

## Abstract

The current study looks at the impact of internet gaming addiction and the dark triad on suicide ideation among Pakistani adolescents and young adults, with the mediating role of impulsivity. It is also designed to compare gamers and non-gamers based on online playing hours, i.e., those with high and low scores on impulsivity, internet gaming addiction, the dark triad, and suicidal ideation. Moreover, it is also planned to investigate the gender and age differences among Pakistani adolescents and young adults (Male= 593, Female= 407). Participants in this research ranged in age from 15 to 29 years old (Adolescents= 323, Young Adults= 677). The sample was recruited through online forms from Pakistani adolescents and young adults. Barratt Impulsiveness Scale (Revised), Game Addiction Scale (GAS) Lemmens, Valkenburg & Peter (2009), Short Dark Triad (Jones & Paulhus 2014) and Beck Scale of Suicidal Ideation were used to assess the study variables. The results revealed a significant positive relationship in impulsivity, internet gaming addiction, the dark triad, and suicide ideation. Multiple Hierarchical Regression found that impulsivity and internet gaming addiction had a significant impact on suicidal ideation. Furthermore, Mediation Analysis through Process Macro demonstrated that impulsivity strongly moderates the relationship between internet gaming addiction, the dark triad, and suicide ideation among Pakistani adolescents and young adults. There were significant gender and age differences amongst research variables. The study findings assist suicide awareness campaigns in considering how to manage impulsivity and internet gaming addiction by designing future approaches for preventing suicidal ideation.

**Keywords:** Suicidal ideation, internet gaming addiction, impulsivity, dark triad