



ADDICTION COMPORTEMENTALE



**BITTE
NICHT
FÜTTERN**

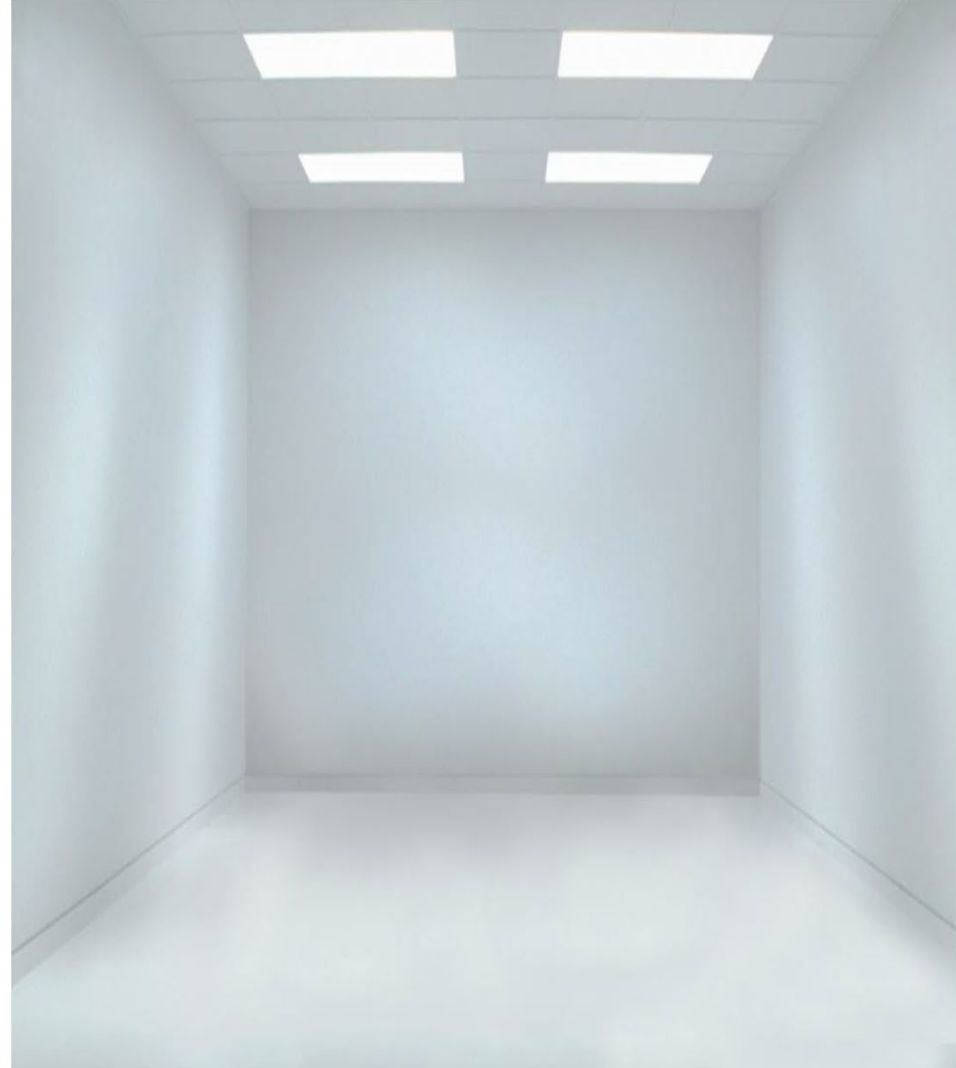


Yoga for
Compulsive Shopping

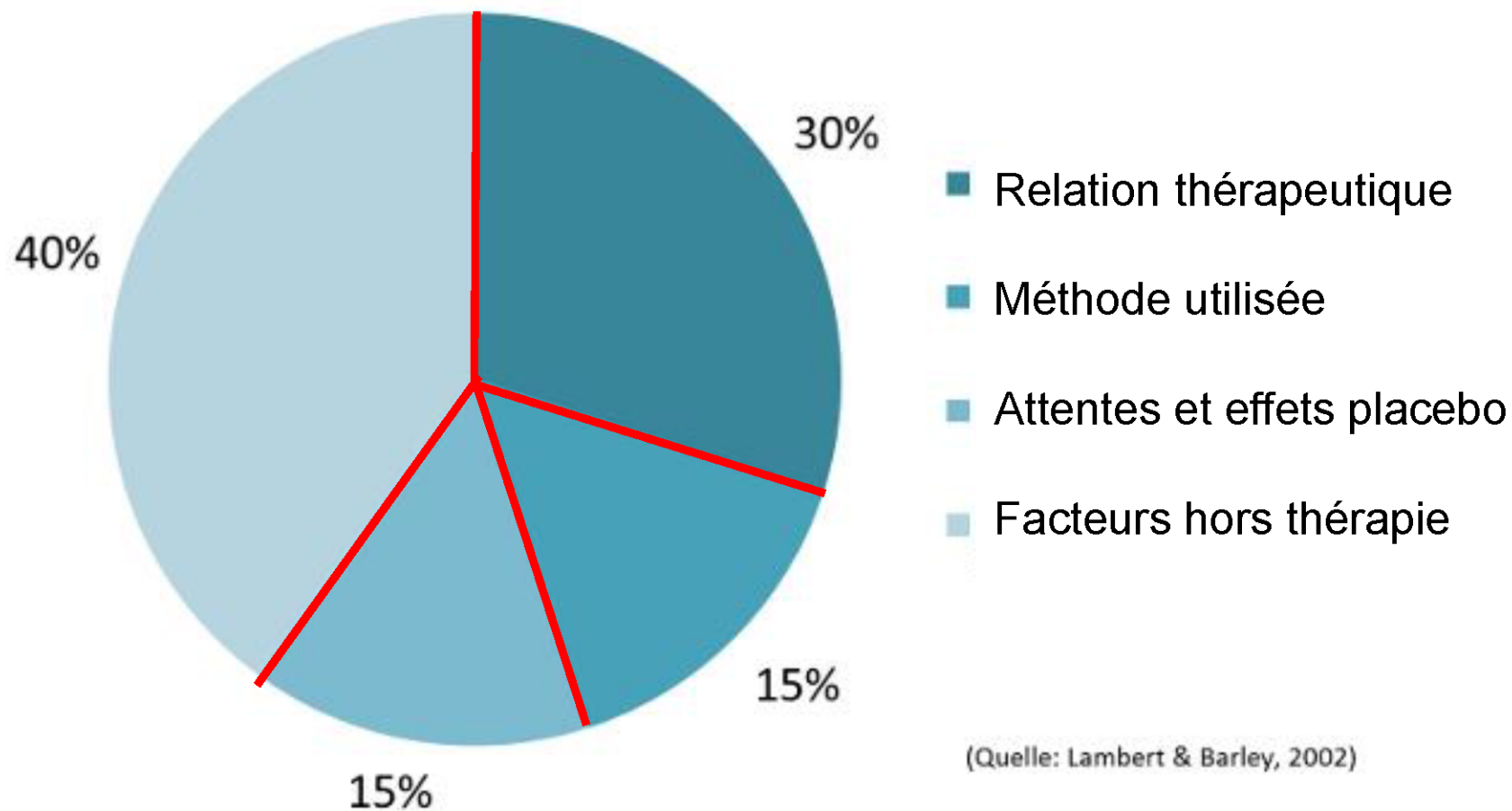


1 Kapal Bhati Pranayama 2 Nadi Shodhan Pranayama 3 Bhujanagasana 4 sarvangasana
5 Setu Bandhasana 6 Shishuasana 7 Trikonasana 8 Shavasana

For Information, Visit: www.epainassist.com



Facteurs influençant la réussite d'une thérapie



(Quelle: Lambert & Barley, 2002)





