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

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

		Average Totals
1)	The content of the conference was organized and easy to follow.	4.8
2)	The facilitator(s) provided enough opportunities for participation.	4.6
3)	The facilitator(s) responded to questions and answers in a constructive and helpful manner.	4.8
4)	The time/length of the conference was suitable.	4.8
5)	The facility was suitable for the conference.	4.8
6)	The facilitator(s) was well prepared and knowledgeable.	4.8
7)	There was enough information provided.	4.8
8)	I have an increased understanding of Video Game and Internet Dependency.	4.7
9)	I am now more aware of the steps to obtaining support for Video Game and Internet Dependency.	4.3
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.	4.2

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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!