

be taken into account during the psychiatric evaluation, especially when therapeutic resistance occurs.

Keywords: dependence; Smoking

EPP1344

Children with computer game addiction have weakness in sustained attention

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Introduction: Various digital technologies are increasingly being introduced into the everyday life of children. There are evidences that digital addiction has negative effect on cognitive functions of children. What kind of specific effect does this new “digital environment” have for children?

Objectives: The goal of this research is to check the hypothesis that 7-year-old children with computer game addiction have weakness in sustained attention.

Methods: We used questionnaire for parents to reveal children with computer game addiction. Experimental group consisted of 28 7-year-old children with computer game addiction. Control group consisted of 28 children without computer game addiction. Children from experimental and control group were matched for gender and IQ. To assess the sustained attention we used subtest from Luria’s child neuropsychological battery. This subtest is designed to assess visual sustained attention.

Results: One-way ANOVAs by group revealed significant differences ($p \leq 0,05$) between the groups in the level of visual sustained attention.

Conclusions: It can be assumed that computer game addiction has negative effect on the development of visual sustained attention in children. However, we need to do additional research to approve this preliminary results.

Keywords: computer game addiction; sustained attention

EPP1346

Impact of body-oriented therapy on executive abilities in children with computer game addiction

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Introduction: It is known that children with computer game addiction have a risk for development of deficit in executive abilities. It is important to develop effective approaches for helping children with this addiction.

Objectives: The goal of this study was to reveal effect of body-oriented therapy on executive abilities in children with computer game addiction. Particularly we compared the efficacy of two methods of

treatment (body-oriented therapy for children vs. conventional motor exercises) in a randomized controlled pilot study.

Methods: 16 7-year-old children with computer game addiction were included and randomly assigned to treatment conditions according to a 2×2 cross-over design. The body-oriented therapy included the exercises from yoga and breathing techniques. To assess the executive functions and attention in children we used 5 subtests from NEPSY (Tower, Auditory Attention and Response Set, Visual Attention, Statue, Design Fluency). Effects of treatment were analyzed by means of an ANOVA for repeated measurements. **Results:** The ANOVA has revealed ($p < .05$) that for all 5 subtests on executive functions and attention the body-oriented therapy was superior to the conventional motor training, with effect sizes in the medium-to-high range (0.42-0.80).

Conclusions: The findings from this pilot study suggest that body-oriented therapy can effectively influence the executive abilities in children with computer game addiction. However, it is necessary to do further research into the impact of body-oriented therapies on children with this addiction.

Keywords: body-oriented therapy; computer game addiction

EPP1348

Relationship between computer game addiction and low mood in children

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Introduction: Children with computer game addiction have a risk for development of deficit in mental functions. What kind of specific effect does this new “digital environment” have for children?

Objectives: The goal of this research is to check the hypothesis that there is relationship between computer game addiction and low mood in 8-year-old children.

Methods: We used questionnaire for parents to reveal children with computer game addiction. Experimental group consisted of 24 8-year-old children with computer game addiction. Control group consisted of 24 children without computer game addiction. The children from experimental and control group were matched for gender. We used Revised Children’s Anxiety and Depression Scale (RCADS) for assessment of separation anxiety disorder, social phobia, generalized anxiety disorder, panic disorder, obsessive compulsive disorder, and low mood (major depressive disorder) in children (Child Self-Reported).

Results: Spearman correlation analysis has revealed the significant ($p < 0,05$) positive correlation between level of computer game addiction and low mood in children. However, we did not find the correlation between level of computer game addiction and other scales of RCADS.

Conclusions: It can be assumed that digital environment is a risk for increasing low mood in children. However, we need to do additional research using experimental design to approve the hypothesis that computer game addiction can cause the low mood in children.

Keywords: computer game addiction; low mood

EPP1349

Impulsivity and compulsivity aggregate in alcohol use disorder and explain comorbidity with impulse-control and related disorders

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Introduction: The conceptualization of impulsivity and compulsiveness has fluctuated between two different perspectives: they are (1) distinct and orthogonal dimensions, (2) extreme poles of the same dimension/ spectrum. We favor this latter, accepting that these dimensions contribute to the etiopathogenesis of impulsive-compulsive disorders, namely alcohol use disorder/AUD.

