

## Literatura

- American Psychological Association. (2013). *Diagnostic and Statistical Manual of Mental Disorders*. 5th edn. Washington, DC: American Psychological Association. <https://doi.org/10.1176/appi.books.9780890425596>.
- de Sá, R. R. C., Coelho, S., Parmar, P. K., Johnstone, S., Kim, H. S., & Tavares, H. (2023). A Systematic review of pharmacological treatments for internet gaming disorder. *Psychiatry investigation*, 20(8), 696. <https://doi.org/10.30773/pi.2022.0297>.
- Dobiášová, D., Broža, J., & Kalina, K. (2008). Poradenství a práce s motivací. In K. Kalina, A. Adameček, J. Broža, J. Dvořáček, D. Dobiášová, M. Frouzová, M. Hajný, B. Janíková, P. Jeřábek, A. Kuda, S. Kudrle, J. Minařík, L. Miovska, M. Miovský, P. Gabrhelíková Müllerová, P. Popov, M. Richterová Těmínová, V. Řehák, T. Zábranský, *Základy klinické adiktologie* (s. 121–131). Grada.
- Dursun, A., & Ceyhan, A. A. (2023). The Effectiveness of Reality Therapy Based Psycho-Education Program Regarding Decreasing the Level of Problematic Internet Usage of Adolescents. *Turkish Psychological Counseling and Guidance Journal*, 13(69), 146–159. <https://doi.org/10.17066/tpdrd.1319657asa>.
- Endrödiová, L. (2015). Intervence. In M. Miovský, T. Adámková, & M. Barták (Eds.), *Výkladový slovník základních pojmů školské prevence rizikového chování* (2. vyd.) (s. 85–90). Klinika adiktologie I. LF UK a VFN v Praze.
- Ferneer, C. R., Mesel, T., Andersen, A. J., & Gabrielsen, L. E. (2019). Therapy the natural way: A realist exploration of the wilderness therapy treatment process in adolescent mental health care in Norway. *Qualitative Health Research*, 29(9), 1358–1377. <https://doi.org/10.1177/1049732318816301>.
- Glasser, W. (2001). *Terapie realitou*. Portál.
- Ghuman, D. & Griffiths, M. (2012). A Cross-Genre Study of Online Gaming: Player Demographics, Motivation for Play, and Social Interactions Among Players. *International Journal of Cyber Behavior, Psychology and Learning (IJCBL)*, 2(1), 13–29. <https://doi.org/10.4018/ijcbpl.2012010102>.
- Hall, A. S. & Parsons, J. (2001). Internet addiction: College student case study using best practises in cognitive behavior therapy. *Journal of Mental Health Counseling*, 23(4), 312–328.
- Han, D. H., Kim, S. M., Lee, Y. S., & Renshaw, P. F. (2012). The effect of family therapy on the changes in the severity of on-line game play and brain activity in adolescents with on-line game addiction. *Psychiatry Res.*, 202(2), 126–131. <https://doi.org/10.1016/j.psychres.2012.02.011>.
- Chomynová, P. (Ed.), Dvořáková, Z., Černíková, T., Rous, Z., Grohmannová, K., Cibulka, J., & Franková, E. (2022). *Zpráva o digitálních závislostech v České republice 2022*. Úřad vlády České republiky.
- Kalina, K. (2001). *Mezioborový glosář pojmů z oblasti drog a drogových závislostí*. Úřad vlády ČR.
- Kalina, K., Adameček, A., Broža, J., Dvořáček, J., Dobiášová, D., Frouzová, M., Hajný, M., Janíková, B., Jeřábek, P., Kuda, A., Kudrle, S., Minařík, J., Miovska, L., Miovský, M., Gabrhelíková Müllerová, P., Popov, P., Richterová Těmínová, M., Řehák, V., Zábranský, T., (2008). *Základy klinické adiktologie*. Grada.
- King, D. L., & Delfabbro, P. H. (2019). *Internet Gaming Disorder: Theory, Assessment, Treatment, and Prevention*. Academic Press.
- King, D. L., & Delfabbro, P. H. (2014b). Is preoccupation an oversimplification? A call to examine cognitive factors underlying Internet gaming disorder. *Addiction*, 109(9), 1566–1567. <https://doi.org/10.1111/add.12547>.
- King, D. L. & Delfabbro, P. H. (2009a). Motivational differences in problem video game play. *Journal of Cybertherapy and Rehabilitation*, 2(2), 139–149.
- King, D. L. & Delfabbro, P. H. (2014a). The cognitive psychology of Internet gaming disorder. *Clinical Psychology Review*, 34(4), 298–308. <https://doi.org/10.1016/j.cpr.2014.03.006>.
- King, D. L. & Delfabbro, P. H. (2009b). The general health status of heavy video game players: comparisons with Australian normative data. *Journal of Cybertherapy and Rehabilitation*, 1(2), 17–26.
- Kim, J. U. (2007). A reality therapy group counseling program as an Internet addiction recovery method for college students in Korea. *International Journal of Reality Therapy*, 26(2), 3–9.
- Kochuchakkalackal Kuriala, G., & Reyes, M. E. S. (2020). Efficacy of the acceptance and cognitive restructuring intervention program (Acrip) on the internet gaming disorder symptoms of selected asian adolescents. *J Technol Behav Sci*, 5, 238–244. <https://doi.org/10.1007/s41347-020-00132-z>.
- Kuss, D. J., Louws, J., & Wiers, R. W. (2012). Online gaming addiction? Motives predict addictive play behavior in massively multiplayer online role-playing games. *Cyberpsychology, Behavior, and Social Networking*, 2012(15), 480–485. <https://doi.org/10.1089/cyber.2012.0034>
- Laconi, S., Pirès, S., & Chabrol, H. (2017). Internet gaming disorder, motives, game genres and psychopathology. *Computers in Human Behavior*, 75, 652–659. <https://doi.org/10.1016/j.chb.2017.06.012>.
- Li, D., Liao, A., & Khoo, A. (2011). Examining the influence of actual-ideal self-discrepancies, depression, and escapism, on pathological gaming among massively multiplayer online adolescent gamers. *Cyberpsychology, Behavior, and Social Networking*, 14(9), 535–539. <https://doi.org/10.1089/cyber.2010.0463>.

