



How do the game information technology can be addictive? Features of neurobiological changes in GD (Gambling disorder) and IGD (Internet gaming disorder) relationship with clinical manifestations and comorbid psychopathology

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Abstract:

Keywords: gambling disorder, Internet gaming disorder, altered states of consciousness, flow state, emotional distress.

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GD (Gambling disorder) and IGD (Internet gaming disorder) are the only officially recognized behavioral addictions associated with game activity so far, but not with the use of psychoactive substances. Outwardly, such disorders look like a strong pathological attraction to the game that dominates all other needs with loss of control over game behavior that is why these addictions are called behavioral addictions. However, not in form, but in essence - they are informational and technological dependencies. They are the result of the interaction of information technology - the game - with the human mind. Today, the gaming industry is a multibillion-dollar business with billions of active users of different ages, among which people in the age range from 10 to 36 years old predominate. Information technologies for engagement and retention in the game are constantly being improved. As a result of this effect on the human mind and brain, the prevalence of GD and IGD exceeded the prevalence of all SUD combined.

This study examines how information technology can be addictive based on the results of numerous neurobiological and clinical studies and cases from our own clinical practice. It is investigated what structural, functional and neurochemical changes in the brain are correlates of the game dominant-the pathological drive to play prevailing over all other needs. The focus is on the neural correlates of compulsive gambling despite losses and negative psychosocial consequences, altered States of consciousness with impaired self-identification, emotional dysregulation, and emotional distress. It is these manifestations that contribute more to the formation of addiction and the subsequent development of comorbid psychopathology.



Biography:

Dr. Tetiana Zinchenko, the president of the International association for the study of game addictions (IASGA)/Switzerland, PhD, psychotherapist, psychologist, rehabilitologist, practicing doctor in private practice. Practical experience of 20 years in psychiatry, psychotherapy, psychological counseling. Experience in specialized clinics. Last 10 years in private practice and public organizations. Over the last 5 years, I have been specializing in group and individual psychotherapy and rehabilitation of people with various behavioural addictions.

Recent Publications:

1. Dr. Tetiana Zinchenko, 12th Annual IEEE Consumer Communications and Networking Conference (CCNC),2015
2. Dr. Tetiana Zinchenko, (Nets4Cars-Fall), 2014
3. Dr. Tetiana Zinchenko, ACM international workshop on Vehicular inter-networking, systems, and applications, 2013
4. Dr. Tetiana Zinchenko, Vehicular Technology Conference, 1988

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