

Poster

2025年9月25日(木) 15:00 ~ 16:00 Poster Session (Foyer 1)

Poster 3

[P-3-01]

Effect of adverse childhood experiences on depression: Focused on the mediating effect of internet game use and alcohol drinking levels

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[P-3-02]

The Impact of Anxiety on Internet Gaming Addiction: The Moderating Effect of Adverse Childhood Experiences

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[P-3-03]

The Moderating Effect of internet Game Addiction on the Relationship Between Adverse Childhood Experiences and Life Satisfaction in Adolescence

*MYUNGHOON JUNG¹ (1. gangwon state mental health center (Korea))

[P-3-04]

Characteristics of the Current Online Game Overuser in Gangwon State in Korea

*JUN-WON HWANG^{1,2}, Dong-ha Lee², Myung-hoon Jung², Jung-yoo Kim² (1. Kangwon National University, College of Medicine, Department of Psychiatry (Korea), 2. Gangwon State Mental Health Center (Korea))

[P-3-05]

Internet addiction is associated with stronger psychopathological symptoms than Internet gaming disorder in three adolescent samples from China

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[P-3-06]

Smartphone Addiction and its relationship with empathy in nursing students: a cross sectional study

*Rupika Dhurjati¹, Sri Krishna teja Vemulakonda¹, Hitesh Sheth², Rakesh J Shah² (1. Sukoon Health (India), 2. Hospital for Mental Health (India))

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[P-3-01] Effect of adverse childhood experiences on depression: Focused on the mediating effect of internet game use and alcohol drinking levels

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キーワード : adverse childhood experiences、depression、internet game use、alcohol drinking levels

Introduction

Previous studies have shown that adverse childhood experiences can have long-term effects on an individual's depression. And when adverse childhood experiences affect depression, they can change depending on various factors. Among them, behavioral factors such as internet game use and alcohol drinking levels may serve as a link. The purpose of this study was to verify the mediating effects of internet game use and alcohol drinking levels in examining the impact of adverse childhood experiences on depression.

Method

To do this, In this study, data from the '2024 Gangwon Sate Addiction Survey in South Korea' collected from 1,000 adults were used. The data were analyzed for frequency, descriptive statistics, and correlation using the SPSS statistical program. And In order to verify the mediating effects of internet game use and alcohol drinking levels on the relationship between adverse childhood experiences and depression, a regression analysis was conducted based on the three steps suggested by Baron and Kenny(1986).

Results

The main results of this study are as follows: First, this study found that adverse childhood experiences contributes to depression($\beta=.555$, $p<.001$). Second, adverse childhood experiences($r=.558$), internet game use($r=.426$) and alcohol drinking levels($r=.234$) were all correlated with depression($p<.001$). Third, a partial mediating effect of internet game use($\beta=.555 \rightarrow \beta=.469$) and alcohol drinking levels($\beta=.555 \rightarrow \beta=.524$) was found on the relationship between adverse childhood experiences and depression($p<.001$). The explanatory power of the mediating effects of internet game use and alcohol drinking levels increased by 5.8%p and 2.0%p, respectively.

Conclusion

This study is significant in that it confirmed the influence of internet game use and alcohol drinking levels on the relationship between adverse childhood experiences and depression. Based on the results of this study, suggested measures for prevent depression in the community.

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[P-3-02] The Impact of Anxiety on Internet Gaming Addiction: The Moderating Effect of Adverse Childhood Experiences

*Dong-ha Lee¹, Jun-won Hwang^{2,1}, Jung-yoo Kim¹, Myung-hoon Jung¹ (1. Gangwon State Mental Health Center (Korea), 2. Kangwon National University, College of Medicine (Korea))

キーワード : Anxiety、internet gaming addiction、adverse childhood experiences、moderation effect、young and middle-aged adults

Introduction

In the digital environment, internet gaming addiction has emerged as a significant mental health issue, with previous studies indicating that high levels of anxiety can increase the risk of gaming addiction. Furthermore, adverse childhood experiences (ACEs) may affect individuals' emotional and behavioral responses, potentially heightening anxiety levels or increasing vulnerability to gaming addiction. Based on this context, this study aims to analyze the effect of anxiety levels on internet gaming addiction among young adults aged 19 to 49 and to examine whether ACEs moderate this relationship.

Method

Data were obtained from the '2024 Gangwon State Addiction Survey in South Korea. From a total of 1,000 adults aged 19-65, a sample of 550 individuals aged 19-49 was selected for analysis. Controlling for gender and age, the relationship between anxiety and internet gaming addiction was empirically examined. Additionally, Hayes' (2022) moderation model (Model 1) was employed to evaluate the moderating effect of ACEs.

