



PHARMANEXUS

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GAMING DISORDER: AN EMERGING CONCERN



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Introduction:

As technology has advanced and video games have become more widely accessible, growing apprehensions about their potential adverse effects on mental health have surfaced. A notable concern in this realm is the identification of gaming disorder—an affliction marked by sustained and excessive gaming behaviour that hampers an individual's daily functioning. This article thoroughly examines gaming disorder's intricacies, delving into its definition, associated health conditions, diagnostic criteria, evidence and research quality, risk factors and prevalence, and potential consequences and management, supported by citations from reputable journals.

Defining Gaming Disorder:

The World Health Organization (WHO) has formally acknowledged gaming disorders as a mental health condition. As per the 11th edition of the International Classification of Diseases (ICD-11), gaming disorder is defined by compromised control over gaming, heightened priority

assigned to gaming over other activities, and the persistent or intensified engagement in gaming despite adverse outcomes.

Associated Health Conditions:

Described as a pressing public health issue, gaming disorder has attracted numerous systematic reviews examining its connections with other health conditions. Nevertheless, the methodology employed in these reviews can introduce biases into the conclusions, potentially resulting in research, policy decisions, and patient care that lack a genuinely evidence-based foundation.

Diagnostic Criteria:

Diagnosing gaming disorder involves adhering to specific criteria set out by the ICD-11. Individuals must display notable impairment in personal, family, social, educational, occupational, or other critical areas of functioning attributable to their gaming behaviour. Furthermore, the persistence of gaming behaviour for a minimum of 12 months is required for diagnosis, although an earlier diagnosis may be warranted in severe symptoms.

Evidence and Research Quality:

In a study published in PLOS ONE, a pre-registered protocol was adhered to, aiming to identify dependable and methodologically rigorous systematic reviews exploring the connections between gaming disorder and depression or anxiety across diverse populations. The findings revealed that systematic reviews about gaming disorders fall short of meeting rigorous methodological standards. Given that sound clinical and policy decisions hinge on credible, precise, and unbiased evidence synthesis.

Researchers, clinicians, and policymakers need to think carefully about the effects of selective outcome reporting. Risk Factors and Prevalence:

In Slovenian primary schools, a study found that around 4.7% of adolescents were marked as 'high-risk gamers' for IGD, mostly males. These high-risk gamers spent more time on screens, like watching TV, gaming, and using social media. Also, when compared to 'low-risk gamers,' they showed less self-control and had trouble understanding their parents.

Even with difficulties in estimating gaming disorder prevalence because of different methods and cultures, several studies have provided important findings. A 2019 study in the Journal of Abnormal Psychology noted that about 1-3% of participants fit the criteria for gaming disorder, indicating a need for a more detailed understanding of its prevalence and related aspects.

Management:

Managing gaming disorders requires a broad approach with psychological care, medication, and self-help methods.

- Psychological Interventions: Cognitive-behavioral therapy (CBT) is usually the main treatment for gaming disorders. CBT helps people identify and change thought patterns that lead to harmful gaming habits.

Pharmacological Treatment:

No current medical treatments target gaming disorders directly, but doctors use medications such as antidepressants, mood stabilizers, and opioid antagonists to manage related conditions like depression or anxiety. Family therapy can help improve communication and rebuild relationships affected by gaming disorders.

Support Groups:

Support groups offer secure environments for exchanging experiences while learning from others and gaining emotional assistance.

Consequences and Implications:

Gaming disorder leads to severe effects across multiple aspects of a person's life, including their mental health status, their connections with others, and their success in school or work. Research demonstrates that gaming disorder is associated with elevated anxiety levels and depression symptoms along with a greater inclination towards social isolation.

Conclusion:

The classification of gaming disorder as a mental health condition requires ongoing research efforts to understand its underlying causes and risk factors while developing effective treatment methods. Individuals, families, and communities need to stay informed and promote responsible gaming practices to work together in reducing the negative impact of excessive gaming on mental health. Public health programs must target adolescents who show signs of excessive gaming behavior because they are more vulnerable to developing IGD at a young age. It is essential to continue research efforts to establish reliable and unbiased evidence concerning gaming disorders and their related health conditions.

