

**Objectives:** The purpose of this study was to clarify the phenomenology of mental disorders in children with an assessment of the prognostic significance of symptoms that preceded the development of the disease for future mental health.

**Methods:** The clinical material was collected during the survey of a child population. Selected for prospective observation was 40 children (1-3 years old) from the high-risk group for schizophrenia with functional disorders of the endogenous spectrum. All patients were examined by clinical methods and pathopsychological, neurophysiological. Psychometric scales PANSS, CARS were used. The results were mathematically evaluated using the Statistica 7 program.

**Results:** The clinical picture of the mental state of young children, in children with autistic disorders in 1,5-3 years, was determined by a specific complex of disorders, which were reduced to a general deficit, especially in the emotional sphere, vegetative dysregulation, most often, the sleep-Wake rhythm. Motor skills, as a rule, did not lag significantly behind the age standards. The onset of actual autistic disorders was noted older than 1 year of life. Children received medication and corrective therapy. The detailed clinical picture of violations developed gradually. Dynamics of psychopathological picture in (80,0%) children was regressive.

**Conclusions:** The study shows the importance of preventive measures in people related to ASD, sparing individual approach in education and therapy.

**Keywords:** early childhood; autism; high risk group; a prospective study; autism; early childhood

## EPP0091

### Observing flaming or trolling online: Prevalence in russian youth and adolescents and relationship to tolerance and aggression

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**Introduction:** Cyberaggression including the most wide-spread variants of flaming (O'Sullivan, Flanagan, 2003; Voggeser et al., 2017) and trolling (Buckels et al., 2018) is affecting mental health of adolescents and youth although it could be (Kowalski, 2014; Wright, Wachs, 2020).

**Objectives:** The aim was to study prevalence of flaming and trolling experience in Russian youth and adolescents and its relationship to general aggression and tolerance.

**Methods:** 525 adolescents 12-13 years old, 1029 adolescents 14-17 years old, 736 youth 18-30 years from 8 Federal regions in Russia appraised their experience of flaming or trolling online (as initiators, victims and observers) using vignettes. 1105 parents of adolescents appraised whether their children experienced flaming or trolling online. Then they filled Aggression Questionnaire (Buss, Perry, 1992) and Tolerance Index (Psychodiagnosics..., 2008).

**Results:** More than one-half of adolescents (51-58% in 12-13 years old and 64% in 14-17 years old) and youth (45-69%) reported experience of flaming and trolling online, mostly as observers (32-65%). Parents accurately appraised flaming experience in their children but underestimated trolling experience ( $p < .05$ ). Adoles-

cents and youth observing flaming online report higher hostility, anger and physical aggression ( $F=17.8-28.3$ ,  $p < .01$ ,  $\eta^2=.02$ ) while lower social tolerance ( $F=4.27$ ,  $p < .05$ ,  $\eta^2=.01$ ). In adolescents observing trolling online these effects are stronger than in youth observing trolling online (interaction:  $F=5.68$ ,  $p < .05$ ,  $\eta^2=.01$ ).

**Conclusions:** Observing trolling and flaming online is related to higher aggression and low tolerance in adolescents and youth and for adolescents the relationship is stronger. The reported study was funded by RFBR, project 20-013-00857.

**Conflict of interest:** The reported study was funded by RFBR, project 20-013-00857.

**Keywords:** adolescents; cyberaggression; flaming; trolling

## EPP0092

### Neurocognitive functions in children and adolescents with different enthusiasm for video games

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**Introduction:** Video games are becoming increasingly popular among children (Lenhart et al., 2015). There is a lack of research that studies the impact of online games on children's neurocognitive functions.

**Objectives:** The aim is to study neurocognitive functions in children and adolescents playing and not playing online games.

**Methods:** The sample comprises 100 children aged 5-10 years and 100 adolescents aged 11-16 years. The following neuropsychological indexes (Akhutina, 2016) are studied: programming and control, serial organization of movements, auditory and visual memory, left and right hemispheric functions, and neurodynamic component of mental activity. Wexler's Awareness and Comprehension Tests were used to study verbal functions. The game activity are measured by social-psychological questionnaire.

**Results:** Children who play online games have a serial organization of movements (smooth switching from one component of the program to another) ( $F=14,46$ ,  $p < 0,01$ ) and a neurodynamic component ( $F=13,07$ ,  $p < 0,01$ ), which are worse developed than children who do not play online games. Adolescents playing online games have better analytical (left hemispheric) functions ( $F=13,37$ ,  $p < 0,01$ ), mathematical abilities ( $F=3,47$ ,  $p=0,063$ ), and Awareness subtest ( $F=3,47$ ,  $p=0,065$ ) scores than nonplaying adolescents.

**Conclusions:** Children playing online games have lower results on neurocognitive functions directly related to motor development. Teenagers playing online games had higher scores in mathematical ability, analytical functions and awareness. The results indicate the need to develop an optimal time for digital gaming activities depending on the age of the child. The reported study was funded by RFBR, project No. 19-29-14181.

**Conflict of interest:** The reported study was funded by RFBR, project 19-29-14181.

**Keywords:** neurocognitive development; adolescents; Children; video games