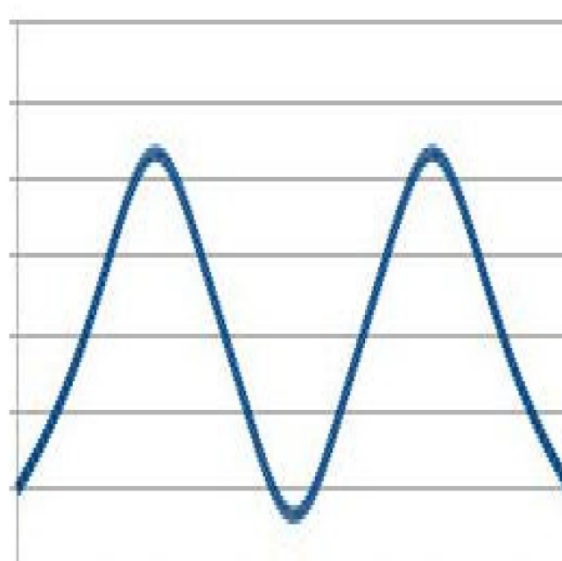
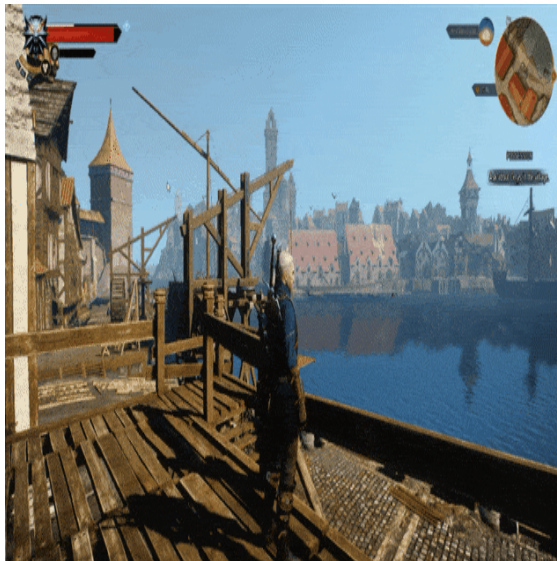
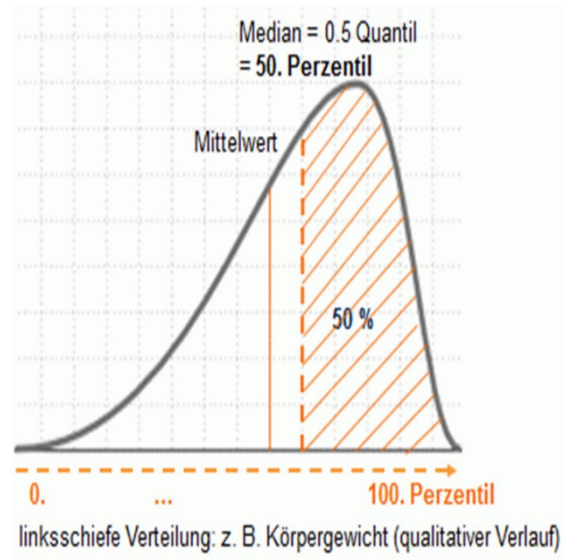
Substances
psychoactives

Produits
psychoactifs

Mondes
psychoactifs











**As-tu des amis ?
Que fais-tu avec eux ?**



UPK

**Universitäre
Psychiatrische Kliniken**
Basel





Étendue de la cyberaddiction



Conclusions tirées d'études récentes :

- › **Estimations de prévalence ponctuelle pour la cyberaddiction : entre 1,5 et 14 %**
- › **De 14 à 64 ans : 1 %**
- › **De 14 à 24 ans : 13% problématique et 2,4 % addiction (Étude Pinta)**

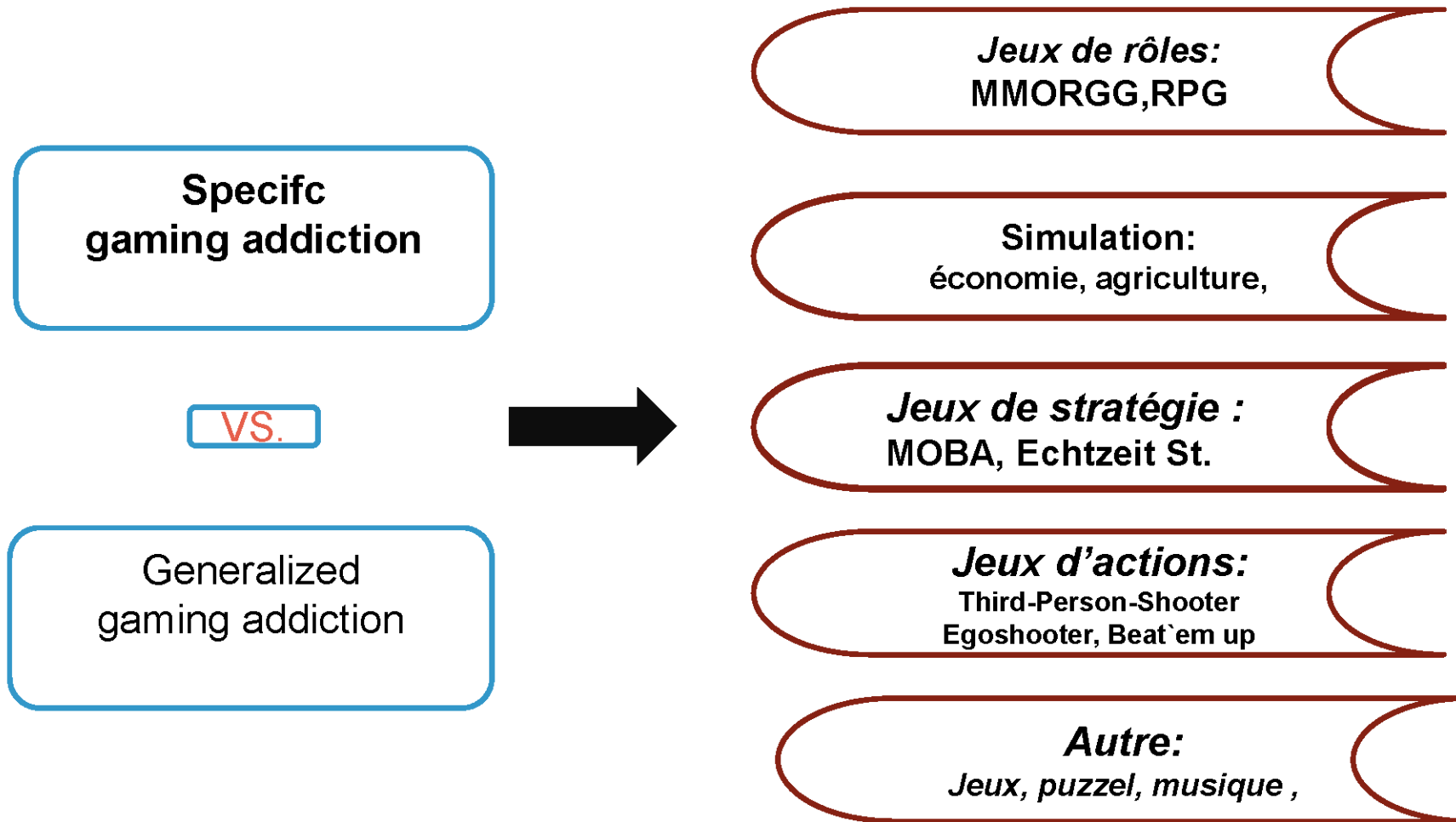
ICD 11

Trouble du jeu vidéo (*gaming disorder*)

- ▼ Disorders due to substance use or addictive behaviours
 - ▶ Disorders due to substance use
 - ▼ Disorders due to addictive behaviours
 - ▶ 6D70 Gambling disorder
 - ▼ 6D71 Gaming disorder
 - 6D71.1 Gaming disorder, predominantly online
 - 6D71.2 Gaming disorder, predominantly offline
 - 6D71.Z Gaming disorder, unspecified
 - 6D7Y Other specified disorders due to addictive behaviours
 - 6D7Z Disorders due to addictive behaviours, unspecified
 - ▶ Impulse control disorders

Disorders due to addictive behaviours
Parent Disorders due to substance use or addictive behaviours Show all ancestors
Description Disorders due to addictive behaviours are recognizable and clinically significant syndromes associated with distress or interference with personal functions that develop as a result of repetitive rewarding behaviours other than the use of dependence-producing substances. Disorders due to addictive behaviors include gambling disorder and gaming disorder, which may involve both online and offline behaviour.

Addiction aux jeux en ligne = addiction aux jeux en ligne ?

