



SCHEDULE-AT-A-GLANCE

TUESDAY, FEBRUARY 16		
8:30 - 9 am (PT) / 11:30 am - noon (ET)	Welcome and Check-in	
9 - 9:30 am (PT) / 12 - 12:30 pm (ET)	<i>Course Introduction</i>	Cosette Rae, MSW, LICSW, ACSW, CDWF
9:30 - 10:30 am (PT) / 12:30 - 1:30 pm (ET)	<i>Video Games Tour: A Look Behind the Curtain (Part I)</i>	Bruce Wolcott, BA
10:30 - 10:45 am (PT) / 1:30 - 1:45 pm (ET)	Activity Break: ECPG (Almost) LIVE!	
10:45 - 11:45 am (PT) / 1:45 - 2:45 pm (ET)	<i>Video Games Tour: A Look Behind the Curtain (Part II)</i>	Bruce Wolcott, BA
11:45 am - 12:15 pm (PT) / 2:45 - 3:15 pm (ET)	Activity Break: Connections Podcast - Gaming	
12:15 - 1:15 pm (PT) / 3:15 - 4:15 pm (ET)	<i>Gaming Disorder (Part I)</i>	Marc Potenza, MD, PhD
1:15 - 1:30 pm (PT) / 4:15 - 4:30 pm (ET)	Activity Break: VR Demo with Bruce Wolcott	
1:30 - 2 pm (PT) / 4:30 - 5 pm (ET)	<i>Gaming Disorder (Part II)</i>	Marc Potenza, MD, PhD
WEDNESDAY, FEBRUARY 17		
8:30 - 9 am (PT) / 11:30 am - noon (ET)	Welcome and Check-in	
9 - 9:30 am (PT) / 12 - 12:30 pm (ET)	<i>Convergence of Gaming and Gambling</i>	Julie Hynes, MA, RD, CPS
9:30 - 10:15 am (PT) / 12:30 - 1:15 pm (ET)	<i>Problematic and Disordered Gaming</i>	Hilarie Cash, PhD, LMHC, CSAT, WSCGC-I
10:15 - 10:30 am (PT) / 1:15 - 1:30 pm (ET)	Activity Break: New Day Northwest segment - Gaming	
10:30 - 11:30 am (PT) / 1:30 - 2:30 pm (ET)	<i>Treating the Compulsive Use of Technology in an Outpatient Setting</i>	Ed Spector, PsyD
11:30 am - Noon (PT) / 2:30 - 3 pm (ET)	Activity Break: Voices of Recovery in Gaming: Personal Impacts	
12 - 1 pm (PT) / 3 - 4 pm (ET)	<i>Counseling Skills for Gaming Disorder (Part I)</i>	Cliff Sussman, MD
1 - 1:15 pm (PT) / 4 - 4:15 pm (ET)	Activity Break: Parts of the Brain	
1:15 - 2:00 pm (PT) / 4:15 - 5:00 pm (ET)	<i>Counseling Skills for Gaming Disorder (Part II)</i>	Hilarie Cash, PhD, LMHC, CSAT, WSCGC-I
THURSDAY, FEBRUARY 18		
8:30 - 9 am (PT) / 11:30 am - Noon (ET)	Welcome and Check-in	
9 - 10 am (PT) / 12 - 1 pm (ET)	<i>Gaming, Gambling, Substance Use, Porn, and Mental Health</i>	Hilarie Cash, PhD, LMHC, CSAT, WSCGC-I
10 - 10:15 am (PT) / 1 - 1:15 pm (ET)	Activity Break: Deep Breathing Exercises with Tana Russell	
10:15 - 11:45 am (PT) / 1:15 - 2:45 pm (ET)	<i>Case Formulation Overview</i>	Cliff Sussman, MD
11:45 am - 12:15 pm (PT) / 2:45 - 3:15 pm (ET)	Activity Break: Gaming Disorder Recovery	
12:15 - 1:15 pm (PT) / 3:15 - 4:15 pm (PT)	<i>Prevention Track</i>	Julie Hynes, MA, RD, CPS
1:15 - 1:30 pm (PT) / 4:15 - 4:30 pm (ET)	Activity Break: March Mid-Month Training Presenter Preview	
1:30 - 2 pm (PT) / 4:30 - 5 pm (ET)	<i>Series Closure</i>	Cosette Rae, MSW, LICSW, ACSW, CDWF

Foundations in Gaming Disorder Core Training: Follow-up Support Session + Focus Group

2 hours live webinar:

- **Wednesday, March 31, 2021, 9-11 am (PT)/12-2 pm (ET) or**
- **Monday, April 5, 2021, 9-11 am (PT)/12-2 pm (ET)**

Two hours of follow-up support training via live webinar to provide direct feedback from self-directed content, answer questions, address needs, discuss client interactions and experiences, provide interactive support, further develop competencies, and participate in a training experience focus group.

Follow-Up Support Session Objectives:

1. Participants will be able to ask additional questions about the content from the live-learning portion, as well as get feedback and ask questions from the self-directed content.
2. Participants will be able to share experiences working with clients with gaming problems, address needs, get feedback, and further develop competency skills.

Focus Group Objectives:

1. Focus Group seeks to provide and receive increased understanding and clarity on issues important to participants.
2. Focus Group seeks to understand the experience and outlook of participants to better tailor future trainings, add course content that is meaningful and needed, and determine how to best offer future trainings that will be applicable in participants' daily work.

Presented By:

EVERGREEN COUNCIL ON PROBLEM GAMBLING

The Evergreen Council on Problem Gambling (ECPG) is dedicated to increasing awareness of public health issues around problem gambling and gaming, expanding the availability and integration of services, and supporting advocacy, research, and programs for education, prevention, treatment, recovery, and responsible gambling and gaming. We provide confidential support for Washington State residents through our 24-hour Problem Gambling Helpline (800.547.6133) via phone, text, and chat, and public awareness, education, prevention, and resource development services for individuals, families, employers, students, the gaming industry, and business and community groups. ECPG also provides qualified training and certification programs and continuing education units (CEUs) for treatment professionals.



MASSACHUSETTS COUNCIL ON GAMING AND HEALTH

Founded in 1983, The Massachusetts Council on Gaming and Health is a private, non-profit public health agency. MACGH advocates for responsible gaming and gambling practices and services for those affected by gambling. They aim to reduce the impacts of gambling disorder and strive to make gambling healthy and safe for the people of Massachusetts. MACGH is neither for nor against legalized gambling. Their mission is accomplished through education, advocacy, and by providing resources. They serve people who gamble, their families, caregivers, and the community at large.



Training Partners:

