

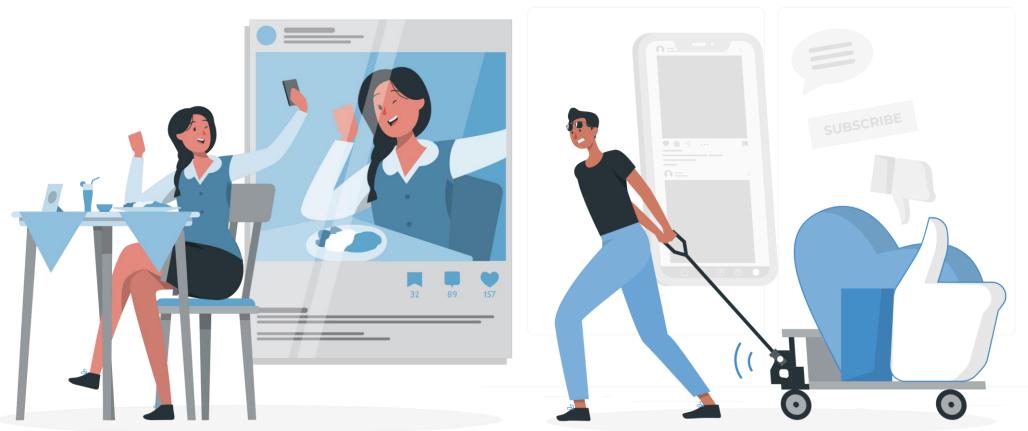
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Divergent Roles of Emotional Intelligence Models in Technology-Related Behavioural Addictions: A Systematic Literature Review

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INTRODUCTION & AIM



What drew people into

these kind of behavioural

RESULTS & DISCUSSION

Ability El (32)	Trait El (11)
 mediated the relationship 	 facet Self-Control was a
between PIU/PSU and	significant predictor of PIU
suicidal ideation (Arrivillaga et al.,	(Alshakhsi et al. 2022), possibility to
2020)	experience social network
 had an indirect effect on 	addiction (Pino & Mastromarino, 2023)
Facebook intrusion via anxiety	 had a significant negative
and insomnia (Błachnio et al., 2023)	effect on PIU (Alshakhsi et al. 2023)
 significantly predicted 	 was negatively correlated
smartphone (Chen & Zhang, 2023)	with PSMU, dart triad, fear of
and social media (Jarrar et al.,	missing out (Barberis et al., 2023), IA

Smartphone Addiction

Internet Addiction



Online Gaming

Addiction

Social Media Addiction

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Loneliness Fear of missing out

Covid-19

addictions?

What they caused?

- Decreased sleep quality
- **Behavioral impairment**
- Psychological dystress
- Time management issues
- Can Emotional Intelligence (EI) help ?
- Can it help as a cognitive ability or a personality trait ?

METHOD

Records identified from Databases (n = 384)

- \blacktriangleright PubMed (n = 27)
- Scopus (n = 88)
- Web of Science (n = 119)
- > APA PsycArticles (n = 99)
- \blacktriangleright PsycINFO (n = 51)

- Records removed before screening (n = 122)

Reports screened based on titles & abstracts in *Rayyan* (n = 262)

Records excluded (n =167)

Search Criteria:

- Behavioral addictions (30 keywords)
- 2013–2024

Selection Criteria:

- English language
- Scientific articles
- Focus on Technology-related behavioural addictions

2022) addiction.

BUT ALSO

 did not provide protection against PIU (Maddi et al., 2013)

UUL (Barberis et al., 2023), IA (Mizera et al., 2019)

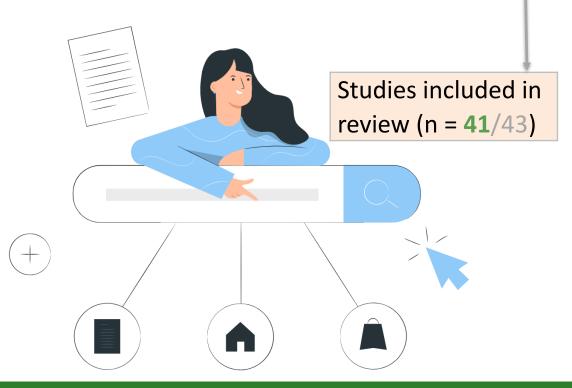
- affected gaming for different motives for adolescent and adult gamers (Kırcaburun et al., 2020)
- did not moderate the effect of IA on negative mood (Yu & Zhou) effect on scholastic well-being was not mediated by smartphone addiction (Mascia et al.2020)
- **Overall, low to medium significant and negative correlations** between EI and technology-related behavioural addictions.
- No conspicuously diverging roles of ability El and trait El was concluded and there could be a number of reason for it:
- **Unsystematised definition of technology-related behavioural** addictions (except for online gaming)
- Pitfalls in *the assessment* of these type of addictions (Is self-reporting enough?)
- Widespread cases of *inconsistencies with how ability model is* defined and measured

CONCLUSION & FUTURE WORK

Define the terminology precisely: Internet Addiction vs **Problematic Internet Use, Ability El vs Trait El?**

Reports screened based on the selection criteria (n = 95)

- Reports excluded (53)



- Focus either on Ability or onTrait Model
- Focus on validated measures

Preferred Reporting Items for Systematic Review and Meta-Analysis Statements 2020

 $Zotero \rightarrow Reference$ Management

Rayyan \rightarrow Decision-making

- ✓ Measure with validated and/or objective tools
- ✓ Analyze the Data beyond correlations...
- Collaborate with Clinicans working on the subject
- ✓ Treatment Plans & Interventions to design and implement

REFERENCES

Petrides, K. V., & Furnham, A. (2001). Trait emotional intelligence: Psychometric investigation with reference to established trait taxonomies. European journal of personality, 15(6), 425-448.

Salovey, P., & Mayer, J. D. (1990). Emotional intelligence. Imagination, cognition and personality, 9(3), 185-211.

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https://sciforum.net/event/IECBM2024