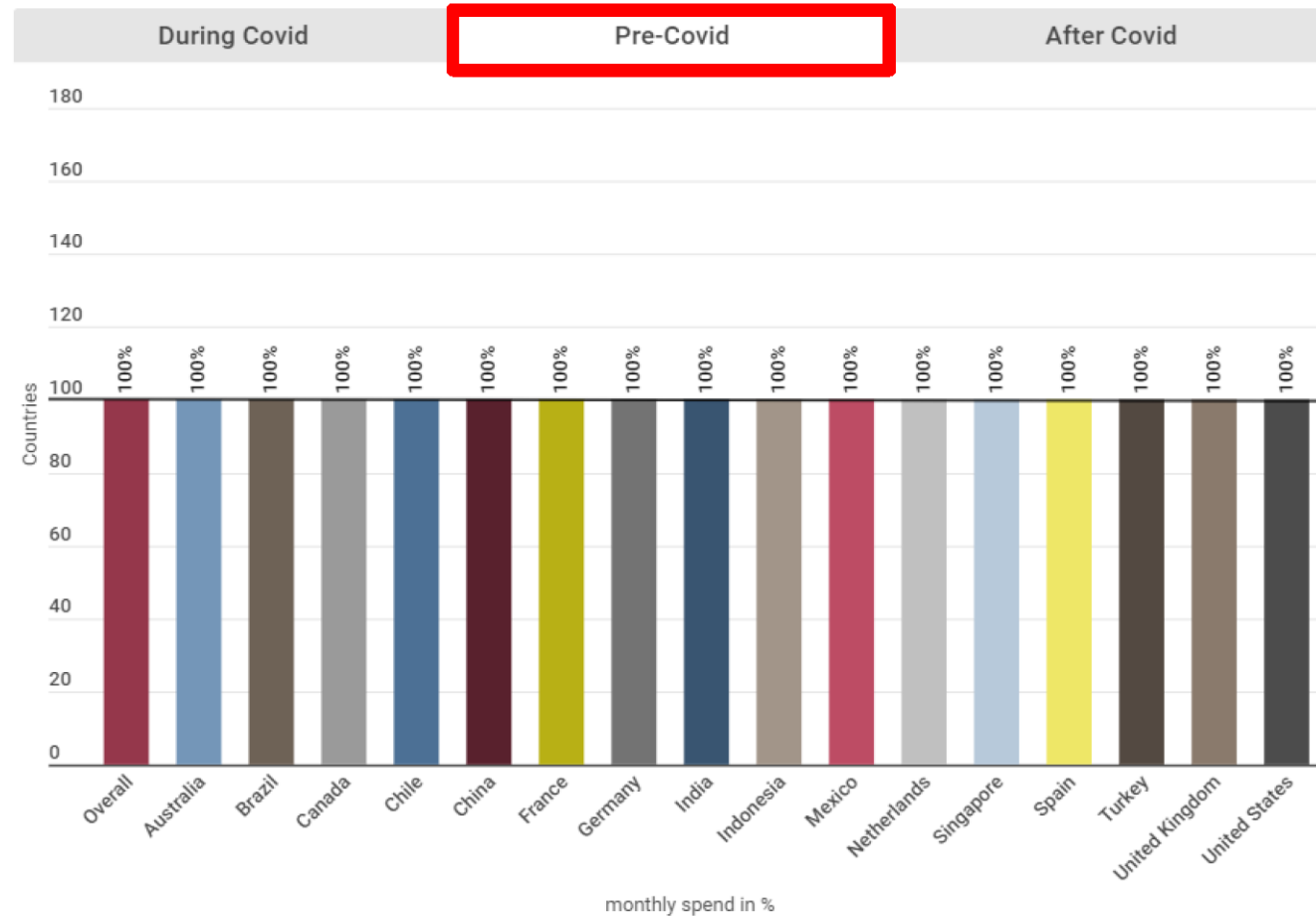


Rainbow Six Siege vs. CO:GO

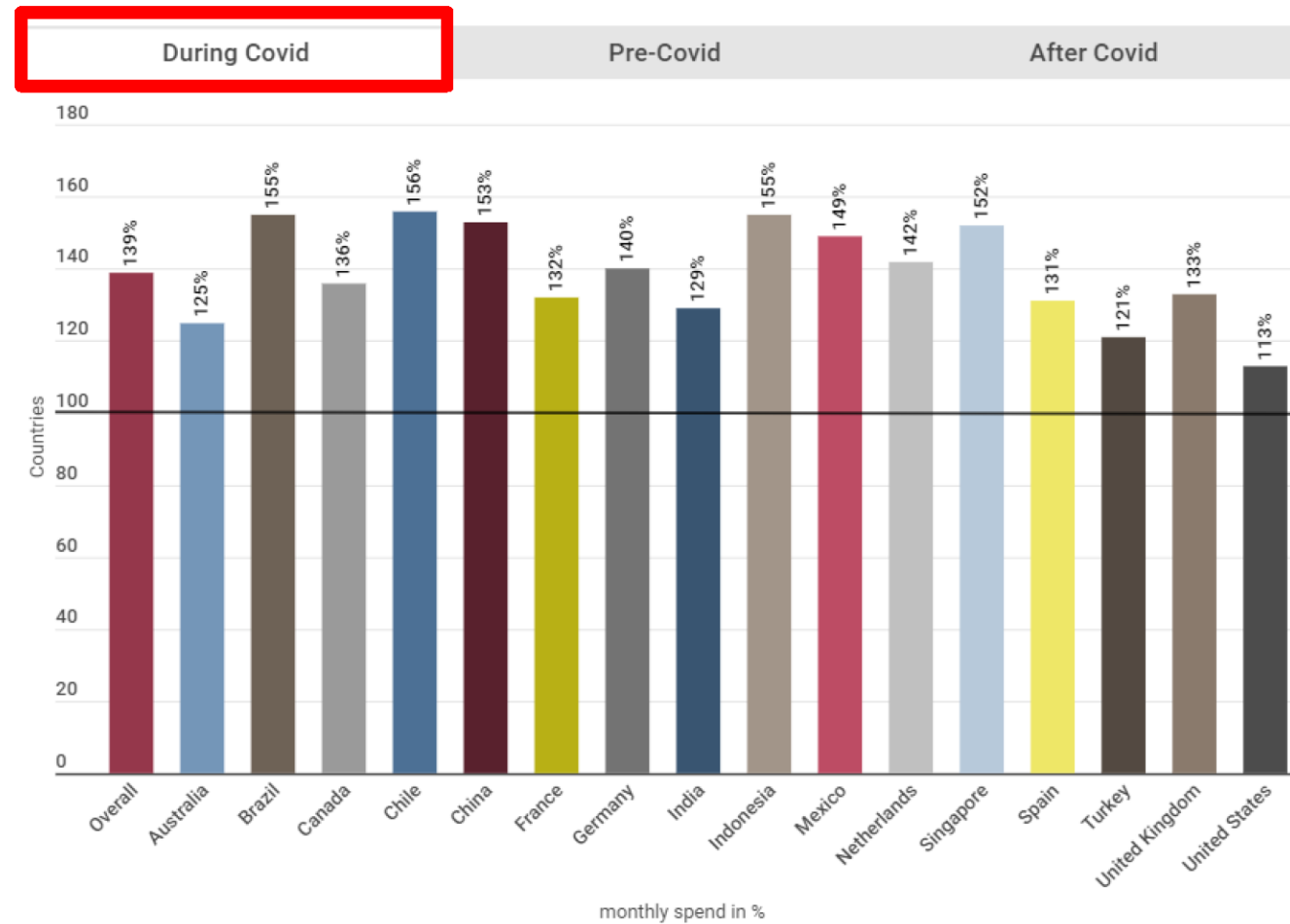
Global Offensive



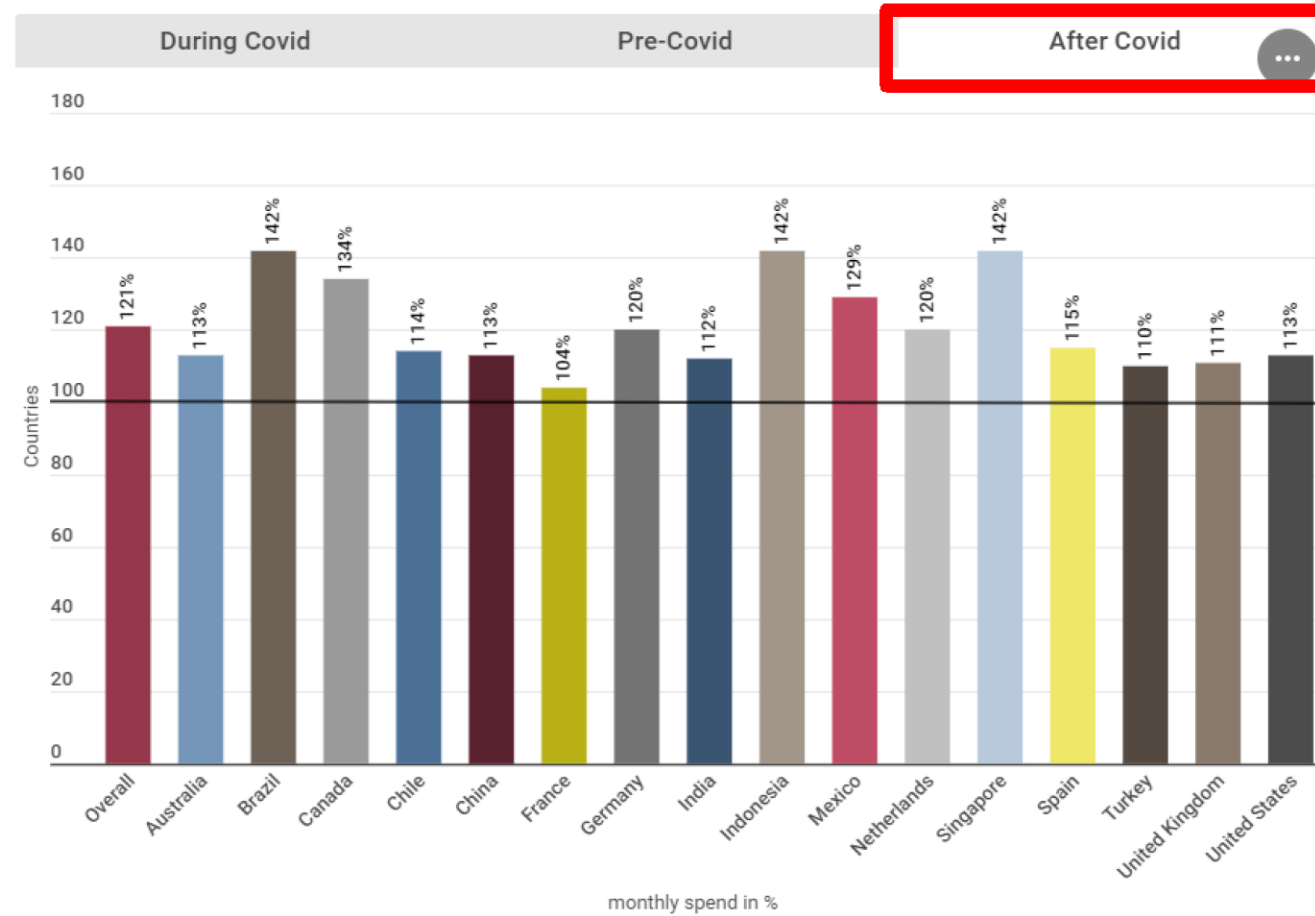
Dépenses mensuelles en % : avant la pandémie de COVID-19



