

IO1 Gaming disorder (1)
June 17, 13:10-15:00 Hall F

Chair Dai-Jin Kim
Department of Psychiatry, Seoul St. Mary's Hospital, College of Medicine, The Catholic University of Korea, Seoul, Republic of Korea

IO1-1	Internet-addiction prevention: A revised content-based approach to evaluation and prevention	Moshe Israelashvili	School of Education, Tel Aviv University
IO1-2	Development of a Manual on Psychotherapy for Addiction to Gaming and Social Networking	Rabert farnam	Iranian National Center for Addiction Studies (INCAS) Tehran University of Medical Sciences
IO1-3	Determinants for the effectiveness of an Online Ambulatory Service for Internet Addicts (OASIS)	Laura Bottel	LWL-University Hospital Ruhr-University Bochum, Germany
IO1-4	Development of a treatment planning tool for clinical use with individuals who experience problematic video gaming: The Inventory of Antecedents to Problem Gaming	Jing Shi	Centre for Addiction and Mental Health
IO1-5	Clinical use of the I-PACE-model in treating severe Internet related disorders in adolescents-possibilities and restrictions	Oliver Bilke-Hentsch	Modellstation SOMOSA Winterthur

IO2 Gambling disorder (2)
June 17, 13:10-15:00 Hall G

Chair Nobuaki Morita
University of Tsukuba, Social Psychiatry & Mental Health, Faculty of Medicine

IO2-1	Ignoring Methodological Problems when Assessing Gambling Prevalence	Alfred Uhl	Austrian Public Health Institut and Sigmund-Freud-Private-University
IO2-2	The Near-Miss Effect in Slot Machines: An Exploration of Virtual Reality and Laboratory Gambling Environments	Steve Sharman	University of East London
IO2-3	Community-based approach for Behavior Addiction	Munenori Katayama	Mental Health and Welfare Center, City of Yokohama
IO2-4	Responsible gambling: Associations with its expectancies and gambling disorder	Anise M.S. Wu	University of Macau
IO2-5	Social influences normalise gambling, and gambling-related harm, amongst higher-risk gamblers	Alex Myles Thomas Russell	CQUniversity Australia

IO3 Gaming disorder (3)
June 17, 15:30-17:00 Hall F

Chair Florian Rehbein
Criminological Research Institute of Lower Saxony, Hanover, Germany

IO3-1	Prediction of internet gaming disorder based on integrative analysis of EEG and PET data	Boram Jeong	Ewha Womans University
IO3-2	Using Technology Against Itself: Apps to Wean Us off Apps	Elias Aboujaoude	Stanford University School of Medicine
IO3-3	Technological based multisystemic interventions in severe MUD with the Swiss SOMOSA MediaLab-program	Oliver Bilke-Hentsch	Modellstation SOMOSA Winterthur
IO3-4	Cue-reactivity and craving in specific Internet-use disorders: How distal cues affect the urge to use	Jaro Pekal	General Psychology: Cognition and Center for Behavioral Addiction Research, University of Duisburg Essen, Germany
IO3-5	Do apples not fall far from the tree? Comparing the psychiatric comorbid patterns of gambling disorder and Internet gaming disorder among Macao adult residents	Juliet Honglei Chen	University of Macau

IO4 Gambling disorder (4)
June 17, 15:30-17:00 Hall G
Chair Eiichi Kamimura
Niigata University

IO4-1	Avoiding harmful gambling: An evidence-based set of safe gambling practices for consumers	Nerilee Hing	Central Queensland University
IO4-2	Early trajectories of online lotteries and scratch games gamblers: growth mixture modeling coupled with latent class analysis	Gaëlle CHALLET-BOUJU	IFAC CHU Nantes ; INSERM UMR 1246, Universités Nantes & Tours
IO4-3	How coping styles, cognitive distortions, and attachment predict problem gambling among adolescents and young adults	Filipa Calado	Nottingham Trent University
IO4-4	State of the art of studies investigating the relationship between Emotion Regulation and Gambling Disorder: preliminary results from a systematic review study	Patrizia Velotti	University of Genoa, Educational Sciences Unit
IO4-5	Development and initial validation of a new questionnaire assessing gambling craving triggers	Aurélien Cornil	Université catholique de Louvain

IO5 Gambling disorder (5)
June 17, 17:10-18:40 Hall F
Chair Olatz Lopez-Fernandez
Monash University