Result

The results showed that higher anxiety levels significantly increased internet gaming addiction levels ($B=0.407$, $p<.001$, $F=37.035$, $p<.001$), with the model explaining 16.5% of the variance. Furthermore, ACEs demonstrated a significant moderating effect ($B=0.025$, $p<.01$). A simple slope analysis (Aiken & West, 1991) revealed that as ACE levels increased ($-1SD$: $B=0.142$, $p<.05$; Mean: $B=0.206$, $p<.001$; $+1SD$: $B=0.229$, $p<.001$), the impact of anxiety on internet gaming addiction became more pronounced.

Conclusion

This study confirmed that anxiety significantly affects internet gaming addiction and that ACEs intensify this relationship. The findings underscore the importance of addressing both anxiety and adverse childhood experiences in the prevention and intervention of gaming addiction. Tailored psychological support and early intervention strategies are recommended. Furthermore, future research should explore additional psychosocial factors to develop more precise intervention approaches.

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[P-3-03] The Moderating Effect of internet Game Addiction on the Relationship Between Adverse Childhood Experiences and Life Satisfaction in Adolescence

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キーワード：Life Satisfaction、Adverse Childhood Experiences、internet Game Addiction

Introduction

This study examines the impact of Adverse Childhood Experiences (ACEs) on life satisfaction among young adults and the moderating effect of internet Game Addiction. ACEs, including abuse, neglect, and family dysfunction, can have long-term negative effects on psychological and social adaptation. Since life satisfaction in young adulthood is closely linked to job stability, relationships, and mental health, this study empirically analyzes the relationship between ACEs and life satisfaction, as well as the moderating role of internet Game Addiction.

Methodology

A quantitative research method was employed using survey data from young adults. Various measurement scales were used to assess ACEs, internet Game Addiction levels, and life satisfaction. Regression analysis was conducted to examine the ACEs-life satisfaction relationship, and moderation regression analysis was performed to determine whether internet Game Addiction moderates this relationship.

Results

The results show that young adults with higher ACEs levels exhibit significantly lower life satisfaction. Moreover, individuals with severe internet Game Addiction experience an even greater decline in life satisfaction. While gaming can act as a coping mechanism, excessive gaming immersion may hinder real-life adaptation and negatively impact mental health.

Policy and Practical Implications

Psychological Support for ACEs: Early intervention, counseling, and family education programs should be enhanced to prevent and mitigate ACEs' negative effects.

Fostering a Healthy Gaming Culture: Education on gaming time management and prevention programs for excessive gaming should be promoted to encourage healthier gaming habits.

Tailored Intervention for Vulnerable Groups: Customized mental health programs should target individuals with both ACEs and internet Game Addiction, involving mental health professionals and educators.

Expanding Policy Support and Awareness: Raising public awareness and strengthening institutional support for mental health services are essential for improving young adults'

well-being. This study highlights the need for comprehensive interventions to enhance young adults' life satisfaction and mental health.

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[P-3-04] Characteristics of the Current Online Game Overuser in Gangwon State in Korea

*JUN-WON HWANG^{1,2}, Dong-ha Lee², Myung-hoon Jung², Jung-yoo Kim² (1. Kangwon National University, College of Medicine, Department of Psychiatry (Korea), 2. Gangwon State Mental Health Center (Korea))

キーワード：online game overuse、internet addiction、alcohol use、gambling

Introduction Online gaming is very popular leisure activities worldwide, although a small proportion of online gamers suffer negative consequences due to excessive use (Stevens et al., 2021, World Health Organization, 2019). Recently, the Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition (DSM-5) and the International Classification of Diseases, 11th Edition (ICD-11) proposed criteria for Internet Gaming Disorder and Gaming Disorder, respectively. We performed the current study in order to explore overall characteristics of the current online game overuser and the associations among other addiction problems. **Method** We used data from the 2024 Gangwon State Addiction Survey in South Korea which was consisted of 1,000 adults in community aged 19-65. The current online game overuser was defined as one experiencing online game use 25 hours or more per week for past 12 months. **Results** 166 subjects (16.6%) belonged to current online game overuser group. While more males were included in the current online game overuser group ($F=16.703$, $df=1$, $p<0.001$), there were no differences between two groups in age and score of questionnaires regarding anxiety, depression, adverse childhood experience, and life satisfaction. Current online game overuser group spent more times for online games and had higher score in internet addiction questionnaire than control group ($t=9.323$, $df=170.273$, $p<.001$; $t=11.467$, $df=180.812$, $p<.001$). Current online game overuser had more current smoking ($F=28.407$, $df=1$, $p<0.001$) and gambling ($F=23.254$, $df=1$, $p<0.001$) experience for past 12 months. However, no differences were found in current alcohol use and drug misuse between current online game overuser and controls groups. In logistic regression, sex, current smoking, and current gambling experiences predicted significantly current online game overuse. **Conclusion** In the current study, we presented some characteristics of current online game overuser. future research would be needed in order to explore other factors contributing the current online game use.

