

**2023**

# **AUSTRALIAN GAMING & SCREENS ALLIANCE SYMPOSIUM**

**Australia, we need to talk.**

**Come join health, education, and research colleagues to start a meaningful conversation about problematic screen use and gaming in this country. Hear the latest research, clinical insights, and network with like-minded people so we can start the conversation**

**Registrations close 5th of September**

**Thursday 14th  
September, 2023**

**9AM- 4PM**

**Venue: The Theatrette,  
Australian Parliament  
House, Canberra ACT**



**[www.agasa.com.au](http://www.agasa.com.au)**

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# AUSTRALIAN GAMING & SCREENS ALLIANCE SYMPOSIUM

AGASA is excited to announce the first annual **Australian Gaming & Screens Alliance Symposium**. This event will bring together thought leaders and experts in the fields of online gaming and screen related disorders to share the latest research, clinical and community knowledge from the field. We look forward to hosting researchers, clinicians, educators, allied health and concerned community members in the areas of everything from Internet Gaming Disorder to problematic smart phone use and everything in between.

**Tickets: \$150**

**To purchase tickets:**

**<https://www.eventbrite.com/e/agasa-symposium-2023-tickets-647565093627>**

**Registrations close 5th of September**

**Please note:**  
**This is an in person event only**

**Recommended Accommodation Options:**  
**Novotel Canberra**  
**Quest City Walk Canberra**



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The Theatrette,  
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Welcome by Professor John Saunders

AGASA Chairperson  
Professor and Consultant Physician in Internal Medicine and Addiction Medicine



Master of Ceremonies Brad Marshall

Psychologist | Internationally Published Author  
Director Screens & Gaming Disorder Clinic Sydney



Opening Address by Zoe McKenzie

Federal Member for Flinders



## KEYNOTE SPEAKERS

A/Prof Wayne Warburton

Macquarie University (Sydney)

Title: Gaming Disorder Treatment: The RES@T-A Program



A/Prof Daniel King

Flinders University (Adelaide)

Title: Gaming Disorder in Australia: The state of the Game



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**KEYNOTE SPEAKERS**



**Dr Huu Kim Le**

Child & Adolescent Psychiatrist- CGI Clinic (Adelaide)

Title: Gaming disorder assessment and treatment: a psychiatrist's perspective

**A/Prof Vasileios Stravropoulos**

RMIT (Melbourne)

Title: Mind Games: What makes games addictive?



**Dr Janni Leung, Dr Daniel Stjepanovic and A/Prof Gary Chan**

National Centre for Youth Substance Use Research, The University of Queensland

Title:

Addiction and impairment in adults who play video games - findings from the International Gaming Study 2022

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John Saunders is a professor and consultant physician in internal medicine and addiction medicine.

A graduate of the University of Cambridge (UK), his current academic appointment is with the University of Queensland, and his clinical work is based in two private hospitals in Sydney. His expertise encompasses all forms of substance use disorders and behavioural addictive disorders such as gambling and online gaming.



**Professor John  
Saunders**

John has worked as an advisor to the World Health Organization since 1981. This includes a position in the Expert Advisory Panel on Substance Use Disorders, membership of the ICD-10 and ICD-11 Substance Use Disorders Work Group, and since 2014 the Expert Group on Gaming Disorder. He has also been centrally involved in WHO's work in brief interventions, being responsible for the development of the AUDIT questionnaire. He was a member of the Australian National Council on Drugs, reporting to the Prime Minister, from 2001 to 2008.

He is currently the President-Elect of the Australasian Chapter of Addiction Medicine, within the Royal Australasian College of Physicians. He has published approximately 400 peer reviewed original papers and reviews, and has cumulative citations of 46,000.

Psychologist Brad Marshall is recognised as one of Australia's leading experts in excessive internet use or 'Internet Addiction', otherwise known as Gaming Disorder and related disorders. As the Director and Founder of The Screens & Gaming Disorder Clinic in Sydney, Australia's first established specialty clinic, he is a well-respected presenter and speaker on the topic, frequenting schools, parent and corporate seminars. He is the author of the parent book "The Tech Diet for your Child and Teen" which has been published in over a dozen countries and languages world-wide. Brad is part of a PhD research program at Macquarie University, running clinical trials for Gaming Disorder.



**Brad Marshall**

Zoe McKenzie was elected as Member for Flinders on 21 May 2022.