IO5-1	Relationships between Internet addiction and clinico-demographic and behavioral factors	Muhammad AbdElMoneam ElSalhy	Department of Neuropsychiatry, Keio University School of Medicine
IO5-2	Associations of digital media usage time with problematic smartphone use in Hong Kong Chinese adults: a population-based study	Ningyuan Guo	The University of Hong Kong
IO5-3	The association of screen time with problematic smartphone use by educational attainment and household income in Hong Kong Chinese adults: a population-based study	Ningyuan Guo	The University of Hong Kong
IO5-4	Prevalence of pathological internet use and risky behaviors among elementary school children: Toyama Safe Internet Use Workshop	Masaaki Yamada	University of Toyama, Department of Epidemiology and Health Policy
IO5-5	Do Chinese and British university students use smartphones differently? A cross-cultural mixed methods study	Zeyang Yang	Department of Education, University of York
IO5-6	Title: European project on behavioural addictions through technologies: Findings and lessons learned	Olatz Lopez-Fernandez	Monash University

IO6 Gambling disorder (6)
June 17, 17:10-18:40 Hall G
Chair Keiji Kobara
Shimane Prefecture Mental Health and Welfare Center

IO6-1	Impact of informative and self-appraisal pop-up messages on online gamblers	Julie CAILLON	Addictology department, Nantes University Hospital
IO6-2	Our group therapy session has helped the people with gambling disorder	Akihisa Iriki	Osaka Psychiatric Medical Center
IO6-3	Current responsible gambling strategies are not enough to prevent pathological gambling: the case of Spain	Mariano Choliz	Full professor
IO6-4	Problem gambling and gambling-related harms amongst esports bettors and skin gamblers	Nancy Greer	Central Queensland University
IO6-5	The evaluation of responsible gambling tools among real gamblers, on real gambling sites, in real time	Mark Griffiths	Nottingham Trent University

IO7 Gaming disorder (7)
June 18, 10:30-12:00 Hall F
Chair Akitoyo Hishimoto
Kobe University School of Medicine

IO7-2	Recommendations for public policy and prevention of problematic online behaviours: A multi-stakeholder perspective and the common denominator	Melina A. Throuvala	International Gaming Research Unit - Nottingham Trent University, UK
IO7-3	The 'iCare for Myself' programme: Testing the efficacy of a randomized controlled trial to curb distractibility and excessive smartphone and social media use	Melina A. Throuvala	International Gaming Research Unit - Nottingham Trent University, UK
IO7-4	Associations between Internet use and emotional well-being	Grace Wang	Auckland University of Technology
IO7-5	Escaping reality through videogames is linked to an implicit preference for virtual over real-life stimuli	Jory Deleuze	Department of Clinical Research and Scientific Publications, Le Beau Vallon - Psychiatric Hospital, Namur, Belgium

IO8 Gambling disorder and other excessive behaviors
June 18, 10:30-12:00 Hall G
Chair Mark Griffiths
Nottingham Trent University

IO8-1	The Correlation Between Gambling Disorder and Psychopathology Among Medical Students in Indonesia.	Syahrial Syahrial	Medical Faculty at Universitas Indonesia, Indonesia
IO8-2	Therapeutical purposes for dopaminergic dysregulation syndrome and impulsive behavior in Parkinson's disease.	Giovanni Albani	Department of Neurology, Istituto Auxologico Italiano
IO8-3	Cerebral Near Infrared Spectroscopy in Parkinson's disease: an immersive virtual reality study in patients with impulse control disorders	Michelle Semonella	Applied Technology for Neuro-Psychology Lab, Milan Italy
IO8-4	Women and gambling: the hidden group in the hidden addiction?	Fulvia Prever	Psychologist /Psychotherapist, Board member in ALEA Association (Italy)
IO8-5	Effect of an adapted physical activity program on problematic physical activity in anorexia nervosa	Laurence Kern	UFR STAPS Nanterre, CeSrm, EA2991

IO9 Gaming disorder (8)
June 18, 13:00-14:30 Hall F
Chair Sungwon Roh
Hanyang University

IO9-1	Dependence severity modulates precuneus features in Internet gaming disorder: functionally, morphology and effective connectivity	Guangheng Dong	Hangzhou Normal University
IO9-2	Effects of imagery-induced flash-forwards and eye movements on the craving experience in excessive online gamers	Annika Brandtner	General Psychology: Cognition and Center for Behavioral Addiction Research (CeBAR), University of Duisburg-Essen, Duisburg, Germany
IO9-3	In-Game-Purchases and Internet Gaming Disorder. A proposal for a Maximal Revenue Per Paying User per month (MIRPPU). Why regulation in adolescents is needed?	Michael Dreier	Outpatient Clinic for Behavioral Addictions, Department for Psychosomatic Medicine and Psychotherapy, University Medical Center Mainz
IO9-4	Mediating Role of Self-Regulation in the Relationship between Problematic Smartphone Usage and Self-Handicapping	MAHMUT YAY	HASAN KALYONCU UNIVERSITY
IO9-5	Behavioural and Neurobiological evidences for diagnostic criteria specificity of Internet Gaming Disorder	Xiaochu Zhang	CAS Key Laboratory of Brain Function and Disease and School of Life Sciences, University of Science & Technology of China, Hefei, Anhui 230027, China