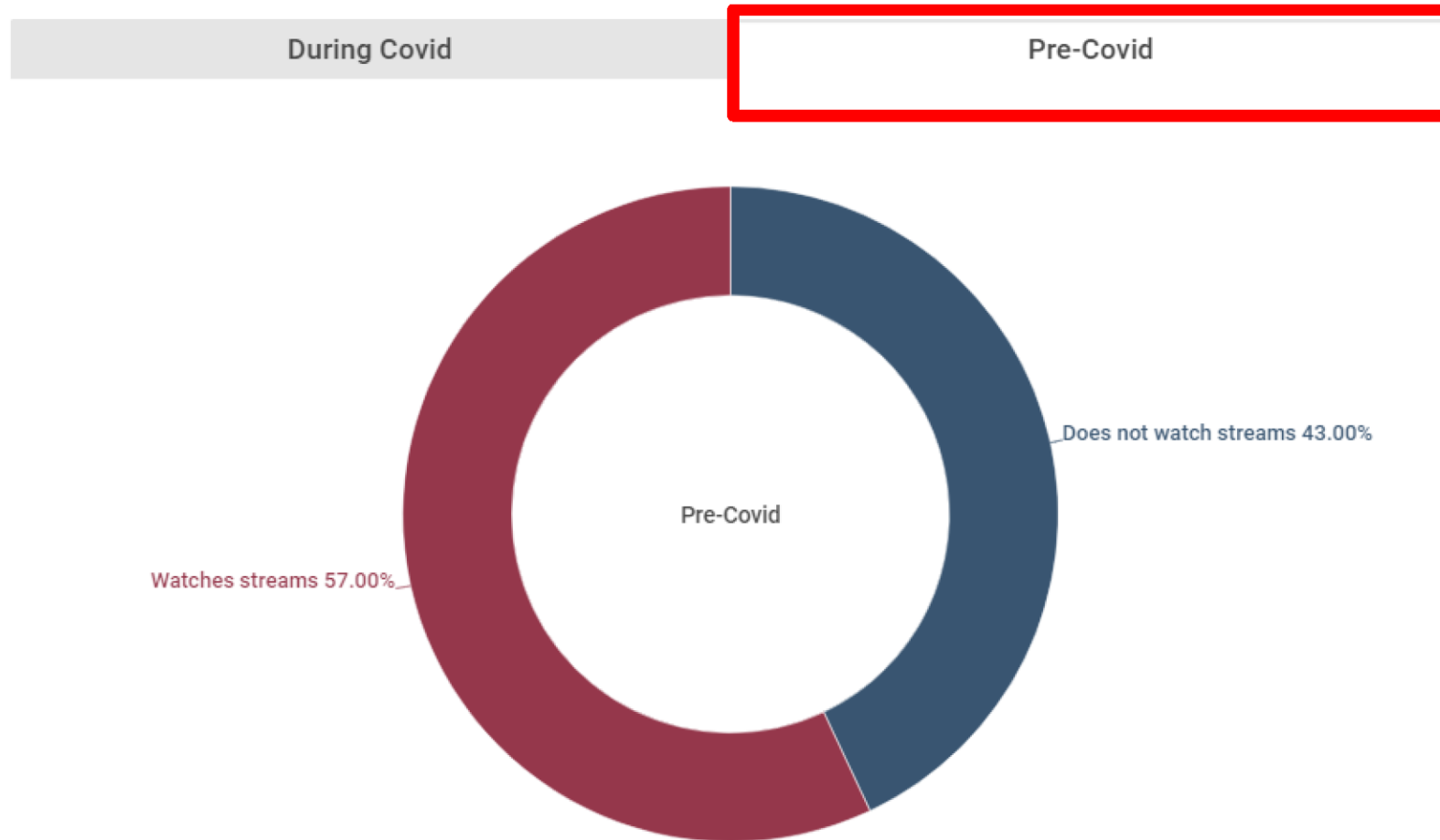
Dépenses mensuelles en % : mai 2020



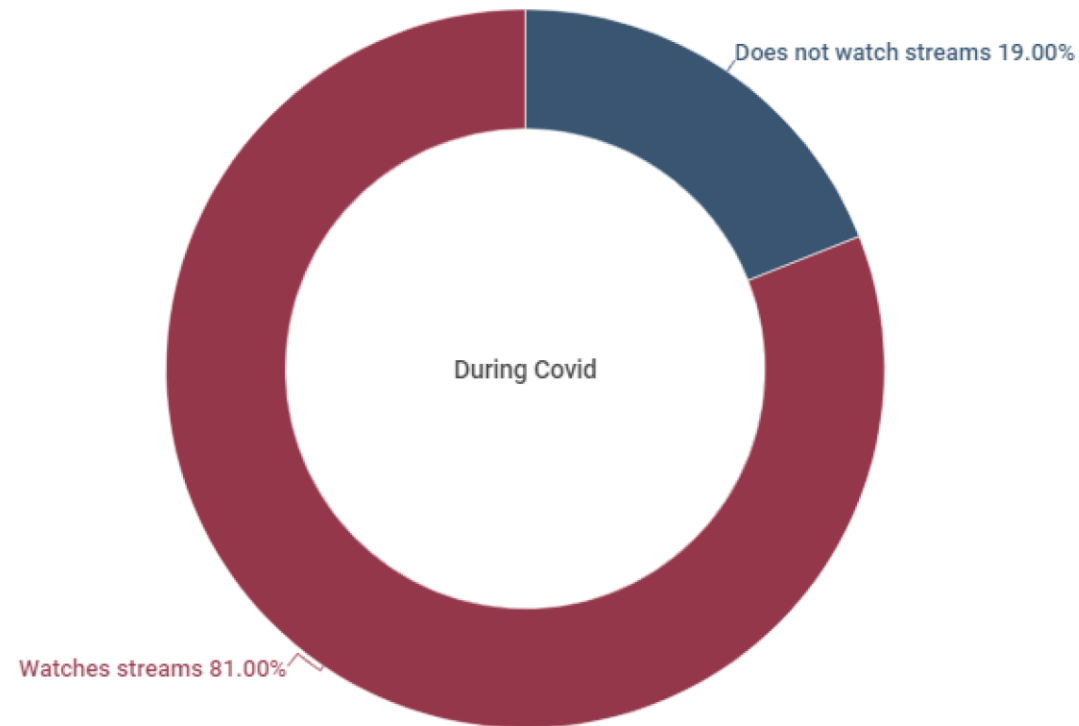
Dépenses mensuelles en % : juin 2020



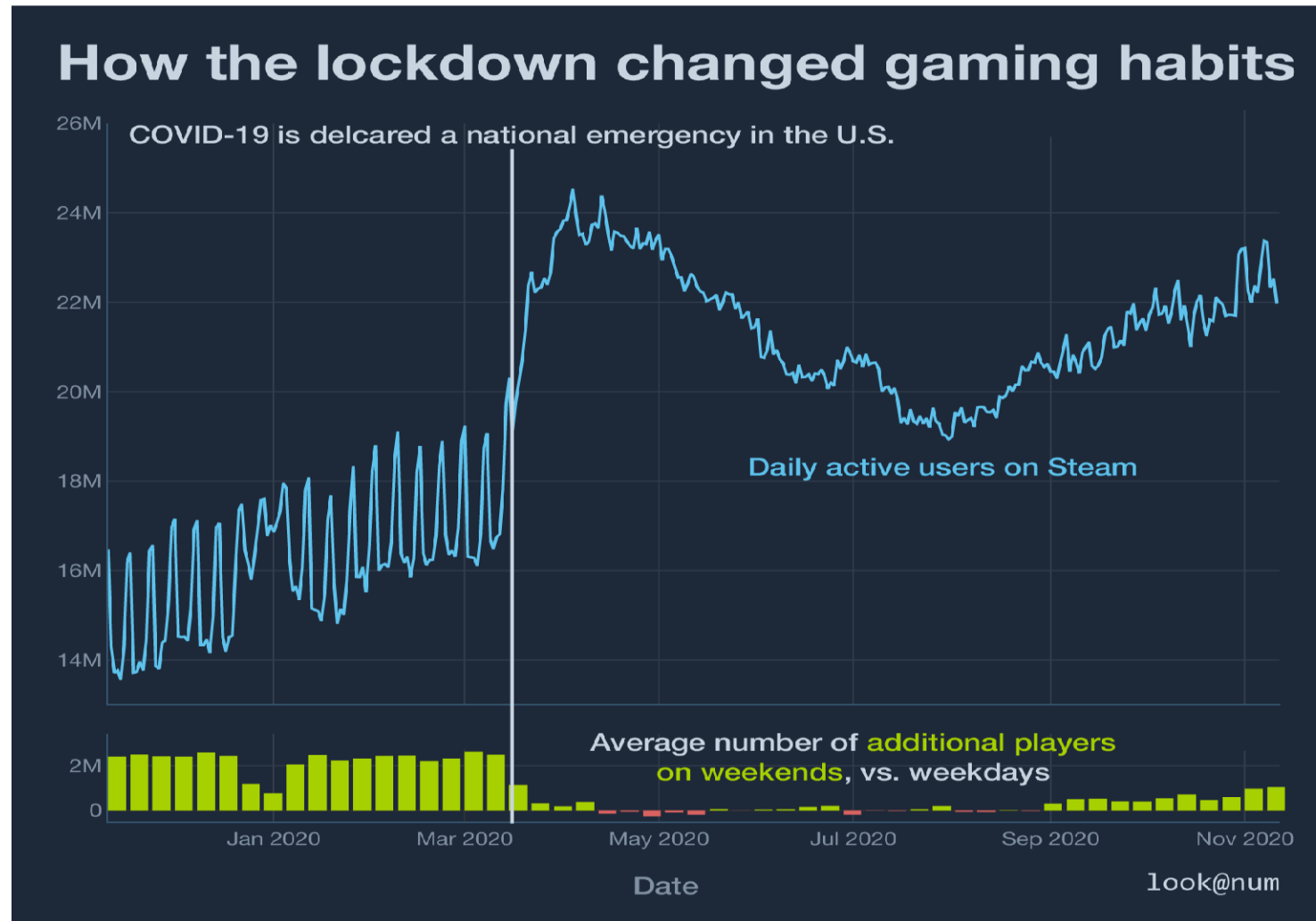