Prior to her election to the House of Representatives, Zoe was a director of the NBN Ltd, and ran a small business focused on international trade policy and market access.

Zoe also served on the Australia Council for the Arts board with a particular interest in digital art and culture.

In Zoe's maiden speech to the Parliament, she addressed the impact of technology on school students, especially during the COVID-19 pandemic, and the increase in the incidence of mental health issues among young people in a screen-centric culture.



**Zoe McKenzie**

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Dr Wayne Warburton is an Associate Professor of developmental psychology at Macquarie University and is also a registered psychologist. He has a strong research interest in the fields of media psychology, clinical programs for screen disorders and aggressive behaviour. He is co-author of the media psychology book *Growing Up Fast and Furious*, and of several statements by international panels of experts, including the International Society for Research on Aggression Statement on Media Violence and Statement on Risk Factors for Youth Violence, the Society for Psychological Study of Social Issues Research Summary on Media Violence, and the world experts' Statement on Video Game Violence used in the US Supreme Court case of *Brown v. Entertainment Merchants*.



**A/Prof Wayne Warburton**

Wayne has won more than 25 awards for his scholarship and teaching, including four from the Australian Psychological Society, and most recently the 2018 Distinguished Scientific Contribution to Media Psychology and Technology Award from the American Psychological Association (Div. 46).

**Title: Gaming Disorder Treatment: The RES@T-A Program**

RES@T-A is a program for teenagers who play video games at problematic levels – that is, their gaming interferes with at least one important area of their life such as schoolwork, relationships, mental health or physical health. The program was initially developed by German Psychiatrist Dr Kerstin Paschke and her team at the German Center for Addiction Research in Childhood and Adolescence at the Hamburg University Medical Centre. Over the past two years, the program has been through multiple revisions involving both the German team and an Australian team led by Ass. Prof. Wayne Warburton at Macquarie University in Australia. In this presentation Wayne will take a look at the early data from this program, and touch on his clinical experience working with the teens in the RES@T program.



**A/Prof Daniel King**

Dr Daniel King is an Associate Professor in Psychology and clinical psychologist at Flinders University, Australia. He has authored more than 200 peer-reviewed publications in the area of digital addictions, including the first scholarly book on gaming disorder (*Internet Gaming Disorder: Theory, Assessment, Treatment, and Prevention*).

Dr King's research has received funding from the Australian Research Council and has received national and international awards, including the 2021 USERN Prize in Social Sciences the Paul Bourke Award from the Academy of the Social Sciences in Australia (ASSA). He has provided consultation on gaming and gambling for national and international authorities, including the World Health Organization

**Title: Gaming Disorder in Australia: The state of the Game**  
Globally, there is growing recognition of the harms generated by unhealthy gaming habits. The World Health Organization (WHO) recognizes problematic gaming and gaming disorder in the International Classification of Diseases (ICD-11). This talk will consider research and important developments in the area of problem gaming in the Australia context. How common is this problem, and who tends to be most affected? How should different stakeholders, including families, schools, health providers, government bodies, and the gaming industry respond?

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**A/Prof Vasileios  
Stravropoulos**

Vasileios Stavropoulos is an academic and professional clinical psychologist activated in the broader field of Clinical Psychology with an emphasis on the use-abuse of digital media and online games. His research battles the health risks and embraces the benefits of digital media usage via focusing on the exploration of risk and protective factors, measurement issues, elements that make digital applications engaging, and digital phenotyping for mental health.

His work has been acknowledged and furthered by: a) the Australian Research Council Discovery Early Career Researcher Award, 2021; b) the Tall Poppy Victoria award 2022 and; c) his membership in the specialized Task Force for the revision of Internet Gaming Disorder as a formal diagnosis in the Diagnostic and Statistical Manual of Mental Disorders (DSM-5). He currently works as an Associate Professor in the School of Health and Biomedical Sciences, RMIT University.

**Title: Mind Games: What makes games addictive?**

This presentation aspires to summarize addictive/absorbing qualities of online games based on existing evidence. These involve: a) experiencing the digital environment as real, and feeling that one is there (and not in real life), defined as (Tele)-Presence ; b) being absorbed by the digital activity, due to progressively higher game challenges, called Online Flow and; c) one's connection with their figure of representation in the game world called avatar. In that context, the role of supervised and unsupervised machine learning algorithms in tailoring the game interface to the gamer's profile to increase engagement will also be illustrated.

