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Guest Editor:

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The Stop Nicotine Addiction Among Secondary School Students (SNAASSS) Module: An Experience from a Peer-Led Smoking Cessation Group Counselling

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Background: Schools are potentially valuable for any health intervention modules. Most peer-led health promotion tends to use peers of the same age or slightly older to deliver school-based activities.

Aims: This is an initiative to educate and promote healthy living habits, focusing on smoking cessation among secondary students who are active smokers in the school environment.

Methods: We conducted a one-day health promotion for form 2 secondary school students in the PKD Gombak District, Selangor. The topic centred on smoking and vaping, the associated dangers and complications, and methods for quitting. After completion of the program, 14 active smokers were selected to participate in a small group counselling session, led by third year undergraduate medical students. Each group consists of 4-5 participants. The sessions were conducted based on the SNAASSS module. The main focus is to explore the 5Rs of smoking (Relevance, Risk, Roadblocks, Rewards, Repeat) and making plans for quitting.

Results: There were four counselling sessions. The 1st session focuses on assessment of the participants' Fagerstrom Score, readiness for change and the 5Rs. During the 2nd and 3rd sessions, the 5Rs are explored in more depth and include sharing experiences of nicotine withdrawal symptoms. The STAR (set, tell, anticipate, and remove) approach was used as a strategy to quit smoking. In the final session, the participants recapped the 5Rs and STAR and concluded with their plans for smoking cessation.

Conclusions: SNAASSS is an initiative that offers a peer-led approach which may assist the effort in beating nicotine addiction among adolescents.

The Parenting Styles Relationships with Internet Gaming Disorders Among Adolescents in East Coast, Malaysia

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Background: Reviews suggest that internet gaming disorders in adolescents can be a major risk factor for serious psychological disorders that lead to academic and behavioural problems.

Aims: This study aims to determine: 1) The level of internet gaming disorders, and 2) The relationships between parenting styles and internet gaming disorders among adolescents from randomly selected secondary schools in Kelantan, situated in East Coast of Malaysia.

Methods: A quantitative cross-sectional design was used, through an online questionnaire-based survey. The questionnaire utilised in this study comprise of validated Internet Gaming Disorder (IGD) and the Parenting Style Dimensions Questionnaire (PSDQ). A final total of 209 respondents from several secondary schools in Kelantan were provided consent to participate in this study.

Results: Findings from this study suggest a total of 148 (70.8%) from 206 respondents reported experiencing symptoms of high-level internet gaming disorders. Surprisingly there is a significant positive correlation ($r=0.727$, $p=0.001$) between the authoritarian parenting style with the adolescents screened for internet gaming disorders.

Conclusions: This study may contribute as a pilot study to identify the factors that associated with internet gaming disorders, especially among adolescents. In conclusion, findings from this study may suggest an important reference for future interventions in internet gaming addiction involving the parenting styles perspectives.

Prevalence of Drug Abuse Among School-Going Adolescents in Malaysia

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Background: The negative effects of drug addiction are well known, and excessive drug use is an issue on a global scale. Globally, million people are estimated to suffer from drug use disorders and who require treatment services. In Malaysia, recent studies have shown that the great majority of drug users were young people especially young adolescence. This trend has now spread to schools and has seen a significant rise in cases of drug abuse annually. Students' involvement with drug may be underreported since the statistical data related to drug abuse in Malaysia has been fully rely on operation statistics, arrest counts and reported cases. Unfortunately, to date, there are no recent data regarding the prevalence of drug and substance abuse amongst school going adolescent in Malaysia.

Aims: To identify the prevalence of drug abuse among school-going adolescents in Malaysia through a nationwide representative survey.

Methods: Participants in this study were 3,038 secondary school students in selected hotspot areas in Malaysia. They were selected using a stratified random sampling technique. The data were collected using face-to-face interviews administered by the researchers and assisted by the school counsellor. The Alcohol, Smoking, and Substance Involvement Screening Test (ASSIST) was utilized to measure the frequency of drug taken by type and the adolescents' involvement in substance abuse and drug-related behaviour descriptive analysis was conducted using the Statistical Packages for Social Sciences to determine the prevalence of drug abuse among school-going adolescents.