Consommation de streaming : avant la pandémie de COVID-19



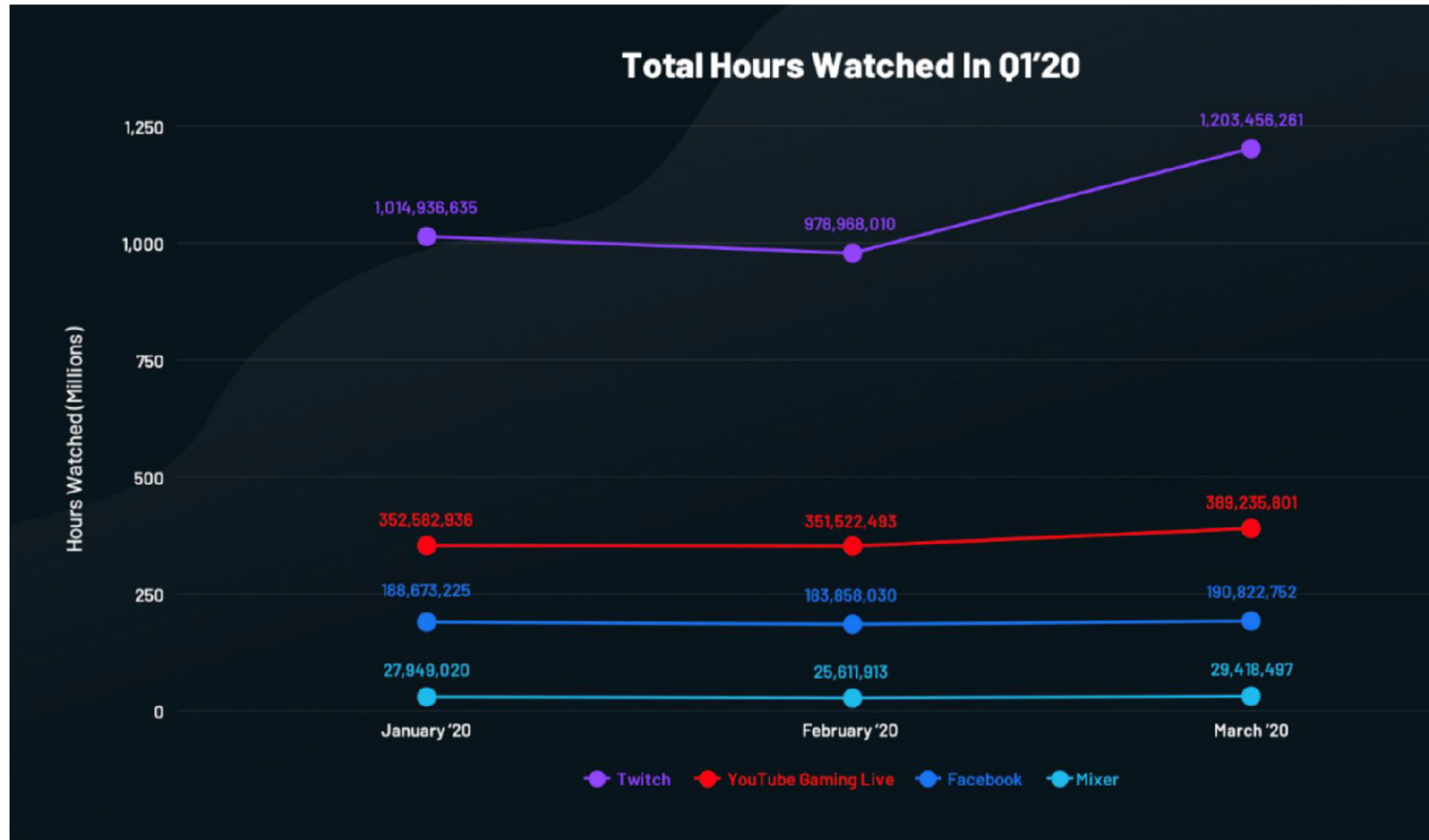
Consommation de streaming : pendant la pandémie de COVID-19