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ONASEMNOGENE ABEPARVOVEC

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This drug was developed by AveXis, a Novartis company. The US Food and Drug Administration (FDA) approved ONASEMNOGENE ABEPARVOVEC on May 24, 2019, for the treatment of pediatric patients less than 2 years of age with spinal muscular atrophy (SMA) and bi-allelic mutations in the survival motor neuron 1 (SMN1) gene. The Brand name of the ONASEMNOGENE ABEPARVOVEC is ZOLGENSMA. ZOLGENSMA belongs to the pharmacologic category of gene therapy and adeno-associated viruses. The first gene therapy to treat SMA was ONASEMNOGENE ABEPARVOVEC. One intravenous infusion of 1.1×10^{14} vector genomes per kg of body weight administered for 60 min is the recommended dose. ONASEMNOGENE ABEPARVOVEC is an intravenous injection that delivers a functional copy of the human survival motor neuron (SMN) gene to motor neuron cells using an adeno-associated viral vector. For the maintenance and operation of motor neurons, SMN1 encodes the survival motor neuron protein. ONASEMNOGENE ABEPARVOVEC was shown to enhance event-free survival, motor function, and motor milestone outcomes in clinical studies of SMA patients. These gains persisted over a longer period, up to a median of approximately five years. In children with pre-symptomatic SMA.

ONASEMNOGENE ABEPARVOVEC was also linked to quicker than expected age-appropriate achievement of motor milestones and improvements in motor function, thus demonstrating the value of early intervention. ONASEMNOGENE ABEPARVOVEC was generally well-tolerated. Prednisolone, taken as a preventative measure, is typically effective in reducing the risk of hepatotoxicity. Liver function (AST, ALT, total bilirubin, and PT), CBC (Hb and platelet count), serum creatinine, troponin-I, and anti-AAV9 antibody tests were the baseline monitoring parameters. Liver function (AST, ALT, total bilirubin, and PT), platelets, and troponin-I (checked weekly), as well as signs and symptoms of thrombotic microangiopathy (such as hypertension, bruises, decreased urine output, and seizures), should all be monitored in the first month following treatment. For patients with SMA, ONASEMNOGENE ABEPARVOVEC represents a significant therapeutic option, especially when initiated at an early stage of the illness.

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TELEPHARMACY: EASY ACCESS TO PHARMACY SERVICES FOR EVERYONE



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Introduction:

In today's high-tech world, new ideas are changing how things work, and healthcare is no different. One exciting innovation that makes a significant difference is telepharmacy. This cool concept is changing how people obtain pharmacy services, making it easier and more convenient for everyone.

Telepharmacy: How It Works?

Telepharmacy is a special service in which licensed pharmacists help patients by using their phones and computers. With secure video calls and online platforms, patients can talk to pharmacists, obtain advice about their medicines, and even get prescriptions without leaving their homes.

Why It's Great:

Telepharmacy helps people who live far from pharmacies or do not have easy access to them. This means that anyone can get the medicines they need and talk to a pharmacist, regardless of where they are.

Benefits of Telepharmacy

So Easy and Convenient: With Telepharmacy, there is no need to wait long lines at a pharmacy. You can set up a virtual meeting with a pharmacist at a time that suits you the best. This saves time and makes healthcare more focused on what is best for you.

Personal Help with Medicines:

Pharmacists using Telepharmacy can keep a close eye on how you take your medicines.

They can give you personalized advice about how much to take and any possible problems. This kind of help makes sure you take your medicines properly and stay healthy.

Help for Long-Term Health Issues:

If you have ongoing health problems, Telepharmacy is here to support you. Pharmacists can work with you and your doctor to manage your medicines better and make sure you get the care you need.

Help Anytime we Need It:

Some Telepharmacy services are open 24/7, meaning you can get help whenever you need it, even in the middle of the night.

Improved access to pharmacy services:

Telepharmacy can help to improve access to pharmacy services in rural and underserved areas. This is because it allows pharmacists to provide services to patients who live far away from a traditional pharmacy.

Increased convenience:

Telepharmacy can also make it more convenient for patients to receive pharmacy services. This is because they can often receive these services from home or from another remote location.

