**Supplementary Material**

***Step 1:*** *Recruit translation team*

The first step in initiating the translation procedure involved the recruitment of a translation team. The abilities of translators were considered. Specifically, translators experienced in relevant scientific concepts and were professionally qualified or had native language skills with cultural familiarity were involved.

This research recruited five translators were recruited and divided into two pairs (one pair for forward translation and another pair for back translation) based on expertise and background. The forward translation team included an A1 translator who understood the issue related to the internet disorder from Airlangga University and an A2 translator who was an English translator in the city of Surabaya. The back translation team included a B1 translator who understood the related issues from Padjajaran University, and the B2 translator was a professional translation.

***Step 2:*** *Forward Translation (Supplementary Table S1)*

At this stage, the forward translation team considered the English ACSID-11 (named as Document 0) for translation into Bahasa Indonesia. The two translators performed the translation independently and generated two forward translation versions (Document 1 from translator A1; Document 2 from translator A2). After that, a committee with expertise in public health, nursing, mental health, and behavioral addictions was formed to assess and resolve differences to produce the combined translation document (Document 3).

**Supplementary Table S1.** Forward translation process into Bahasa by a translation team.

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| **No.** | **Original Version in English**  **(Document 0)** | ***Forward translation* into Bahasa Indonesian** | | |
| **Translator A1**  **(Document 1)** | **Translator A2**  **(Document 2)** | **The Combined Translation**  **(Document 3)** |
| **1** | This includes the playing of computer, video and online games. These can be divided into different genres such as MMORPGs (*e.g.*, World of Warcraft, Guild Wars), first-person shooters (*e.g.*, Call of Duty, Overwatch, Battlefield), sports simulations (*e.g.*, Fifa), MOBAs (*e.g.*, League of Legends, Dota) or strategy games (*e.g.*, Desperados, Age of Empires). They can be played on different consoles like Nintendo Switch, PlayStation, Xbox, or on the PC. | Termasuk bermain komputer, video dan game online. Ini dapat dibagi menjadi genre yang berbeda seperti MMORPG (seperti World of Warcraft, Guild Wars), *first-person shooter* (seperti Call of Duty, Overwatch, Battlefield), simulasi olahraga (seperti Fifa), MOBA (mis. League of Legends, Dota) atau game strategi (misalnya, Desperados, Age of Empires). Games tersebut dapat dimainkan di berbagai konsol seperti NintendoSwitch, PlayStation, Xbox atau di PC. | Aktivitas bermain *game* komputer, *video game*, dan *game* *online*. *Game* tersebut dapat dikategorikan ke dalam genre-genre yang berbeda, seperti MMORPG (mis., *World of Warcraft*, *Guild Wars*), *first-person shooter* (mis., *Call of Duty*, *Overwatch*, *Battlefield*), simulasi olahraga (mis., Fifa), MOBA (mis., *League of Legends*, Dota), atau *game* strategi (misalnya, *Desperados*, *Age of Empires*). Game-game tersebut dapat dimainkan di berbagai konsol, seperti, Nintendo Switch, PlayStation, Xbox, atau di PC | Aktivitas bermain *game* komputer, *video game*, dan *game* *online*. *Game* tersebut dapat dikategorikan ke dalam genre-genre yang berbeda, seperti MMORPG (mis., *World of Warcraft*, *Guild Wars*), *first-person shooter* (mis., *Call of Duty*, *Overwatch*, *Battlefield*), simulasi olahraga (mis., Fifa), MOBA (mis., *League of Legends*, Dota), atau *game* strategi (misalnya, *Desperados*, *Age of Empires*). Game-game tersebut dapat dimainkan di berbagai konsol, seperti, Nintendo Switch, PlayStation, Xbox, atau di PC. |
| **2** | This includes online shopping activities in retail (*e.g.*, Amazon, Zalando) or auction trading (*e.g.*, eBay). Usage includes the actual purchase of goods as well as other activities (*e.g.*, price comparisons, product searches) | Termasuk aktivitas belanja online di ritel (misalnya Amazon, Zalando) atau perdagangan lelang (misalnya eBay). Penggunaan mencakup pembelian aktual barang serta aktivitas lainnya (misalnya, perbandingan harga, pencarian produk) | Belanja *online* di ritel (misalnya, Amazon, Zalando) atau platform lelang (mis., eBay), yang mencakup pembelian aktual barang serta aktivitas lainnya (mis., perbandingan harga, pencarian produk) | Belanja *online* di ritel (misalnya, Amazon, Zalando) atau platform lelang (mis., eBay), yang mencakup pembelian aktual barang serta aktivitas lainnya (mis., perbandingan harga, pencarian produk) |