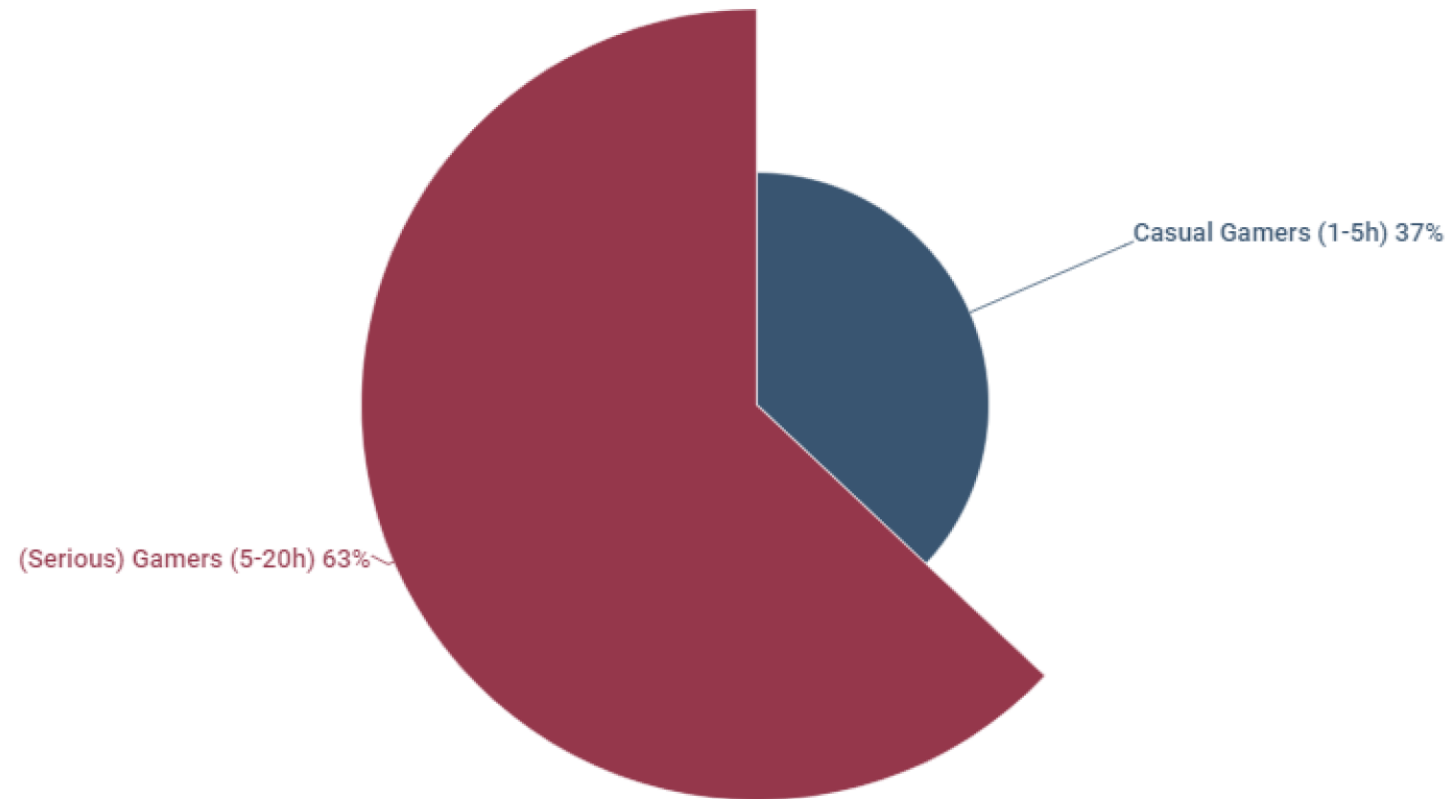
Nombre de consommateurs actifs de streaming



Nombre d'heures passées sur les plateformes de streaming



Répartition du temps de jeu par semaine (de 1-5 h à 5-20 h)

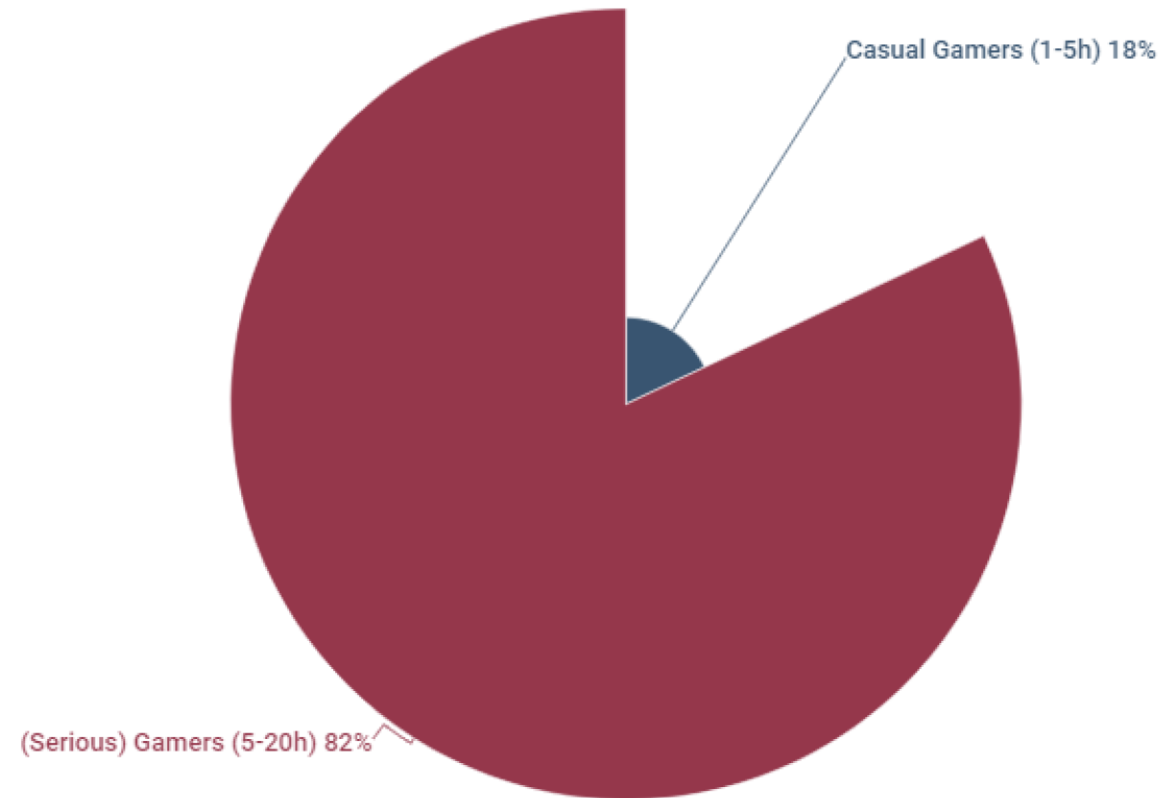


Répartition du temps de jeu par semaine (de 1-5 h à 5-20 h)

