addresses a gap in psychological research, which had previously focused on romantic passion rather than passion for specific activities. According to the DMP, passion can be categorized into two types: obsessive and harmonious. Obsessive passion emerges from a controlled internalization of an activity, often driven by external pressures or contingencies like social acceptance or self-esteem. This type of passion can lead to rigid engagement, internal conflicts, and negative consequences, such as difficulty balancing

the activity with other aspects of life. Conversely, harmonious passion arises from an autonomous internalization of an activity, where individuals freely embrace the activity as meaningful and significant without external pressures. This form of passion supports flexible engagement, allowing individuals to balance the activity with other priorities and experience positive outcomes, such as flow, satisfaction, and adaptability. By distinguishing these two types, the DMP highlights the role of passion in personal identity and well-being, offering insights into its benefits and potential challenges.

The DMP explores how passion for activities develops and influences both individuals and society. Initial research, including the creation of the Passion Scale, revealed that passion arises through processes like activity selection, valuation, and integration into one's identity. Passion impacts various intrapersonal factors, such as cognitive and emotional well-being, as well as interpersonal and societal outcomes, highlighting its broader implications. Integrative studies link the determinants of passion to its outcomes, showing how passion shapes behaviors under different contexts, drawing from Self-Determination Theory to explain these dynamics (Vallerand, On Passion for Life Activities: The Dualistic Model of Passion, 2010).

The hypothesis is based on the premise that the types of passion—Harmonious Passion (HP) and Obsessive Passion (OP)—will significantly impact individuals' outcomes, both within the passionate domain and in other areas of life. Specifically, the hypothesis posits that Harmonious Passion will be associated with positive emotional outcomes, balanced life engagement, and enhanced psychological well-being. In contrast, Obsessive Passion is expected to lead to negative emotional outcomes, conflict with other life domains, and maladaptive behaviors, such as aggression or unhealthy levels of commitment. The hypothesis further suggests that individuals who exhibit mixed passion, characterized by both high HP and high OP, will experience a blend of positive

and negative outcomes depending on the context. It is anticipated that pure HP will result in the most adaptive and fulfilling outcomes, while pure OP will produce the least favorable effects on emotional health and life balance. Thus, the study tests the dualistic model's claim that Harmonious Passion is associated with optimal functioning, while Obsessive Passion leads to negative consequences. The inclusion of the quadripartite approach allows for the exploration of mixed passion, which may present more complex outcomes (Schellenberg, et al., 2019).

Extent of Benefit from the Theoretical Framework:

By employing the Uses and Gratifications Theory, the study can explore the psychological and social motivations driving teenagers to engage with online gambling applications. This framework helps identify the specific gratifications these platforms provide, such as entertainment, escape, or social interaction, and how these needs influence usage patterns.

Additionally, integrating the Dualistic Model of Passion (DMP) adds depth by examining the emotional and motivational aspects of teenagers' engagement with these applications. It allows the research to differentiate between harmonious passion, where gambling is controlled and aligned with other life activities, and obsessive passion, where gambling becomes disruptive and potentially addictive. This distinction aids in assessing how passion influences teenagers' behaviors, well-being, and susceptibility to harm.

Together, these frameworks provide a lens to analyze both the individual and contextual factors shaping teenagers' interactions with online gambling applications.

Research Results:

This research involved conducting a survey on a sample of 235 Egyptian teenagers selected using a convenient sample to examine their usage habits of gambling programs.

Sources of Learning About Online Gambling Applications

Moreover, the survey investigated how participants first learned about online gambling applications. A significant portion, representing 54% of respondents, reported discovering these platforms through social media. Additionally, 23% of participants, totalling 54 individuals, indicated that they learned about gambling applications from friends, while an equal percentage, also 23%, cited advertisements as their primary source of awareness. These findings highlight the dominant role of social media in introducing users to online gambling, with friends and ads playing a secondary yet equal role.

Learning Source (c)	No. of Respondents (f)	Relative Frequency (p)
Social media	127	54%
From friends	54	23%
Through Ads	54	23%
Total	235	100%

Online Gambling Engagement Frequency

The survey, conducted among 235 respondents (n=235), revealed varying levels of engagement with online gambling applications. A significant majority, representing 66% of the participants, represented by 155 respondents, indicated that they rarely use online gambling applications. Meanwhile, 14.5% reported infrequent usage, while 19.6% stated that they use these applications regularly. This highlighted that most individuals in the sample rarely engage in online gambling activities, with a smaller portion using them consistently.

Engagement Level (c)	No. of Respondents (f)	Relative Frequency (p)
Rarely	155	66%
Regular	46	19.6%
Infrequent	34	14.5%
Total	235	100%

Gambling Activities Engagement Frequency

The survey revealed insights into the types of gambling activities participants engage in through online applications. A significant majority, representing 71.1% of the participants, indicated that they participate in Lotteries gambling activities. Additionally, 14.9%, represented by 35 respondents, reported playing casino games, while 14% stated that they bet on sports. These findings demonstrate that most respondents refrain from gambling activities, with smaller groups engaging in specific types of gambling.

