

EPP1341

Patient's perspective on early treatment retention in take home buprenorphine maintenance treatment- an explorative study from India

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Introduction: Currently, Buprenorphine maintenance therapy (BMT) is an evidence-based treatment in retaining patients who are dependent on opioids. However, factors influencing retention are often measured objectively. Studies on patient's perspectives on take home BMT in developing countries are limited.

Objectives: This study examines the potential factors influencing treatment compliance in the early phase of Buprenorphine maintenance treatment from the patient's perspective

Methods: Participants (n=89) who were initiated on BMT were recruited and followed after six weeks. A semi-structured interview was conducted with 62 patients who remained in treatment and 24 patients who dropped out of the study

Results: Based on the semi qualitative analysis some of the factors which facilitated the patient's retention in treatment were: (1) Effectiveness in blocking withdrawal symptoms (2) effectiveness in reducing their cravings and controlling their opioid use (3) decreased fear of withdrawal and/or missing doses (4) improvement in the quality of life (5) patient-related factors like family support (6) effectiveness of the treatment program. Around nine percent of patients reported family support as the reason for retention, which is not noticed in other studies. Barriers reported by the patients while on medication were: (1) negative effect experienced with medication (2) program related difficulties like distance, unavailability (3) major life event interrupting the treatment (4) patient-related factors like low mood, financial constraints.

Conclusions: Understanding factors associated with barriers to treatment provide insights into preventable factors that contribute to premature drop out from BMT and to improve clinical practice, policy decisions, or future research.

Keywords: opioid; qualitative; addiction; buprenorphine

EPP1339

The influence of the COVID-19 epidemic on hospitalizations due to alcohol consumption

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Introduction: Excessive alcohol consumption is an ever-topical issue regardless of social or medical problems (pandemic). In these

conditions (global medical crisis), to the problem of alcohol consumption has been added a new dimension.

Objectives: The main purpose of this study is to analyze the impact of the COVID-19 pandemic on hospitalizations diagnosed with acute intoxication in the hospital. In Romania, the measures due to the pandemic were instituted starting with March 15 2020.

Methods: The study was performed retrospectively between 01.01.2020 - 30.09.2020 in the Psychiatric Hospital 'Elisabeta Doamna' Galati. ICD-10 criteria were used to establish the diagnosis of the disorder.

Results: In total, 458 cases were admitted during the period mentioned, of which 401 were male (87.56%), female 57 cases (12.44%). The average age of patients was 45.67 years $\pm$ 0.695, with minimum age of 19 years and maximum age of 93 years. The month with the most admissions was January with 80 (17.46%) March by 79 (17.25 %). The months with the fewest hospitalizations were April with 27 cases (5.89%) and July with 35 cases (7.64%).

Conclusions: The analysis of the data shows that as measures specific to the epidemic crisis were instituted, the number of hospitalizations decreased significantly by about 3 times.

Keywords: Acute Intoxication; Alcohol; pandemic; Addictive disorders

EPP1341

Smoking among patients followed at the department of psychiatry.

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Introduction: Smoking and nicotine dependence are particularly common in patients with a psychiatric disorder compared to the general population.

Objectives: To study the prevalence of smoking in patients followed at the department of psychiatry and to assess their dependence on nicotine.

Methods: This was a cross-sectional, descriptive and analytical study. The study focused on patients followed at the department of psychiatry of the regional hospital of Gabes. Sociodemographic and clinical data were assessed. Fagerstrom questionnaire in its validated French version was used to assess the nicotine dependence. Data were analyzed using the software SPSS (20th edition).

Results: 100 patients were included. They were male (60%) and single (50%) and with a mean age of 45.3 years [18-71]. The three most common pathologies were anxiety disorders (31%), schizophrenia (30%) and depression (29%). Among the patients surveyed 48% were smokers. Of which, 93.7% smoked cigarettes, 20.8% snorted chewing tobacco and 12.5% smoked hookah. The average number of pack-years was 11.6, with an average of 22.8 cigarettes per day. The mean duration of regular smoking was 19.1 years. Regarding nicotine dependence, 42% of patients were dependent. Regarding the degree of dependency, 43.7% were heavily dependent, 25% were weakly dependent and 18.8% were moderately dependent. Smoking was significantly associated with the male gender ($p \leq 10^{-3}$), alcoholism ($p = 0.002$) and schizophrenia ($p = 0.006$).