Results: Of the population of 3,038 school-going adolescents, the prevalence of drug abuse was found to be 7.3%, and the most popular drugs used were kratom (*Mitragyna speciosa*), hallucinogens and

cannabis. Majority of them were Male, and the average onset age of drug use is 16.

Conclusions: This present study showed that the prevalence of drug and substance abuse among school going in Malaysia in quite high. Special attention and urgent action from relevant agencies are needed to tackle drug issues amongst school going adolescent in Malaysia.

Prevalence and Patterns of Polysubstance Use Among Adolescent Ever Users in the Selective Hot Spots of Malaysia

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Background: Poly substance use has been a concern worldwide due to its associated negative health and social outcomes. Globally, poly substance use is more of a norm than an exception among adolescents. In Malaysia, limited epidemiological and empirical studies have reported poly substance use prevalence among adolescents. Further, research is needed to extend on the current knowledge of poly substance use.

Aims: The current paper aims to investigate the prevalence and patterns of poly substance use in adolescent ever substance users.

Methods: Participants in this study were school going adolescents (13-19 years) in selected hotspot of Malaysia recruited through stratified random sampling. Substances included tobacco, alcohol, cannabis, amphetamine type stimulants, inhalant, sedatives, hallucinogens, opioids, and other substance. The survey data currently has 1,215 participants, and the present analysis was conducted in 217 adolescent lifetime substance users. Descriptive analysis was carried out in the Statistical Packages for Social Sciences focused both on poly substance use including tobacco product and excluding tobacco product.

Results: Of the 217 ever users, 73.7% (including tobacco use) and 39.2% (excluding tobacco use) reported poly substance use in the past 3 months. The users comprise 17.5 % and 48.4% & single users, 37.8% and 23.0% dual users, 19.8% and 8.9% of triple users and 16.1 % and 7.4% of 4+ substance user in the tobacco use included and excluded categories respectively. The most used were 'other drugs' while tobacco and 'other drugs' were paired in the tobacco user category. Similarly, alcohol and cannabis and hallucinogens and 'other drugs' were equally paired in the second category.

Conclusions: Poly substance use is prevalent (73.7% and 39.2%) among the study participants. Tobacco is mostly paired with other drugs than using as a single substance while 'other drugs' appear to be more predominant in single and poly use relative to other specific drug classes. Intervention targeted on other drugs and tobacco at multiple levels for school-going adolescents can be beneficial.

Prevalence of Psilocybin Use in Vaping and Associated Factors: A Study Among Polysubstance Amphetamine-Types Stimulant (ATS) Dependent

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Background: The emergence of New Psychoactive Substances (NPS), including synthetic psilocybin, has increased concern among health experts due to the numerous health and socio-economic consequences. The current trend was shifting to the hazardous use of synthetic psilocybin in e-cigarettes or vaping; however, little is known about the prevalence of use specifically among ATS polysubstance users.

Methods: Interviewer-administered questionnaires were conducted in drug detention centres across Malaysia between January and June 2022. The study was conducted using the ASSIST 3.0 Malay version and obtained information on socio-demographic

characteristics and the clinical profile of the respondents. A total of 355 polysubstance ATS users were enrolled in this study.

Result: The result shows a high prevalence of psilocybin vaping among ATS polysubstance users (182/355, 53.1%). Most of the respondents were males (85.1%) and unmarried (69.3%), with a mean age of 29.2(SD=7.3). Across all respondents, five factors were associated with psilocybin vaping: tobacco smoking OR=5.790 (95% CI: 1.723, 8.183), cannabis use OR= 9.152 (95% CI: 2.693, 10.396) and alcohol use OR=3.137 (95% CI: 1.461, 5.817). Malays race reported having higher odds of involving in psilocybin vaping compared to other races, with OR=1.638 (0.043, 2.459). Meanwhile, a reduction in ages by 1.9 will increase the likelihood of involvement in psilocybin vaping with OR =1.897 (95% CI: 0.857, 1.938).

