Methods: This study was conducted from June till December 2021. A total of 486 PDUs were recruited for this study. A self-administered questionnaire was distributed among PDUs admitted at the Rehabilitation Centre during the period of the study. The questionnaire inquired about the demographic details of the PDUs, their substance history and the occurrence of any MDs.

Results: The mean age of the PDUs was 25.9 + 6.0 years. A total of (95%) men and (5%) women reported their gender. There were single (74.7%), married (23.1%), divorced (1.4%) and separated (0.7%) PDUs. A large majority of the PDUs (n = 159, 55.6%) had been using different drugs for more than three years. The various MDs reported among the PDUs were delusion (n = 100, 35.2%); paranoia (n = 51, 17.8%); mania (n = 36, 12.6%); depression (n = 156, 54.5%); (n = 100, 35.2%); auditory hallucinations (n = 73, 25.7%); visual hallucinations (n = 106, 37.3%) and anxiety (n = 46, 16.2%). Among 164 cannabis users, hallucinations (n = 35, 21.3%; p = 0.04) was the only significant MD.

Conclusions: Delusion and paranoia were amongst the most highly prevalent MDs reported. The occurrence of auditory hallucinations, mania and paranoia were significantly associated with cannabis, heroin and cocaine use, respectively.

EPV1522

Gambling disorder risk factors in a population of online sports betting players in Sfax

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Introduction: Online sports betting (OSB) is frequently associated with gambling disorder (GD). In Tunisia, no study on this has been done so far.

Objectives: To detect GD in a population of Tunisian OSB players, and to identify its risk factors.

Methods: This was a cross-sectional study of 58 male OSB players in the city of Sfax. The GD was assessed by a questionnaire relating to the DSM-V criteria. Depression, anxiety and stress were assessed using the DASS scale, gambling motivations using the GMQ-F scale, and impulsivity using the UPPS-P scale.

Results: The mean age was 37.4 ± 8.29 years. The prevalence of JAP was 53.4%. On univariate analysis, the factors associated with GD were university level of education, the practice of other gambling, daily gambling, gambling spending > 300 Dinars / month , gambling duration > 3 years, the frequency of winning >1 win /6months , the occurrence of a Big Win, total GMQ-F score, coping motivation , and financial motivation. In the multivariate study, GD risk factors were gambling spending > 300 Dinars / month (p = 0.011; ORa = 223.16), financial motivation (p = 0.022; ORa = 3.967), pathological stress (p = 0.036; ORa = 224.388) and inversely associated with the age at onset of gambling (p = 0.026; ORa = 0.751) and the UPPS score (p = 0.011; ORa = 0.6).

Conclusions: Our results push us to deepen our knowledge and our studies concerning this problem in our country and to reflect on the management and prevention measures.

EPV1523

Perception of current life situation and coping strategies in patients at the Narcological Clinic in Azerbaijan

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Introduction: Studies show that coping skills are factors in successful rehabilitation.

Objectives: The research is aimed to study the drug users` perception of the current life situation and their coping strategies.

Methods: Patients at the Free Narcological Clinic in Azerbaijan (n=46; 37 men, 9 women, aged 18 to 59) participated in our study after 10-12 days (stage 1) of a rehabilitation program. We used a structured interview, projective drawings ("The image of change", "My difficult life situation"), and a questionnaire, "Appraisal Criteria of the Difficulty of a Life Situation". The control group consisted of 35 non-drug users. Content analysis and t-test were used.

Results: While the majority of patients (77%) failed to describe any coping strategy they use in difficult life situations, all of them assessed their difficult life situation as under control—an outlook that was significantly more optimistic than the evaluation of the control group (p=0.009). The most frequently mentioned life goals were avoiding the problem (39%) and regaining health (37%). However, analysis of obstacles to achieving life goals shows that 49% of drug users mentioned no obstacles or indicated that "there are no obstacles". Drug addiction as an obstacle is mentioned in only 4% of the responses; "environment of drug addicts" occurs as the main obstacle in 20%.

Conclusions: Drug users in stage 1 of the rehabilitation program have an unrealistic sense of control, few coping strategies, and do not perceive drug addiction as posing a serious obstacle to achieving their life goals. Funding: The study was funded by RFBR, project number 20-013-00838.

EPV1524

The impact of gaming addiction on Health-Related Quality of Life in adults

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Introduction: Although gaming addiction has received a great deal of attention from researchers, few studies have evaluated its effect on health related quality of life in adults