

Country: Italy

Committee: World Health Organization

Topic: Addiction

Spring 2018

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Gaming disorders have been recently labeled as addictions, joining a group of commonly known abuses like drugs abuse, alcoholism, and chemical dependency. Worriedly the younger generations are more likely to develop such disorders. The Italian government has already promoted events to raise the awareness to internet addiction, but only in the beginning of this year has The World Health Organization officially consolidated a clear classification of the disorder.

Since 2014 The World Health Organization has started activities concerning the unhealthy usage of the Intern and electronic devices. The 11th Revision of the International Classification of Diseases (ICD-11), that will be published by the organization on June, 2018, defines gaming disorder as a, “Pattern of gaming behavior [...] characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.” To be diagnosed with the disorder, the individual has to display a persistent pattern, serious enough to result in extensive damage of personal, family, social, educational or occupational areas of one’s life. The World Health Organization is currently working on the development of health care programs compelled to treat

people worldwide affected by gaming disorders. Other main goals are to raise popular and professional attention to the matter and engage in preventive campaigns.

The Italian government has regionally assessed internet addiction (closely correlated to gaming disorders) over a decade ago by sponsoring local workshops. The events happened in the city of Milan and fomented the discussion about health through lectures of cyber and psychology specialists. The government now intends to increase the positive usage of electronic devices by exposing the Italian citizens to other informative meetings around the country.

Researches suggest that only a small percentage of video-game consumers suffer with gaming disorder. However, it is vital that all gamers stay alert to the amount of time they spend playing. Treatments for the newly discovered disorder are indispensable to prevent any associated health disfunction like insufficient physical activity, unhealthy diet, musculoskeletal problems, sleep deprivation, aggressive behavior and depression. Italy recognizes the profound importance of campaigns and programs created through the World Health Organization (that hopefully will be fiercely supported by the organization's international members) to decrease the occurrence of gaming addiction, stimulate successful social functionality, and achieve better rates of physical and psychological health, specially among young people, the future of our society.

Works cited

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