Conclusions: Psilocybin in the e-cigarette is growing tremendously among ATS users and across all populations. Unfortunately, little is known regarding the prolonged effect on health. Further study should highlight the harmful effect of psilocybin and the potential risk of psilocybin vaping among the younger generation.

Use of Cannabidiol (CBD) for the Treatment of Autistic Spectrum Disorder with Behavioural Issues: The Malaysian Perspectives

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Background: In Malaysia, all cannabis products are classified under Dangerous Drug Act 1952. Use or possession of the cannabis may cause individuals severe penalty if found guilty ranging from compulsory rehabilitation in government rehabilitation centres or imprisonment or death sentence if exceed certain limit. However, autistic child with behavioural problems do receive cannabidiol (CBD) product from elsewhere (without prescription) usually in the form of sublingual CBD oil drop bought by their desperate parent to control the behavioural symptoms after trial all sort of treatment including anti-psychotics, anti-convulsion and benzodiazepine prescribed by the treating doctors. Some parents reported good outcomes related to CBD use, especially those who get it from reliable sources.

Aims: To explore the reasons and outcomes of CBD oil use for the ASD children in Malaysia settings.

Methods: The case series of ASD children with CBD use and their clinical progress will be presented and discussed from existing legal framework in according to the Malaysian scenario and perspectives.

Results: The caregivers and patients' feedback regarding the effectiveness, quality of life and side-effects of using CBD oil for ASD symptoms will be explored.

Conclusions: Outcome of CBD on behavioural issues based on case series will be used for further research planning such as cohort study, randomised clinical trial, etc.

Association Analysis of a GSTP1 Functional Polymorphism with Methamphetamine Dependence and Associated Symptoms in a Multi-Ethnic Malaysian Population

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Background: Methamphetamine (METH) are a psychostimulant that are a highly addictive and has been widely linked to the adverse effect on brain. METH-induced oxidative stress can be effectively protected by glutathione S-transferases (GSTs). Genetic polymorphism of *GST* gene family may affect the susceptibility of METH users to its dependence and associated symptoms.

Aims: To investigate the association of a functional single nucleotide polymorphism rs1695 of *GSTP1* gene with METH-induced symptoms and dependence in a Malaysian population, including Malay, Chinese, Kadazan-Dusun, and Bajau ethnic groups.

Methods: Genotyping for *GSTP1* rs1695 polymorphism from 230 METH-dependent male subjects and 232 healthy male controls was performed using polymerase chain reaction-restriction fragment length polymorphism (PCR-RLFP). For statistical analyses, χ^2 test and Fisher's t test were performed.

Results: The results showed a significant difference between *GSTP1* rs1695 polymorphism and METH dependence in the Malay and Chinese populations.

Conclusions: Our findings suggest that the *GSTP1* rs1695 polymorphism may possibly be related to methamphetamine dependence in the Malay and Chinese populations but not in other ethnicities. Furthermore, the Malay ethnic group who carried the -105G allele might have a protective role for METH-induced mania.

Substance Cravings, Readiness to Change and Perceived Social Support as Determinants of Treatment Motivation for Amphetamine-Type Stimulant Use Disorder Among Youths in Malaysian Rehabilitation Centres

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Background: Motivation to initiate and continue treatment in cases of amphetamine-type stimulant (ATS) use disorder is essential in ensuring a successful recovery. Multiple factors can affect motivation which may include cravings towards the substance, individual factors, and the availability of support.

Objectives: The study aims to determine the relationship between treatment motivation for SUD and substance cravings, readiness to change and perceived social support.

