our participants preferred the mode Massively Multiplayer Online Role Playing Games (MMORPG) while others played casual single player games. A play time of over 20 hours per week was reported by 11.9% of participants. According to the GAS, 25.7% were addicted gamers. Our participants spent an average of 7.94±6.71 hours before they play their first game of the day. We found that the score of Gas was significantly correlated to the male gender of the participants (p<0.000), a higher number of weekly gaming hours (p<0.000), a lower number of hours before gaming (P<0.000) and the mode of games (p<0.000).

**Conclusions:** Our study showed that contextual factors play an important role in understanding gaming addiction in young adults as a holistic phenomenon, embedding the problematic behavior within the context of the individual the game and gaming practices.

**Disclosure:** No significant relationships.

**Keywords:** gaming; Addiction; adults

EPP0772

**Developmental trajectories of gambling severity after cognitive-behavioral therapy**

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doi: 10.1192/j.eurpsy.2022.935

**Introduction:** Gambling disorder (GD) is characterized by repeated problematic gambling behavior associated with unsuccessful and uncontrollable urges to keep gambling, which leads to considerable distress and impairment. Several types of interventions exist to treat GD, with cognitive behavior therapy (CBT) being one of the most widely used approaches.

**Objectives:** To estimate trajectories of the gambling disorder (GD) severity for 12 months following a manualized cognitive-behavior-therapy (CBT) program, and to identify the main variables associated with each trajectory.

**Methods:** Latent Class Growth Analysis examined the longitudinal changes of n = 603 treatment-seeking patients with GD.

**Results:** Five separate empirical trajectories were identified: T1 (n = 383, 63.5%) was characterized by the most highest baseline gambling severity levels and positive progress to recovery during the follow-up period; T2 (n = 154, 25.5%) featured participants with high baseline gambling severity and good progress to recovery; T3 (n = 30, 5.0%) was made up of patients with high gambling baseline severity and slow progress to recovery; T4 (n = 13, 2.2%) and T5 (n = 23, 3.8%) contained participants with high baseline gambling severity and moderate (T4) and poor (T5) progress in GD severity during the follow-up. Psychopathology, personality traits, poor compliance and relapses discriminated between trajectories.

**Conclusions:** These results show that treatment seeking patients with GD are heterogeneous. In addition, the obtained findings could be useful in the design of more efficient interventions for this behavioral addiction. Funding obtained from RTI2018-101837B-I00

**Disclosure:** No significant relationships.

**Keywords:** personality; gambling; predictors; Psychotherapy
Introduction: Depression is a common psychiatric disorder and chronic stress is considered its main environmental risk factor. Recently, immune processes including adenosine triphosphate mediated P2X7 receptor (P2X7R) signalling via microglia and macrophages (M/Ms) were found to play a critical role in depression genesis, by linking environmental stress to depression biology and symptoms.

Objectives: To characterize the role of human P2X7R (hP2X7R) in psychosocial and immune stress conditions, both in vitro and in vivo.

Methods: Several, custom designed mouse lines expressing the loxP-flanked, hP2X7R-sequence in the murine P2X7R locus were established. In addition, these mice possess a Cre-sensitive reporter and express a Cre recombinase fused to a mutant estrogen receptor ligand-binding domain in M/Ms. This enables conditional, tamoxifen-inducible hP2X7R inactivation and simultaneous tdTomato expression. First, we established primary microglia cell cultures and characterized them at baseline and following immune stimulation. Next, we performed behavioural assessment of hP2X7RWT and microglia-specific hP2X7RKO mice following chronic psychosocial stress. Lastly, we developed a novel in vivo two-photon microscopy (TPM) approach by use of frontolimbic cranial windows.

Results: Primary hP2X7RKO microglia displayed significantly lower IL-1β production, increased survival and decreased morphological activation upon immune stimulation. Although hP2X7RKO mice showed a significant increase of locomotor activity at baseline, there was no impact on anxiety- and depressive-like phenotypes. Longitudinal in vivo TPM enabled morphometric characterization of cortical M/Ms over several weeks.

Conclusions: Our results illustrate the great potential of this humanized mouse line for translational psychiatry. In the future, this system could proof useful to evaluate immunomodulatory approaches in chronic stress and depression.

Disclosure: No significant relationships.

Keywords: Genetically engineered mouse models (GEMMs); chronic stress and depression; human P2X7 receptor; translational neuropsychiatry

EPP0776
Psychoactive substance use among medical residents in Tunisia
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doi: 10.1192/j.eurpsy.2022.939

Introduction: Recent studies in the word found an increase of substance use among medical students.

Objectives: To determine the prevalence of substance use and associated factors among medical residents in Tunisia.

Methods: It was a descriptive and analytical cross-sectional study among medical residents from the 4 medical faculties of Tunisia. A questionnaire was created from Google Forms and was published on the social network Facebook. We asked about the current consumption of different psychoactive substances. We used the Patient Health Questionnaire (PHQ-9) to identify depressive symptoms.

Results: The sample included 241 residents. The female sex was predominant (83.4%, n = 201). The average age was 28.18 ± 2.13 years. Among these residents, 27.8% (n = 67) currently consume at least one psychoactive substance and 71% (n = 171) had depressive symptoms. The substances consumed by residents were: tobacco 18.7% (n = 45), alcohol 18.7% (n = 45), cannabis 6.2% (n = 15), amphetamine 3.3% (n = 8), sleeping pills (without medical prescription) 2.9% (n = 7), hallucinogens 2.9% (n = 7), cocaine 2.1% (n = 5) and inhaled solvents 0.4% (n = 1).

The use of at least one psychoactive substance was significantly associated with male sex (p = 0.01), the presence of financial problems (p = 0.08), lack of religiosity (p < 0.001), feeling of life dissatisfaction (p = 0.01), uncertainty about life events (p = 0.05) and the presence of depression (p = 0.018).