Objectives: To analyze: Differences of impulsivity and compulsivity levels between AUD patients vs. participants from the community; prevalence of impulsive-compulsive disorders/ICD in AUD; if impulsivity/compulsivity predict the severity of alcohol use and ICD in AUD.

Methods: 32 AUD patients (21% women, mean age 46±10) answered the Portuguese versions of: Alcohol-Use-Disorders-Identification-Test, Questionnaire-for-Impulsive-Compulsive-Disorders-in-Parkinson's-Disease, Barrat-Impulsiveness-Scale, Obsessive-Compulsive-Inventory and Depression-Anxiety-Stress-Scales; 50 adults from the community (68% women, mean age 29±14) answered the former three. Mann-Whitney-U, Spearman and regression tests were performed using SPSS.

Results: AUD individuals vs. subjects from the community presented higher levels of impulsivity and compulsivity ($p < .001$). AUD-group: AUDIT median score was 25 (>8 harmful use); 81% reported ICD-symptoms; impulsivity and compulsivity highly correlated ($r = .639$; $p < .001$); impulsivity levels explained the presence of certain ICD (gambling, compulsive buying, eating disorders) and depression/anxiety/stress ($OR = .152$; $p < .05$); compulsivity levels also explained the occurrence of specific ICD (compulsive buying and other repetitive automatic behaviours) and depression/anxiety/stress ($OR = .131$; $p < .05$).

Conclusions: Our results indicate that impulsivity and compulsivity co-occur and contribute to the explanation of AUD, and related comorbidity and psychological distress. This highlights the utility of considering impulsivity and compulsivity when subtyping, stratifying, and treating AUD patients. Finally, we assert that disorders of impulsivity and compulsivity (eg.: AUD and ICD) co-occur.

Conflict of interest: No significant relationships.

EPP1350

Quality of life and abstinence in alcohol use disorders

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Introduction: The analysis of the impact of individuals' behaviors on their health involves several variables, namely alcoholism. It is necessary to take in account that when anxiety is excessive it may be very disabling and produce many adverse effects, such as unsatisfactory work performance, anxiety disorders, depressive mood and somatic symptoms. These elements affect the Quality of Life (QOL) drastically, while social support of the patients protect QOL.

Objectives: To assess the quality of life of patients with alcohol use disorders in treatment for alcohol use disorder (AUD).

Methods: An exploratory, descriptive and correlational study was carried out. A sociodemographic scale was used, an instrument constructed by the authors that assesses the existence of risk behaviors and protective health behaviors, the Social Support Satisfaction Scale (ESSS), and a quality of life assessment scale (WHOQOL-Bref). Data analysis was performed using IBM SPSS 25 statistics.

Results: Sample consisting of 34 patients with Alcohol Use Disorders. Abstinence time is positively correlated with QOL and negatively correlated with social support satisfaction.

Conclusions: This study shows that in treatment of patients with AUD, longer abstinence times have a positive effect on QOL and overall wellbeing of patients, while being associated with a lower satisfaction with social support. Treatment Units dedicated to AUD should keep striving for maintenance of abstinence due to these positive effects.

Keywords: abstinence; quality of life; alcohol use disorders

EPP1351

Generalized problematic internet use: An impulsive-compulsive spectrum disorder?

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Introduction: Generalized problematic internet use/GPIU has recently been associated with the impulsive-compulsive spectrum/ICS, but its mapping onto these behaviour dimensions is relatively unexplored.

Objectives: To compare patterns of internet use and scores of BIG-5 personality traits, perfectionism and psychological distress between groups with low/high levels of GPIU.

Methods: 475 university students (78.9% girls; mean age 20.22±1.695) answered the Portuguese versions of: GPIU Scale, Multidimensional Perfectionism Scale-13, NEO-FFI-20, Depression,