

## EV0099

**Adolescence and self-injuries**

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This article is a reflection on the current affairs and an invitation to think about worrying phenomena in youngsters: self-injuries or cuts in the arms in eight young adolescent patients. We try to figure out the underlying cause of such behavior, which is more common every day and reveals some characteristics of society. Sociocultural, individual and family changes are analyzed, showing possible connections among these instances, identity and self-injuries. We suggest that the difficulties in identity development may be related to practices such as self-injury or others, which are related to mentalization problems. In the sociocultural level we find a way to socialize in which subjective discomfort has increased, there is overabundance, mass consumption, and the traditional social institutions (family, school and religion) have failed. Youngsters do not know themselves nor their projects. This difficulty is accompanied by an individual's failure in mentalization capacities (name one's feelings), leading the suffering youngster to practices such as self-injuries, which become permanent. Finally, the particulars of family relationships are described: distance between parents and their offspring, with the life experiences of the former being less appreciated by their offspring while forming their own identity, this is, they are responsible of becoming the architects of their own identities. They are orphans without traditions, which are sources of identity and innovation; to know who we are we must know where we come from.

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## EV0100

**Determining the influence of game treatment on decreasing divorce children's stress**

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*Introduction* One of the main challenges facing the fact that every society has always called divorce. Phenomenon in modern societies is growing at a rapid rate and adverse effects of economic, social and especially psychological, parents and children.

*Aim* This study pays to determining the influence of game treatment on decreasing divorce children's stress.

*Methods* The method of study is of testing in which statistical society of study includes all children (girl and boy) of divorced parents. From all statistical society, we have selected a sample about 26 persons by randomly sampling. The instrument for gathering information in this study includes children stress test (SCARED) in which has been studied sample after measuring its narration and stability.

*Result* The result of dependent *t*-test and covariance analysis showed game treatment has meaningful and positive influence on children stress.

*Conclusions* The amount of its interference on decreasing divorce children stress is about 83%. It means 83% of the whole remained scores variance is related to game treatment interference.

*Keywords* Game treatment; Children's; Stress

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## EV0101

**A validation study of the Mood and Feelings Questionnaire, Danish version**

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*Introduction* The Mood and Feelings Questionnaire (MFQ) was developed to measure depressive symptoms in children and adolescents. It includes a child self-report part and a parent report on child part. The MFQ has been validated and proven clinical useful in several countries.

*Objectives* To validate the MFQ in a population of Danish children and adolescents.

*Aims* There is a need of a standardized questionnaire for Danish children and adolescents tapping into affective symptoms. Before routine use the MFQ must have been validated in Denmark. This study examines the validity of MFQ in Danish children and adolescents.

*Methods* The study included two samples of probands aged 8–18 years. A population-based sample of school children and their parents, and a clinical sample including two subsamples:

– patients referred for Child and Adolescent Mental Health Services with depressive symptoms;

– in-patients at the paediatric department of a University Hospital. All included probands and their parents filled out the MFQ and the clinical samples in addition answered the depression section of the Beck Youth Inventories, and were interviewed using the depression part of "K-SADS-PL".

*Results* Preliminary results from both samples will be presented at the EPA 2017 in Florence.

*Conclusions* Depending on the results of this study, the MFQ might be used as a screening instrument and as a clinical tool to monitor depressive symptoms in Danish children and adolescents.

*Disclosure of interest* The authors have not supplied their declaration of competing interest.

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## EV0102

**Mind your anger habits: For teen (group CBT for teens with anger behavioral problems)**

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Problematic anger behaviors of children and adolescents represent a significant challenge to the clinical community. Although a number of direct and indirect factors are theorized to contribute to the etiology of aggressive behavioral problems, the cognitive-behavioral model focuses on the cognitive processes that play a significant role in the generation of anger and the aggressive responses to provocation. "Mind your anger habits: for teen" manual, is based on the cognitive-behavioral conceptualization of anger and anger management problems functions, it consists of 10 group sessions for teens and 8 group sessions for their parents.

In the "Mind your anger habits: for teen"; anger is identified as a stress reaction with three response components: cognitive, physiological, and behavioral. The cognitive component is characterized by one's perception of social stimuli and provocation cues in the social context, by one's interpretation of these stimuli, by one's attributions concerning causality and/or responsibility, and by one's evaluation of oneself and the situation. This component represents a significant area for intervention with aggressive adolescents as their perceptions and attitudes serve to prompt most