

Objectives: The aim of this study was to assess the prevalence of workaholism and its associated socio-demographic and historic factors among Tunisian engineers.

Methods: A cross-sectional descriptive and analytical study conducted among Tunisian engineers during July 2021. The data were collected by an online questionnaire including the socio-demographic and historic information and the “the Work Addiction Risk Test” (WART) which was used to assess the workaholism.

Results: A total of 52 engineers participated in this study (40.4% female and 59.6% male). The average age was 30.75 years (SD=6.25 years). Concerning marital status, thirty-five engineers (67.3%) were single. Of the participants, 17.3% had a history of chronic somatic-disorders and 25 % of them had a history of a psychiatric disorder, such as depressive disorder in 11.5% of cases. The prevalence of workaholism in Tunisian engineers was 23.1%. Workaholism was associated to older age with no significant difference ($p = 0.11$). The analysis showed that workaholics had more history of depressive disorder ($p = 0.02$) compared to non-workaholics. However, no significant difference was found by the other socio-demographic factors according to workaholism.

Conclusions: Workaholism is a significant phenomenon among Tunisian engineers. It may depend of personal characteristics and induce negative consequences on mental health and lead to depression.

Disclosure: No significant relationships.

Keywords: work addiction; individual factors; Prevalence; engineers

EPP0008

Childhood violence experience interacts with BDNF Val158Met polymorphism and modify internet addiction risk

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Introduction: Internet-addiction (IA) is one of the most common non-chemical (or behavioral) addictions with genetic impact and substantial effects of psychological and personality characteristics, taking into account the childhood traumatic experience. Gene-environment interactions (GxE) may substantially impact on the risk of Internet-addiction (IA).

Objectives: Aim: to test the associations between the functional polymorphism rs6265 (Val66Met) in brain-derived neurotrophic factor (BDNF) gene, affecting BDNF function, and childhood traumatic experience and their GxE interactions with IA risk.

Methods: In total 456 participants were screened with Chinese Internet Addiction Scale (CIAS) to cut a cohort on two groups: IA (CIAS total score ≥ 65 , $n=100$) and controls (CIAS total score less 64, $n=356$). The Adverse Childhood Experiences International Questionnaire (ACE-IQ) was used to assess childhood traumatic experience using its main domains: parents (P), family (F), abuse (A) and violence (V). BDNF Val158Met polymorphism was detected by RT-PCR.

Results: Logistic regression revealed associations of P scores with increased IA risk only after adjustment for sex and age ($p=0.01$, OR=1.166, 95%CI[1.038-1.309]) and V scores with decreased IA risk ($p=0.000$, OR=0.799, 95%CI [0.233;0.744] only before adjustment. No associations of F and A with IA risk were found. BDNF Val158Met per se was not associated with IA risk, but significant effect of interaction V score*BDNF rs6265 CC on IA risk in “protective” manner was revealed ($p=0.039$, OR=0.873, 95%CI [0.768-0.993]) in a model adjusted for sex and age.

Conclusions: Childhood violence experience interacts with BDNF Val158Met polymorphism and CC (ValVal) genotype may be possibly protective factor decreasing the internet addiction risk

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Keywords: BDNF Val158Met; internet addiction; adverse childhood experiences

EPP0009

Gambling During the Covid-19 Pandemic

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Introduction: With the Covid-19 pandemic numerous questions about the behaviour of gambling addicts have risen, with the lockdown causing a lack of structure, peer supervision and support. The first reports have suggested an increase in activity and riskier choices.

Objectives: Our aim was to explore how the Covid-19 pandemic has influenced gambling habits.

Methods: Data was collected from companies in Germany and Croatia which provide online gambling services, and statistically analyzed.

Results: In Germany in April 2020, there was a 51.19% decrease in number of players when compared to April 2019, but a 116.46% rise in the number of tickets per player. In comparison, in April 2021 a rise of 704.43% occurred in number of active players compared to April 2020, with a 277.56% increase in ballots and a decrease in number of tickets per player by 53%. Additional results showed a 1.2% decrease in spendings on sports events in April 2020 compared to April 2019, but a 277.88% increase for sporting events spendings in April 2021. Preliminary results from Croatia show an increase in online gambling activities.