| **3** | This includes the use of offers on the internet with pornographic content (*e.g.*, any kind of explicitly sexual films, videos or images in which the genital area is depicted with the intention of sexually arousing the viewer) that you watch on internet-enabled devices (*e.g.*, computer, tablet, smartphone, smart TV). | Termasuk penggunaan penawaran di internet dengan konten pornografi (misalnya segala jenis film, video, atau gambar seksual yang secara eksplisit menggambarkan area genital dengan maksud untuk membangkitkan gairah seksual bagi yang menontonnya) yang Anda tonton di perangkat yang mendukung internet (misalnya, komputer, tablet, smartphone, smart TV). | Penggunaan internet yang menawarkan konten pornografi (misalnya, semua jenis film, video, atau gambar seksual yang secara eksplisit menggambarkan area genital untuk membangkitkan gairah seksual penontonnya) yang Anda tonton di perangkat yang memiliki akses ke internet (mis., komputer, tablet, *smartphone*, smart TV). | Penggunaan internet yang menawarkan konten pornografi (misalnya, semua jenis film, video, atau gambar seksual yang secara eksplisit menggambarkan area genital untuk membangkitkan gairah seksual penontonnya) yang Anda tonton di perangkat yang memiliki akses ke internet (mis., komputer, tablet, *smartphone*, smart TV). |
| **4** | This includes the use of various social networks and blogs (*e.g.*, Facebook, Twitter, Instagram) as well as messengers (*e.g.*, WhatsApp). Use can include both active activities (*e.g.*, posting entries) and passive activities (*e.g.*, reading entries). | Termasuk penggunaan berbagai jejaring sosial dan blog (misalnya Facebook, Twitter, Instagram) serta *messenger* (misalnya WhatsApp). Penggunaan dapat mencakup aktivitas aktif (mis. memposting entri) dan aktivitas pasif (mis. membaca entri). | Penggunaan berbagai jejaring sosial dan blog (misalnya, Facebook, Twitter, Instagram) serta *messenger* (mis., WhatsApp). Penggunaan tersebut dapat dilakukan secara aktif (mis., memposting entri) dan pasif (mis., membaca entri). | Penggunaan berbagai jejaring sosial dan blog (misalnya, Facebook, Twitter, Instagram) serta *messenger* (mis., WhatsApp). Penggunaan tersebut dapat dilakukan secara aktif (mis., membuat postingan) dan pasif (mis., membaca postingan). |
| **5** | This includes online gambling activities such as casino games (*e.g.*, poker, blackjack, roulette, slot machines), online betting (*e.g.*, sports betting, horse racing), as well as online lotteries and bingo. | Termasuk aktivitas perjudian online seperti permainan kasino (misalnya poker, blackjack, roulette, mesin slot), taruhan online (misalnya taruhan olahraga, pacuan kuda) serta lotere dan bingo online. | *Game* kasino (misalnya, *poker*, *blackjack*, *roulette*, mesin slot), taruhan online (mis., taruhan olahraga, taruhan dalam pacuan kuda), serta lotre dan *bingo* *online*. | Perjudian online seperti permainan kasino (misalnya poker, blackjack, roulette, mesin slot), taruhan online (misalnya taruhan olahraga, pacuan kuda) serta lotere dan bingo online. |
| **6** | If you regularly use other activities on the internet that are not included in the activities mentioned so far, please name them | Jika Anda secara rutin melakukan aktivitas lain di internet yang tidak disebutkan di atas, sebutkan aktivitas tersebut: | Sebutkan aktivitas internet lainnya yang biasa Anda lakukan tapi tidak disebutkan di atas. | Sebutkan aktivitas internet lainnya yang biasa Anda lakukan tapi tidak disebutkan di atas. |
| **7** | In the past 12 months, have you had trouble keeping track of when you started the activity, for how long, how intensely, or in what situation you did it, or when you stopped? | Dalam 12 bulan terakhir, apakah Anda mengalami kesulitan mencatat kapan Anda memulai aktivitas, berapa lama, seberapa intens, atau dalam situasi apa Anda melakukannya, atau kapan Anda berhenti? | Dalam 12 bulan terakhir, apakah Anda sulit mengingat kapan Anda memulai aktivitas, seberapa lama Anda melakukannya, seberapa intens Anda melakukannya, dalam situasi apa Anda melakukannya, atau kapan Anda berhenti melakukannya? | Dalam 12 bulan terakhir, apakah Anda sulit mengingat kapan Anda memulai aktivitas, seberapa lama Anda melakukannya, seberapa intens Anda melakukannya, dalam situasi apa Anda melakukannya, atau kapan Anda berhenti melakukannya? |
| **8** | In the past 12 months, have you felt the desire to stop or restrict the activity because you noticed you were using it too much? | Dalam 12 bulan terakhir, pernahkah Anda merasakan keinginan untuk menghentikan atau membatasi aktivitas karena Anda menyadari bahwa Anda terlalu banyak menggunakannya? | Dalam 12 bulan terakhir, pernahkah Anda memiliki keinginan untuk menghentikan atau membatasi aktivitas tersebut karena Anda menyadari bahwa Anda terlalu sering menggunakannya? | Dalam 12 bulan terakhir, pernahkah Anda memiliki keinginan untuk menghentikan atau membatasi aktivitas tersebut karena Anda menyadari bahwa Anda terlalu sering menggunakannya? |
