

**Date:** 7-8 July, Nottingham Trent University, Nottingham  
 Conference theme is Future Directions, Challenges and Opportunities in Cyberpsychology.

### Symposium on Game Transfer Phenomena

#### Participants

#	Presentation	Presenter	Affiliation
1	The Scope and Trajectory of Research on Game Transfer Phenomena	Angelica Ortiz de Gortari	The Centre for the Science of Learning & Technology; University of Bergen, Norway
2	Examining the Role of Attention in Game Transfer Phenomena	Maria Panagiotidi	Department of Psychology, School of Health and Society, University of Salford, Salford, UK
3	The Impact of Psychopathology and Hours Played on Game Transfer Phenomena	Julio Llamas-Alonso	Department of Psychology and Sport Sciences, University of Hertfordshire, UK
		George Georgiou	
		Lia Kvavilashvili	
4	Pain and Gain of Auditory Intrusions: Game Transfer Phenomena in Clinical Cases	Alex Basche	ResetFromTech.com, USA

#### Key dates

28 February 2020      Deadline for symposia, oral presentations, workshop and 'work in progress' submissions

March 2020      Notification of submission outcomes for symposia, oral presentations, workshop and 'work in progress' submissions

<https://www.bps.org.uk/events/cyberpsychology-section-annual-conference-2020>

#### Registration

Registration is now open. Have a query? [Contact us](#)  
 Early rates will be available until **Monday 11 May**. Thereafter, they will increase by 15%.

<https://www.bps.org.uk/events/cyberpsychology-section-annual-conference-2020/registration>

## Session 4

### **Pain and Gain of Auditory Intrusions: Game Transfer Phenomena in Clinical Cases**

Angelica B. Ortiz de Gortari and Alex Basche

#### **Objective**

This paper examines clinical cases of Game Transfer Phenomena (GTP) to show the interplay between GTP and patients' symptomatology and the benefits of using the GTP framework in clinical contexts.

Game Transfer Phenomena comprise sensory-perceptual, cognitive and motoric intrusions, and transient changes in perception and self-agency associated with videogame content and game-related hardware.

#### **Design**

The clinical cases were conceptualised into videogame content. GTP is common among non-clinical players, though those with mental disorders are more susceptible. Gamers tend to appraise GTP as pleasant rather than unpleasant. Distress have been reported when GTP is experienced frequently and with certain content.

#### **Methods**

GTP was assessed via clinical interviews and with a validated GTP scale (three cases, males, 10-16 years old, playing time 6-10 h/day).

#### **Results**

The cases were characterised by i) incorporation of videogame content into hallucinations and delusions, ii) identification with a videogame character and subsequent distress provoked by hearing the character's voice and iii) self-induced GTP as self-soothing behaviour when reducing playing time. Main GTP manifestations were in the auditory modality as sounds or voices. The primary clinical diagnoses were gaming disorder, depressive disorder and psychosis.

#### **Conclusions**

On one hand, GTP can be pleasurable and a way to cope with withdrawal symptoms from gaming disorder, though it can lead to compulsive behaviours and dissociation. On the other hand, GTP can be interpreted negatively and fulfil delusions that provoke distress and compromise mental stability. The cases reveal that the GTP framework can be an effective psycho-pedagogic method and support differential diagnosis.