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[P-3-05] Internet addiction is associated with stronger psychopathological symptoms than Internet gaming disorder in three adolescent samples from China

*yingying li¹, *tao li¹, *wanjun guo¹ (1. Affiliated Mental Health Center & Hangzhou Seventh People's Hospital, School of Brain Science and Brain Medicine, Zhejiang University School of Medicine, Hangzhou, Zhejiang, China (China))

キーワード：Internet gaming disorder、Internet addiction、psychopathology

Background and aims. Both Internet gaming disorder and Internet addiction have been associated with diverse psychopathologies, but how the two conditions relate to each other is unclear. Here we compared their associations with each other and with several types of psychopathology symptoms.

Design, setting and participants. This cross-sectional study surveyed three independent samples: 8125 first-year undergraduates at a large university, 1720 high school students, and 492 inpatients 13-19 years old at two tertiary mental health centers.

Measurements. Internet gaming disorder was defined as a score ≥ 21 on the Internet Gaming Disorder Scale-9 Short Form (IGDS9-SF), while Internet addiction was defined as a score ≥ 50 on Young's 20-item Internet Addiction Test (IAT-20). Symptoms of depression, anxiety, psychoticism, paranoid ideation and attention deficit-hyperactivity were assessed using internationally validated surveys.

Findings. Across the three samples, the frequency of scores on the IGDS9-SF and IAT-20 correlated moderately with each other ($r = 0.51-0.55$) and with severity of most types of psychopathological symptoms in all three samples, with IAT-20 scores linked to more severe symptoms. In all three samples, psychopathological symptoms were significantly less severe among those with only Internet gaming disorder than among those with Internet addiction alone or together with Internet gaming disorder.

Conclusions. Internet gaming disorder and Internet addiction appear to be distinct disorders that correlate with each other. Both are associated with diverse psychopathological symptoms, and Internet addiction is generally more severe.

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[P-3-06] Smartphone Addiction and its relationship with empathy in nursing students: a cross sectional study

*Rupika Dhurjati¹, Sri Krishna teja Vemulakonda¹, Hitesh Sheth², Rakesh J Shah² (1. Sukoon Health (India), 2. Hospital for Mental Health (India))

キーワード : Smartphone use、Addiction、Empathy

Background:

Smartphone addiction is an emerging concern among youth, particularly in healthcare students, due to its potential impact on mental health, academic learning and patient care. Empathy processes contribute to a variety of psychiatric disorders including disorders due to substance use. Empathy may be a factor which could be modified to prevent relapses. Empathy, a core trait in nursing, may influence or be influenced by smartphone use patterns.

Objectives:

1. To determine the prevalence of smartphone addiction among nursing students.
2. To examine associations between socio-demographic and smartphone use variables with addiction.
3. To explore the relationship between empathy dimensions and smartphone addiction.

Methods:

A cross-sectional study was conducted among 176 undergraduate nursing students (aged 18–25) undergoing clinical training at the State-run hospital for mental health. Participants were selected via random sampling. Data was collected using a semi-structured proforma, Smartphone Addiction Scale–Short Version (SAS-SV), and Interpersonal Reactivity Index (IRI). Statistical analysis was performed using SPSS v21, employing descriptive statistics, chi-square tests, and Spearman correlation.

Results:

1. Prevalence **of smartphone addiction**: 36.4%
2. Significant associations were found with **year of study** and **daily smartphone usage**.
3. Mean SAS-SV score: 28.31 ± 11.06
4. Empathy dimensions (Personal Distress and Fantasy) showed a **positive correlation** with smartphone addiction.

Discussion:

A substantial proportion of nursing students exhibited signs of smartphone addiction, with higher personal distress and fantasy empathy traits linked to increased addiction scores. These findings highlight the need for targeted interventions to improve support network and include emotional resilience and emotional regulation skills in nursing education to prevent addictive behaviors.

