Digital Dependency Awareness Conference  
November 14, 2016 – Windsor, Ontario  

EVALUATION  

Likert Scale (1 Disagree - 5 Agree) n=40  

<table>
<thead>
<tr>
<th>1) The content of the conference was organized and easy to follow.</th>
<th>4.8</th>
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<tbody>
<tr>
<td>2) The facilitator(s) provided enough opportunities for participation.</td>
<td>4.6</td>
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<tr>
<td>3) The facilitator(s) responded to questions and answers in a constructive and helpful manner.</td>
<td>4.8</td>
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<tr>
<td>4) The time/length of the conference was suitable.</td>
<td>4.8</td>
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<td>5) The facility was suitable for the conference.</td>
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<td>6) The facilitator(s) was well prepared and knowledgeable.</td>
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<td>7) There was enough information provided.</td>
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<tr>
<td>8) I have an increased understanding of Video Game and Internet Dependency.</td>
<td>4.7</td>
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<td>9) I am now more aware of the steps to obtaining support for Video Game and Internet Dependency.</td>
<td>4.3</td>
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<tr>
<td>10) This conference provided me with the knowledge that I need in order to help clients with Video Game and Internet Dependency and/or their significant others.</td>
<td>4.2</td>
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Additional evaluation questions generated a number of responses. Here is a summary of the general themes:

11) What was the most important thing you learned today?
- Video game and internet dependency impact on the brain
- VR Possibilities
- Habit vs Addiction
- Affirmative Gaming
- Role of OT in approaching issue
- Screen time or games are not horrible but need guidance
- The importance of screening for problem gaming

12) What do you feel were the strengths of this conference?
- Diversity of perspectives
- Balanced Approach
Knowledgeable Speakers
Great resources
Facility
Format

13) What do you feel were the weaknesses of this conference?
- Venue not easy to find
- Not enough snacks
- Time
- Correlations does not equal causation
- Would have liked more interactive activities at our tables
- We could use a Part 2 or smaller workshops for clinical application/more discussion

14) How can we improve this conference?
- Food/snacks and drinks
- Venue change
- Continue to have multiple perspectives but ensure that the speakers have equal clout
- Possibly more words on experience with VR technology or video games
- More on social media perhaps
- Can't think of anything - it was very good
- More tools to use in clinical practice

15) What additional topics do you wish this conference would have covered?
- Harm Reduction Model
- More VR + Tech
- Best practices for treatment of individuals, couples, families etc.
- Practical use of VR in outpatient practices
- How to engage parents more to get on board with reducing tech at home
- Statistics on gaming and age demographics
- Methods & effects of gaming marketing. Status of games in society/pop culture
- What can we do/where can we refer in Windsor-Essex
- Trauma and gambling addiction
- Social media + mental health
- Token economy and gambling
- Micro transactions
- Sociological impacts of students being "plugged in" all the time
- Recreation therapy
- Helping families
- Evidence based interventions

Additional Comments
- Please inform of future conferences
- Fantastic. Really liked the polarity and diversity of views
- Include a space for bias on evaluation form along with individual presenter ratings
- Needed snacks with am break
- Keep every one in same room. No break out sessions
- Excellent work by the conference committee
- It was very well delivered and great choice of speakers
- I learned a lot today
- More interaction
- TERRIFIC
- Awesome
- Thank you for an excellent day
- Thanks to the presenters and organizers for putting on this conference - very pertinent!!
- Thank you so much!
- Great day with lots of learning
- Went very smoothly - fantastic speakers!