IO10 Gaming disorder (9)**June 18, 13:00-14:30 Hall G****Chair Nozomu Hashimoto****Okayama Psychiatric Medical Center**

IO10-1	The short Internet Addiction Test (s-IAT) and older internet users: testing measurement invariance	Anna Ševčíková	Masaryk University
IO10-2	Alexithymia in internet gaming addiction and engagement	Lukas Blinka	Masaryk University
IO10-3	The Correlation Between Internet Addiction and Cognitive Function Among Medical Students in Indonesia	Syahrial Syahrial	Medical Faculty at Universitas Indonesia, Indonesia
IO10-4	Craving for Violence: The Role of Dark Personality Traits in Violent Video Game Preference	André Melzer	University of Luxembourg
IO10-5	Disentangling the relationship between Problematic Gaming, Emotion Dysregulation, Escapism, and Narcissism: a multiple mediation approach'	Alessandro Giardina	University of Palermo, University of Luxembourg

IO11 Gaming disorder (10)**June 18, 16:10-17:40 Hall F****Chair Kristiana Siste****Department of Psychiatry, Universitas Indonesia-Cipto Mangunkusumo National Hospital**

IO11-1	Gender differences in problematic social media use among adolescents	Beatrix Koronczai	ELTE Eotvos Lorand University
IO11-2	An Examination of University Student' Excessive Social Media Use and Its Relation with Personality Traits and Life Satisfaction	Mehmet Buyukcorak	Melbourne University
IO11-3	The female side of gaming, gambling and internet addiction: Italian preliminary results	Ester Di Giacomo	1.School of Medicine and Surgery, University of Milano-Bicocca (Italy)-2.ASST Monza, Psychiatric Department
IO11-4	Time perception, a potential underlying of time loss effect among gaming disorder.	Filip Marc Nuyens	Nottingham Trent University, Psychology Division
IO11-5	Time loss: An impaired time perception amongst gamers?	Filip Marc Nuyens	Nottingham Trent University, Psychology Division
IO11-6	The influence of autistic trait on Gaming disorder	Seung-Yup Lee	Department of Psychiatry, Eunpyeong St. Mary's Hospital, College of Medicine, The Catholic University of Korea

IO12 Hypersexual behavior and other excessive behaviors**June 18, 16:10-17:40 Hall G****Chair Sachio Matsushita****National Hospital Organization, Kurihama Medical and Addiction Center**

IO12-1	Addiction and Mindfulness; Pornography Addiction and Mindfulness-Based Therapy ACT	Julie Pauline Fraumeni-McBride	Chapman University
IO12-2	Adolescents compulsive sexual behavior- Family systemic approach	Yaniv Efrati	Orot-Israel College
IO12-3	Aligning the Manifesto for a European research network into Problematic Usage of the Internet with the diverse needs of the professional and consumer communities affected by problematic use	Darryl Kenneth Mead	The Reward Foundation and University College London
IO12-4	The challenges of teaching school pupils about the research on behavioural addictions	Mary Sharpe	The Reward Foundation
IO12-5	Problematic Sexual Internet Use among Turkish Adolescents	OSMAN TOLGA ARICAK	TURKISH GREEN CRESCENT SOCIETY & HASAN KALYONCU UNIVERSITY

IO13 Gaming disorder (11)
June 19, 10:30-12:00 Hall F
Chair Daria Kuss
Nottingham Trent University

IO13-1	Relationship between narcissism, self-esteem, selfie-related behaviors, and problematic smartphone use	Qiaolei Jiang	Tsinghua University
IO13-2	Motivations, fitness tracking application usage, and smartphone addiction	Qiaolei Jiang	Tsinghua University
IO13-3	Typology of gamers: The latent profile analysis of online gaming motives	Orsolya Király	Institute of Psychology, ELTE Eotvos Lorand University, Budapest, Hungary
IO13-4	Attention! Attention!-The role of attention responses in an oddball task in gamers and non-gamers	Jaro Pekal	General Psychology: Cognition and Center for Behavioral Addiction Research, University of Duisburg Essen,
IO13-5	The addictive use of social networking sites, body image dissatisfaction and Body Dysmorphic Disorder: A review of psychological research	Francesca Chloe Ryding	Nottingham Trent University