Activities' Engagement (c)	No. of Respondents (f)	Relative Frequency (p)
Lotteries	167	71.1%
Casino Games	35	14.9%
Sports Betting	32	14%
Total	235	100%

Motivation For Using Online Gambling Platforms

The survey explored the motivations behind the use of online gambling platforms among participants. A significant majority,

representing 70.6% of the sample, indicated that their primary motivation was the intent to compete with peers. Additionally, 12.8% of respondents, totaling 30 individuals, reported that their motivation was to make money, while 16.6% of the participants, represented by 39 respondents, stated that they engaged with these platforms for entertainment purposes. These findings suggest that competitive motives are the dominant factor driving online gambling engagement, followed by financial incentives and recreational interests.

Motivation to use gambling platforms (c)	No. of Respondents (f)	Relative Frequency (p)
Compete with Peers	166	70.6%
Entertainment	39	16.6%
Make Money	30	12.8%
Total	235	100%

Monthly Spending on Gambling Applications

The survey examined participants' monthly spending on gambling applications, revealing that the majority, representing 75.7% of respondents, typically spend less than \$20 per month. Additionally, 12.3% of participants, amounting to 29 individuals, reported spending from \$21 to \$50 monthly. A smaller segment, comprising 11.9% of respondents or 28 individuals, indicated that they spend more than \$100 per month on gambling applications. These findings suggest that most users tend to allocate minimal amounts towards gambling, with only a minority engaging in higher spending.

Spending Category (c)	No. of Respondents (f)	Relative Frequency (p)
Less than \$20	178	75.7%
From \$21 to \$50	29	12.3%
More than \$100	28	11.9%
Total	235	100%

Encountering Issues with Online Gambling Accounts

The survey explored whether participants have encountered issues such as account hacking while using online gambling applications. A majority, representing 72.3% of respondents, reported that they have not faced any such issues. On the other hand, 27.7% of participants, totalling 65 individuals, indicated that they have experienced account-related problems. These findings suggest that while most users have a secure experience, a notable proportion has encountered security concerns.

Response (c)	No. of Respondents (f)	Relative Frequency (p)
Yes	170	72.3%
No	65	27.7%
Total	235	100%

Device Usage for Accessing Online Gambling Applications

The survey examined the primary devices used by participants to access online gambling applications. A significant majority, representing 67.2% of respondents, reported using mobile phones as their preferred device. Additionally, 22.6% of participants, amounting to 53 individuals, indicated that they

primarily access gambling applications via tablets. A smaller portion, comprising 10.2% of respondents, reported using laptops for this purpose. These findings highlight mobile phones as the dominant platform for engaging with online gambling, with tablets and laptops playing a lesser role.

Device (c)	No. of Respondents (f)	Relative Frequency (p)
Mobile	158	67.2%
Tablet	53	22.6%
Laptop	24	10.2%
Total	235	100%

Preferred Online Gambling Programs

The survey investigated the program's participants' use of online gambling, allowing for multiple selections. A significant majority, representing 68.1% of respondents, reported using Bet365 as their preferred platform. Additionally, 11.9% of participants, totalling 28 individuals, indicated their preference for 1XBET, while 11.5%, represented by 27 respondents, reported using Olymp Trade. FanDuel Casino was used by 8.9% of participants, while 8.1% reported using other platforms. These findings highlight Bet365 as the most popular choice among users, with other platforms being used by smaller segments of the sample.

Program (c)	No. of Respondents (f)	Relative Frequency (p)
Bet365	160	68%
1XBET	28	11.9%

Olymp Trade	27	11.5%
FanDuel Casino	21	8.9%
Other	19	8.1%
Total	235	100%

Age Distribution

The survey examined the age distribution of participants, revealing that the majority, representing 88.1% of respondents, fall within the 16-20 age group. A smaller segment, comprising 11.9% of participants, falls within the 13-15 age range. These findings indicate that the majority of online gambling users in the study are teenagers approaching adulthood.

Age Group (c)	No. of Respondents (f)	Relative Frequency (p)
16-20	207	88.1%
13-15	28	11.9%
Total	235	100%

Gender Distribution

The survey also explored the gender composition of participants, showing that females make up the majority, representing 62.6% of respondents. Males, on the other hand, constitute 37.4% of the sample. This indicates a higher participation of females in online gambling activities compared to their male counterparts.

Gender (c)	No. of Respondents (f)	Relative Frequency (p)
Female	147	62.6%
Male	88	37.4%
Total	235	100%

Results Discussion

This study involved surveying 235 participants, which provided comprehensive insights into online gambling behaviors, motivations, and demographics. The findings revealed that a significant majority of respondents rarely engage with online gambling applications, with lotteries being the most participated activity. Social media emerged as the primary source for discovering these platforms, and competitive motives drive the majority of users to engage. While most participants spend minimally on gambling applications and prefer mobile phones for access, Bet365 stands out as the most favored program. Notably, the study identified teenagers aged 16-20 as the predominant age group, with females representing a larger portion of the sample. Security concerns and device preferences further illustrate the diverse experiences and engagement patterns within the online gambling landscape.

