

# Preface

Several chapters in this anthology are based on the research project 'Computerspil, hverdag og familie: afhængighed og problematiske spillevaner i kontekst' (Videogames, everyday life and family: addiction and problem gaming in context). The project ran between 2014 and 2016, and was funded by the Independent Research Fund Denmark. Many of the contributing authors also participated in a symposium titled 'Nordic Research on Problem Gaming from an Everyday Perspective' (held at Lund University in January 2016). Thus, the now presented book is largely the outcome of the research project and symposium.

We would like to thank the peer reviewers and Nordicom for their hard work; we would also like to thank those who have contributed to the project with data. Moreover, we would like to thank 'Center for Ludomani' (Center for gambling addictions) for fruitful collaboration throughout the project period, as well as the attendants at NordMedia 2015 and DIGRA 2015, where parts of this material were presented.

*Anne Mette Thorhauge, Andreas Gregersen & Jessica Enevold*