

Date: Tuesday 6 July - Wednesday 7 July 2021 (Virtual)

Conference theme: Future Directions, Challenges and Opportunities in Cyberpsychology.

Registration link: <https://www.delegate-reg.co.uk/cyber2021/>

Symposium on Game Transfer Phenomena

Participants

#	Presentation	Presenter	Co-authors	Affiliation
1	The Scope and Trajectory of Research on Game Transfer Phenomena	Angelica B. Ortiz de Gortari angelica@gametransferphenomena.com	N/A	The Centre for the Science of Learning & Technology; University of Bergen, Norway
2	The role of spontaneous cognition, positive schizotypal traits and internet gaming addiction in the frequency of Game Transfer Phenomena	Julio Llamas-Alonso j.llamas-alonso@herts.ac.uk	George Georgiou Lia Kvavilashvili Angelica B. Ortiz de Gortari	Department of Psychology and Sport Sciences, University of Hertfordshire, UK
3	Comparing Gaming Disorder with Game Transfer Phenomena: demographics, psychosocial, gambling and gaming factors	Amanda Jones-Rincon Amanda.Jones-rincon@utsa.edu	Angelica B. Ortiz de Gortari Martin I. Gallegos James H. Bray	Department of Psychology, University of Texas at San Antonio, USA
4	Benefits of assessing Game Transfer Phenomena in clinical practice	Alex Basche Alexbaschetherapy@gmail.com	Angelica B. Ortiz de Gortari	Private practice, Reset From Tech, USA

Session 4

Benefits of assessing Game Transfer Phenomena in clinical practice

Alex Basche and Angelica B. Ortiz de Gortari

Objective/Purpose

Game Transfer Phenomena (GTP) comprise sensory (e.g., seeing or hearing something perceived or experienced in a videogame) and cognitive intrusions, transient changes in perception and self-agency associated with videogames. This paper examines GTP in a clinical sample and demonstrates the benefits of assessing GTP in clinical practice.

Design and background

Having a mental health disorder appears to increase the susceptibility to GTP, although most who experience GTP do not have a clinical diagnosis. While Gaming Disorder is associated with GTP, most players do not have negative consequences due to their GTP. The cases are presented within the context of GTP in order to highlight how GTP manifests.

Methods

Clinical interviews and clinical tools, including a validated scale on GTP. Three cases, both genders, 15-17 years old.

Results

The diagnoses comprised of Gaming Disorder, Generalised Anxiety, Depressive Disorder, Autism, Gender Dysphoria, and Substance Dependence. GTP manifestations included: i) assuming game abilities can be transferred to real-life, leading to frustration and angry outbursts when realising this was not possible, ii) misperceiving sounds and voices as those from a scary game character causing anxiety and embarrassing behaviour, and iii) engaging in repetitive activity to induce GTP for self-soothing effects.

Conclusions

The examination of GTP showed how games influenced client behaviours and their interpretation of everyday situations. Assessing GTP in clinical practice facilitated meaningful dialogue with these clients by contextualising their gaming behaviour into their everyday life, helping the clinician identify and understand behaviours that could be considered irrational, and was demonstrated to be useful as a psycho-pedagogic method.