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“I have no disease and weed just relaxes me!”: The therapeutic challenge in young patients with psychosis and cannabis abuse

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Introduction: Substance use disorders (SUDs) are estimated to affect around 30 million people worldwide, and are characterized by repeated use of a substance that leads to clinically significant impairment or suffering, making it a serious health problem, with high associated costs.

Objectives: Understand and evaluate the impact of cannabis use on adherence to treatment in young patients with psychosis.

Methods: Narrative literature review by performing a search on MedLine for English-written articles. The query used was “(Cannabis) AND (Schizophrenia OR Psychosis) AND (Adherence)”.

Results: About 70 to 80% of young people with SUDs have at least one concomitant psychiatric disorder and cannabis is involved in approximately 50% of psychosis or schizophrenia of those cases, so there is a growing concern about the deleterious medical and psychiatric consequences of the increase and early initiation of consumption of this substance. It is estimated that about 26% of patients with psychotic conditions do not adhere to the treatment plan established by the psychiatrist; however, especially during the inaugural phases of psychotic disorders, rates of non-adherence to therapy are high (above 50%), and are said to be higher in younger patients.

Conclusions: The risk of relapse after a first psychotic episode is high. As the use of cannabis is a potentially preventable risk factor, interventions aimed at improving therapeutic adherence in psychotic conditions must specifically target the use of this substance, since reducing its consumption can lead to a more favorable course of the disease and at less expensive costs in addressing these pathologies.

Disclosure: No significant relationships.

Keywords: Cannabis; Substance use disorders; psychosis

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Possible relationships of addictive disorders and attention deficit hyperactivity disorder (ADHD)

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Introduction: One of the most recent topics in addictive disorders is videogame-use disorder which is continuously under research, especially in adolescents. The specific structure of digital games (immortality, infinity, etc.) can sensitize adolescents to the development of problematic use. The number of researches about problematic video game use has increased significantly during the last decade. In 2013, this problem was included among “Disorders requiring further research” in DSM-5, and it was also included in ICD-11 as a separate diagnostic category in 2019.

Objectives: We review studies investigating the association between the co-occurrence of ADHD and video game use in adolescents. We attempt to summarize new theoretical approaches to video game use disorder and the areas of present research.

Methods: We conducted a literature search in 4 databases (PubMed, Medline, Google Scholar, Web of Science) using keywords (ADHD, adolescents, video game use disorder, internet addiction, game addiction) over the past 5 years. Exclusion criteria were the following: publication date before 2014, adult population, or comorbidity beside ADHD.

Results: The comorbidity of video game use disorder and ADHD was frequent. Primarily cross-sectional studies examined the presence of hyperactivity, attention deficit, and impulsivity symptoms separately. The presence of attention deficit clearly showed an association with the development of video game use disorder.

Conclusions: Adolescents diagnosed with ADHD have a greater possibility of developing video game use disorder and/or problematic psychoactive substance users. More attention should be paid to this comorbidity in not only the diagnostic process, but also in the development of prevention programs.

Disclosure: No significant relationships.

Keywords: ADHD; adolescents; video game use disorder; addictive disorder

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The psychological determinants of internet gaming disorder: Vulnerability to stress, psychological well-being, and comorbidity

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Introduction: A variety of psychological determinants, such as vulnerability to stress, low levels of psychological well-being and several comorbidities, have been hypothesized to play a role in the development, and maintenance of Internet Gaming Disorder (IGD). However, evidence has been insufficient to sustain an overarching model of the causal pathways leading to IGD.

Objectives: . This study aimed to depict a model of the causal links between vulnerability to stress, psychological well-being, and symptoms of common mental disorders (e.g., depression, generalized anxiety, phobic anxiety, obsessive-compulsive disorder, somatization, and hostility).

Methods: . A community-based sample of Portuguese gamers (N = 153; Mage = 21.92; 15.29% female) completed measures of IGD (IGDS9-SF), mental health (SCL-90-R), psychological well-being (EBEP), and vulnerability to stress (23QVS). A machine learning algorithm – Greedy Fast Causal Inference – was used to infer a model of the causal pathways linking those psychological determinants to IGD.

Results: . Hostility and psychological well-being were directly involved with a subgroup of IGD symptoms (i.e., gaming used as escape, tolerance, withdrawal, and loss of control). Stress vulnerability and symptoms of mental disorders were only indirectly implicated in the causal pathways leading to IGD.

Conclusions: . It is likely that several psychological factors implicated in the causal pathways leading to IGD, have not been yet identified. Future research should directly test specific models of the causal pathways involved in the development and maintenance of IGD symptoms.