- Liddle, H. (2016). Multidimensional family therapy: Evidence base for transdiagnostic treatment outcomes, change mechanisms, and implementation in community settings. *Family Process*, 55(3), 558–576. <https://doi.org/10.1111/famp.12243>.
- Marino, C. & Spada, M. M. (2017). Dysfunctional cognitions in online gaming and Internet gaming disorder: a narrative review and new classification. *Current Addiction Reports*, 4(3), 1–9. <https://doi.org/10.1007/s40429-017-0160-0>.
- Mills, D. J., Milyavskaya, M., Heath, N. L., & Derevensky, J. L. (2017). Gaming motivation and problematic video gaming: the role of needs frustration. *European Journal of Social Psychology*, 48(4), 551–559. <https://doi.org/10.1002/ejsp.2343>.
- Miller, W. R. & Rollnick, S. (2003). *Motivační rozhovory: Příprava lidí ke změně závislého chování*. Sdružení SCAN.
- Nešpor, K. (2007). Craving (bažení) u návykových nemocí-jeho význam a léčbě. *Psychiatrie pro praxi*, 8(1), 32–34.
- Prochaska, J. O., & DiClemente, C. C. (1986). Toward a comprehensive model of change. In R. Miller & N. Heather (Eds.), *Treating Addictive behaviors: processe of Change* (s. 3–27). Plenum Press.
- Soukup, J. (2020). *Motivační rozhovory v praxi*. Portál.
- Toto, G. A. & Limone, P. (2022, 10. června). Signs, mechanisms and consequences of videogame addictions: educational strategies and rehabilitation. *Proceedings of the Third Workshop on Technology Enhanced Learning Environments for Blended Education*, Vieste, Itálie.
- Vondráčková, P., Štastná, L., Jandáč, T., Pavelcová, Z., & Urešová, A. (2023). Psychoterapeutické přístupy pro dospívající s online závislostí. *Adiktol. prevent. léčeb. praxi*, 6(2), 80–86. <https://doi.org/10.35198/APLP/2023-002-0002>.
- Vondráčková Holcnerová, P., Vacek, J. & Košatecká, Z. (2009). Závislostní chování na internetu a jeho léčba. *Čes. a slov. psychiat.*, 105(6–8), 281–289.
- Wendt, L. M., Austermann, M. I., Thomasius, R., Paschke, K., & Rumpf, H.-J. (2021). Requirements of a group intervention for adolescents with internet gaming disorder in a clinical setting: A qualitative interview study. *International Journal of Environmental Research and Public Health*, 18(15). <https://doi.org/10.3390/ijerph18157813>.
- World Health Organization [WHO] (2016). *International statistical classification of diseases and related health problems, ICD-10 (5th edition)*. World Health Organization.
- World Health Organization [WHO] (2019). *International Classification of Diseases for Mortality and Morbidity Statistics (11th Revision)*. World Health Organization.
- Yee, N. (2006). The demographics, motivations, and derived experiences of users of massively multi-user online graphical environments. *Presence: Teleoperators and virtual environments*, 3(15), 309–329. <https://doi.org/10.1162/pres.15.3.309>.
- Young, K. (2011). CBT-IA: The first treatment model for internet addiction. *Journal of Cognitive Psychotherapy*, 25(4), 304–312. <https://doi.org/10.1891/0889-8391.25.4.304>
- Young, K. S. (2007). Cognitive-behavioral therapy with Internet addicts: Treatment outcomes and implications. *Cyberpsychology & Behavior*, 10(5), 671–679. <https://doi.org/10.1089/cpb.2007.9971>.
- Young, K. (2004). Internet addiction: the consequences of a new clinical phenomena. In K. Doyle (Ed.), *American behavioral scientist: psychology and the new media* (s. 1–14). Sage.
- Young, K. (2015). The Evolution of Internet Addiction Disorder. In Ch. Montag & M. Reuter (Eds.), *Internet Addiction Neuroscientific Approaches and Therapeutical Implications Including Smartphone Addiction*. Springer.
- Zhang, J., Yao, Y., Potenza, M., Xia, C., Lan, J., Liu, L., Wang, L. J., Liu, B., Ma, S. S., Fang, X., Y., (2016). Effects of craving behavioral intervention on neural substrates of cue-induced craving in internet gaming disorder. *Neuroimage*, 12, 591–599. <https://doi.org/10.1016/j.neuroimage.2016.09.004>.