

# Gaming and gaming problems – challenges in education of teachers and clinicians

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# Abstract

- **Gaming and gaming problems – challenges in education of teachers and clinicians**
- Eidem, Magnus; Olsen, Øystein Olsen; Overå, Stian and Weihe, Hans-Jørgen Wallin
- Since 2011, Centre for Addiction Issues (KoRus- Øst) in South Norway has national responsibility for professional advisory work for gaming and gambling problems. Thus, the centre is giving advice and supporting development of professional services for a wide range of services within health, social work and education. Three of the authors of this presentation, Magnus Eidem, Stian Overå and Øystein Olsen are staff at the centre involved in the work with gaming and gambling problems.
- In co-operation with Lillehammer University College, from 2012 after a merger with Hedmark University College renamed The Inland University of Applied Sciences, a training program for professionals within health and social services as well as schools and other services is part of the development of professional competency within the public services as well as NGOs. The program is multi-disciplinary, and focus on both policy development and professional practice. It includes judicial development and practice both on a national and international level.
- The program has educated close to 800 candidates, some of whom are still in contact with the staff of the program. An important part of the program is to initiate local work among practitioners in schools, social work and health services. Academically the program is on the master level for specialist training for a number of professionals among them clinical teachers, psychologists, special teachers, social workers and health professionals. Most of students are Norwegian nationals or foreign nationals with their professional practice in Norway. A number of students from the other Nordic countries have graduated from the program. The language of the program is Norwegian. However, the curriculum for the program is partly in English. Development of the program into an English language version with foreign partners, both in the Nordic countries and in continental Europe, is in progress. As part of the program a national textbook on gaming and gambling disorders was published in 2016 (Overå and Weihe 2016). This presentation is summarizing the experience from the educational program as well as the feedback and continued contact with graduates from the program. Thus, it include the continued professional development of local programs both in rural and urban Norwegian communities as well as clinical, educational and a variety of online and an on-going telephone based contact program.
- The program is continuously up-dated with new information from the Norwegian National Survey “Ungdata”, which include annual statistical surveys from different Norwegian schools from all over the country. One of the authors of this article, the anthropologist Dr. Stian Overå, is a researcher in the national survey. In addition, he has in-depth researched gaming in schools (Overå 2016).Senior advisor and social worker Magnus Eidem was prior in charge of contact advisory program for gaming and gambling problems and thus in contact with both those with problems with gaming and gambling and their families (Eidem 2016). Thus, the foundation is clinical experience as well as continuously updated research.Professor Hans-Jørgen Wallin Weihe from the Inland University of Applied Sciences is contributing with general research and updates on addiction problems as well as research. Senior advisor Øystein Olsen was administrative responsible for both the program and the competency centre, thus focusing on the administrative challenges of both running the program and relating it to other services.

# Experiences from a national teaching programme in gaming and gambling disorders

- This presentation is summarizing the experience from a educational program as well as the feedback and continued contact with graduates from the program. Thus, it include the continued professional development of local programs both in rural and urban Norwegian communities as well as clinical, educational and a variety of online and an on-going telephone based contact program.

# Historical development

- The program was initiated due to money gambling /economic and social problems
- Today gaming is a major part of the focus in the programme – reflecting the challenges facing professionals and society

# The General development

## Gambling

- Social activity
- Individual activity/ Social
- Crime

## Gaming

- Individual activity
- Social Activity/individual
- Interactive gaming

Excessive gaming/gambling

Problem gaming/gambling

Public interest / Public Health

- Treatment

- Co-morbidity

- Harm reduction

- Collateral damage

# A national program for training professionals as well as NGO representatives

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# A continuous development of the teaching programme in interaction with the students of the programme

- The program is continuously up-dated with new information from the Norwegian National Survey “Ungdata”, which include annual statistical surveys from different Norwegian schools from all over the country. One of the authors of this article, the anthropologist Dr. Stian Overå, is a researcher in the national survey. In addition, he has in-depth researched gaming in schools (Overå 2016). Senior advisor and social worker Magnus Eidem was prior in charge of contact advisory program for gaming and gambling problems and thus in contact with both those with problems with gaming and gambling and their families (Eidem 2016). Thus, the foundation is clinical experience as well as continuously updated research. Professor Hans-Jørgen Wallin Weihe from the Inland University of Applied Sciences is contributing with general research and updates on addiction problems as well as research. Senior advisor Øystein Olsen was administrative responsible for both the program and the competency centre, thus focusing on the administrative challenges of both running the program and relating it to other service

