

## **Abstract**

The present study aimed to explore the role of childhood experiences, perceived stress, and coping strategies as moderator in adolescents with Internet Gaming Disorder. It was hypothesized that childhood experiences, perceived stress, coping strategies and Internet Gaming Disorder are correlated with each other. Negative childhood experiences are likely to be a significant predictor of Internet Gaming Disorder. Coping Strategies is likely to be a moderator between Childhood Experiences, Perceived Stress, and Internet Gaming Disorder. Coping strategies are likely to mediate the relationship between childhood experiences, perceived stress, and Internet Gaming Disorder. And there is likely to be gender differences in Internet Gaming Disorder. Data was collected from 256 participants (boys n=158, girls n=98) ranging between 13-18 years of age and spending minimum of 4-6 hours daily on internet gaming. Measures used in the present study were Perceived Stress Scale (Cohen et al., 1983), Childhood Experiences Questionnaire (CEQ-58, (Styła, et al., 2018), Measure of Adolescents Coping Strategies scale (MACS) (Sveinbjornsdottir, et al., 2017) and 10-item Internet Gaming Disorder Test (IGDT-10) (Király, et al., 2015). The findings showed significant positive correlation between childhood experiences, perceived stress, coping strategies and Internet Gaming Disorder. Findings showed that coping strategies is not a significant moderator between childhood traumatic experiences and internet gaming disorder. It was also found that coping strategies is not a significant moderator between perceived stress and internet gaming disorder. The results of current showed that Negative childhood experience is a significant predictor of internet gaming disorder. The results of current study showed that coping strategies are significantly mediator of childhood experience, perceived stress, and internet gaming disorder. But the results of current study were non-significant among gender and Internet Gaming Disorder which showed that there is no difference of gender between boys and girls in Internet Gaming Disorder.