Regarding the **research questions**, the survey results provide significant insights into Egyptian teenagers' engagement with online gambling applications. In terms of usage frequency, the majority (66%) of respondents reported rarely engaging with these platforms, while a smaller segment (19.6%) indicated regular usage. This suggests that while most teenagers in the study have minimal interaction with gambling applications, a notable subset may dedicate more time and attention to these activities. The findings also reveal that the primary motivation for engagement is competitive intent (70.6%), reflecting the influence of social

pressures and the desire to outperform peers. Financial incentives (12.8%) and entertainment (16.6%) were secondary motives, highlighting the gratifications sought by users.

The demographic analysis further sheds light on the characteristics of these users. Most participants fall within the 16–20 age group (88.1%), and females constitute the majority of respondents (62.6%), indicating higher participation rates among teenage girls. Additionally, the dominant use of mobile phones (67.2%) and minimal spending habits (75.7% spending less than \$20 monthly) suggest that gambling is accessible to middle-income teenagers and is not yet a significant financial burden for most. These findings highlight the importance of understanding the social dynamics and potential implications of online gambling among Egyptian teenagers, particularly those transitioning to adulthood.

The survey findings align with the **review of literature** on the prevalence, risk factors, and mental health impacts of online gambling among adolescents. The majority of respondents (66%) reported rare engagement with gambling applications, but the 19.6% who engage regularly may represent a vulnerable subset at risk of addiction, as highlighted by (Budiman, Romadini, Aziz, & Pratama, 2022) and (Sidiq, Suhaimi, & Kalfin, 2024). Competitive motivations, reported by 70.6% of respondents, further align with (Duggan & Mohan, 2022) findings on the role of social pressures and identity in driving gambling behaviors. Additionally, demographic insights, such as the predominance of females (62.6%) and older adolescents aged 16-20 (88.1%), challenge earlier studies, like those by (Giosan, et al., 2024), which identified males and younger teens as higher-risk groups.

The survey results also reinforce the broader literature linking gambling to socioeconomic and technological factors. Most respondents reported low monthly spending (75.7% spending less than \$20), aligning with (Karaca, Karakoc, Gurkan, Onan, & Barlas, 2020), who associated gambling with middle-class backgrounds. The dominance of mobile phones (67.2%) as the

primary access device reflects the increasing accessibility of gambling applications, a factor emphasized in studies on technology-enabled gambling behaviors. Though not directly measured, the findings suggest potential academic and psychological impacts; the competitive motivations and account issues reported by 27.7% of respondents align with (Montiel, Ortega-Barón, Basterra-González, González-Cabrera, & Machimbarrena, 2021) and (ElNahas, et al., 2018), who discuss the link between gambling, stress, and academic disruptions. These results emphasize the importance of targeted interventions and responsible gambling features to mitigate risks among adolescents.

The survey results align with **the Uses and Gratifications Theory (UGT)** and **the Dualistic Model of Passion (DMP)** in explaining Egyptian teenagers' engagement with online gambling. UGT highlights how individuals actively use media to fulfill needs such as competition, entertainment, or financial gain, reflected in the findings where most participants (70.6%) cited competition as their primary motivation, while others sought entertainment (16.6%) or financial benefits (12.8%). This demonstrates how gambling platforms cater to diverse psychological and social needs, consistent with Katz's emphasis on subjective choice and goal-oriented media use. The DMP further contextualizes these motivations by distinguishing between obsessive and harmonious passions. Regular users (19.6%) may exhibit obsessive passion, driven by external pressures like peer competition or financial constraints, which could result in negative outcomes such as stress or academic decline. Conversely, those with infrequent engagement may demonstrate harmonious passion, integrating gambling into their lives without significant conflict. The widespread use of mobile devices (67.2%) to access these platforms highlights how gambling activities are woven into teenagers' daily lives, with UGT and DMP jointly explaining their motivations and the psychological consequences of their behaviors.

The findings suggest an understanding of how gambling activities may be internalized by teens, with some indications of both obsessive and harmonious passions based on engagement frequency and underlying motivations. Those who engage regularly in gambling (likely driven by external pressures or competition) might be internalizing this behavior in a more obsessive manner, while those who use gambling platforms infrequently may demonstrate a more balanced, harmonious relationship with the activity. This dual nature of passion, as conceptualized by the DMP, offers perception into the varying impacts of online gambling on teenagers, highlighting both the potential for negative psychological consequences as well as the possibility of more controlled and integrated engagement.

Conclusion:

The findings from the survey provide insights into the engagement patterns, motivations, and demographics of online gambling app users. A significant majority of respondents rarely engage with these applications, with the primary motivation being competition with peers. Social media emerged as the leading source of awareness about gambling applications, highlighting its influential role in shaping user behavior. Most participants access these platforms via mobile devices, with Bet365 being the most preferred program among users. Despite the widespread usage, security concerns such as account hacking were reported by a notable portion of users. In terms of spending habits, the majority of respondents allocate minimal amounts, typically less than \$20 per month. The demographic analysis revealed that the majority of users fall within the 16-20 age group, with a higher representation of females. These insights suggest that online gambling platforms are primarily used for social and entertainment purposes, with limited financial investment and varying levels of awareness and security concerns among users.

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