IO14 Food and buying addictions
June 19, 10:30-12:00 Hall G
Chair Joël Billieux
University of Luxembourg

IO14-1	Harms to other from alcohol drinking on the Lahu hill tribe Thailand	Tawatchai Apidechkul	School of Health Sceince, Mae Fah Luang University
IO14-2	Food addiction and other addictive behaviors in individuals with obesity	Müller Astrid	Hannover Medical School
IO14-3	A cognitive-behavioral eating disorder prevention program for children: A pilot study in Polish primary schools	Nataliia Demeshkant	Pedagogical University of Cracow
IO14-4	The Association between Posttraumatic Stress Disorder and Buying-Shopping Disorder in a Population-based Sample	Nora Marlene Laskowski	Department of Psychosomatic Medicine and Psychotherapy, Hannover Medical School
IO14-5	Towards Understanding Buying Disorder: Initial Findings from Japanese National Survey	Hanako Murase	Kurihama Medical and Addiction Center

IO15 Gaming disorder (12)
June 19, 13:00-14:30 Hall F
Chair Yoneatsu Osaki
Tottori University Faculty of Medicine

IO15-1	Using multiple Internet applications problematically: Differences between individuals with symptoms of one specific, multiple specific, and those without symptoms of any Internet-use	Silke M. Mueller	General Psychology: Cognition and Center for Behavioral Addiction Research (CeBAR), University of Duisburg-Essen
IO15-2	Expert appraisal of criteria for assessing gaming disorder: An international Delphi study	Joël Billieux	University of Luxembourg
IO15-3	The difference between gaming addiction and smartphone addiction in the context of temperament and character	Sung Young Huh	Pusan National University Yangsan Hospital
IO15-4	Cyberchondria, psychopathological variables and problematic Internet use: a network analysis	Stéphanie Baggio	Geneva University Hospitals
IO15-5	Psychosocial determinants of Internet gaming disorder in Chinese adolescents: a cross-sectional study	Yan-qiu YU	Jockey Club School of Public Health and Primary Care, The Chinese University of Hong Kong
IO15-6	Videogame Addiction Research: Exploring key issues and ways forward	Halley M. Pontes	University of Tasmania

IO16 Excercise, buying and work addctions
June 19, 13:00-14:30 Hall G
Chair Müller Astrid
Hannover Medical School

IO16-1	Buying-Shopping Disorder: Neural correlates of cue-reactivity and craving	Patrick Trotzke	University of Duisburg-Essen
IO16-2	Perceived Stress as Predictors of the Risk for Exercise Addiction in Combat and Non-Combat Army Reserves	Attila Szabo	ELTE Eötvös Loránd University
IO16-3	A statistical model to understand the links between leisure time exercise, problematic practice of physical exercise (PPPE), eating disorder symptoms (EDS), and the motivation to control weight	Gayatri KOTBAGI	Université Grenoble Alpes
IO16-4	Hooked on the Mirror: The Emergence of Exercise Addiction, Body Dysmorphic Disorder, and other Image-related psychopathological correlates in Fitness Settings	Ornella Corazza	1.Centre for Clinical & Health Research Services, School of Life and Medical Sciences, University of Hertfordshire, Hatfield, United Kingdom
IO16-5	Differences in motivations behind work addiction and excessive work	Bernadette Kun	Institute of Psychology, ELTE Eötvös Loránd University, Budapest, Hungary

IO17 Other excessive behaviors
June 19, 13:00-14:30 Hall H
Chair Orsolya Király
Institute of Psychology, ELTE Eotvos Lorand University, Budapest, Hungary

IO17-1	Short-term abstinence from problematic behaviors: A systematic review	David P. Fernandez	Nottingham Trent University
IO17-2	Cross-cultural validation of the Watching TV Series Motives and Binge-Watching Engagement and Symptoms questionnaires across nine languages	Maèva Flayelle	University of Luxembourg
IO17-3	An examination of nomophobia among Portuguese college students	Paulo César Dias	Catholic University of Portugal
IO17-4	Common myths in the behavioral addiction field	Mark Griffiths	Nottingham Trent University
IO17-5	Problematic smartphone use and Health-Related Quality of Life in Chinese adults: The Hong Kong Family and Health Information Trends Surveys (HK-FHInTS) of The Hong Kong FAMILY Project	Sheng Zhi Zhao	School of Nursing, The University of Hong Kong