





The Role of Mobile Game Usage on Mental Health, Academic Engagement, and Aggression in Adolescents

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1. Round 1

1.1. Reviewer 1

Reviewer:

The article references the influence of virtual networks on students' time management. Consider providing more recent and relevant data to strengthen this claim and support your argument. The use of older sources, like Simms & Floros (2013), may undermine the current relevance of your work.

The Goldberg Mental Health Questionnaire details are well-explained, but consider including information on its cross-cultural validity, as it is used in an Iranian context. This would strengthen the reliability of your measures.

The Buss and Perry Aggression Questionnaire is mentioned as having satisfactory reliability, but a brief discussion of any known limitations or criticisms of this instrument in similar research settings would be beneficial.

It would be helpful to explain why these components were chosen for measuring mobile game usage and how they relate to the study's primary objectives.

The choice of statistical tests should be justified. Why was Pearson's correlation specifically chosen, and how does it account for the potential complexities of the relationships among variables?

This explanation lacks a discussion of effect sizes. Including information about the practical significance of these findings would make the results more compelling.

Authors uploaded the revised manuscript.

1.2. Reviewer 2

Reviewer:

The mention of national statistics from the United States (Swedo, Mikami & Allen, 2011) could benefit from additional context about regional variations, if possible. Could you compare this with Iranian statistics to contextualize your study more effectively?

This statement provides an important framework but lacks empirical backing. Consider citing specific studies that highlight the influence of these factors on adolescents' behavior.

The statement "Mobile-based computer games are rapidly attracting many children and adolescents" needs clarification. Are there specific characteristics of these games that make them more appealing? A brief explanation would enhance comprehension.

The description of the sampling method could be improved. Did the authors ensure that the selected schools represented the general population of female high school students in Tabriz? Please elaborate on how representativeness was achieved.

The explanation of descriptive statistics is clear but consider providing a more detailed analysis of what these statistics imply about the broader student population in Tabriz.

This section could be enhanced by discussing any unexpected findings and their potential implications or suggesting why these findings might differ from previous research.

The regression analysis discussion is robust. However, it may be beneficial to discuss the potential for multicollinearity among predictor variables and how this was addressed.

Authors uploaded the revised manuscript.

2. Revised

Editor's decision after revisions: Accepted.

Editor in Chief's decision: Accepted.