Introduction: Investigation expectations for children and adolescents with cancer is an important issue for their psycho-emotional development as well as their quality of life.

Objectives: To investigate the expectations of children suffering from cancer.

Methods: 102 questionnaires were collected from pediatric patients suffering from neoplasia disease (62 boys and 40 girls) with a median age of 13 years, covering the multidimensional expectation questionnaire (MEQ) suitable for children with cancer in a 4-point Likert scale. The MEQ was then evaluated using the SPSS.21 statistical package, which resulted in 13 questions. The questionnaire of expectations highlighted three factors that referred to the "family life expectations", "daily life / daily routine and career prospects", and "expectations of networking friendship", respectively. The statistical results were obtained by multi-line regression analysis, with the Stata 12.1 statistical package, while ethical issues were complied with and licensed.

Results: MEQ reliability (Cronbach's alpha) for the entire scale was 0.82 and for agents ranged from 0.65-0.84. Overall, pediatric cancer patients delivered a fairly high average score of $3,33 \pm 0,42$ questions in the expectation's questionnaire, while the mean scores were $3,29 \pm 0,63$, $3,51 \pm 0$, 45 and 3.19 ± 0.54 , respectively. From the results of the analysis of multiple regression, it appeared that, as the age increases, the patients with neoplastic disease have overall 76 lower expectations (p = 0.014), while the satisfaction of the doctors-nursing staff in the total expectations is positive (p = 0.018). In the family life expectancy factor, the age of children appears to play a negative role in increasing age (p = 0.019), while positive body image and satisfaction with doctors-nursing staff (p = 0.040, p = 0.006) respectively. It appeared that children aged> 13 years have worse outcomes in expectations of the daily routine and career prospects with (p = 0.037).

Conclusions: The MEQ has proven to be a valid and reliable tool that can provide pediatric staff and researchers with information about the expectations of children and adolescents with cancer that require long-term health care.

Disclosure of Interest: None Declared

EPV0130

Pattern of video game usage and video game disorder in Portugueses adolescents: A study about parental and peer attachment, parenting styles, and communication in parenting

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Introduction: Video game disorder has been a subject of increasing interest, being associated with patterns of insecure attachment and authoritarian and permissive parenting styles. However, there is still a gap concerning the relationship between video game disorder and parent-child communication, one of the fundamental components of attachment to parents. Particularly in the Portuguese context, research on these topics and

their interrelations is still scarce, thus remaining relatively unexplored.

Objectives: To explore the pattern of video game usage and video game disorder, as well as their relationships with parental and peer attachment, parenting styles, and communication in parenting within a sample of Portuguese adolescents.

Methods: 150 Portuguese teenagers, recruited at public Portuguese schools, aged between 10 and 19 years old (mean age = 14.37, DP = 3.12; 52.7% girls (n = 79), and mostly living with both parents (79.7%, n = 106) fulfilled a sociodemographic and an academic questionnaire, a questionnaire on video game use patterns, the Video Game Disorder Scale - Short Version 9, the People in My Life Questionnaire, the Portuguese hetero-report version of the Parenting Styles and Dimensions Questionnaire: Short Versionand the Perception Scale of Parenting Communication.

Results: The majority of the sample indicated 3rd childhood (n = 81, 54.0%), specifically at 8 years old, as the age of video game initiation and a playtime of less than or equal to 2 hours (n = 111, 74.0%), with only 2 participants found to have a video game disturbance index (1.3%). A positive association was found between video game disturbance and the average hours of gameplay, as well as a negative association with the age of game initiation. Additionally, relationships were explored, revealing that video game disturbance is negatively related to lower quality of attachment to parents and peers, positively related to an authoritative parenting style, and negatively related to less available, open, and affectionate parent-child communication.

Conclusions: This study provides an in-depth understanding of adolescents' behavior regarding video games, contributing to the knowledge of the topic in the Portuguese context. Furthermore, the identification of factors associated with video game disturbance allows for the development of remediation and prevention programs for this addictive disturbance, which are essential tools in psychological practice.

Disclosure of Interest: None Declared

EPV0133

Attachment representations in high intellectual potential (HIP) children compared to non-HIP children during development

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Introduction: The studies about developmental bases of attachment in healthy children with high intellectual potential (HIP) are rare.Moreover, the literature underline socio-emotional disorders in HIP and difficulties with behavioral adjustment of parents.

Objectives: We aimed to explore the developmental trajectory of attachment in HIP children without psychological or learning disorders.