



Theoretical Conceptual Practice Model for Occupational Therapy Practice in Gaming Disorder



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Introduction

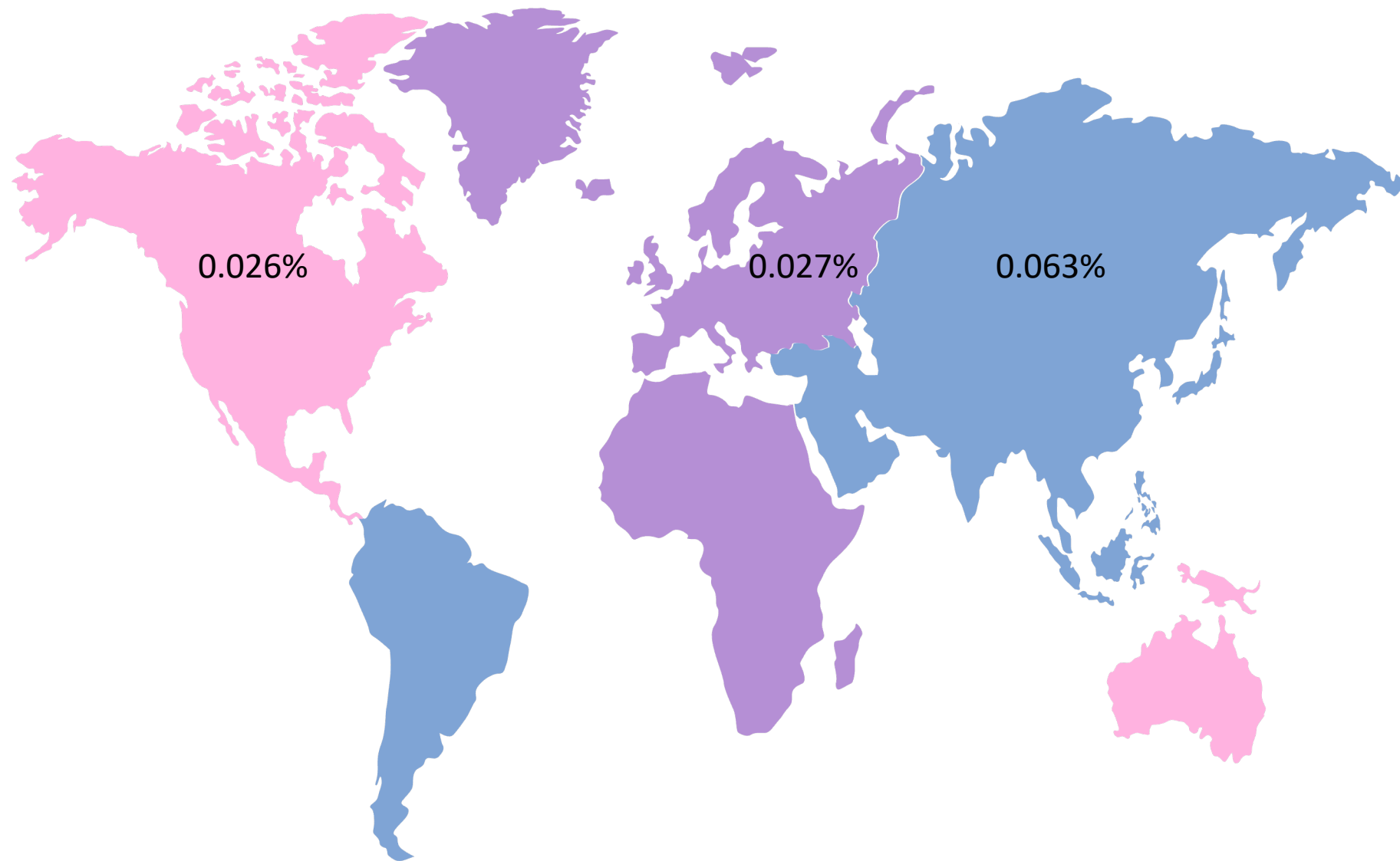


Fig1: Prevalence of Gaming Disorder

Young Adults -6.1%



Fig 2: Impact on daily activities and performance patterns



Introduction



- The virtual environment may support participation in gaming due to the immersive nature, gaming genre, design, and peers. The influence of online peers makes it difficult for people to disengage from gaming.
- While Occupational Therapy (OT) contributes to enabling health and well-being, occupational therapists have only recently started to work in the area of GD. There is a paucity of occupational therapy literature that articulates the profession's role.
- Thus, there is a need for a conceptual framework to delineate how occupational therapists can work in the area of GD by facilitating occupational participation, enhancing performance patterns. Consequently, maintaining individuals' health and well-being.



This paper presents a theoretical, conceptual practice model for occupational therapy practice for individuals with Gaming Disorder (GD).

Aim and Method

We reviewed the existing multidisciplinary literature on the management of gaming disorder.

We searched three databases and reviewed key websites and books.

We completed the process using conventional synthesis and conceptual reasoning, in collaboration with clinicians and academicians from the multidisciplinary team

