



## CHALLENGE(S)

Insufficient funding for gaming disorder: Adequate funding is essential to support research, prevention programmes, treatment services, capacity building, training and public awareness campaigns related to gaming disorder. Limited funding can hinder progress in addressing the issue effectively. It is important to map local and non-local fundings that can support the work on gaming disorder

## BACKGROUND INFORMATION AND GENERAL RECOMMENDATION

Youth gaming disorder refers to the problematic and excessive engagement in gaming activities that leads to significant impairment in various aspects and areas of a young individual's life. The World Health Organization (WHO) has included gaming disorder in its International Classification of Diseases (ICD-11) as a mental health disorder. The European Union (EU) has also acknowledged the importance of addressing gaming disorder and has emphasised the need for preventive measures and support for affected individuals. Despite its impact, the lack of funding obstructs efforts to raise awareness on the issue, conduct research, inform and train educational personnel in schools on prevention and intervention and most importantly, limits the resources available for providing prevention and treatment services.

## STAKEHOLDERS ADDRESSED

- Youth workers & Educators
- Parents, Families and Friends
- Caregivers & Healthcare professionals
- Policymakers and government bodies

## BARRIERS

- Limited knowledge and understanding of gaming disorders among stakeholders.
- Gaming disorder being treated as a sub-topic in youth work rather than receiving dedicated focus.
- Stigmatisation and misconceptions surrounding gaming disorder.
- Lack of training and resources for stakeholders to effectively address gaming disorder.

## SHORT-TERM GOALS

1. Increase awareness and knowledge about youth gaming disorder among stakeholders.
2. Advocate for the development of public funding schemes for prevention and intervention on gaming disorder.
3. Establish partnerships to share resources

## LONG-TERM GOALS

1. Fund research into the causes, mechanisms, and effective treatments for gaming disorder to stay updated on the latest developments.
2. Develop comprehensive educational programs that are integrated into school curricula and community outreach efforts, with the aim of preventing gaming disorders from developing in the first place.
3. Expand access to evidence-based treatment options for gaming disorder, making them available and affordable for individuals of all ages and socioeconomic backgrounds.

## SHORT-TERM ACTIONS

- ✓ Develop and execute awareness campaigns on the importance of addressing gaming disorder.
- ✓ Compile compelling data and research on the prevalence and impact of gaming disorder. Robust evidence can attract funding from organisations, government agencies, and philanthropic individuals.
- ✓ Use social media, websites, and online platforms to promote your cause, share stories, and connect with potential donors. Engage with your audience through regular updates and interactions.
- ✓ Mobilise local communities to support your initiatives. Host fundraisers, charity events, or workshops to engage with the community and generate financial support.

## LONG-TERM ACTIONS

- ✓ Collaborate with universities, research institutions, mental health organisations, and gaming industry stakeholders. Partnerships can provide access to resources, expertise, and potential funding sources.
- ✓ Approach companies and corporations, especially those in the gaming industry, to support initiatives related to responsible gaming and gaming disorder. They may be interested in funding research, education, or awareness campaigns as part of their corporate social responsibility efforts.
- ✓ Continuously seek funding opportunities from government agencies, foundations, and private donors to sustain and expand your initiatives.
- ✓ Develop a strategic funding plan with clear goals and a roadmap for achieving them.
- ✓ Set up systems to monitor the progress of funded initiatives and gather data on their effectiveness.

## GOOD PRACTICE EXAMPLE

**Greece:** [Stavros Niarchos Foundation](#) supported the creation of a Day Centre at the Technological Educational Institute of Western Greece, University of Patras, in collaboration with the Observatory for Substance Abuse and Internet Addiction. The grant covers staff salaries for a social worker and a psychologist, with experience in the areas of detoxification and harmful behaviours, as well as the procurement of technological equipment for the Centre. The Day Centre is primarily aimed at adolescents, parents and teachers, with a focus on populations living in under-resourced areas of Achaia, offering free services.

**Europe:** [COST](#) (European Cooperation in Science and Technology) is a funding agency for research and innovation networks. Its Actions help connect research initiatives across Europe and enable scientists to grow their ideas by sharing them with their peers. The COST Action CA16207 "[Net and me](#)" benefits from bringing together some of the foremost researchers and educators in the field of problematic internet usage and compulsive behaviours from a wide variety of disciplines and cultural backgrounds. The Action's aim is to advance networked interdisciplinary research into problematic internet usage across Europe and beyond.