Improved patient safety:

Telepharmacy can help to improve patient safety by allowing pharmacists to provide more personalized care. This is because they can interact with patients directly and answer their questions in real time.

Reduced costs:

Telepharmacy can also help to reduce costs. This is because it can help to reduce the need for pharmacists to travel to remote locations.

Challenges of Telepharmacy

Technology: Telepharmacy requires the use of reliable telecommunication technology. If the technology is unreliable, it can disrupt the delivery of pharmacy services.

Regulations: Telepharmacy is a relatively new field, and some regulatory challenges still need to be addressed. For example, in some countries, pharmacists are not allowed to dispense medication remotely.

Patient acceptance: Some patients may not be comfortable receiving pharmacy services from remote locations. This is especially true for patients who are unfamiliar with the technology.

Conclusion:

Telepharmacy is the future of healthcare, making it easy for everyone to obtain the medicines and advice they need. As technology improves, telepharmacy will keep making healthcare better for everyone.

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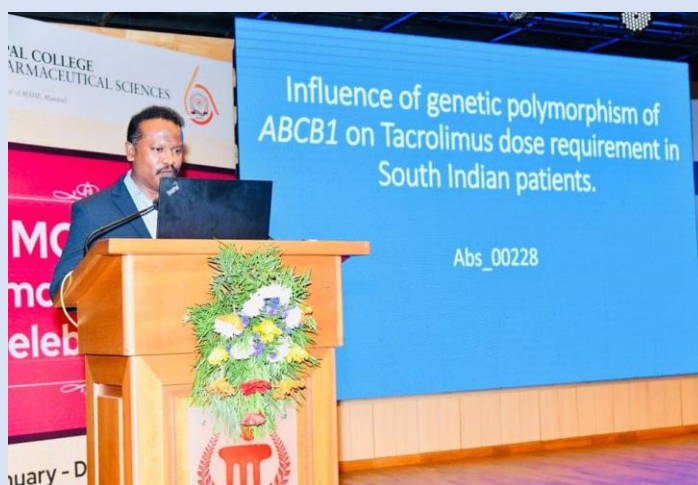
DEPARTMENTAL ACTIVITIES

INTERNATIONAL CONFERENCE ON CPCON - 2023

The Internship Pharm.D students and faculty members from the Department of Pharmacy Practice at The Erode College of Pharmacy in Erode actively engaged in the CPCON-2023 International Conference. This conference took place from January 6 to January 7, 2023, hosted at the School of Pharmacy, Manipal Academy of Higher Education (MAHE) in Manipal, Karnataka.



Dr. D. Krishnakumar, Professor and Head of the Department of Pharmacy Practice at The Erode College of Pharmacy in Erode, not only presented his research work but also received the esteemed "Meteor Memento" at the International Conference on CPCON-2023. This conference was held from January 6 to January 7, 2023, at the School of Pharmacy, Manipal Academy of Higher Education (MAHE) in Manipal, Karnataka.



NATIONAL PHARMACY EDUCATION DAY

The Pharmacy Council of India (PCI) announced March 6 as the “National Pharmacy Education Day” to honour the birth anniversary of Professor Mahadeva Lal Schroff, acknowledging his significant role in establishing Pharmacy Education in India. We were thrilled to announce that, in celebration of National Pharmacy Education Day, we organized a National Level e-Quiz and e-poster Presentation competition for all Pharmacy students on March 6, 2023.

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**E - QUIZ & E - POSTER PRESENTATION
COMPETITION**

WIN CASH PRIZES UPTO RS. 5,000

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ABOUT OUR COLLEGE

The Erode College of Pharmacy (ECP) was established in the year 1992, under the patronage of Erode Educational Trust. The college is recognized and affiliated with The Tamilnadu Dr.MGR Medical University, Chennai, approved by Pharmacy Council of India (PCI) and All India Council for Technical Education (AICTE), New Delhi.

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NATIONAL PHARMACY EDUCATION DAY 2023 - E-QUIZ WINNERS

I Place



M. Pradeep, Karpagam Academy of Higher Education
Coimbatore - 641 021

II Place



P. L. Avinash, The Erode College of Pharmacy
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III Place





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