|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  | **95% Confidence Intervals** | |  |
| **Construct** | **Items** | **Estimate** | **SE** | **Lower** | **Upper** | **β** |
| Problematic online gaming | PG 1 | 1.000 | 0.000 | 1.000 | 1.000 | 0.810 |
| PG 2 | 1.080 | 0.013 | 1.055 | 1.105 | 0.874 |
| PG 3 | 1.057 | 0.013 | 1.032 | 1.082 | 0.846 |
| PG 4 | 1.075 | 0.013 | 1.049 | 1.102 | 0.873 |
| PG 5 | 1.079 | 0.013 | 1.053 | 1.105 | 0.878 |
| PG 6 | 1.044 | 0.013 | 1.018 | 1.070 | 0.854 |
| PG 7 | 1.041 | 0.015 | 1.011 | 1.071 | 0.840 |
| PG 8 | 0.920 | 0.014 | 0.892 | 0.948 | 0.720 |
| PG 9 | 1.035 | 0.016 | 1.004 | 1.065 | 0.830 |
| Fatigue | Fatigue 1 | 1.000 | 0.000 | 1.000 | 1.000 | 0.728 |
|  | Fatigue 2 | 0.932 | 0.049 | 0.836 | 1.028 | 0.857 |
| Problematic social media use | PSMU 1 | 1.000 | 0.000 | 1.000 | 1.000 | 0.593 |
| PSMU 2 | 1.115 | 0.025 | 1.066 | 1.163 | 0.654 |
| PSMU 3 | 1.341 | 0.034 | 1.275 | 1.407 | 0.795 |
| PSMU 4 | 1.314 | 0.037 | 1.242 | 1.387 | 0.788 |
| PSMU 5 | 1.382 | 0.039 | 1.306 | 1.459 | 0.803 |
| PSMU 6 | 1.298 | 0.038 | 1.225 | 1.372 | 0.741 |
| Resilience | RISC\_S | 1.000 | 0.000 | 1.000 | 1.000 | 0.943 |
| RISC\_T | 1.062 | 0.008 | 1.046 | 1.078 | 0.961 |
| RISC\_O | 1.020 | 0.010 | 1.000 | 1.040 | 0.875 |

**Table S2 Factor loading of CFA**

**Note:** PG *i* () refers to the *i*th item of Internet Gaming Disorder-Short Form, Fatigue *i* () denotes the *i*th item of fatigue scale used in this study, and PSMU *i* () represents the *i*th item of Bergen Social Media Addiction Scale. RISC\_S, RISC\_T and RISC\_O represent the average score for “Strength”, “Tenacity” and “Optimism”, which are three indicators of Simplified Chinese version of the Connor-Davidson Resilience Scale.