be taken into account during the psychiatric evaluation, especially when therapeutic resistance occurs.

Keywords: dependence; Smoking

EPP1344
Children with computer game addiction have weakness in sustained attention
N. Kiseleva1,∗ and S. Kiselev2
1Laboratory For Brain And Neurocognitive Development, Ural Federal University, Ekaterinburg, Russian Federation and 2Clinical Psychology, Ural Federal University, Ekaterinburg, Russian Federation
*Corresponding author.
doi: 10.1192/j.eurpsy.2021.1514

Introduction: Various digital technologies are increasingly being introduced into the everyday life of children. There are evidences that digital addiction has negative effect on cognitive functions of children. What kind of specific effect does this new “digital environment” have for children?

Objectives: The goal of this research is to check the hypothesis that 7-year-old children with computer game addiction have weakness in sustained attention.

Methods: We used questionnaire for parents to reveal children with computer game addiction. Experimental group consisted of 28 7-year-old children with computer game addiction. Control group consisted of 28 children without computer game addiction. Children from experimental and control group were matched for gender and IQ. To assess the sustained attention we used subtest from Luria's child neuropsychological battery. This subtest is designed to assess visual sustained attention.

Results: One-way ANOVAs by group revealed significant differences (p≤0,05) between the groups in the level of visual sustained attention.

Conclusions: It can be assumed that computer game addiction has negative effect on the development of visual sustained attention in children. However, we need to do additional research to approve this preliminary results.

Keywords: computer game addiction; sustained attention

EPP1346
Impact of body-oriented therapy on executive abilities in children with computer game addiction
N. Kiseleva1,∗ and S. Kiselev2
1Laboratory For Brain And Neurocognitive Development, Ural Federal University, Ekaterinburg, Russian Federation and 2Clinical Psychology, Ural Federal University, Ekaterinburg, Russian Federation
*Corresponding author.
doi: 10.1192/j.eurpsy.2021.1515

Introduction: It is known that children with computer game addiction have a risk for development of deficit in executive abilities. It is important to develop effective approaches for helping children with this addiction.

Objectives: The goal of this study was to reveal effect of body-oriented therapy on executive abilities in children with computer game addiction. Particularly we compared the efficacy of two methods of treatment (body-oriented therapy for children vs. conventional motor exercises) in a randomized controlled pilot study.

Methods: 16 7-year-old children with computer game addiction were included and randomly assigned to treatment conditions according to a 2×2 cross-over design. The body-oriented therapy included the exercises from yoga and breathing techniques. To assess the executive functions and attention in children we used 5 subtests from NEPSY (Tower, Auditory Attention and Response Set, Visual Attention, Statue, Design Fluency). Effects of treatment were analyzed by means of an ANOVA for repeated measurements.

Results: The ANOVA has revealed (p<0.05) that for all 5 subtests on executive functions and attention the body-oriented therapy was superior to the conventional motor training, with effect sizes in the medium-to-high range (0.42-0.80).

Conclusions: The findings from this pilot study suggest that body-oriented therapy can effectively influence the executive abilities in children with computer game addiction. However, it is necessary to do further research into the impact of body-oriented therapies on children with this addiction.

Keywords: body-oriented therapy; computer game addiction