During Covid

Pre-Covid

After Covid

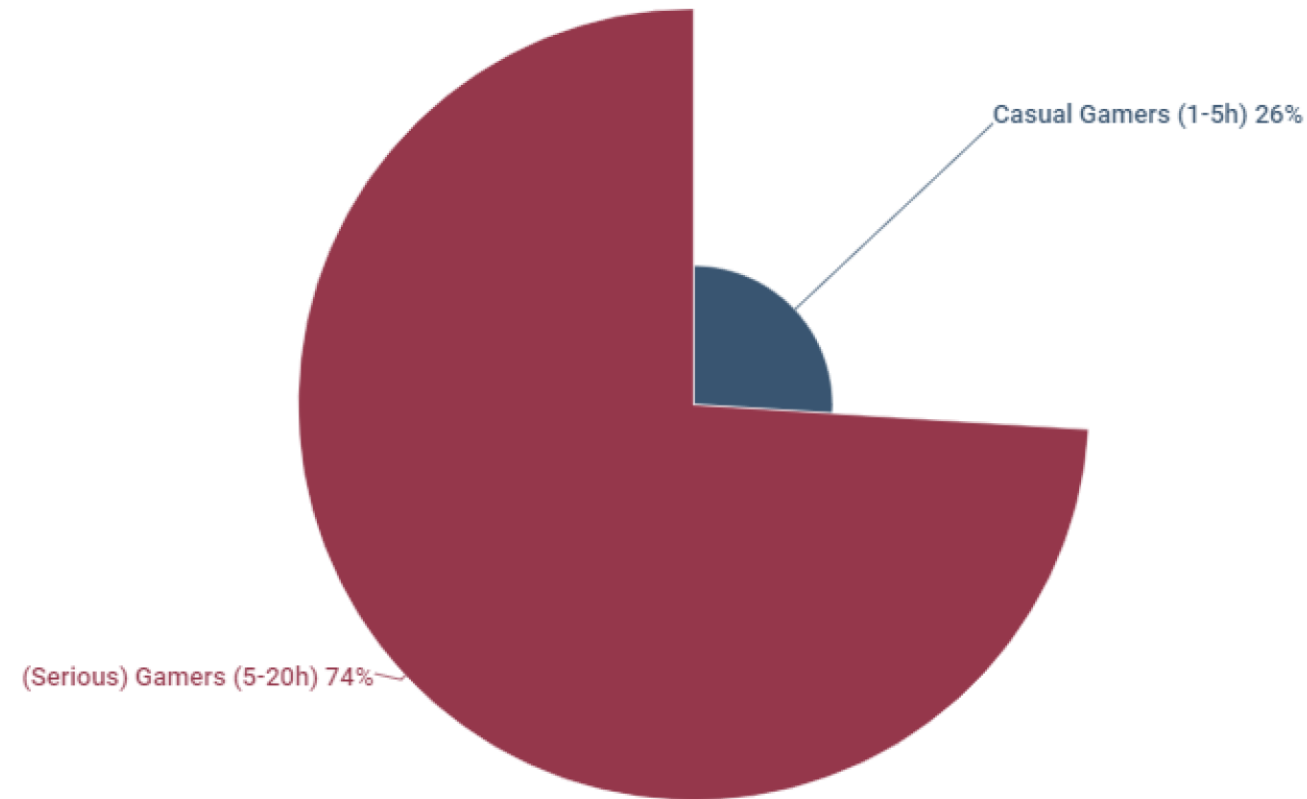


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During Covid

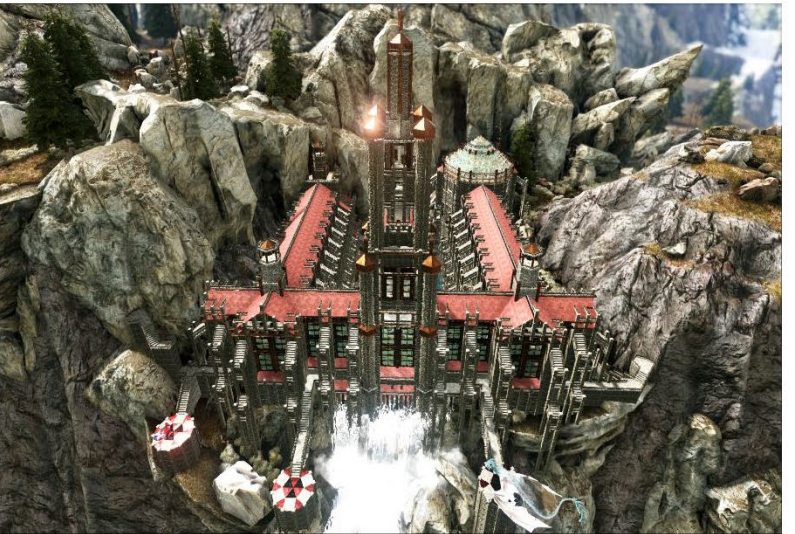
Pre-Covid

After Covid

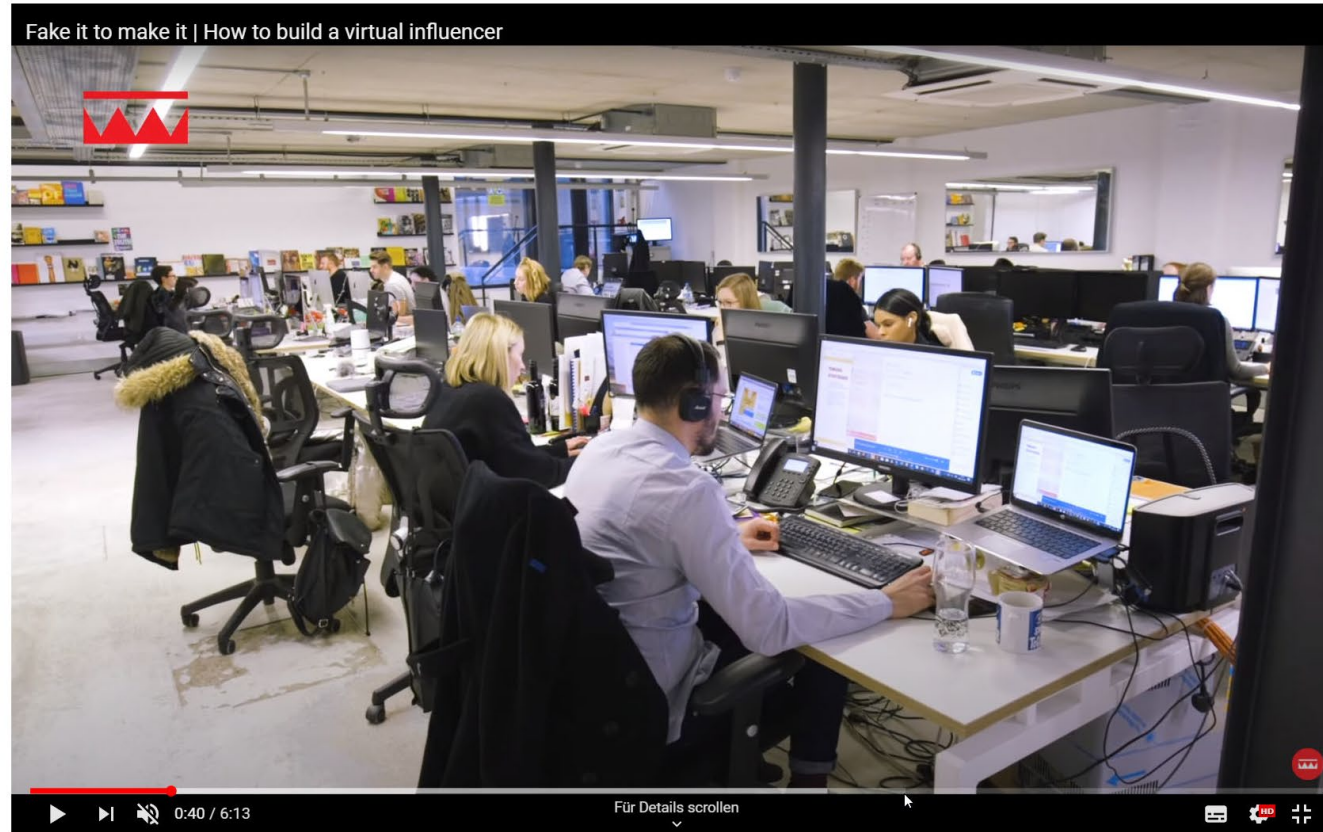


Consommation de jeux vidéo : 4 répercussions de la pandémie

- Plus de temps consacré aux jeux vidéo
- Plus d'argent investi dans les jeux vidéo
- Plus de téléchargements de jeux en ligne
- Plus grande consommation de contenu en streaming

