

Abstract

Cite this article: (2024). e-Poster Viewing. *European Psychiatry* 67(S1), S397–S833.

Addictive Disorders

EPV0001

Use of videogames, Internet Gaming Disorder, and Agressiveness in Emerging Adulthood

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doi: 10.1192/j.eurpsy.2024.814

Introduction: Internet gaming disorder has been associated with an excessive number of hours spent playing video games, which leads to a detriment of other daily activities and interests. In addition, it is associated with personality traits such as aggression and anger. In Portugal this relations are almost unexplored.

Objectives: To explore the relationship between video game use, internet gaming disorder and aggression.

Methods: This study was applied to a sample of 202 subjects, aged between 18 and 29 years old ($M = 22.5$, $SD = 3.006$). Subjects fulfilled a sociodemographic and videogame pattern questionnaire, and the Portuguese versions of the Internet Gaming Disorder Scale (short form), and the Buss-Perry Aggressiveness Questionnaire.

Results: In this study 20.3% ($n = 27$) of the males and 5.8% ($n = 4$) of the females use excessively videogames, considering the screen time recommended by the American Academy of Pediatrics. However, 81% ($n = 70$) of the sample have a positive self-perception of their use. 21.4% ($n = 45$) use videogames during day, 71% ($n = 49$) during night and 3.8% ($n = 8$) during dawn. The total score for internet gaming disorder was of 15.17 ($SD = 6.006$), but only 1 subject (0.5%) presented probable videogame disorder considering the cut-off points. A positive and significant correlation was found between internet gaming disorder and physical aggressiveness (.32**), verbal aggressiveness (.28**) and hostility (.45**). Finally, a positive correlation was found between internet gaming disorder and time spent playing video games.

Conclusions: Our results, despite being merely exploratory, show us the relationship that exists between the use of video games, internet gaming disorder and aggressiveness. In that sense it is important to continue to explore internet gaming etiology and consequences.

Disclosure of Interest: None Declared

EPV0003

Alcohol addiction treatments for home resident in Switzerland: review and results of a transectional study

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doi: 10.1192/j.eurpsy.2024.815

Introduction: In Switzerland, alcohol consumption is even decreasing, with an exception for old people after retirement. 35% of them have a heavy or addictive consumption (OFSP, consommation d'alcool en Suisse, fait et chiffres. 01.2023). This is also the case for home residents. The alcohol consumption by old people has negatives consequences on the health (falls, fractures, cognitives disorders).

The authors conduct a crosssectional enquiry in the homes of Fribourg area to identify addictive behaviour and different existing supports. After a review, the authors present the results of their enquiry

Objectives: Identify how much home-residents have a problematic or an addictive alcohol problem