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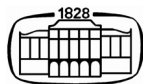
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MEMBER OF WOLTERS KLUWER GROUP

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PO-19

Research on the ways of socialization in multiplayer online video games, to establish typical profiles, and to suggest new forms of interventions

MAUD LEMERCIER-DUGARIN, JEFFREY SNODGRASS, LUCIA ROMO

Nanterre University, Paris, France

Background and aims: this project will be conducted during my PhD in France, starting from September 2016. My aim in this research is to study the various forms of socialization in multiplayer online video games, such as *League of Legends* and *Counter Strike*. My aim is to explore the typical behavioral, cognitive, emotional and motivational profiles of gamers who exhibit “toxic behaviors” in game. *Methods:* I will focus on variables that could be manipulated in game to better the behavior of some players and the in-game experience of others. The participants will be split into three groups: a non-gamer group, a gamer group, a toxic behavior gamer group. The research will combine quantitative, qualitative and neuropsychological measures. *Results:* to be announced after the research has been conducted. *Discussion:*

I will look into a possible link between toxic behaviors during online video games and cyber-bullying and/or real life harassment. This research will also be done in partnership with the American anthropologist Jeffrey Snodgrass. I will translate into French a survey he created with his team and include it in my study. This survey is an attempt to elicit a more culturally/contextually-sensitive ethnographic understanding of online gaming “addiction.” The project will be piloted simultaneously in different parts of the world. *Conclusions:* As a final goal, my aim is to suggest new kinds of interventions – based on the studied variables – to prevent toxic behaviors in game. Moreover, the goal of this study is to promote positive social interactions in online video games and to enhance the players’ resources.

PO-20

Workaholism: A behavioral addiction?

FABIEN LHENRY

Centre Hospitalier de Valenciennes, Valenciennes, France

Background and aims: The DSM-5 proposed new category of Addiction and Related Disorders encompassing both substance use disorders and non-substance addictions, but not work addiction. Does workaholism fulfill the criteria for an addiction in the first place? *Methods:* We performed a literature review of clinical trials and systematic reviews investigating “workaholism”. We searched the following databases (November 2015) on PubMed. *Results:* Each behavioral addiction is characterized by a recurrent pattern of behavior that has this essential feature within a specific domain. Most of this pattern described in DSM-5 are found on “workaholism”: engagement in the behavior to achieve appetitive effects, preoccupation with the behavior (which subsume aspects of tolerance and withdrawal as examples of behavioral preoccupation), temporary satiation, loss of

control and suffering from negative consequences. Workaholism on the other hand involves: excessive time spent working, difficulty disengaging from work, which often elicits negative emotions during and after a work episode; frustration and distress when prevented from working association with an inflexible or compulsive working style, leading potentially to poor relationships with others at work and at home. Furthermore, work-family conflict are relatively high in workaholics as well as negative life outcomes which include high perceived stress, low self-esteem and low life satisfaction. Difficulties sleeping, career dissatisfaction may be present, and work “burnout” and ill-health are often described as well. *Conclusions:* Given the lack of consensus on the definition and symptoms of workaholism, DSM-5 criteria could be found.

PO-21

Cyberaddiction among university students: a cross-sectional study in Algeria, France and Hungary, 2014

ANDREA LUKÁCS, MARIE PIERRE TAVOLACCI, EMŐKE KISS-TÓTH, PÉTER SASVÁRI, JOËL LADNER

University of Miskolc Faculty of Healthcare, Hungary

Background: The objective of the study was to measure the prevalence of cyberaddiction among university students in three countries with different socio-cultural contexts: Algeria, France and Hungary. *Methods:* A multicenter cross-sectional study was conducted in three university students’ campuses in Algeria (Constantine), France (Rouen) and in Hungary (Miskolc). The students filled in a questionnaire about cyberaddiction (Orman test), stress (Cohen score), and smoking. *Results:* A total of 2681 students were included: 187 in Algeria, 873 in Hungary and 1621 in France. The sex ratio M:F was 0.35 in Algeria, 0.65

in France and 0.24 in Hungary; the mean age was 23.8 (SD = 3.3) in Algeria, 20.2 (SD = 2.3) in France and 20.7 (SD = 3.0) in Hungary. The prevalence of cyberaddiction was 59.3% in Algeria, 23.5% in France and 17.4% in Hungary ($p < 0.001$). The mean of stress was 16.4 (SD = 6.3) in Algeria, 15.5 (SD = 7.5) in France, 17.0 (SD = 5.5) in Hungary ($p < 0.001$). 5.5% of students were smoker in Algeria, 21% in France and 22.3% in Hungary ($p < 0.001$). After logistic regression, students in Algeria had a higher risk of cyber addiction and students in Hungary had a lower risk of cyber addiction than students in France (respectively

aOR = 5.12; 95% IC:3.70-7.12 and aOR = 0.67; 95% IC:0.54-0.84). Stress was associated with cyberaddiction aOR = 1.07; 95% IC (1.05-1.09) *Conclusions:* In three different socio-cultural contexts: Algeria, France and

Hungary, risk cyberaddiction are different. Independently from the country, stress is associated with cyberaddiction. These findings are important to target the students for different awareness and information campaigns.