Methodology: This cross-sectional study recruited participants who were currently enrolled in several rehabilitation centres in Malaysia for ATS use. The questionnaires used were the Malay translated versions of the Amphetamine-type Stimulants Cravings Questionnaire (ATS-CQ), Treatment Motivation Scale (TMS), Stages of Change Readiness and Treatment Eagerness Scale (SOCRATES), and Multidimensional Scale of Perceived Social Support (MSPSS).

Results: The respondents were mostly Malays and aged between 16 to 26. *Pil Kuda* (amphetamine pills) were reported to be the most used substance, n=145 (84.3%). The older participants and a later age of first use were positively correlated with higher treatment motivation ($p < 0.05$). Furthermore, those who scored lower on ATSCQ, and higher on SOCRATES and MSPSS were also positively correlated with higher motivation. On further analysis, it was found that

current age ($b=1.489$, $CI=0.628$, 2.349), ATS-CQ score ($b=-0.172$, $CI=-0.226$, -0.119), and SOCRATES score ($b=0.476$, $CI=0.321$, 0.630) to have a significant effect on treatment motivation.

Conclusion: This study highlights the importance of focussing more on the younger population of substance users to improve their motivation for treatment for a better outcome. It is also recommended that substance cravings and ways to overcome them are emphasized during rehabilitation to improve treatment motivation.

Effectiveness of Project Grit, a Youth Resilience Programme, Among Adolescents with Cyber Addiction: A Case Study

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Background: Project Grit, a 12-week youth resilience program implemented by Impart and Spartans Boxing Club, aims to support adolescents in developing resilience through psychoeducation and skill development. It consisted of two parts: 1.5 hour of group therapy followed by one hour of boxing. Due to the novelty of the study, six male participants, aged 13 to 18, were recruited.

Aims: It aims to examine the effectiveness of Project Grit in building resilience among adolescents with cyber addiction.

Methods: A 17-year-old male participant with a history of cyber addiction and social reclusion was selected for this case study. Teacher, parent and child versions of Strengths and Difficulties Questionnaire (SDQ) were administered to the facilitators, parents and participants, respectively, before and after the programme. Relevant themes from qualitative interviews are discussed.

Results: Scores from all raters revealed improvements in all domains. Total difficulties scores across all raters showed improvement from “very high” to “close to average”. High interrater reliability amongst two mental health professionals was observed ($\kappa=.85$). Project Grit helped the participant to reduce his cyber usage and increased prosocial behaviours. The program’s success can be attributed to its positive psychology framework, which focuses on building self-efficacy, healthy coping mechanisms, and social support.

Conclusions: Findings from the mixed method, single case study suggests that Project Grit is a

promising intervention for promoting resilience and future orientation among at-risk adolescents. The combination of boxing and future orientation may be particularly effective in fostering resilience among this population.

An Adaptation and Validation of the Cocaine Craving Questionnaire among Malaysian Abusing Amphetamine-Type Stimulants

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Background: Amphetamine-type stimulants (ATS) abuse cases are increasingly rampant especially in the local population overtaking opiates since the mid-2010s. Cravings have long been blamed as a causal factor for recurrent relapses in ATS abuse cases. Due to the lack of questionnaires measuring cravings for ATS in the local population there is a need for one especially considering the rising number of cases.

Objectives: This study aimed to adapt and validate the Cocaine Cravings Questionnaire into a locally suitable questionnaire to measure ATS Cravings.

Methodology: The original questionnaire was adapted by substituting “cocaine” with “ATS”. The process involves a back-to-back translation following which a round of face and content validation were carried out. The participants involve substance users with a history of ATS use recruited from rehabilitation centres in Malaysia. A set of questionnaires consisting of demographic items, and the adapted ATS Cravings Questionnaire (ATS-CQ) were given.

Results: This cross-sectional study recruited a total of 205 substance users. The participants were mostly single men with a mean age of 33.32 ($SD=13.14$). The mean age of ATS initiation were 22.89 ($SD=9.39$) and the mean duration of ATS use was 7.51 ($SD=7.99$) years. The adapted questionnaire received a good score for content validation. Differing from the original, this adapted version was found to only have two factors which are *Intention and Desire to Use* (Cronbach $\alpha=0.913$), and *Control and Anticipation of Use* (Cronbach $\alpha=0.775$). Test-retest also showed good reliability at $r=0.819$.

