



## Adolescent Gambling and Gaming Series

**Course Description:** This course will take behavioral health clinicians through seven modules providing psychoeducation, evidence-based treatment modalities, screening tools, and evidence-based prevention tools and strategies. The modules will also explore how the brain is impacted by both substance misuse and behavioral addictions and provide an understanding of how the power of advanced technology, marketing, advertising, and persuasive design coupled with commercial interests have made an impact on our lives in both positive and negative ways. Behavioral health clinicians will learn to discuss the online world by incorporating language in media literacy and the importance of a healthy media diet, and be left with a feeling of hope found in research, evidence-based practices, and community partnerships.

## REGISTER

**Target Audience:** This intermediate level training is behavioral health clinicians seeking ways to incorporate psychoeducation, screening, and treatment modalities into their work in problematic behaviors in gambling, gaming, and digital media.

**Modality:** This is an online self-paced training located at <https://bhs.unc.edu> **Time:** 8 hours total

<b>Module 1:</b> The Gambling Landscape and Youth Behaviors (approx. 1.5 hours)	Alison Wood, MSW, MPA
<b>Module 2:</b> Prevention Science (approx. 1 hour)	Alison Wood, MSW, MPA
<b>Module 3:</b> Considerations in Persuasive Design and Impact on Human Behavior (approx. 1 hour)	Mike Robinson, Ph.D
<b>Module 4:</b> The Fundamentals of Digital Media Overuse & Treatment (approx. 30 min)	Tracy Markle, MA, LPC
<b>Module 5:</b> Treatment Considerations in Digital Media Overuse and Gambling in Games (approx. 30 mins)	Stephanie Diez-Morel, Ph.D., LCSW, MCAP, IGDC, BACC
<b>Module 6:</b> Wanna Bet? Gambling Behaviors Among Youth and Treatment Implications (approx. 1 hour)	Gregory A. Krausz, MA, CAADC, LPC
<b>Module 7:</b> Sports Betting from the Front Line (approx. 1 hour)	Jody Bechtold (LCSW, ICGC-II, BACC, IGDC, CGT) and Rob Bumbaco (LSW, CMC)
<b>Module 8:</b> Review and Assessment (approx. 1.5 hours) In this module, you will complete a series of short multiple-choice review activities designed to reinforce key concepts introduced in the previous modules. Once you've finished reviewing, you will be tested on material from all seven Adolescent Gaming and Gambling modules	

**Continuing Education:** The completion of this course has been approved by the North Carolina Specialist Addiction Professional Practice Board for up to 8 credit hours.