Dr Huu Kim Le provides Australia-wide online telehealth psychiatry services to patients of all ages in gaming disorder assessment and management at his Adelaide-based CGI Clinic. In 2015, Dr Le received a federal grant to investigate gaming disorder treatment in Singapore and later that year he gave the groundbreaking TEDx talk, The spell of digital immersion, which explored what happens when children become engrossed in the on-line world. In 2021 he featured in a world-first interactive documentary on SBS called, Are you addicted to technology?. Dr Le is actively involved in other key initiatives designed to provide additional treatment and support options to people struggling with the harms associated with gaming disorder.

**Title: Gaming disorder assessment and treatment: a psychiatrist's perspective**

In this presentation, Dr Le will explore video gaming addiction or 'gaming disorder'. Defined as a pattern of behaviour characterised by a loss of control over gaming with increasing priority given to gaming over other life activities, gaming disorder in young people can negatively affect school performance, relationships and mental health.

Through the lens of his extensive experience as a child and adolescent psychiatrist at the Adelaide-based CGI Clinic, Dr Le's presentation will cover:

- what is gaming disorder?
- how does gaming disorder manifest clinically?
- treatment approaches
- key messages for health education
- what the future holds



**Dr Huu Kim Le**

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**Dr Janni Leung**

Dr Leung is an NHMRC Emerging Leadership Fellow at the National Centre for Youth Substance Use Research, The University of Queensland (NCYSUR, UQ). They have over 130 publications, 50,000 citations, and 300 policy document mentions. Their research on the burden of addiction and mental health has been used by the World Health Organization, the United Nations, and the Australian Department of Health.



**Dr Daniel Stjepanovic**

Dr Stjepanovic is a neuroscientist and epidemiologist at the National Centre for Youth Substance Use Research, The University of Queensland (NCYSUR, UQ), with a track record of impactful research in the addiction field. Over the past five years, he has authored articles in highly regarded journals such as The Lancet and Nature Reviews Disease Primers. In addition, Dr Stjepanovic has been involved in commissioned work from the Australian Commonwealth Government and the World Health Organization, providing evidence-based insights into various addiction topics, including alcohol consumption guidelines, the health impacts of cannabis use, and the effects of emerging technologies on drug availability and use. Dr Stjepanovic has also translated his research into actionable insights for health agencies and parliamentary bodies, providing briefings and reports to guide the development of public policy. As part of the International Gaming Study 2022 (IGS22), he is leading a study that examines the effects of video gaming on adults ranging from those aged 18 to 80.



**A/Prof Gary Chan**

Dr Chan is an NHMRC Emerging Leadership Fellow in biostatistics, epidemiology, and psychology at the National Centre for Youth Substance Use Research, The University of Queensland (NCYSUR, UQ). He has over 120 publications, including reports with the United Nations Office on Drugs and Crime (UNODC). His consultancy report for the UNODC was presented to representatives from Ministries of Health from over 80 countries and used to improve future data collection. Dr Chan has contributed to submissions to the Australian Parliament and Department of Health on policies to prevent addiction and substance use. He was awarded the 2022 Queensland Young Tall Poppy Scientist of the Year from the Office of Chief Scientist in Queensland and the Australia Institute of Policy and Science. In the International Gaming Study 2022, Dr Chan's findings form the foundation of a WHO report on gaming disorders to inform the development of a diagnostic interview schedule and screening tool to be used globally.

**Title:**

**Addiction and impairment in adults who play video games - findings from the International Gaming Study 2022**

The International Gaming Study 2022 (IGS22) is the world's first study examining the effects of video gaming on adults in Australia, Canada, USA, and UK. Our research focuses on the symptoms of ICD-11 Gaming Disorder and DSM-5 Internet Gaming Disorder, as well as the impairments caused by video gaming. Our study has far-reaching implications for policymakers and healthcare professionals, as well as educators and parents who are concerned about the impact of video gaming on their communities. By examining the experiences of both men and women across all age groups, we can identify trends and patterns that will inform prevention and treatment strategies for problematic video gaming behaviours in adults. Join us for this talk to hear about the latest research on video gaming and its effects on adult populations. We share our findings, highlighting the potential risks and benefits of video gaming, and providing implications for policymakers and healthcare professionals.