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Playing video games has become almost ubiquitous among youth, and daily play typical. Many popular video games reward players with randomized digital content with real-world value, blurring the lines with gambling. Gaming disorder is a behavioral addiction to online games, included in the ICD-11 as an official diagnosis and the DSM-5 as a condition requiring further study. A substantial body of international literature documents its extent, characteristics, and effects. Diagnostic criteria of IGD require the presence of a persistent, recurrent habit leading to clinically significant impairment and related symptoms analogous to those of gambling disorder. Neurobiological changes in affected individuals are comparable to those occurring in substance use disorders. Research reveals risk factors (male sex, impulsivity, poor social competence & parental attachment), prognosis (85% stability over 2 years), and clinical outcomes (depression, anxiety & academic failure). Research and clinical experience reveals how mental health providers can effectively identify and treat these problems in affected individuals. Clinical implications for identifying and treating patients with IGD, and relation to gambling disorder will be discussed.