PO-22

Psychological predictors of intensive practice of Massively Multiplayer Online Role-Playing Games

JESSICA MARCHETTI, CAROL SANKEY, ISABELLE VARESCON

University Paris Descartes, Boulogne-Billancourt, France

Background and aims: Massively Multiplayer Online Role-Playing Games (MMORPG) are video games with special characteristics, which are a persistent immersive online virtual world with the creation of an avatar and an important social aspect. These specificities raise the question of the need for some players to practice intensively and to neglect the real world in favor of the virtual one. The aim of this study is to develop an explanatory model for intensive practice of MMORPG. *Methods:* 313 regular MMORPG players were recruited on specialized forums. They completed several questionnaires: Beck Depression Inventory, Spielberger Inventory of State-Trait Anxiety, Rosenberg Self-Esteem Scale, Life Satisfaction Scale, Interpersonal Relationships Quality Scale, Feeling of Social Belonging Scale, and Problem Video Game Playing Questionnaire and Internet Addiction Test to assess their

intensity of practice. Hierarchical multiple regression analysis was performed by including first the age, then the psychosocial variables (life satisfaction, feeling of social belonging, quality of interpersonal relationships) and finally the psychopathological variables (depressive symptoms, anxiety, self-esteem). *Results:* Results highlighted that intensive practice of MMORPG can be significantly predicted by the age of the player ($b = -0.134$), depressive symptoms ($b = 0.313$) and feeling of social belonging ($b = -0.186$). *Conclusions:* This study showed that intensive MMORPG players are younger and have stronger depressive symptoms and a lower feeling of social belonging than other players. Future research should aim to clarify whether these characteristics are causes or consequences of intensive practice.

PO-23

Online Poker Players' Typology

AXELLE MOREAU, HENRI CHABROL, CHAUCHARD EMELINE

Université de Nantes, Nantes, France

Background and aims: Several studies identified three specific groups among the population of problematic gamblers. The first groups consist in the "emotionally vulnerable" and "antisocial/impulsive" gamblers. The third group "behavioral conditioning" is characterised by a lower level of pathological gambling and high scores of irrational beliefs. The aim of this study is to replicate this model on the population of online poker players. *Methods:* The sample consisted of 182 online poker players aged 32.6 years ($SD = 9.4$) on average. Participants filled out an online self-report questionnaire, comprising scales measuring excessive gambling (Problem Gambling Severity Index, PGSI),

gambling irrational beliefs (Gambling Related Cognitions Scale, GRCS), anxiety, depression and sensation seeking. Cluster analysis was used to uncover classes. *Results:* Cluster analysis indicated four clusters in the sample: a group of unrisky players ($n = 49$), risky players, who reported high level of sensation seeking ($n = 66$), a group of excessive and depressive gamblers ($n = 33$) and a group of risky players showing a high level of irrational beliefs ($n = 34$). *Conclusions:* This exploratory study confirms the presence of three specific clusters of online poker problematic gambler. Their profiles are closed to those describe for gambling in the literature.

PO-24

Differences in patients with pathological gambling disorders according to their impulsivity score: preliminary data

SANDRA E. MUELLER, MARC WALTER, MARC VOGEL, PHILIPP V. SCHWANINGER, REBECCA DITTMANN, RENANTO POESPODIHARDJO, GERHARD A. WIESBECK, SYLVIE A. PETITJEAN

University of Basel, Basel, Switzerland

Background and aims: In DMS-IV pathological gambling (PG) is categorized as an impulsive control disorder, whereas in DSM-5 PG is categorized as an addictive behavior. Nevertheless, impulsivity is reported to be a core element in patients with PG, not exclusively specific for PG, but also plays a role for example in alcohol use disorders.

This study aims to investigate differences in psychiatric symptoms regarding the self-reported impulsivity score within a sample of problem gamblers. *Methods:* Forty-seven PG were split in to a high ($n = 26$) versus low ($n = 21$) impulsivity group according to their Barratt Impulsiveness Scale (BIS-11). Various questionnaires measuring