



Titel

Gaming and Problem Gaming in the Age of COVID-19

Datum / Uhrzeit

08.11.2021 / 12:00 bis 13.30 Uhr

Referent

A/Prof. Daniel L. King, College of Education, Psychology, & Social Work, Flinders University, Australia | www.flinders.edu.au/people/daniel.king

Dr. Daniel King is an Associate Professor and clinical psychologist in the College of Education, Psychology, and Social Work, Flinders University. His expertise is the study of digital technology-based problems, with a focus on online gaming, simulated gambling, and social media. He has authored more than 150 peer-reviewed publications, including the first book on DSM-5 Internet gaming disorder, and received funding from the Australian Research Council to study maladaptive gaming. He has provided consultation on gaming and gambling for national and international authorities, including the World Health Organization, and is an Associate Editor for *Addiction* and *Journal of Behavioral Addictions*.

Hinweise

Vortrag

Inhalt

Debates about excessive gaming appear to have increased in the COVID-19 context of stay-at-home lifestyles and lockdowns. On the one hand, online gaming may confer many benefits to people's lives under pandemic conditions. Initiatives such as #PlayApartTogether that promote gaming for socializing and stress reduction may achieve positive outcomes. However, it is important to acknowledge that significant increases in gaming may not always be beneficial and may pose risks for vulnerable individuals including young people and those affected by gaming disorder. This talk will consider academic commentary and research on the topic of gaming and problem gaming in the COVID-19 context. How has gaming as a common leisure activity changed during the pandemic? Have rates of problem gaming changed? And, how should different stakeholders, including families, schools, health providers, government bodies, and the gaming industry respond?