Conclusion: The finalized translated ATS-CQ is valid and reliable for use among Malaysian substance users to measure ATS cravings.

Youth Drug Addiction Vulnerability Prediction Using Machine Learning Approach Based on Socio-Behavioral Features

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Background: Addiction to drugs and alcohol has grown to be a serious concern to young people all over the world. We must act now as responsible members of society to shield these impressionable minds of the youth from a potentially fatal addiction.

Aims: This research proposes a machine learning-based method to estimate the degree of risk of developing a drug addiction, including the recommendations or solutions or the consequences that will occur if they remain in such situations.

Methods: We gather information from young people and students with 268 attributes that are related to demographic, depression, anxiety and stress scale, The World Health Organization Quality of Life and also Alcohol, Smoking and Substance Involvement Screening Test. The collected data is analyzed using data mining techniques to extract patterns related to drug addiction and identifying the relevant features for the model using feature selection techniques such as correlation-based feature selection and recursive feature elimination. We apply k-nearest neighbour, logistic regression, SVM, naive Bayes, random forest and CNN to the model. Then we compare the results of each of these algorithms using performance metrics.

Results: The authors will present the results during the upcoming conference.

Conclusions: This is a promising approach as it can analyze large and complex datasets to identify patterns and relationships between variables that may not be apparent to human analysts, thus improve the overall health of youth at risk of drug addiction.

Drug Abuse Risk Prediction Based on Geo-Spatial Features and Machine Learning

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Background: Nowadays, drug abuse is widespread among the community in Malaysia, particularly among young people and those living in rural areas. The types of drugs used may change over time depending on the trends. With the availability of student drug abuse information datasets, it is possible to develop predictive models to identify high-risk areas for drug abuse activities among students. Machine learning techniques, such as Convolutional Neural Networks (CNNs), have successfully analysed complex datasets and made accurate predictions. The amenities around the school area can be the benchmark and the factor to the drug risk of the school. Therefore, implementing a CNN model on the student drug abuse dataset can help identify the high-risk areas for drug abuse activities among students. The geo-spatial features that will be use in this project is map scale data that will be plot all the location in the points.

Aims: The proposed study uses the CNN machine learning algorithm to predict high-risk areas for drug abuse activities among students.

Methods: A student drug abuse information dataset collected from UKM research group, the collected dataset will be preprocessed to remove any inconsistencies or errors in the data. This will involve cleaning, normalization, and feature extraction. A CNN model will be developed to analyze the preprocessed dataset and predict the likelihood of drug abuse risk in different areas. The CNN model will be trained using the preprocessed dataset and validated using a test dataset. The developed CNN model will be evaluated based on accuracy, precision, recall, and F1-score. The model's performance will be compared with other existing machine learning models to assess its effectiveness. The results of the developed CNN model will be interpreted to identify the high-risk areas for drug abuse activities

among students. The results will be presented in a visually appealing and easy-to-understand format to aid decision-making.

Results: The full results will be presented in the upcoming conference.

Conclusions: The study's results will provide valuable insights into the prevalence of drug abuse among students and help develop effective prevention and intervention strategies.

The Determinants of Internet Gaming Disorder among Multiplayer Online Battle Arena (MOBA) Youth Gamers in Malaysia Through the Interaction of Person-Affect-Cognition-Execution (I-PACE) Model

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Background: The exponential growth of internet games has attracted youth to contribute excessive resources to their gaming activities, potentially resulting in Internet gaming disorder (IGD).

Aims: The present study examined the determinants of IGD (i.e., impulsivity, sensation seeking, and in-game satisfaction) among Malaysian youth through the Interaction of Person-Affect-Cognition-Execution (I-PACE) model. The mediating roles of sensation seeking and in-game satisfaction for the association between impulsivity and IGD were also examined.