# Keeping up-dated

- New research data
- New challenges among clinicians, teachers, in prevention and harm-reduction
- Possible new fields of focus ( such as short-trading and financial gambling)
- Legal and illegal economy
- The technical development – the casino in the mobile telephone
- Internationalizing
- Co-morbidity / other fields of addiction, psychiatric illness

# Being useful

- A focus on harm
- A focus on the challenges of clinicians, social workers and teachers (professionals)
- A focus on the challenges in families
- A focus on challenges in the work-place
- A focus on on challenges prevention
- A focus on challenges in prevention
- Finding practical approaches

# The pedagogical challenge

- Development of an digital platform of teaching
- Interacting with students on-line
- Interaction with students face – to face in two teaching sessions each of two days
- Updating in co-operation with those attending the course as well as academicians and clinicians/those working with prevention
- Co-operation with the industry (gambling and game operators) as well as developers of game
- Co-operation with those using games as way of training and teaching
- Co-operation with users and e.sport

# Reflections from the candidates

- All candidates who graduate from the programme submit a thesis on a self chosen subject related to gaming or gambling problems
- All participants, regardless of taking the final examinations will participate in discussion on-line and at two in-house teaching sessions
- All participants will submit short papers addressing challenges in gaming/gambling as well compare mechanisms of disorders/addiction
- A large portion of the so far more than 800 participants have chosen to submit a thesis (those who do not either do not need additional exams as they already have a masters degree or equivalent or are not qualified for higher exams ( we have a few participants from NGOs like relatives of those with gaming problems or people who themselves have had gaming/gambling problems))

# The material

- Clinical experiences
- Addiction to various games and gambling problems
- Policy problems
- Combination of addictions (Co-morbidity problems such as drug addiction and gaming/gambling problems)
- Related problems such as crime and illegal economy
- New trends, fashions and new kind of problems such as gambling on the stockmarket/short-trading etc.

# A developing field

- New types of games and new ways of communication
- Old types of games and gambling being preserved
- The unlegal economy
- Matters of policy and regulation
- Risk taking, trading and gambling
- The use as educational tools
- E.sport
- Challenges of co-morbidity
- Life-phases
- New specialized fields such disorders of investment and trading; problems among the elderly
- Particular vulnerable groups such as the cognitive disadvantaged, those with mental problems

# The thesis

- An important source of information about different games and gambling problems
- An important source of clinical data
- Many of the thesis are used to develop local programs and understandings of gaming/gambling problems

# The Centre for Addiction Issues (KoRus- Øst) in South Norway

- Since 2011, Centre for Addiction Issues (KoRus- Øst) in South Norway has national responsibility for professional advisory work for gaming and gambling problems. Thus, the centre is giving advice and supporting development of professional services for a wide range of services within health, social work and education. Three of the authors of this presentation, Magnus Eidem, Stian Overå and Øystein Olsen are staff at the centre involved in the work with gaming and gambling problems.

# Close to 800 candidates educated in a one semester part-time programme

- The program has educated close to 800 candidates, some of whom are still in contact with the staff of the program. An important part of the program is to initiate local work among practitioners in schools, social work and health services. Academically the program is on the master level for specialist training for a number of professionals among them clinical teachers, psychologists, special teachers, social workers and health professionals. Most of students are Norwegian nationals or foreign nationals with their professional practice in Norway. A number of students from the other Nordic countries have graduated from the program. The language of the program is Norwegian. However, the curriculum for the program is partly in English. Development of the program into an English language version with foreign partners, both in the Nordic countries and in continental Europe, is in progress.

# Development of a national text book and digital teaching material

- As part of the program a national textbook on gaming and gambling disorders was published in 2016 (Overå and Weihe 2016).
- Digital teaching material are continuously updated and developed as part of the education

# Gaming and gambling as part of normality and as pathology

- Calculated risk taking is thought of as positive ability
- Gaming and gambling is sport and normal entertainment
- Gaming and gambling is part of teaching and training for a variety of tasks
- E. Sport and development of games is an appreciated activity
- Addiction of gaming and gambling represent many of the same challenges and patterns as other addiction

