International Confederation of Alcohol, Tobacco and Other Drugs (ATOD) Research Associations (ICARA)
Annual Meeting
27-29 August, 2018, Prague, Czech Republic

International Society for the Study of Behavioral Addictions (ISSBA)

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Background – I.

• Substance-Related and Addictive Disorders
  – 10 groups of drugs (alcohol; caffeine; cannabis; hallucinogens; inhalants; opioids; sedatives, hypnotics, or anxiolytics; stimulants; tobacco; other)
  – Non-Substance-Related Disorders
    • Gambling Disorder

– Section III
  (Emerging Measures and Models)
  • Internet Gaming Disorder
Background – II.

• Disorders due to substance use or addictive behaviours
  – Disorders due to substance use (18 substances)
  – Disorders due to addictive behaviours
    • Gambling Disorder
      – Gambling disorder, predominantly offline
      – Gambling disorder, predominantly online
      – Gambling disorder, unspecified
    • Gaming Disorder
      – Gaming disorder, predominantly online
      – Gaming disorder, predominantly offline
      – Gaming disorder, unspecified
  • Other specified disorders due to addictive behaviours
  • Disorders due to addictive behaviours, unspecified
Background – III.

- Increasing research activity on the field of non-substance related addictions

Gambling Disorder  
(Internet) Gaming Disorder  
Internet addiction  
Social Media Addiction  
Mobile Phone Addiction  
Exercise Addiction  
Compulsive Buying Disorder  
Work Addiction  
Religious Addictions  
Intermittent Explosive Disorder  
Pyromania  
Kleptomania

Anorexia Nervosa  
Bulimia Nervosa  
Binge-Eating Disorder  
Orthorexia Nervosa  
Food Addiction  
Hypersexuality  
Obsessive-Compulsive Disorder  
Body Dysmorphic Disorder  
Hoarding Disorder  
Trichotillomania (Hair-Pulling Disorder)  
Excoriation (Skin-Picking) Disorder
• Funded in 2011
• Editorial Board – 22 countries
• 4 issues a year
• Increasing number of submissions and published papers
• Increasing quality of papers
• Wide range of behavioral addictions are covered
Papers according to topic (2011-2018)

- internet/gaming
- gambling
- smartphone
- hypersexuality
- exercise
- social networking
- food / eating / body image
- buying
- work
- porn
- series / TV
- hair pulling
- skin picking

- original papers
- review papers
Impact Factor (Thomson Reuters/Clarivate Analytics)

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International Conference of Behavioral Addictions (ICBA) (2013-2018)

Budapest, 2013 (165 participants)
Geneva, 2016 (196 participants)
Budapest, 2015 (181 participants)
Haifa, 2017 (157 participants)

Cologne, 2018
(≈300 participants)
Yokohama, Japan
17-19 June, 2019
International Society for the Study of Behavioral Addictions (2016)

- Planned: March 12, 2013
- Funded on May 5, 2016
- Officially registered on June 10, 2016
- 115 members (April 24, 2018)
- Web: http://issba.elte.hu
Aims

• The aims of the International Society for the Study of Behavioral Addictions (ISSBA) are to study behavioral addictions and to help developing the interface of behavioral addiction science on the international stage.

• The aim of the society is to assemble and stand for specialists working in the field of health promotion, prevention and treatment programs for patients with behavioral addictions, rehabilitations, harm reduction measures, psychiatrists, addiction scientists, psychologists, social workers, addiction consultants, specialized nurses, volunteers and other professionals under an organizational order.
Aims

• The aim of the society is to offer effective educational and training programs for professionals in the field of behavioral addictions in order to improve their skills and knowledge about prevention, intervention, therapy, and nursing about behavioral addiction.

• The aim of the society is to encourage scientific research projects, offer professional support in design and implementation of upcoming research projects. With those results the society seeks to understand better the problems of non-substance addictions and to decrease their prevalence in the population.

• The society supports to publish and present the results of addiction science research projects in order to enrich the academic discourse about the behavioral addictions and also all in the public domain.
Aims

• The society is dedicated in the educational programs of the population, such as supporting and organizing educational, prevention, and treatment programs in school environments.

• The highlighted aim of the society is to work with and help other non-governmental organizations in order to recognize the symptoms of the behavioral addictions and hold on the expansion of the behavioral addictions in the population. The aim of society is to co-operate with non-governmental organizations, professional organizations, academic departments, and voluntary groups in order to find the most effective solutions on the problem of behavioral addictions.
Board

Board (11 members including president)

- Sophia Achab
- Joël Billieux
- Henrietta Bowden-Jones
- Matthias Brand
- Zsolt Demetrovics (President)
- Mark Griffiths
- Susumu Higuchi
- Daniel King
- Astrid Müller
- Marc Potenza
- Daniel Spritzer

Supervisory Committee

- Orsolya Király
- Susana Jiménez-Murcia
- Aviv Weinstein (Chair)
Other issues

• Website: http://issba.elte.hu

• Members’ recruitment: 115 members (29 countries)

• Agreement with the publisher on discounted article processing fee (-15%)

• Relationship with the gambling/gaming industry
Letter to the Editor

COMMENT ON THE GLOBAL GAMING INDUSTRY’S STATEMENT ON ICD-11 GAMING DISORDER: A CORPORATE STRATEGY TO DISREGARD HARM AND DEFLECT SOCIAL RESPONSIBILITY?

Following the announcement that gaming disorder (GD) will be included in the World Health Organization’s (WHO) International Classification of Diseases (ICD-11) [1], multiple gaming industry organizations (henceforth ‘the industry’) have issued a statement in opposition to GD [2]. The industry advances several arguments, including the notions that: gaming is predominantly enjoyed ‘safely and sensibly’; gaming has various personal benefits; the GD evidence base is ‘highly contested and inconclusive’; and GD would create moral panic and ‘abuse of diagnosis’. We believe that, regardless of whether GD is embraced by all researchers, arguments highlighting the popularity and there is healthy discussion concerning the conceptualization of problematic gaming as a disorder, gaming-related harm is acknowledged by many who oppose the concept of GD [8], and academic debates should not be misused to support the notion that gaming is always innocuous. The industry should recognize that its business model, despite its many successes, has ethical and social responsibilities. Gaming can enrich people’s lives, but it can also have adverse impacts and generate harms among vulnerable individuals and their families. As with any product which attracts a disproportionate volume of usage and revenue from a minority of consumers, the industry is encouraged to adopt an approach that minimizes harm and consistently involves responsible practices [19].Acknowledging gaming-related harms will promote more ethical game design standards and business practices, as well as other organized and collaborative efforts to respond to the needs of problematic users.
Scientific evidence supports that excessive video gaming (that may be done online or offline) may lead to functional impairment, such as significant deficits in personal, family, social, educational, occupational, or other important areas of functioning. Furthermore, there is an increasing number of published reports documenting treatment-seeking cases with functional impairment at the international level (i.e., not limited to Asian countries). Longitudinal studies also support the notion that functional impairment (e.g., reduced grades and onset of psychopathological symptoms) may be caused by prolonged excessive use of video games. There are also several documented treatment-seeking cases in published studies that exclude cases with comorbidities, further indicating that gaming disorder may present as the primary issue in need of intervention.

For these reasons, the ISSBA supports the inclusion of gaming disorder in the 11th edition of International Classification of Diseases (ICD-11), as reflected by the pending beta draft of ICD-11.
Thank you for your attention!