Methods: A quantitative cross-sectional study was conducted on Malaysians who were (1) aged between 18 to 35, (2) non-professional gamers, and (3) have at least twelve months of multiplayer online battle arena (MOBA) gaming experience. 87 participants were recruited through the purposive sampling method using online survey. The study's variables were measured by using Internet Gaming Disorder Scale-Short Form (IGDS9-SF), Abbreviated Impulsiveness Scale (ABIS), Sensation Seeking Scale (SSS-V), and Player Experience of Need Satisfaction Scale (PENS). Partial least squares structural equation modeling (PLS-SEM) was applied for hypothesis testing.

Results: The findings revealed that impulsivity and in-game satisfaction positively predicted IGD, whereas sensation seeking was not a significant predictor of IGD. In-game satisfaction was found to be a significant mediator for the association between

impulsivity and IGD whereas sensation seeking was not.

Conclusions: This study improves the current knowledge of IGD by revealing the significant roles of impulsivity and in-game satisfaction in its development. It can also aid professionals in comprehending how impulsive individuals with high in-game satisfaction develop IGD. The empirical evidence can be useful for future interventions to individuals struggling with IGD.

Relationship Between Need Frustration and Internet Gaming Disorder (IGD) Among Multiplayer Online Battle Arena (MOBA) Young Adult Gamers: A Mediating Role of Gaming Motivations

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Background: The pervasive use of internet gaming, particularly the Multiplayer Online Battle Arena (MOBA) genre, has led to a significant increase in gaming behaviour among young adults in Malaysia. The highly addictive MOBA genre can potentially lead to the formation of Internet gaming disorder (IGD).

Aims: This present research examined the role of need frustration on IGD with gaming motivations (i.e., intrinsic motivation, extrinsic motivation, and amotivation) as mediators.

Methods: This study conducted a cross-sectional survey-based quantitative research design using purposive sampling. A total of 298 MOBA gamers (68% male, $M_{age} = 23.30$, $SD = 2.863$) completed the online survey. The key variables were assessed by Internet Gaming Disorder Scale-Short Form (IGDS9-SF), Basic Psychological Need Satisfaction and Frustration Scale (BPNSF), and Gaming Motivation Scale (GAMS).

Results: The findings obtained from the SmartPLS showed that the need frustration positively predicts IGD. Additionally, extrinsic motivation and amotivation were significant mediators for the relationship between need frustration and IGD. However, intrinsic motivation was not a significant mediator.

Conclusions: The findings of this present study have important implications for the current understanding

of IGD, as the significant role of need frustration was highlighted in the development of IGD. The results can also help professionals to gain insight into the impact of extrinsic motivation and amotivation on MOBA gamers with frustrated psychological needs. The empirical evidence can be used to develop effective interventions and preventative measures for individuals struggling with IGD.

Impact of Drug Misuse on Childhood Experiences – A Multigenerational Case Study of South Asian Family

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Background: Drug misuse often results in substance use disorders which are known to impact families. In families where parents regularly misuse drugs or alcohol, children often experiment with substances at earlier ages than the average population (Yusay & Cnoy, 2019). Early experimentation often leads to higher rates of later substance use disorders and decreased competency across life domains. This study explores how drug misuse carries across generations.

Aims: This study was undertaken to answer the following research questions: (1) What impact does drug misuse by parenting adults have on their minor children? (2) Are the children of parents who engage in drug misuse more likely to misuse drugs themselves? (3) What is the lived experience of children living within families where one or more caregivers live with a drug problem?

Methods: This study was conducted through six interviews which each lasted 90 minutes. A semi-structured instrument was used to interview each family member of a South Asian family. The family consisted of 3 generations that were available for interview and a 4th generation of children under the age of 5. The 4th generation was not interviewed, but questions about parenting was included for the first three generations. **Conclusion:** The research showed a significant correlation between early experimentation with drugs and having a parent or older sibling with a substance use disorder. The research also showed a weaker correlation between occasional substance misuse and drug use before age 18.

