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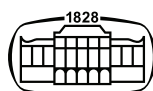
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BAS, are at risk for shopping motivated by the desire to cope. *Methods:* A non-clinical community sample of adults (N = 252, 56% men) completed self-reports via an online study. *Results:* Regression analyses were conducted. Consistent with hypotheses, a strong BAS was associated with elevated enhancement-motivated buying, but this was only supported for men and only when BIS was weak. As expected, a strong BIS was associated with elevated coping-motivated buying, but this was only supported for women, and somewhat surprisingly, this was only true when BAS was weak. Upon further investigation, risk seemed specific to passive-type coping strategies, which fits with having a weak 'go' system. *Conclusion:* BIS/BAS effects on buying are nuanced but complement motivational models of risk.

## MT-26

### **Broadening the understanding of the psychopathology of gaming: The relation between involuntary behaviours, sensorial and cognitive intrusions with videogame content and Internet Gaming Disorder**

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**Keywords:** Game Transfer Phenomena, Internet Gaming Disorder, gaming addiction

*Background:* Gamers have reported Game Transfer Phenomena (GTP) – sensorial and cognitive intrusions with videogame content (e.g., images, sounds) and involuntary actions, ranging from episodic everyday phenomena to recurrent intrusions and behaviours that lead to distress/dysfunction. *Aim:* Examine the relation between GTP, Internet Gaming Disorder (IGD), clinical diagnosis and drug use. *Methods:* Online survey (N=1305). MeanAge = 28.11, MeanHours p/week = 20.74. A total of 21 from 46 items obtained via exploratory factor analysis were used to assess GTP. *Results:* Most participants reported at least one type of GTP (97.5%) and mild levels of GTP. Very positive impact due to GTP were reported by 35%, while 2.7% reported very negative impact, and 7.5% reported GTP as very distressful. GTP was significantly correlated with IGD. Only 3.5% of those with GTP fulfilled the criteria for IGD. Those with IGD were significantly more likely to report some distress or very negative impact due to GTP. GTP was not significantly associated with drug use or clinical diagnosis, but IGD was significantly associated with clinical diagnosis. *Conclusions:* While GTP was not related to mental disorders or the use of psychoactive substances, some gamers reported distress or negative impact in some area of their daily functioning due to GTP, even those without IGD. The understanding of the psychopathology of gaming should not be constrained to the diagnostic criteria based on addiction; GTP, particularly when severe, should be considered. The relation between GTP and IGD requires further examination.