Results

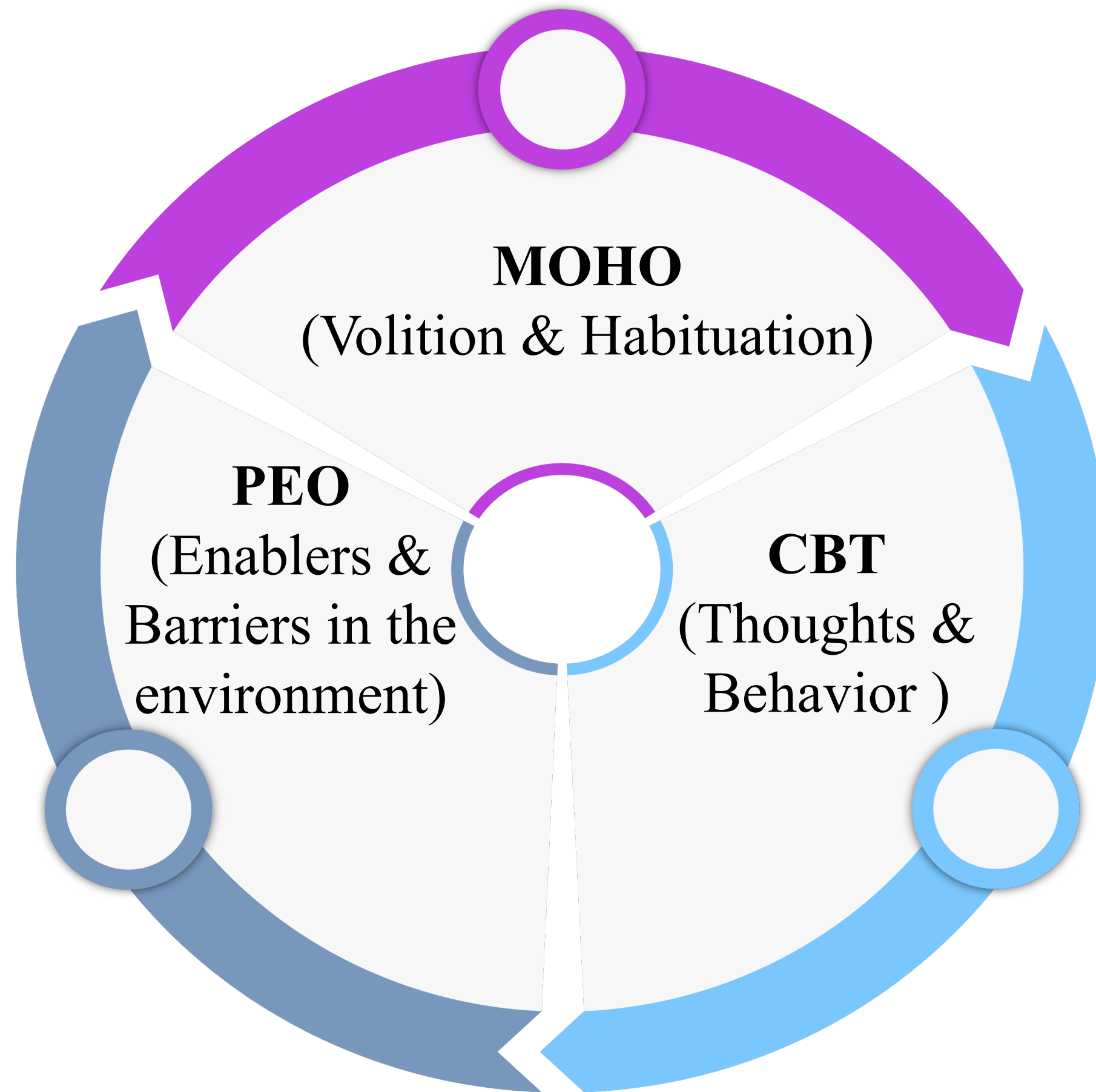


Fig 3: The three models and theories identified are the Integrated Conceptual Model for OT in Gaming Disorder

**Model of Human Occupation, Person -Environment Occupation and Cognitive Behavioral Theory*

MOHO

Facilitating the choice of occupations that are healthy, meaningful, and enjoyable.

Balancing between digital and non-digital interests. Therefore, it helps to organize an individual's life.

Ref: (Krupa, T., & Krish 2015)

PEO

Exploring the resources in the digital, physical, social, and cultural environment to create occupational balance

CBT

Encouraging participation in activities, providing feedback for healthy thinking, and experiencing pleasure.