| **9** | In the past 12 months, have you tried to stop or restrict the activity and failed with it? | Dalam 12 bulan terakhir, pernahkah Anda mencoba menghentikan atau membatasi aktivitas dan gagal? | Dalam 12 bulan terakhir, pernahkah Anda mencoba menghentikan atau membatasi aktivitas tersebut dan gagal? | Dalam 12 bulan terakhir, pernahkah Anda mencoba menghentikan atau membatasi aktivitas tersebut dan gagal? |
| **10** | In the past 12 months, have you given the activity an increasingly higher priority than other activities or interests in your daily life? | Dalam 12 bulan terakhir, apakah Anda memberikan prioritas yang semakin tinggi pada aktivitas tersebut dibandingkan aktivitas atau minat lain dalam kehidupan sehari-hari Anda? | Dalam 12 bulan terakhir, apakah Anda lebih memprioritaskan aktivitas tersebut dibandingkan aktivitas atau minat lain dalam kehidupan sehari-hari? | Dalam 12 bulan terakhir, apakah Anda lebih memprioritaskan aktivitas tersebut dibandingkan aktivitas atau minat lain dalam kehidupan sehari-hari? |
| **11** | In the past 12 months, have you lost interest in other activities you used to enjoy because of the activity? | Dalam 12 bulan terakhir, apakah Anda kehilangan minat pada aktivitas lain yang biasa Anda lakukan karena aktivitas tersebut? | Dalam 12 bulan terakhir, apakah Anda kehilangan minat pada aktivitas lain yang biasa Anda lakukan karena aktivitas tersebut? | Dalam 12 bulan terakhir, apakah Anda kehilangan minat pada aktivitas lain yang biasa Anda lakukan karena aktivitas tersebut? |
| **12** | In the past 12 months, have you neglected or given up other activities or interests that you used to enjoy because of the activity? | Dalam 12 bulan terakhir, apakah Anda mengabaikan atau melepaskan aktivitas atau minat lain yang dulu Anda sukai karena aktivitas tersebut? | Dalam 12 bulan terakhir, apakah Anda mengabaikan atau meninggalkan aktivitas atau minat lain yang biasa Anda lakukan karena aktivitas tersebut? | Dalam 12 bulan terakhir, apakah Anda mengabaikan atau meninggalkan aktivitas atau minat lain yang biasa Anda lakukan karena aktivitas tersebut? |
| **13** | In the past 12 months, have you continued or increased the activity even though it has threatened or caused you to lose a relationship with someone important to you? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan aktivitas meskipun mengancam atau menyebabkan Anda kehilangan hubungan dengan seseorang yang penting bagi Anda? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas tersebut meskipun itu mengancam atau menyebabkan Anda kehilangan hubungan dengan seseorang yang penting bagi Anda? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas tersebut meskipun itu mengancam atau menyebabkan Anda kehilangan hubungan dengan seseorang yang penting bagi Anda? |
| **14** | In the past 12 months, have you continued or increased the activity even though it has caused you problems in school/training/work? | Dalam 12 bulan terakhir, apakah anda melanjutkan atau meningkatkan aktivitas tersebut meskipun menimbulkan masalah di sekolah/pelatihan/pekerjaan? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas tersebut meskipun itu pernah menimbulkan masalah di sekolah/tempat pelatihan/tempat kerja Anda? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas tersebut meskipun itu pernah menimbulkan masalah di sekolah/tempat pelatihan/tempat kerja Anda? |
| **15** | In the past 12 months, have you continued or increased the activity even though it has caused you physical or mental complaints/diseases? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan aktivitas meskipun menyebabkan keluhan/penyakit fisik atau mental? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan aktivitas tersebut meskipun itu menimbulkan keluhan/penyakit fisik atau mental? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan aktivitas tersebut meskipun itu menimbulkan keluhan/penyakit fisik atau mental? |
| **16** | Thinking about all areas of your life, has your life been noticeably affected by the activity in the past 12 months? | Terkait semua aspek kehidupan Anda, apakah hidup Anda secara nyata dipengaruhi oleh aktivitas tersebut dalam 12 bulan terakhir? | Terkait semua hal di kehidupan Anda, apakah kehidupan Anda sangat dipengaruhi oleh aktivitas tersebut dalam 12 bulan terakhir? | Terkait semua hal di kehidupan Anda, apakah kehidupan Anda secara nyata dipengaruhi oleh aktivitas tersebut dalam 12 bulan terakhir? |
| **17** | Thinking about all areas of your life, did the activity cause you suffering in the past 12 months? | Terkait semua aspek kehidupan Anda, apakah aktivitas tersebut menyebabkan Anda menderita dalam 12 bulan terakhir? | Terkait semua hal di kehidupan Anda, apakah aktivitas tersebut merugikan diri Anda dalam 12 bulan terakhir? | Terkait semua hal di kehidupan Anda, apakah aktivitas tersebut merugikan diri Anda dalam 12 bulan terakhir? |