Modelling Parents' Engagement in a Drug Prevention Program

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Background: Drug abuse is regarded as a threat that sooner or later can destroy the young generation. Therefore, the role of all parties is needed to overcome this, first and foremost is the family roles. Parents play an important role in preventing family members from getting involved in drug abuse. The role of parents such as creating a harmonious family bond, high parental commitment through education and nurturing in educating children and parental involvement and interest in drug prevention programs can reduce the risk of drug abuse.

Aims: The study aimed to investigate parents' engagement in drug prevention program.

Methods: The research is based on questionnaire gathered from 515 parents in five states at high-risk areas in Malaysia. In order to participate in this study, the participants need to meet two specific criteria (1) parents with children aged 13 to 18 years and (2) parents who do not have children involved in drug abuse. They completed a set of questionnaires that were used to measure attachment, commitment and involvement to interest parents in drug prevention programme. The *partial least squares structural equation modeling* (PLS-SEM) through SmartPLS 4 software were used to conduct the data analysis.

Results: The results of the analysis show that attachment and involvement does not have a significant effect on interest. Therefore, hypothesis of this study is rejected. In addition, the findings of the study show that commitment has a significant effect on interest. Therefore, hypothesis of the study is accepted.

Conclusions: The findings have implication in providing input to those involved in strengthen the drug prevention program in Malaysia

The Effectiveness of KAL Drug and Substance Abuse Psychoeducation Prevention Modules Towards Knowledge, Attitudes and Drug Locus of Control in High-Risk Society

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Background: The study on the effectiveness of drug and substance abuse prevention modules approach had been carried out among youths living in high risk or hot spot district in the north of Malaysian Peninsular.

Objective: The main objective of this study was to evaluate the effectiveness of this *KAL* drug abuse prevention module on knowledge, attitude and locus of control of youth towards substance and drug abuse among the samples.

Methods: Quasi Experiment design was used involving two groups of youths from different areas in the same district, but different zones and each group consisted of 33 people (experimental and control group). The experimental group was given pre- and post-tests and a psychoeducational intervention module of seven meeting sessions by trained facilitators. While the control group was not given any intervention but need to answer the pre- and post-test.

Results: The results from the pre- and post-tests using t test, showed that there was an increase in mean values for knowledge, locus of control, and attitudes towards drug abuse for the experimental group that went through psychoeducation interventions. The mean results of the control group showed no increase for the three variables studied.

Discussion: Findings of the present study showed that the spiritual module in the prevention of drug abuse can help youths in high-risk society to enhance their self-assertiveness, spirituality and attitudes towards drug abuse which may help to prevent their involvement in drug abuse.

Teacher's Self-Efficacy (TSE) and Teaching Competency (TC) of Secondary School Teachers in Drug Education

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Background: The role of classroom teachers in integrating drug abuse prevention into teaching-learning is crucial to developing constructive discussion to avoid drug abuse among students. The teaching-learning process used to deliver drug topics in a classroom is known as drug education.

Objective: This study aimed to determine the relationship between Teacher Self-Efficacy (TSE) and Teaching Competency (TC) of classroom teachers in drug education in secondary schools. This study was a descriptive quantitative survey.

Methods: The study's respondents consisted of 491 secondary school teachers selected via stratified random sampling from six states in Malaysia. The instrument was developed by the researchers and piloted. The data were collected by a hybrid method using online and offline questionnaires. The study used SPSS 25 for statistical measures such as Cronbach's alpha, means, percentage, and standard deviation to analyze the data.

Results: The study revealed that the relationship between TSE and TC in drug education was strong and positively correlated ($p = 0.00$ and Pearson Correlation value = 0.636**).

Conclusion: It can be concluded that teachers' self-efficacy and teaching competency of classroom teachers in drug education had a significant relationship.