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**PLENARY PRESENTATIONS**

**PL-05**

**Reframing addictions: Is the concept of “heavy use over time” also applicable to gambling disorders?**

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Recent changes in the concept of pathological gambling have led to the inclusion of “gambling disorder” into the category “substance-related and addictive disorders” in DSM-5 (Hasin et al., 2013). While the classification of pathological gambling as a disorder of impulse control in DSM-III implied an intrapersonal difficulty to control one’s actions, accumulating evidence suggested similarities to the phenomenon of substance use disorders (Petry et al., 2006). For instance, similarities between pathological gambling and sub-

stance use disorders in the neurological activation of the reward system (Reuter et al., 2005) or of specific symptoms such as craving and tolerance (Potenza et al., 2001) were reported. Similar developments can be observed with the classification of pathological Internet use, computer gaming, and use of social networks as addictive disorders (Kuss & Griffiths, 2012; Tao et al., 2010). These similarities with substance use disorders bring about the question of whether the recently proposed revision of the addiction concept may

as well be applied to the symptom oriented classification of gambling disorder (Rehm et al., 2013, 2014a, 2014b). To this end, the appropriateness of the application of the concept of “heavy use over time” to gambling under the category of “addictive disorders” will be discussed. The concept of “heavy use” in the context of substance use disorders was found to be more relevant from a public health perspective, better fitted the empirical data, and was argued to reduce stigmatization and help to better and earlier reach those in need for help.

**References**

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