***Step 3:*** *Back-translation (Supplementary Table S2)*

The third step involved back-translation of the combined translation document (*i.e.*, Document 3) from Bahasa Indonesia into English. At this stage, translators B1 and B2 translated the combined translation document (Document 3) into English independently and thus generated another two documents: Document 4 (produced by translator B1) and Document 5 (produced by translator B2). Both translators had no access to the original questionnaire and were not aware of the ACSID-11 before they conducted the translations. All documents (*i.e.*, Documents 0 to 5) were next compared to identify differences and an evaluation was then conducted by the committee mentioned in Step 2 to generate a final translation in Bahasa Indonesia.

**Supplementary Table S2.** Back-translation process into the English version by a translation team.

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| --- | --- | --- | --- |
| **No.** | ***Back-translation* into English Version** | | ***Final translation* in Bahasa Indonesian** |
| **Translator B1**  **(Document 4)** | **Translator B2**  **(Document 5)** |
| **1.** | The activity of playing computer games, video games, and online games. Games can be categorized into different genres, such as MMORPGs (*e.g.*, World of Warcraft, Guild Wars), first-person shooters (*e.g.*, Call of Duty, Overwatch, Battlefield), sports simulations (*e.g.*, FIFA), MOBAs (*e.g.*, League of Legends, Dota), or strategy games (*e.g.*, Desperados, Age of Empires). These games can be played on various consoles, such as Nintendo Switch, PlayStation, Xbox, or on PC. | Activities of playing computer games, video games, and online games. The game can be categorized into different genres, such as MMORPG (*e.g.*, World of Warcraft, Guild Wars), first-person shooter (*e.g.*, Call of Duty, Overwatch, Battlefield), sports simulations (*e.g.*, FIFA), MOBA (*e.g.*, League of Legends, Dota), or strategy games (*e.g.*, Desperados, Age of Empires). Those games can be played on various consoles, such as Nintendo Switch, PlayStation, Xbox, or on PC. | Aktivitas bermain *game* komputer, *video game*, dan *game* *online*. *Game* tersebut dapat dikategorikan ke dalam genre-genre yang berbeda, seperti MMORPG (mis., *World of Warcraft*, *Guild Wars*), *first-person shooter* (mis., *Call of Duty*, *Overwatch*, *Battlefield*), simulasi olahraga (mis., FIFA), MOBA (mis., *League of Legends*, Dota), atau *game* strategi (misalnya, *Desperados*, *Age of Empires*). Game-game tersebut dapat dimainkan di berbagai konsol, seperti, Nintendo Switch, PlayStation, Xbox, atau di PC. |
| **2.** | Online shopping on retails (*e.g.*, Amazon, Zalando) or auction platforms (*e.g.*, eBay), which consists of purchasing actual products as well as other activities (*e.g.*, comparing prices, product searching). | Online shopping at retails (*e.g.*, Amazon, Zalando) or auction platforms (*e.g.*, eBay), which include actual purchased of items purchases of items as well as other activities (*e.g.*, price comparisons, product searches). | Belanja *online* di ritel (misalnya, Amazon, Zalando) atau platform lelang (mis., eBay), yang mencakup pembelian aktual barang serta aktivitas lainnya (mis., perbandingan harga, pencarian produk) |
| **3.** | Use of internet that offers pornographic content (*e.g.*, any type of sexual movie, video, or image that explicitly depicts the genital area to sexually arouse the viewers) that you watch on a device that has access to the internet (*e.g.*, computer, tablet, smartphone, smart TV). | Internet use that offers pornographic content (*e.g.*, all kind of movies, videos, or sexual images that explicitly depict the genital area to sexually arouse its viewers) that you are watching on any internet-enabled device (*e.g.*, computer, tablet, smartphone, and smart TV). | Penggunaan internet yang menawarkan konten pornografi (misalnya, semua jenis film, video, atau gambar seksual yang secara eksplisit menggambarkan area genital untuk membangkitkan gairah seksual penontonnya) yang Anda tonton di perangkat yang memiliki akses ke internet (mis., komputer, tablet, *smartphone*, smart TV). |
| **4.** | Use of various social networks and blogs (*e.g.*, Facebook, Twitter, Instagram) and messengers (*e.g.*, WhatsApp). The use of those networks can be done both actively (*e.g.*, creating posts) and passively (*e.g.*, reading posts). | Use of various social media and blog (*e.g.*, Facebook, Twitter, Instagram) as well as messenger (*e.g.*, WhatsApp). Such uses can be both active, (*e.g.*, creating posts) and passive (*e.g.*, reading posts). | Penggunaan berbagai jejaring sosial dan blog (misalnya, Facebook, Twitter, Instagram) serta *messenger* (mis., WhatsApp). Penggunaan tersebut dapat dilakukan secara aktif (mis., membuat postingan) dan pasif (mis., membaca postingan). |
| **5.** | Online gambling, such as casino games (*e.g.*, poker, blackjack, roulette, slot machines), online betting (*e.g.*, sports betting, horse racing), as well as online lotteries and bingo. | Online gambling, such as casino games (*e.g.*, poker, blackjack, roulette, slot machines), online betting (*e.g.*, sports betting, horse racing) as well as online lotteries and bingo. | Perjudian online seperti permainan kasino (misalnya poker, blackjack, roulette, mesin slot), taruhan online (misalnya taruhan olahraga, pacuan kuda) serta lotere dan bingo online. |
