



Interview guide for identifying video game related problems

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Background

- KoRus – Øst: National responsibility for gambling addiction and video game addiction.
- A practical tool is needed in social and health services when approaching video game related problems.
- The interview guide is an attempt to answer this need.



The process

Step 1: Working group established at KoRus - Øst, 2013.

- Based on a assessment tool developed by H el ene Fellman.

Step 2: Pilot study, spring 2014

- Experimental group (received training) and reference group (didn't receive training).
- Investigate therapeutic work related to problem gaming depending on the methodology used.

Step 3: Evaluation (survey, transcripts/journals and group conversations).

Step 4: Finalize and publish within 2015.

What is the second / third question you ask a youtht with possible gaming problems?



Statement

I find myself more “me” inside the game than outside the game. True or false.

I trust people more inside the game than outside the game. True or false.

I more often ask for help inside the game than outside the game. True or false.

Feedback and reflections

- ◆ “It gave more structure to the conversation. What we were talking about was predictable for both parties. The conversation had more flow than usual. It became more like a dialogue than one asks questions and get short answers.”
- ◆ “Easier to get a grasp on the phenomenon”
- ◆ “Pointed out a direction for the next appointment”
- ◆ “More questions about gaming habits”
- ◆ The amount of text (to much for some)
- ◆ The importance of targeting the right audience (age, health condition)

