

Clinical and neurobiological features of gambling disorders and internet-gaming disorders

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Abstract

In the presented work the acutance and relevance of the growth in behavioral addictions problem associated with gaming activities, such as gambling disorder (GD) and Internet gaming disorder (IGD) is demonstrated on the materials of numerous studies. These studies address both the prevalence and negative clinical and social consequences of these addictions. The gaming industry is developing at a tremendous pace and today is a multi-billion dollar business with billions of active players of all ages, starting with preschool children. Information technologies of involvement and retention in the game are constantly being improved. Which leads to an increase in problem and pathological players.

The characteristic clinical and neurobiological features of these addictions, personality changes and negative social consequences are highlighted. The emphasis is not on the common clinical manifestations to all addictions, but on the specific to them disorders. Such as: the rapid formation and development of addiction to the stage where the game becomes the dominant need in human life with the replacement of even basic needs; episodes of altered state of consciousness (game trance) with impaired perception of time, events in the game, memory of them, affective narrowing of consciousness and changes in self-identification; the predominance of the cognitive component in the impulsive-compulsive syndrome, thoughts quickly become obsessive and develops a very intense and generalized attraction to the game (craving), with almost no struggle of motives; high suicidality: ideas in 50-80%, attempts in 15-31% of players. At IGD this question is not investigated. The rapid increasing of the personality changes, depression, anxiety disorders and social maladjustment.

Behavioral dependencies associated with IGD and GD gaming activities require deep and comprehensive study. The materials of this report can be useful in clinical practice to develop effective treatments for these disorders.

Keywords: Diagnosis, Disordered gambling, Neurobiology



Biography:

Dr. Tetiana Zinchenko, the president of the International association for the study of game addictions (IASGA)/Switzerland, PhD, psychotherapist, psychologist, rehabilitologist, practicing doctor in private practice. Practical experience of 20 years in psychiatry, psychotherapy, psychological counseling. Experience in specialized clinics. Last 10 years in private practice and public organizations. Over the last 5 years, I have been specializing in group and individual psychotherapy and rehabilitation of people with various behavioural addictions.

Speaker Publications:

1. "Environmental and occupational hazards of metal Nanocompounds production and application: hygienic, Clinical and toxicological aspects" Wiad Lek/ 2019, 72(8):1504-1511.

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