

a popular activity, among young adults (YA). However, research suggests that excessive engagement may in extreme cases lead to symptoms commonly experienced by substance addicts.

**Aims** Estimate the prevalence of problematic use of video and Internet games (PUVIG) among YA. Determine the factors associated with it.

**Methods** A cross-sectional study was carried out during the first half of September 2016. A sample of 69 YA with a high education's level was randomly selected from the general population. Data were collected through a global questionnaire consisted of a sociodemographic part, the Young Internet Addiction Test, the Problem Video Game playing questionnaire, online network game scale and the Perceived Stress Scale.

**Results** The average age was 27.6 years. The majority (70%) reported using video or Internet games. The risk of dependency to online network games involved 10% of game players while the presence of video games use consequences concerning 16%. Gaming addiction was significantly more likely in boys ( $P=0.001$ ). The students had more PUVIG than employees ( $P=0.036$ ). A link was highlighted with a problematic Internet use ( $P=0.008$ ), a facebook addiction ( $P=0.001$ ) and high perceived stress level (0.014).

**Conclusions** Playing video and Internet games is a widespread activity among YA. The factors potentially involved are inevitably multiple and complex. It supports the need to carefully explore these emerging practices among this vulnerable population and suggest the establishment of better prevention and better tracking of video gaming.

**Disclosure of interest** The authors have not supplied their declaration of competing interest.

<http://dx.doi.org/10.1016/j.eurpsy.2017.01.2158>

#### EW0289

### Does adolescents' depressive symptoms increase the possibility of addictive Internet gaming?: 1-year follow up study in Korea

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**Introduction** Adolescents' Internet gaming disorders might influence on their social and psychological developmental tasks and physical health negatively. Depression is the commonly co-existed conditions with addictive Internet gaming, but not much research has been reported whether depressive symptoms would precede the addictive Internet gaming in this population.

**Objectives** This prospective observation study was performed to make clear whether adolescents' depressive symptoms precede their addictive Internet gaming.

**Aims** Adolescents' 1-year incidence of the addictive Internet gaming was calculated, and test their depressive symptoms increase the incidence.

**Methods** In Korea, whole students of the 1st grade in three middle schools were participated in this study. Baseline assessment of 508 students was performed via standardized self-reported questionnaire on May–June, 2015. Internet game use-elicited symptom screen (IGUESS) was used to addictive Internet gaming conditions. IGUESS is the 9-itemed DSM-5 diagnostic criteria-based instrument to screen high risk of Internet gaming disorders. Depressive symptoms was measured by Child Depression Inventory (CDI) group. One year after the baseline assessment, follow-up assessment was performed. Four hundred and forty-eight students have been par-

ticipated in the 1-year check up without addictive Internet gaming at baseline.

**Results** In total, 4.7% of subjects had depressive symptoms at baseline, and incidence of addictive Internet gaming was 9.2%. After adjusted by sex, Internet game use per week, and self-control status, depressive symptoms of baseline increased the 1-year incidence of addictive Internet gaming significantly (OR=3.5,  $P=0.034$ ).

**Conclusions** Depressive adolescents have higher possibility they could experience the addictive Internet gaming.

**Disclosure of interest** The authors have not supplied their declaration of competing interest.

<http://dx.doi.org/10.1016/j.eurpsy.2017.01.2159>

#### EW0290

### The impact of the lifetime depression history on alcohol consumption in male and female alcoholics

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**Background** Psychiatric co-morbidities and alcohol craving are known contributors to differences in alcohol consumption patterns.

**Methods** Univariate and multivariable linear regression models were used to examine the association and interactions between the Inventory of Drug Taking Situations (IDTS) negative, positive and temptation sub-scale scores, sex, as well as co-morbid depression and anxiety determined by Psychiatric Research Interview of Substance and Mood Disorders (PRISM) with alcohol consumption measured by Time Line Follow Back (TLFB) during preceding 90 days in 287 males and 156 females meeting DSM-IV criteria for alcohol dependence.

**Results** IDTS positive, negative and temptation scores were strongly associated with increased alcohol consumption measures including the number of drinks per day and number of drinking days per week ( $P<0.0001$ ). Male sex was associated with higher amount of alcohol consumption per drinking day ( $P<0.001$ ), but not with the number of drinking days per week ( $P>0.05$ ). In men, lifetime history of depression was associated with fewer drinking days ( $P=0.0084$ ) and fewer hazardous drinking days ( $P=0.0214$ ) but not with differences in daily alcohol consumption. In women, depression history was not significantly associated with alcohol consumption measures. Post-hoc sex-stratified analyses suggested that the association of the negative IDTS score with total amount of alcohol consumed by men may be modified (decreased) by lifetime depression history. We found no associations of alcohol consumption measures with anxiety or substance-induced depression.

**Discussion** Decreased frequency of drinking in male alcoholics with lifetime depression history is unexpected. This finding emphasizes the complex relationships between alcoholism and depression, which require further investigation.

**Disclosure of interest** The authors have not supplied their declaration of competing interest.

<http://dx.doi.org/10.1016/j.eurpsy.2017.01.2160>