What is Video Game Addiction

The DSM 5 has included “Internet Gaming Disorder” in section 3 (conditions requiring further study). The International Classification of Diseases (ICD 11) added Gaming Disorder to the addictive disorders section. This includes digital or video-gaming. People with gaming disorder have impaired control over their gaming habits, and gaming becomes more important than other daily activities, despite negative consequences. This pattern generally lasts 12 months or more for a diagnosis to be made. If symptoms are severe enough, however, a diagnosis may be made earlier.

This workshop will cover all these changes, and much more! From the history of gaming to how this disorder will likely look in the next version of the DSM (5.1).

DoubleTree Hilton, 700 Hope Road
Tinton Falls, NJ 07724

July 10, 2020

Register securely online at:
https://clinicalsupervisor.net

Feedback from previous workshop participants

“Even though I’m experienced about addiction this course solidified my approach to working with clients regarding this topic.”

“This was a very relevant and timely course. The instructor was able to use his enthusiasm and humor to keep this course going well.”

“The instructor is extremely knowledgeable about so many areas. Enjoyed this topic.”

WORKSHOP OBJECTIVES

WORKSHOP PARTICIPANTS WILL BE ABLE TO:

1. Describe at least five specifics regarding the history of video games in North America.
2. List three different social problems that have been caused by video games in Asia.
3. List three different government and/or healthcare solutions that Asian nations have developed in order to address the social problems of gaming.
4. Differentiate between research driven treatment and non-research driven treatment for video game addiction in North America.
5. List three aspects of how video games affect the brain.
6. Describe three similar aspects of video game addiction to substance misuse disorders using the DSM-V and the ICD-11.
7. Workshop participants will be able to diagnose three different cases involving video games.
8. List five micro or macro therapeutic interventions that can be used in the treatment of video game addiction.
Video game addiction is one of the latest disorders. It has been added to the latest version of the International Classification of Diseases (ICD-11) and it is believed that it will be added to the next version of the DSM (DSM 5.1). Worldwide, revenue for McDonald’s was $22 billion in 2017. U.S. only revenue from video games in 2018 is projected to be $30 billion. This seminar will discuss research, prevention and treatment to help social workers, addiction counselors, professional counselors and anyone else interested in this latest disorder.

For additional course information go to https://clinicalsupervisor.net

Advanced Counselor Training, LLC has been approved by NBCC as an Approved Continuing Education Provider (ACEP #6532). Programs that do not qualify for NBCC credit are clearly identified. Advanced Counselor Training is solely responsible for all aspects of the program.

Video Game Addiction 101: The Latest Disorder
July 10, 2020, DoubleTree Hilton, Tinton Falls

Register online at: https://clinicalsupervisor.net

You can also complete & return this form by Mail

Name

Agency

Address

City, State, Zip

Primary Phone

* Email (must supply email to receive confirmation)

Video Game Addiction 101
(6 NBCC and ASWB Contact Hours)

$129 - Early Registration by June 26, 2020

$150 - Late Registration after June 26, 2020

CHECK LOCATION

Tinton Falls, NJ (July 10, 2020)

The Live Workshop Schedule:

8:30 a.m. – Check-in
9:00 a.m. - Workshop Begins
12:15 p.m. to 1:15 p.m. - Lunch (ON YOUR OWN)
4:30 p.m. - Workshop Ends