Discussion

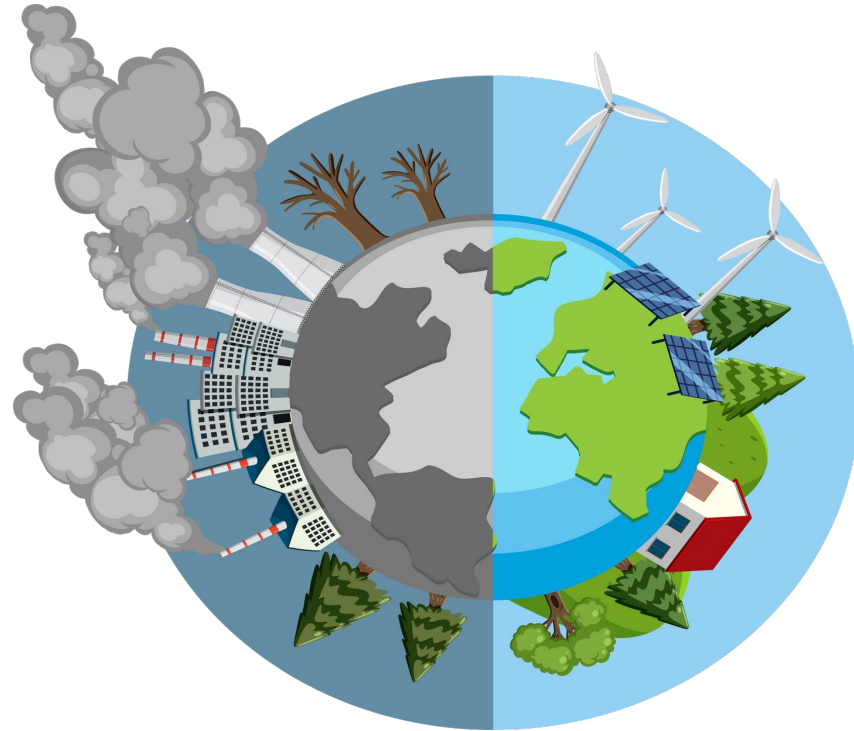


Fig 4 Integrating the MOHO, PEO and CBT



Conclusion

- An integrated approach using MOHO, PEO, and CBT could help guide OT with a comprehensive knowledge of GD and plan assessment and treatment.
- This Preliminary conceptualization of the topic at a practice level guides clinical practice and calls for high-quality studies to examine the entire range of OT interventions, gain new insights, and embrace the opportunity for the profession.



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Thank you



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