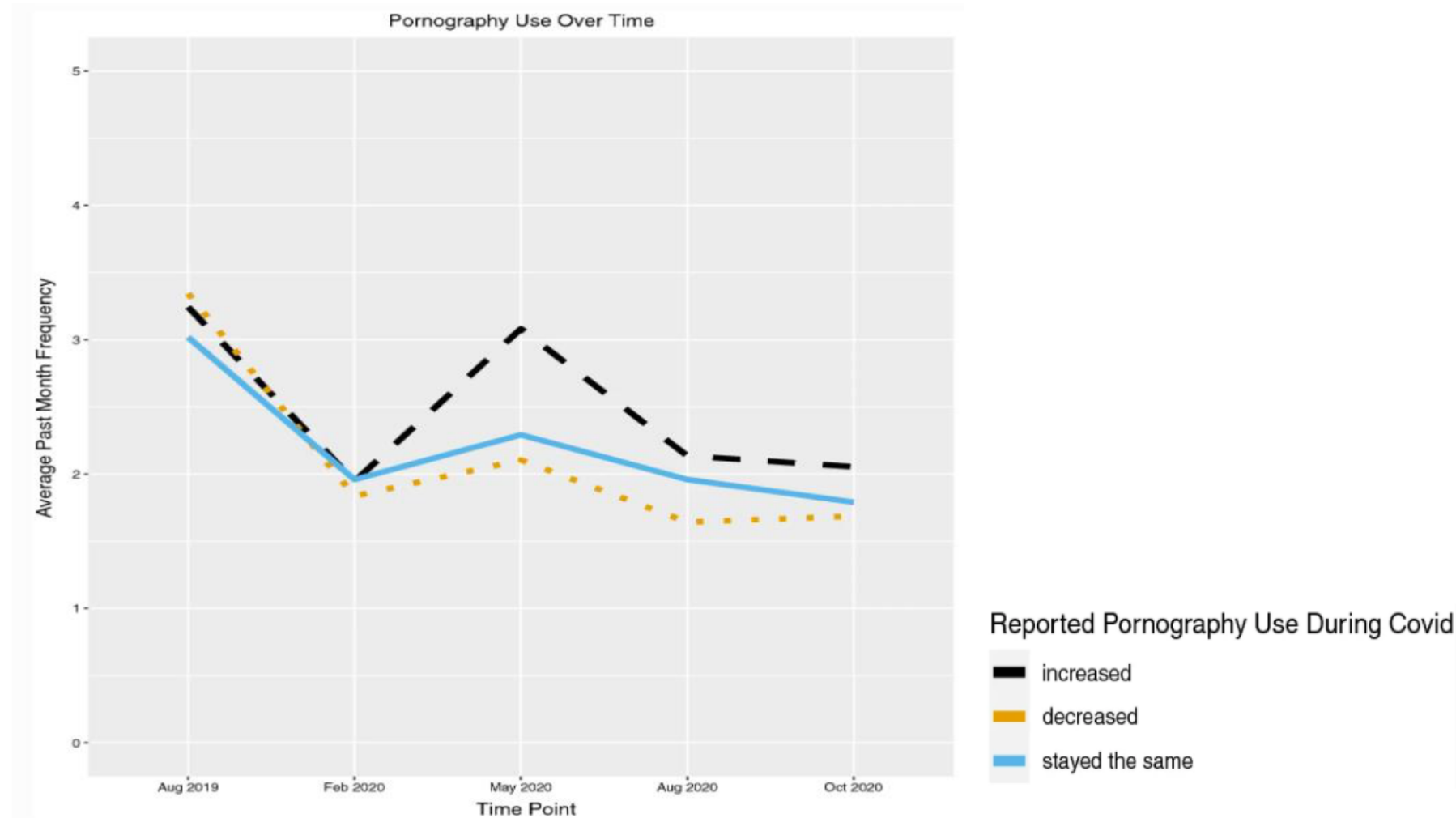






Source: <https://www.youtube.com/watch?v=8l-Kr7s2-y4>

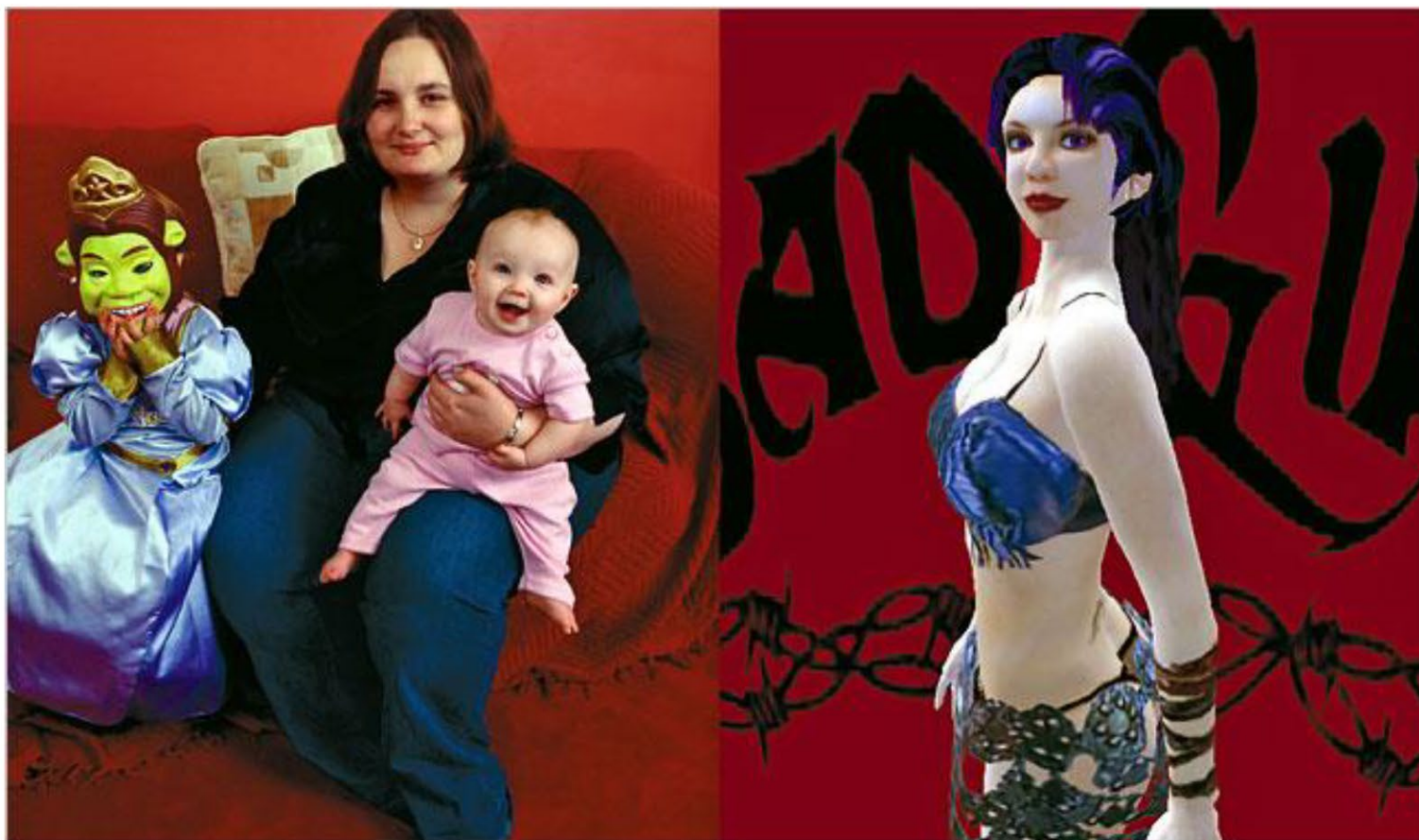
Répercussions de la pandémie sur la consommation de pornographie



Analysis of frequency of pornography use over time among those who reported increased, decreased, or consistent use during COVID-19. Y-axis values should be interpreted as follows: 0 = not within the past month, 1 = within the past month, 2 = two or three times a month, 3 = once a week, 4 = a few times a week, and 5 = once a day or more









Deuil en cas de sevrage