Conclusions: Results of our study show that smoking is frequent in patients followed at the psychiatry department. This aspect should

be taken into account during the psychiatric evaluation, especially when therapeutic resistance occurs.

Keywords: dependence; Smoking

EPP1344

Children with computer game addiction have weakness in sustained attention

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Introduction: Various digital technologies are increasingly being introduced into the everyday life of children. There are evidences that digital addiction has negative effect on cognitive functions of children. What kind of specific effect does this new “digital environment” have for children?

Objectives: The goal of this research is to check the hypothesis that 7-year-old children with computer game addiction have weakness in sustained attention.

Methods: We used questionnaire for parents to reveal children with computer game addiction. Experimental group consisted of 28 7-year-old children with computer game addiction. Control group consisted of 28 children without computer game addiction. Children from experimental and control group were matched for gender and IQ. To assess the sustained attention we used subtest from Luria’s child neuropsychological battery. This subtest is designed to assess visual sustained attention.

Results: One-way ANOVAs by group revealed significant differences ($p \leq 0.05$) between the groups in the level of visual sustained attention.

Conclusions: It can be assumed that computer game addiction has negative effect on the development of visual sustained attention in children. However, we need to do additional research to approve this preliminary results.

Keywords: computer game addiction; sustained attention

EPP1346

Impact of body-oriented therapy on executive abilities in children with computer game addiction

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Introduction: It is known that children with computer game addiction have a risk for development of deficit in executive abilities. It is important to develop effective approaches for helping children with this addiction.

Objectives: The goal of this study was to reveal effect of body-oriented therapy on executive abilities in children with computer game addiction. Particularly we compared the efficacy of two methods of

treatment (body-oriented therapy for children vs. conventional motor exercises) in a randomized controlled pilot study.

Methods: 16 7-year-old children with computer game addiction were included and randomly assigned to treatment conditions according to a 2×2 cross-over design. The body-oriented therapy included the exercises from yoga and breathing techniques. To assess the executive functions and attention in children we used 5 subtests from NEPSY (Tower, Auditory Attention and Response Set, Visual Attention, Statue, Design Fluency). Effects of treatment were analyzed by means of an ANOVA for repeated measurements. **Results:** The ANOVA has revealed ($p < 0.05$) that for all 5 subtests on executive functions and attention the body-oriented therapy was superior to the conventional motor training, with effect sizes in the medium-to-high range (0.42-0.80).

Conclusions: The findings from this pilot study suggest that body-oriented therapy can effectively influence the executive abilities in children with computer game addiction. However, it is necessary to do further research into the impact of body-oriented therapies on children with this addiction.

Keywords: body-oriented therapy; computer game addiction

EPP1348

Relationship between computer game addiction and low mood in children

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Introduction: Children with computer game addiction have a risk for development of deficit in mental functions. What kind of specific effect does this new “digital environment” have for children?

Objectives: The goal of this research is to check the hypothesis that there is relationship between computer game addiction and low mood in 8-year-old children.

Methods: We used questionnaire for parents to reveal children with computer game addiction. Experimental group consisted of 24 8-year-old children with computer game addiction. Control group consisted of 24 children without computer game addiction. The children from experimental and control group were matched for gender. We used Revised Children’s Anxiety and Depression Scale (RCADS) for assessment of separation anxiety disorder, social phobia, generalized anxiety disorder, panic disorder, obsessive compulsive disorder, and low mood (major depressive disorder) in children (Child Self-Reported).

Results: Spearman correlation analysis has revealed the significant ($p < 0.05$) positive correlation between level of computer game addiction and low mood in children. However, we did not find the correlation between level of computer game addiction and other scales of RCADS.

Conclusions: It can be assumed that digital environment is a risk for increasing low mood in children. However, we need to do additional research using experimental design to approve the hypothesis that computer game addiction can cause the low mood in children.

Keywords: computer game addiction; low mood