Conclusions: In 2020, despite a drop in active players, the increase in stakes and frequency of play resulted only in a slight decrease in sporting events spendings. In 2021 the recorded increase in all categories except in frequency, points to the idea that restoring life to usual rhythm reduces the frequency of an individual's play. In conclusion, further research and monitoring of gambling addicts' behaviour in the "new normal" is needed.

Disclosure: No significant relationships.

Keywords: gambling; sports betting; Covid-19

EPP0010

Concurrent use of alcohol and cocaine: which is the best drug choice?

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Introduction: Patients with comorbid cocaine and alcohol dependence have a worse prognosis with lack of adherence to follow-up and treatment, frequent psychosocial problems, and higher rates of relapse [1]. Concurrent use of both substances produces cocaethylene, which is associated with more toxicity than cocaine alone [2].

Objectives: To determine the efficacy of disulfiram compared to nalmefene in the treatment of comorbid cocaine and alcohol use.

Methods: A quasi-experimental open study was designed on 41 outpatients, with a follow-up of at least 1 year at the Mental Health Unit, aged between 18 and 65 years, diagnosed with cocaine and alcohol dependence (ICD-10). A minimum simultaneous weekly consumption of 2 grams of cocaine and 12 SD (Standard Drink) of alcohol during the month before, described by self-records was established. Treatment with oral disulfiram 250mg/day was assigned to 21 patients, and with oral nalmefene 18mg/day to 20 individuals. Observation period was for 6 months. Urinalysis and alcohol breath test were carried out twice a week. Abstinence was defined by obtaining negative results for at least 4 consecutive weeks. Statistical analysis were performed using SPSS v21.0 (significance $p < 0.05$).

Results: 61.9% of patients treated with disulfiram achieved a minimum of 4 consecutive weeks of abstinence from cocaine and alcohol, compared to 40% in the nalmefene group ($\chi^2 = 1.188$; $gl = 1$; $p = 0.276$). There were no significant differences.

Conclusions: Disulfiram or nalmefene monotherapy seems clinically ineffective or insufficient in reducing the combined use of cocaine and alcohol. Further research is needed to assess the effect of both drugs simultaneously.

Disclosure: No significant relationships.

Keywords: nalmefene; alcohol; cocaine; disulfiram

EPP0011

Gaming Disorder: looking for a specific psychopathological profile in a Russian sample

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Introduction: ICD-11 describes Gaming disorder as a behavioral pattern characterized by impaired control over gaming, increased gaming priority, and escalation despite consequences. This description is similar to other addictive behaviors with minor specifics. However, it is unclear if gaming disorder has any specific psychopathological profile.

Objectives: The study aimed to investigate gaming disorder's connection to primary psychopathological symptomatology.

Methods: 515 gamers aged 16-56 (75% male) anonymously completed online questionnaires: SCL-90-R and Video Games Addiction Scale (VGAS) – our new 26-items questionnaire based on ICD-11 criteria for gaming disorder. VGAS showed good reliability (Cronbach's $\alpha = 0.858$) and external validity (positive correlation with Chen Internet Addiction Scale, $r = 0.472$, $p = 0.000$).

Results: Gaming disorder severity showed positive correlations ($p = 0.000$) with all SCL-90-R scales. Pearson's r ranged from 0.311 (phobic anxiety) to 0.431 (depression). Thus, gaming disorder showed no specific combination of psychopathological symptoms. Instead, all symptoms had almost equal correlations with the VGAS score.

Conclusions: Gaming disorder is not linked to any particular combination of psychopathological symptoms. On the contrary, as suggested by our study, different symptoms are almost equally related to excessive gaming. Several interpretations are possible. Problematic gaming can be a way for psychologically distressed people to deal with different symptoms. Conversely, gaming disorder can itself lead to psychological maladjustment. Thus, further thorough research is required, specifically when deciding on the primary diagnosis in comorbid cases or choosing the therapeutic aims.

Disclosure: No significant relationships.

Keywords: Gaming Disorder

Schizophrenia 09

EPP0013

Aripirazole-Long Acting Injectable in Pregnant Women with Schizophrenia: A Case Series

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