Conclusion: GAIT showed good content validity in capturing gaming addiction.

Background
In 2012, no Swedish screening measurement existed for adolescents or as a parent version. A universal accepted definition of the latent construct "gaming addiction" do not exist, although in 2013, Internet Gaming Disorder (IGD) was included in DSM-5, section 3: "Conditions for Further Studies"

Aim
To describes the development of a screening instrument for symptoms of gaming addiction in adolescents, the Gaming Addiction Identification Test (GAIT), and to evaluate the content validity of GAIT

Participants
The heterogeneous expert panel consisted of professional raters (n=7, three women), parent raters (n=10, five mothers), and adolescent raters (n=10, five girls, 13-20 years, median age 15 years)

Methods
GAIT was developed based upon the current research literature on gaming, gambling, and addictions. The Alcohol use Disorders Identification Test (AUDIT), the Problematic Online Gaming Questionnaire (POGQ), and Griffiths’ six core components (salience, mood modification, tolerance, withdrawal, conflict and relapse) were used as models

The expert panel estimated the Content Validity of each Item (I-CVI) as well as of the whole Scale (S-CVI/Ave), and participated in a succeeding cognitive interview about the GAIT

Results
The mean scores for both I-CVI and S-CVI/Ave ranged between 0.97 and 0.99 compared with the lowest recommended I-CVI value of 0.78 and the S-CVI/Ave value of 0.90.

There were no sex differences and no differences between expert groups regarding ratings in content validity. No differences in the overall evaluation of the scale emerged in the cognitive interviews.