

EW0285

Substance-induced psychotic disorders in an emergency department

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Introduction Substance abuse has been correlated with psychotic disorders albeit more accurate details on causality remain to be assessed. Furthermore, the prevalence and prognosis of substance-induced psychotic disorders have not been clearly established.

Method Retrospective study performed in 124 patients assessed in an Emergency Department (ED) due to psychotic symptoms over a 6-month period. Medical records were reviewed to obtain clinical and socio-demographic variables.

Objectives (1) To analyse substance abuse patterns among ED psychotic patients; (2) to estimate the prevalence of substance-induced psychotic disorders in ED; (3) to underpin the socio-demographic and clinical variables associated.

Results Personal history of substance abuse: THC 31.5%, alcohol 29%, cocaine 18.5%, benzodiazepines 18.5%, opiates 6.5%, MDMA 4%, amphetamines 3.2%, hallucinogens 2.4%. Accumulated time interval of substance abuse prior to psychotic onset: 0–5 years 15% (3.9% developed psychosis during the first year of cannabis use), 5–10 years 9.2%, more than 10 years 20.8%. Urine testing for drug misuse undertaken in 80.6% of cases: positives 53%, negatives 47%. Among positive urine test results: THC 16.5%, benzodiazepines 16.5%, cocaine 6.1%, opiates 5.1%, alcohol 0.9%, amphetamines 0.8%, hallucinogens 0.8%. Substance-induced psychotic disorder (F19.15) was diagnosed among 20.4% of patients. This diagnosis was 1.5 times more prevalent among males. Forty-eight percent of patients were single, 36% married, 12% divorced, 4% widowers. Habitat: 68% urban, 34% rural. Highest prevalence group 36–50 year olds.

Conclusions Both substance abuse and substance-induced psychotic disorders are highly prevalent in our sample. Their socio-demographic and clinical profile is similar to that found in schizophrenia. Further refinements of these findings are warranted.

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EW0286

Cannabis-induced psychotic disorders and THC use among patients with psychotic symptoms

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Introduction Causality between THC and psychotic symptoms has been outlined in several studies and a potential role for THC in the development of Schizophrenia remains to be assessed.

Methods Retrospective study undertaken in a sample of 124 patients assessed in an Emergency Department (ED) due to psychotic symptoms. Medical records were reviewed to obtain clinical and sociodemographic variables.

Objectives (1) To analyse the prevalence of THC consumption among psychotic patients in ED; (2) to establish the prevalence of cannabis-induced psychotic disorder; (3) to underpin the socio-demographic and clinical variables associated with cannabis-induced psychosis.

Results Personal history of cannabis use 31.5% (6.5% as a single drug.) Accumulated time interval of cannabis use prior to the first

psychotic episode: 0–5 years 15% (3.9% developed psychosis during the first year of cannabis use), 5–10 years 9.2%, more than 10 years 20.8%. Cannabis-induced psychotic disorder (F12.5) was diagnosed in 3.3% of the sample. The prevalence of this diagnosis was the same among male and female patients. The highest prevalence of cannabis-induced psychosis was found among 36–50 years old patients (50%). All patients with a diagnosis of Cannabis-induced psychotic disorder had a personal history of THC use and urine tests had been positive for THC in 75% of the cases. Habitat: 75% urban, 25% rural. Marital status: 50% single, 50% married.

Conclusions Cannabis use is highly prevalent among patients who present with psychotic symptoms in ED and THC is correlated with psychotic episodes. The prevalence of cannabis-induced psychosis has also increased. Further studies comprising larger samples are warranted.

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EW0287

Evolutionary aspects of psychotic disorders induced by cannabis

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Introduction Cannabis is increasingly used by young people. Its several noxious effects on mental health have become a matter of preoccupation. Although cannabis use may be involved in the etiology of acute psychosis, there has been considerable debate about the association observed with chronic psychosis.

Aims (1) To describe the profile of patients with cannabis use disorders (CUD); (2) to determine the evolutionary aspects.

Methods We proceed with a retrospective and descriptive study conducted among 16 male patients with CUD and hospitalised for the first time in the psychiatric department at the University Hospital Hedi Chaker during the period from 1 January 2012 to 31 December 2014.

Results An overwhelming majority of the subjects were single and unemployed. One-third of the users had a stay abroad, the half was incarcerated at least once and one patient was implicated in illegal drugs trade. CUD were associated with specific personality disorders: borderline (18.8%) and antisocial (6.3%) personality. Into at least the 2 years of follow-up, different evolutionary aspects were distinguished. Many of the patients were lost to follow (18.8%). A total restitution of symptoms or a recurrence of the same disorders were observed in 25% of cases. About 56.3% of subjects had a change in diagnosis to either schizophrenia (43.3%) or affective disorder (12.5%).

Conclusion This study showed that cannabis use can be a cause of the emergence of chronic psychosis. This emphasizes the importance of early screening of the vulnerability to psychotic disorder and identify more effective strategies to improve intervention.

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EW0288

Video and Internet gaming addiction among young adults

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Introduction With the popularity of high-tech devices and Internet use in recent years, playing online or offline games has become

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.

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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.

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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.

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