| **6.** | Mention other internet activities that you usually do but were not specified above. | Name other internet activities that you usually do but are not mentioned above. | Sebutkan aktivitas internet lainnya yang biasa Anda lakukan tapi tidak disebutkan di atas. |
| **7.** | In the past 12 months, have you had trouble remembering when you started an activity, how long you did it for, how intensely you did it, under what circumstances you did it, or when you stopped doing it? | In the past 12 months, have you had trouble remembering when you started the activity? How long did it take you to do it? How intensely you did it? In what situations did you do it? or When did you do it? | Dalam 12 bulan terakhir, apakah Anda sulit mengingat kapan Anda memulai aktivitas, seberapa lama Anda melakukannya, seberapa intens Anda melakukannya, dalam situasi apa Anda melakukannya, atau kapan Anda berhenti melakukannya? |
| **8.** | In the past 12 months, have you ever had the desire to stop or restrict these activities because you realized you were doing it too much? | In the past 12 months, have you ever had the urge to stop or limit those activities because you realized that you were using them too much? | Dalam 12 bulan terakhir, pernahkah Anda memiliki keinginan untuk menghentikan atau membatasi aktivitas di bawah ini karena Anda menyadari bahwa Anda terlalu sering menggunakannya? |
| **9.** | In the past 12 months, have you tried stopping or restricting these activities and failed? | In the past 12 months, have you ever tried to stop or limit such activity and failed? | Dalam 12 bulan terakhir, pernahkah Anda mencoba menghentikan atau membatasi aktivitas di bawah ini dan gagal melakukannya? |
| **10.** | In the past 12 months, have you prioritized these activities over other activities or interests in your daily life? | In the past 12 months, have you prioritized those activities over other activities or interests in your daily life? | Dalam 12 bulan terakhir, apakah Anda lebih memprioritaskan aktivitas tersebut dibandingkan aktivitas atau minat lain dalam kehidupan sehari-hari? |
| **11.** | In the past 12 months, have you lost interest in other activities you used to do because of these activities? | In the past 12 months, have you lost interest in other activities you were used to doing because of those activities? | Dalam 12 bulan terakhir, apakah Anda kehilangan minat pada aktivitas lain yang biasa Anda lakukan karena aktivitas di bawah ini? |
| **12.** | In the past 12 months, have you ignored or abandoned any of your usual activities or interests because of these activities? | In the past 12 months, have you abandoned or left other activities or interests you were used to doing because of those activities? | Dalam 12 bulan terakhir, apakah Anda mengabaikan atau meninggalkan aktivitas atau minat lain yang biasa Anda lakukan karena aktivitas di bawah ini? |
| **13.** | In the past 12 months, did you continue or increase the frequency of these activities even though they threatened or caused you to lose a relationship with an important person? | In the past 12 months, have you continued or increased the frequency of those activities even though they threaten or cause you to lose a relationship with someone important to you? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas di bawah ini meskipun itu mengancam atau menyebabkan Anda kehilangan hubungan dengan seseorang yang penting bagi Anda? |
| **14.** | In the past 12 months, have you continued or increased the frequency of these activities even though they have caused problems at your school/training/workplace? | In the past 12 months, have you continued or increased the frequency of such activities even though they have caused problems at your school/training ground/workplace? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan frekuensi aktivitas di bawah ini meskipun itu pernah menimbulkan masalah di sekolah/tempat pelatihan/tempat kerja Anda? |
| **15.** | In the past 12 months, have you continued or increased these activities even though they caused physical or mental complaints/illnesses? | In the past 12 months, have you continued or increased those activities despite the physical or mental illness? | Dalam 12 bulan terakhir, apakah Anda melanjutkan atau meningkatkan aktivitas tersebut meskipun aktivitas di bawah in menimbulkan keluhan/penyakit fisik atau mental? |
| **16.** | In terms of everything in your life, has your life been noticeably affected by these activities in the past 12 months? | In your entire life, has your life been significantly affected by those activities in the last 12 months? | Secara keseluruhan, seberapa sering dan intens dampak aktivitas di bawah ini yang Anda amati pengaruhnya di kehidupan Anda? |
| **17.** | In terms of everything in your life, have these activities negatively affected you in the last 12 months? | In your entire life, have those activities harmed you in the last 12 months? | Terkait semua hal di kehidupan Anda, apakah aktivitas tersebut membuat Anda menderita dalam 12 bulan terakhir? |

***Step 4:*** *Committee consolidation*

To make improvements to the translation, another review was done by the committee mentioned above together with the entire translation team. This step aimed to examine the similarities and differences between source material and back translations relating to format, word order, grammar, sentence structure, item meaning, relevance, and culturally specific idioms or colloquialisms. The documents examined included all documents covering Document 0 (Original Document in English Version), Documents 1, 2, and 3 (for forward translation), and Documents 4 and 5 (for back translation). The result of this stage was the consolidated document used for psychometric testing.

***Step 5:*** *Pilot testing and finalization*

Pilot testing was performed to pretest the translation results on 30 students from two public universities in West and East Java – Indonesia on May 4th, 2023, with the document distributed by Google Forms. The pilot testing aimed to ensure that the final result translation maintained equivalence before the researchers applied the instrument more widely in the field. Preliminary reliability testing was conducted to examine whether the translated questionnaire demonstrated validity. The translated questionnaire demonstrated excellent internal consistency.

The pilot testing of the Indonesian version of the ACSID-11 yielded strong psychometric properties. All items -covering domains such as online gaming, online shopping, online pornography, social networking, and online gambling- exhibited factor loadings and item-total correlations exceeding the recommended threshold of 0.4. Reliability analyses demonstrated high internal consistency, with Cronbach’s α and McDonald’s ω coefficients both surpassing 0.70 for frequency and intensity scales across all items. These findings confirm the validity and reliability of the instrument. Furthermore, results from the confirmatory factor analysis indicated a good model fit for the translated ACSID-11, supporting the appropriateness of the original four-factor structure in assessing both frequency and intensity of use.